



Guardian of the Way [2] – CR 23

Advanced Adamantine Golem [Huge Construct]

Strength	51	+20
Dexterity	10	+0
Constitution	-	-
Intelligence	-	-
Wisdom	10	10
Charisma	1	-9

Hp 40d10 = 220 hp **Initiative** +0

Attacks 2 slams +50 melee, 4d10+20

Fort +12 **Ref** +12 **Will** +12

AC (8 touch) (38 flat-footed) (38 normal)

Move: 20 ft (can't run)

Special Attacks: Trample

Special Qualities: Construct, magic immune, DR 40/+6

Face / Reach: 10 x 10 / 10

Special Attacks:

Trample (Ex): As a standard action during its turn each round, the adamantine golem can literally run over an opponent at least one size category smaller than itself. The trample deals 6d10+30 points of bludgeoning damage. Trampled opponents can either attempt attacks of opportunity at a -4 penalty or Reflex saves (DC 43) for half damage.

Special Qualities:

Magic immunity (Ex): An adamantine golem is immune to all magical and supernatural effects.

Background:

A very scary duo, the twin Guardians of the Way are two hulking brutes made of that rarest of metals – *adamantine*. Inscribed in golden curlicues on their metal bodies are strange runes, diagrams and ciphers. Some say that the Guardians of the Way have their secrets scribed on their bodies, to better safeguard them. If so, then these two most formidable opponents have safeguarded their secrets very well indeed.