

# SHIELD GUARDIAN

# CREATURE 13

UNCOMMON

N

LARGE

CONSTRUCT

GOLEM

MINDLESS

Converted by VaranSL

**Perception** +19; darkvision

**Skills** Athletics +28

**Str** +7, **Dex** -1, **Con** +7, **Int** -5, **Wis** +0, **Cha** -5

**AC** 33; **Fort** +26, **Ref** +20, **Will** +22

**HP** 235; **Immunities** acid, bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious;

**Resistances** physical 15 (except adamantine)

**Berserk** A severely damaged shield golem has a chance of going berserk. If it has 50 or fewer Hit Points at the start of its turn, the golem must succeed at a DC 5 flat check or go berserk. A berserk golem wildly attacks the nearest living creature, or the nearest object if no creatures are nearby.

**Golem Antimagic** harmed by cold and water (6d10, 3d6 from areas or persistent damage); healed by acid (area 4d6 HP); slowed by earth

**Vulnerable to Disintegrate** A *disintegrate* spell affects the golem but deals half the normal amount of damage and causes the golem to become slowed 2 for 1 round.

**Quicken** ♦ (divine, transmutation); **Frequency** Once per day. **Trigger** The shield golem's turn begins. It can't trigger this free action on the first turn of combat. **Effect** The shield golem becomes quickened for 1 minute.

**Speed** 20 feet

**Melee** ♦ fist +28 [+23/+18] (magical, reach 10 feet), **Damage** 3d8+14 bludgeoning plus cursed wound

**Berserk Slam** ♦ **Requirement** The golem is berserk. **Effect** The shield golem Strikes with its fist at a -1 circumstance penalty. If it hits, it deals an additional 1d8 damage and knocks the target prone.

**Cursed Wound** (divine, curse, necromancy) A creature hit by the shield golem's fist must succeed at a DC 32 Fortitude save or be cursed until healed to its maximum HP. The cursed creature can't regain HP except via magic, and anyone casting a spell to heal the creature must succeed at a DC 32 counteract check or the healing has no effect. The golem's counteract level is equal to its creature level.

**Shield Master** ♦ (arcane, necromancy) The shield golem forms a temporary link between its master and itself. The master takes half damage from all effects that deal Hit Point damage, and the shield guardian takes the remainder of the damage. When the shield guardian takes damage through this link, it doesn't apply any resistances, weaknesses, or other abilities it has to that damage; the shield golem simply takes that amount of damage. The effect ends if the target is ever more than 30 feet away from shield guardian or if the shield guardian spends an action on its turn with the concentrate trait to end the link. If either the shield guardian or the target is reduced to 0 Hit Points, any damage from this effect is resolved and then the effect ends.

These clay golems have been enhanced with magic to protect their creator. They are highly prized by kings, powerful spellcasters, and others seeking protection.

