

 **KOLYARUT**  **EPIC**  
220 POINTS

**LG**

**LEVEL (SAVE)**  
**13**

**MELEE ATTACK**  
+18/+13 (20 magic + Life Drain)

**TYPE:** Construct

**SPEED**  
**6**

**SPECIAL ABILITIES**  
**Construct Traits**  
DR 5 (Takes 5 less damage from nonmagical melee and ranged attacks)

**AC**  
**26**

**Enervation Ray** (Unlimited uses)  
(Replaces attacks: sight; attack -2 and save -2)  
**Fearless**

**HP**  
**150**

**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)



 **DUNGEONS & DRAGONS** ©2006 Wizards

