

BURNING-HEART GOLEM

A towering, marble knight carries a great steel shield in each stone hand. The massive golem makes the ground shake as it walks. Your eyes are drawn to its chest, wherein lies an enormous gem, aflame, like a faceted burning heart.

BURNING HEART GOLEM

CR 6

Unaligned Large construct

Init -1; **Senses** Darkvision 60 ft. low-light vision

AC 21, touch 8, flat-footed 21

(-1 size, -1 dex, +4 shields, +8 natural)

hp 63 (6 HD); **DR** 10 Magic and Bludgeoning

Immune mind-affecting, poison, sleep, paralysis, stunning, disease

Fort +5, **Ref** +2, **Will** +2

Speed 20 ft., (4 squares)

Melee 2 slams +7 (2d6+4)

Space 10t., **Reach** 10 ft.

Base Atk +4; Grp +12

Atk Options Fire blast

Abilities Str 19, Dex 9, Con /, Int /, Wis 11, Cha 1

SQ Construct traits, DR 10/magic and bludgeoning, darkvision 60ft., immunity to magic, low-light vision

Environment Any

Treasure 1/2 standard

Advancement 7-10HD (large), 11-16HD (huge)

Fire Blast (Ex) 20-ft. cone of fire every 1D4 rounds, 5d4 fire damage, Reflex DC 13 half. The save DC is constitution-based.

This golem has a humanoid body made of stone, usually marble. A burning-heart golem is 8-feet tall and weighs around 1600 pounds. They are carved to resemble knights wearing plate armour, and are always equipped with a large gem in their chests to which is bound through ritual a fire elemental. When the golem is destroyed, the heart is extinguished.

COMBAT

Burning-heart golems are merciless, slamming away with their shields and burning their enemy until either it, or they, are dead.

Immunity to Magic (Ex) A burning-heart golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects can function differently against the creature, as noted below.



- A magical attack that deals sonic damage causes discord in the golem's heart gem, slowing it or 2d4 rounds, no save.
- If the golem's heart is fully submerged in water, or soaked with a large amount of water (at least 10 gallons three rounds in a row) the golem's heart gem is extinguished, no save.
- The *Quench* spell (3.5PH Pg.267) extinguishes the golem's heart gem, no save, effectively destroying it.