

Runic Colossus

Gargantuan, Construct, Unaligned

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ARMOR CLASS

22

HIT POINTS

407 (22d20 + 176)

CHALLENGE

21 | 33,000 XP

PROFICIENCY

+7

Speed Walk 50 ft.

Initiative +1

Saving Throws Con +15, Str +17, Wis +11

Skills Perception +11

Damage Resistances Fire, Force; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Truesight 120 ft.; Passive Perception 21

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Languages Understands Giant and the language of its maker but cannot speak

STR30
+10**DEX**12
+1**CON**26
+8**INT**10
+0**WIS**18
+4**CHA**12
+1

Traits

Runic Frame. The colossus has Advantage on saving throws against spells and magical effects.

Siege Colossus. The colossus deals double damage to objects and structures.

Actions

Multiattack. The colossus makes three Runic Slam attacks.

Runic Slam. Melee Attack Roll: +17, reach 20 ft. Hit: 37 (5d10 + 10) Bludgeoning damage plus 22 (5d8) Force damage.

Giant Rune Cascade (Recharge 5-6). Constitution Saving Throw: creatures of the colossus's choice within 60 feet. Failure: 117 (26d8) Force damage and the target is knocked Prone. Success: Half damage.

Reactions

Runic Guard. When hit by an attack, the colossus adds 7 to its AC against that attack, potentially causing it to miss.

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