

KOLYARUT



LEVEL (SAVE) 13

6

AC

26

HP

150

MELEE ATTACK

+18/+13 (20 magic + Life Drain)

TYPE: Construct

SPEED SPECIAL ABILITIES
Construct Traits

DR 5 (Takes 5 less damage

from nonmagical melee and ranged attacks)

Enervation Ray (Unlimited uses)

(Replaces attacks: sight; attack –2 and save –2)

Life Drain 20 (If target is a living creature,

this creature gets +20 hp [maximum 150 hp]) **Spell Resistance** (May ignore spells unless the caster rolls 11+)

SPELLS

5th—hold monster ☐ (sight; Paralysis; DC 17)
4th—mark of justice ☐ (touch; creature can only move; save negates only if made in a victory area at the end of one of the

affected creature's turns; DC 20)

KOLYARUT: LN M Construct (Extraplanar, Lawful)

