

XP 38,000

Unique shield guardian flesh golem

NE Huge construct

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 33, touch 11, flat-footed 30; (+3 Dex, +22 natural, -2 size)

hp 154 (16d10+66); fast healing 5

Fort +22, **Ref** +9, **Will** +21

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +26 (4d8+11)

Space 15 ft.; **Reach** 15 ft.

Special Attacks berserk

STATISTICS

Str 32, **Dex** 17, **Con** —, **Int** 17, **Wis** 18, **Cha** 16

Base Atk +16; **CMB** +29; **CMD** 42

Feats Improved Initiative, Improved Natural Armor (3), Improved Natural Attack (slam), Power Attack, Toughness, Weapon Focus (slam)

Skills Climb +23, Intimidate +17, Perception +18

Languages Common

SQ controlled, find master, guard, shield other, spell storing