

# WEEKLY CRITTER CRATE

Burning heart golems are magically animated by binding a fire elemental to a large gem, which is then set into the golem's chest. This "burning heart" is only extinguished once the stone body and its two enormous steel shields have been bashed to pieces.

## BURNING HEART GOLEM

Large natural animate (construct)

LEVEL 9 ELITE BRUTE

XP 800

**Initiative** +3      **Senses** Perception +3; darkvision


**HP** 260; **Bloodied** 130

**AC:** 25; **Fortitude** 23, **Reflex** 19, **Will** 20

**Saving Throws** +2

**Speed** 6; can't shift


**Action Points** 1

 **Slam** (standard; at-will)


Reach 2; +12 vs. AC; 2d6+4 damage, and the target is dazed (save ends).

 **Double Attack** (standard; at-will)




The burning heart golem makes two slam attacks.

 **Heart Burst** (standard; at-will)

Close burst 2; +8 vs. Reflex; 1D6+4 fire damage.

 **Burning Rage** (Immediate reaction, when damaged by an attack while bloodied; at-will)

The burning heart golem makes a heart burst attack.

 **Shield Charge** (standard; recharge  )

The burning heart golem moves up to its speed plus 2 (no less than 1 square, and even through occupied squares), provoking opportunity attacks as normal. At the end of its move it makes a double attack that also knocks its target(s) prone.

**Alignment** Unaligned

**Languages** –

**Str** 19 (+8)

**Dex** 8 (+3)

**Wis** 8 (+3)

**Con** 20 (+9)

**Int** 3 (+0)

**Cha** 3 (+0)

## BURNING HEART GOLEM TACTICS

The burning heart golem uses shield charge to knock down any enemies it can, followed by merciless slam attacks on anything foolish enough to engage it in melee. If surrounded it uses heart burst, but otherwise slams repeatedly and shield charges as often as possible.

