

<b>Furnace Golem</b>		<b>Level 18 Elite Brute</b>
Gargantuan Natural Humanoid (construct)		XP 4,000
<b>Initiative</b> +14	<b>Senses</b> Perception +12	
<b>Trembling Ground</b> aura 10; Other creatures in the aura treat it as difficult terrain. The furnace golem makes an attack against any creature touching the ground within the aura at the start of its turn as a free action; +19 vs. Reflex; the target is prone.		
<b>Exposed Furnace (fire)</b> aura 5; As long as the golem is bloodied, any other creature starting its turn in the aura takes 1d10+7 fire damage.		
<b>HP</b> 430; <b>Bloodied</b> 215		
<b>AC</b> 32; <b>Fortitude</b> 33, <b>Reflex</b> 29, <b>Will</b> 29		
<b>Immune</b> disease, poison, sleep; <b>Resist</b> all 5		
<b>Saving Throws</b> +2		
<b>Speed</b> 8		
<b>Action Points</b> 1		
Ⓣ <b>Pitch Fork</b> (Standard; at-will)		
Reach 3; +21 vs. AC; 3d8+7 damage and secondary attack +19 vs. Reflex; target is grabbed.		
<b>Residuum Hopper ♦ fire</b>		
The golem may have up to 16 medium or smaller creatures, or half as many large creatures, grabbed at any one time. At the start of the golem's turn, all grabbed creatures take 3d10+6 fire damage. Any creature killed by this damage is turned into an amount of residuum equal to its experience value (or the value of an equivalent-level monster in the case of PCs) and cannot be resurrected.		
<b>Alignment</b> Unaligned		<b>Languages</b> --
<b>Str</b> 25 (+16)	<b>Dex</b> 20 (+14)	<b>Wis</b> 16 (+12)
<b>Con</b> 25 (+16)	<b>Int</b> 3 (+5)	<b>Cha</b> 3 (+5)