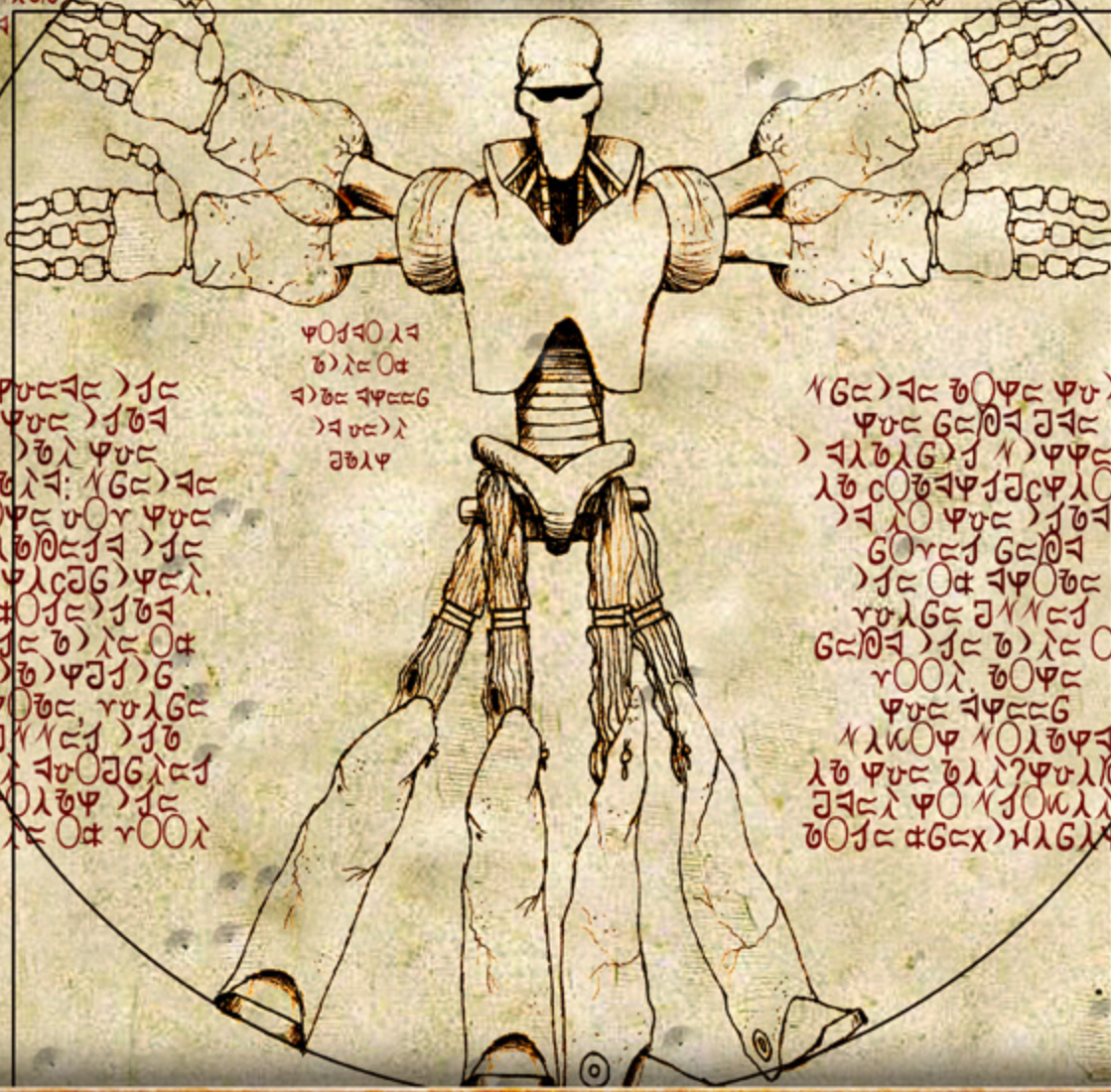


# GOLEM CRAFT



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SCOTT CARTER





# GOLEMCRAFT

## 101

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# CONSTRUCT CRAFTSMANSHIP

Every adventurer has heard of that most fearsome of foes, the Golem. Long the guardians of the most formidable ancient tombs, mystic temples, and arcane towers, these mighty creatures are loyal and steadfast servants, outlasting their masters as they tirelessly stand vigil. Considered to be the pinnacle of magical item creation, most Constructs are far beyond the skills of all but the most advanced of casters. While none of the Constructs in the *Monster Manual* can be animated by a caster of less than 13th level, with the exception of the Homunculus, a wizard could choose to study this highly specialized field as early as 6th level, or a cleric by 9th, by taking the requisite feat, Craft Construct (see Chapter 6: Monster Skills and Feats of the *Monster Manual*.)

Fortunately, Constructs are no longer the domain of the most puissant of wizards and clerics alone. While the Golems of legend remain beyond reach for a time, homemade servants can attend even average spellcasters. This book presents a new set of rules for building Constructs at lower levels, as well as modifying and adapting Constructs and golems found in the *Monster Manual* and other sources.

## GETTING STARTED

The Craft Construct feat gives a character access to rituals designed to bind mindless elemental forces to both the mundane materials of a Construct's body as well as the

caster's will. Construction requires several things: knowledge and ability to cast the needed spells, special material components for the spells, time to perform the ritual, and the Constructed form to be animated. Ultimately, a Construct's Total Cost equals Base Body Price + Ritual Cost+ any additional Features. The caster must also spend XP equal to 1/25th Construct's Total Cost upon initiating the ritual. Purchase Cost of any Construct created this way is 250% of the Construct's Total Cost, although the DM may determine that certain features or qualities make the Construct more or less valuable.

## THE BODY

The crafting process begins with the physical form of the Construct. Calculating the cost of the Construct's body assumes a four-limbed form, in most cases a rough humanoid, although animal shapes are also possible. Diminutive and Tiny Constructs may have as many as eight appendages at no additional cost. Larger Constructs may be made in the shape of animals, but those with four or more legs must pay extra per the Additional Pair of Legs mundane modification (described below). A character will also need an appropriate space to build and animate the Construct, either a smithy, workshop, or laboratory, the cost of which is not accounted for in the Construction process.

TABLE 1: BASIC MATERIAL COSTS AND QUALITIES

MATERIAL	Price per lb or square yard in gp	Natural AC bonus	Special Qualities
Golem Clay	5 gp	+0	DR 5/bludgeoning, Vulnerable to Sonic energy
Golem Wood	7 gp	+5	DR 5/slashing, +2 Dex, Vulnerable to Fire
Golem Stone	8 gp	+8	DR 10/bludgeoning, +2 Str
Golem Iron	10 gp	+10	DR 15/bludgeoning, +2 Str
Golem Steel	15 gp	+12	DR 17/bludgeoning, +2 Str
Golem Cloth	40 gp	+6	DR 15/slashing, -2 Str, +4 Dex, Vulnerable to Fire
Golem Silk	100 gp	+8	DR 20/slashing, +4 Dex, Vulnerable to Fire
Golem Gold	500 gp	+7	DR 5/bludgeoning, +2 Dex
Golem Mithral	5000 gp	+10	DR 20/-, +2 Str, +2 Dex



The materials needed must be specially treated to allow the binding ritual described below to take place. In most cases the cost of 1 pound of treated material is 10 times the regular price (see Table 1: Basic Material Costs and Qualities, for Basic Construct material costs). However, metals are more difficult to treat and thus cost 100 times their regular price (compare the listed cost of 10 gp for iron to the Trade Goods table from Chapter Seven: Equipment of the Player's Handbook which lists iron for 1sp per pound). Other materials are also possible. If the caster has the Craft Construct feat and intends to build the body, assume that the character knows how to prepare these materials from their mundane counterparts and other mystical components as part of the building process. If the character intends for someone else to build the body, assume that the caster can give the craftsman instruction or assistance in preparing the materials. In either case, use the listed price as the total of the base and mystic material costs.

The cost of the body depends on both the material and the size category of the desired Construct. To determine the Base Body Price, multiply the cost given in Table 1 with the Size Multiplier appropriate for the material given in Table 2. In the case of a metal body, the body is not a solid mass but rather a hollow metal wire frame with an outer shell.

A simple functional body can be crafted with a successful Craft check (the type depends on the material) DC 15. Some physical modifications (see below) may increase this base DC. It takes at least 1 day to create a Diminutive body or 2 days for a Tiny body; otherwise, the time to create is a number of days equal to the Size Multiplier divided by 10. If the caster cannot or does not wish to create the body, a body may be commissioned for a price equal to 120% the Base Body Price.

**Example:** The base body cost for a Medium Iron Construct would be 3000 gp (10 gp x 300) and take 30

days, a Tiny Clay Construct would cost 50 gp (5gp x 10) and take 2 days to build the body, and a Small Wood Construct would cost 525 gp (7gp x 75) and take 8 days to complete. If any additional spell effects or magical abilities will be added to the Construct, they must be added before the binding ritual.

## THE RITUAL

The binding ritual requires the ability to cast a *summon monster* spell. The needed spell level depends on the size of the Construct (see below). The ritual bonds the creature to the new body, which will determine Strength and Dexterity. Should the ritual fail or the body be destroyed the creature automatically returns to its original plane, to be reabsorbed into its elemental essence.

Such elemental forces can be summoned to animate diminutive Constructs with *summon monster I*, tiny Constructs with *summon monster II*, and small Constructs with *summon monster III*. *Summon monster V* is used in the binding ritual for medium sized Constructs, while large and huge Constructs are animated using *summon monster VI* and VII respectively. Unlike other uses of *summon monster*, higher-level spells cannot be used to summon multiple numbers of lower level creatures. Material spell components equal to 250 gp per spell level of *summon monster* are consumed in the process. If the ritual is interrupted, the spell components are rendered useless for magical purposes and the XP and spell slot are spent, but the intended Constructed form can be reused. Animation requires the caster spend 2 hours per level of the *summon monster* spell used doing nothing but performing the ritual.

**Examples:** The cost to animate the Construct examples given above would be:

**Medium Iron Construct:** Ritual Costs = 1250 gp (250gp

TABLE 2: SIZE MULTIPLIERS BASED ON MATERIAL

MATERIAL	Diminutive	Tiny	Small	Medium	Large	Huge
Cloth, Silk	.5	5	50	100	400	1600
Wood	.75	7.5	75	150	600	2400
Clay	1	10	100	200	800	3200
Gold, Iron, Steel, Mithral	1.5	15	150	300	1200	4800
Stone	2	20	200	400	1600	6400



x5 for *summon monster V*). Total Cost = 3000 gp +1250 gp =4250 gp +170 XP.

**Tiny Clay Construct:** Ritual Costs = 500 gp (250 gp x2 for *summon monster II*). Total Cost = 550 gp+22 XP

**Small Wood Construct:** Ritual Costs = 750 gp (250 gp x 3 for *summon monster III*). Total Cost =750 gp +525gp = 1275 gp + 51 XP.

At the completion of the ritual, the caster has a new Base Construct servant. The newly minted creature has the following characteristics, assuming no alterations for special features as discussed below:

- Wisdom and Charisma as the original elemental spirit
- Strength and Dexterity as determined by Table 3, Construct Physical Abilities
- Base speed 20 feet, Diminutive, Tiny, and Small; Base speed 30 feet, Medium, Large, and Huge
- Construct Type, (as described in Chapter Seven: Glossary of the Monster Manual), with Base Attack Bonus, and saving throws determined by HD as a Construct. Since Base Constructs have no Intelligence score they do not gain Skill Points. It should be noted that unlike most of the Golems in the Monster Manual, these Constructs do not possess immunity to magic, and thus are as susceptible as any other magic item to dispel magic or similar effects. Golems receive DR based on material components (see Table 1, Basic Material Costs and Qualities.)
- A Base Construct is assumed to have attacks appropriate for its size and shape. (see Table 3, Construct Physical Abilities, for damage based on size).
- A Base Construct that takes damage has a cumulative 1% possibility that the embedded binding ritual will be disrupted, rendering the Construct inert. If the Construct is repaired,

either through mundane or magical means, the possibility is returned to 0%.

The Base Construct is essentially mindless. However, it will follow simple clear directions and can be trained to perform basic tasks by its master. The master, either the creator or someone designated by the creator, can command a Construct within 60 feet if the Construct can both see and hear said master. If it has no clear commands, a Construct will usually attempt to accomplish its last command or remain motionless, waiting for orders. A Construct will attack if attacked first unless specifically commanded not to do so. Examples of valid commands for a Construct are: “follow me”, “guard this room”, or “carry this.” Being mindless, they are incapable of following tactics or strategy, nor can they accomplish any complex task. However, wise masters can work within the limitations of the Construct and have them successfully perform a wide array of chores.

**MOTIVATING FORCE**  
 The summoned monster is a non-sentient bodiless spirit of pure elemental force, a spontaneously generated vermin-like being from the planes of elemental earth. Before bonding, these elemental spirits are considered Outsiders with the incorporeal subtype. Being vermin, these creatures have no Intelligence scores, but otherwise can have ability scores appropriate for an incorporeal outsider. Myriad, they have little in common with one another. Determine Wisdom and Charisma by rolling 3d6 twice, then apply the results as desired. It is unlikely that a character will ever encounter one in its natural form.

TABLE 3: CONSTRUCT PHYSICAL ABILITIES								
SIZE	CR	Strength	Dexterity	HD	Slam	Bite	Claw/Sting	Gore/Tail
Diminutive	1/8	1	19	1/4	1	1d2	1	1
Tiny	1/4	4	17	1/2	1	1d3	1d2	1d2
Small	1/2	8	15	1	1d3	1d4	1d3	1d3
Medium	1	13	13	2	1d4	1d6	1d4	1d4
Large	2	24	11	4	1d6	1d8	1d6	1d6
Huge	3	29	9	8	1d8	2d6	1d8	2d6



# GOLEMCRAFT 201

## BEYOND THE BASICS

Most people will want more from their creations and will seek either mundane or magical improvements. Both types are added when the body is created, before the binding ritual. They increase the cost of the Construct, but make it a more effective tool. Once the ritual has taken place, the Construct may be repaired, but not modified or improved in any way. Attempting to do so would disrupt the embedded binding matrix, rendering the Construct inert.

Any of these improvements could also be added to the Golems of the *Monster Manual*, or other Constructs. When calculating the price for such creations, increase the price for materials and Construction, not the total cost, by the indicated percentage.

In cases where CR is increased by a fraction and the total is greater than 1, round the new CR to the nearest whole number.

## MUNDANE MODIFICATIONS

These simple modifications alter the physical construction of the Base Construct.

**Additional Hit Die:** Hit Dice can be increased up to one less than the number of Hit Dice for the next size category, as given in Table 3, Construct Physical Abilities. The creature receives all the benefits of the additional Hit Dice appropriate to a Construct.

**Cost:** +10 % per Hit Dice; +1/4 CR per additional Hit Dice. May not be added to Constructs smaller than medium size. DC: +1 per additional Hit Die.

**Additional Pair of Arms:** Additional arms are added in pairs to prevent the creature from becoming unbalanced. The Construct may perform an extra standard action per pair of arms, but any action that requires a skill or ability check takes a -4 penalty. The Construct gains one additional natural attack per extra arm, and may therefore gain the Multiattack or Multiweapon Fighting feats. The Construct also gains a +4 bonus to Grapple checks.

**Cost:** +30 % per pair; +2 CR per pair; DC +2.

**Additional Pair of Legs:** Added in pairs, each additional set of legs increases the creature's base speed increases by +5 feet. A Construct with four or more legs gains a +4 stability bonus against bull rush and trip attacks.

**Cost:** +30 % per pair; no CR change; DC +2.

**Alchemical Additions:** Built as purposefully fragile ambulatory jars that hold alchemical compounds such as Alchemist's Fire, Tanglefoot Bag materials, contact poisons, or other similar formula, these constructs break open after sustaining 1 point of damage. Contents with specific instructions about the results of exposure to air act normally. Otherwise, the contents explode out in a 10-foot diameter cloud. Usually, their creator will set several in an area with the command "Attack anyone who enters." Larger constructs can be modified in this way, achieving a larger area of effect due to increased dosage size. The diameter of the area affected increases by a factor of 2 for each size category above Tiny.

**Cost:** -50%. If the substance does direct damage





(such as Alchemist's Fire) +1 CR; otherwise +1/2 CR (such as a Tanglefoot Bag); DC: +1.

**Feats:** Constructs cannot normally take feats. However, a special technique exists that allows a Construct to be infused with one or more of the following feats, provided it meets the other prerequisites for the feat. The feats are Awesome Blow, Combat Reflexes, Cleave, Great Cleave, Improved Bull Rush, Improved Natural Attack, Improved Overrun, Improved Sunder, Multiattack, Multi Weapon Fighting, Power Attack, Quick Draw, Snatch, Two Weapon Fighting, Improved Two Weapon Fighting, Greater Two Weapon Fighting, Weapon Focus, Weapon Specialization, Greater Weapon Focus, and Greater Weapon Specialization.

**Cost:** Adding feats does not increase the Base Body Price or the DC. Instead, the caster must pay additional XP upon animation equal to +10% of the total XP price. A Construct may not possess more feats than 1/4 its total Hit Dice, rounded down (minimum of 1).

**Fins/Flippers:** In place of 2 or more of its limbs, a Construct can be designed with fins or flippers, granting a Swim speed. Constructs with Flippers also have a Base Speed equal to one-half their swim speed.

**Cost:** None; no CR or DC adjustment.

**Gear:** Incorporation of standard adventuring gear can increase a construct's usefulness.

**Cost:** As item; no CR or DC adjustment.

**Increased Ability Scores:** By special design a Base Construct's Strength or Dexterity can be increased by +2. The total increase in any one ability score cannot exceed +4 through this method.

**Cost:** +10%; no CR adjustment; DC: +4.

**Melee Weapons:** A Construct equipped with a melee weapon appropriate for its size is considered proficient with it.

**Cost:** As weapon price; no CR or DC adjustment.

**Mounted Weapons:** A Construct may be equipped with a mounted weapon, typically in place of a limb. A Construct with a mounted weapon cannot be disarmed, but loses its usefulness at any task that requires hands. It is automatically proficient with the weapon.

**Cost:** As weapon price; +1 CR; DC: +1.

**Natural Weapons:** Natural weapons can be added to allow it special natural attacks. For damage see Table 3, Construct Physical Abilities. A Construct with a natural weapon will favor it over its usual slam attack, if it still possesses one. Cost for each: +5%; CR by +1/2 for each; DC: +1.

**Bite:** a powerful jaw that deals piercing, slashing, and bludgeoning damage.

**Claw or Talon:** sharp appendages that deal piercing and slashing damage.

**Gore:** horns or a similar appendage that can deal piercing damage:

**Sting:** a stinger that deals piercing damage. Many such weapons are coated with poison to deal additional damage.

**No Appendages:** Built in the form of a snake or slug, Constructs with this quality have no limbs. They move by shifting their body from side to side or slithering like a snake. Constructs without arms cannot manipulate objects and cannot attack unless equipped with a natural weapon or the construct special attack.

**Cost:** -50%; -1 CR; DC: -2.

**Rotating Torso:** A humanoid shaped Construct can be built with a rotating torso. The Construct cannot be flanked.

**Cost:** +10%; +1/4 CR; DC: +1.

**Special Attacks:** Constructs can be designed with certain special attacks that mimic those found in other creatures such as Constrict, Improved Grab, Pounce, Rake, and Trample. (Refer to the Monster Manual Chapter 7: Glossary for more information on these Special Attacks.)

**Cost:** +10% per Special Attack; +1 CR; DC: +2.

**Spikes:** The Construct is covered in spikes that do additional damage to attacks, and to unarmed attackers, equal to the listed sting damage for the Construct's size. Grapple checks made against a Construct with Spikes get a +2 bonus.

**Cost:** +10%; +1 CR; no DC increase.

**Tail:** The Construct is built with a powerful tail, granting an additional slam attack and a +4 bonus to any checks made to maintain balance. If the Construct has a



swim speed, a tail adds a +10 ft. bonus to it.

**Cost:** +15%; +1 CR; DC: +2.

**Tentacles:** A Construct with tentacles can make an additional slam attack. Grapple checks are increased by +2 for each pair of tentacles. Normally, tentacles are applied in place of more mundane appendages such as arms and legs.

**Cost:** None, if they merely replace other limbs. For each pair of tentacles that increases the base number of limbs, the cost is +30%; +1 CR; DC: +2.

**Wings:** A Construct with wings cannot fly, but if granted the capacity of flight through magical modification, wings improve its maneuverability by one category and its fly speed by +10 ft.

**Cost:** +30%; no CR change; DC: +2.

**Example:** A 7th level wizard grows tired of running back and forth around his tower to have his apprentice bring him scrolls from his library or ingredients from his storage room. He creates a Small Wooden Construct to help him. He wants it to move quickly so he makes it in the shape of a spider (2 additional sets of legs in a Small Construct increases the price by +60% and its base speed to 30 feet). Since it has no arms, he needs a way to transport materials, so he includes a wooden chest in the design of the body. The previous base cost for the body was 525 gp, the additional legs increase the cost by 315gp, and an ordinary chest costs 2gp, mostly for the hinges. The new price of the Construct's body is 842 gp. The animation ritual costs him 750 gp. The total cost is 1592 gp + 64 XP, a price well within the budget and skill of a 7th level wizard. The DC for the body would be 20 (15 base, +2 for a pair of legs, +2 for a pair of legs, and +1 for the box). The Construct's CR is 2 (1/2 for a base small Construct, +1/2 for each extra pair of legs (total of 1) equals 1-1/2, which is rounded up to 2).

## MAGICAL MODIFICATIONS

A Base Construct can be granted spell-like abilities that it can use at its master's command or in circumstances defined by its creator during animation. A Construct can only be imbued with spells the creator can cast at its creation; new spell-like abilities cannot be added later.

There are two formulas for these additions, involving two different categories of spells. The first category of spells

includes those that heal damage, cause damage, or improve the combat or defensive abilities (providing bonuses to Armor Class, attacks, or saves) of the Construct or its allies.

**Cost:** 100gp x caster level x spell level x uses per day; CR changes by +1 per 3 spells or daily uses; DC +2.

The second category of spells is those that provide no direct benefits in combat, nor do they heal or repair the Construct or its allies. Such spells include *fog cloud*, *spider climb*, or *repulsion*.

**Cost:** 50gp x caster level x spell level x uses per day; CR increases by +1 per 3 spells or daily uses; DC +2.

Alternately, creators could add magical qualities to their Construct's attacks or defense just as they would to magic weapons or armor as detailed in the DMG Chapter 7. DMs should consider whether the quality is appropriate to the construct form.



**Cost:** Add these qualities to the Construct just as if adding them to armor. The Construct's CR increase is equal to the base price modifier listed (i.e. blinding has a +1 bonus listed, therefore the Construct's CR increase by +1) in the cases of energy resistance treat the basic type as a +1 bonus, improved as +2, and greater as a +3 bonus to determine increased CR.

A Construct's natural attacks, or weapon attacks if the Construct was created with one, can be made magical just as any other weapon, granting a +1 to +5 bonus. Most weapon qualities can also be added to a construct's attacks. Weapon abilities that can only be applied to ranged weapons cannot be given to Constructs. Some qualities are simply not appropriate for a Construct, such as dancing or ki focus. Should a Construct with a weapon be imbued with a magical





enhancement to attacks, and later that weapon is removed from the Construct, it functions as a normal weapon without enchantment. The enchantment is a function of the Construct, not the weapon held. When adding additional weapon qualities to a Construct, treat the Construct as if it is masterwork and enchanted even if the Construct has no other special abilities, such as a magically derived +1 or higher attack bonus. The Construct's CR is increased by the weapon's enchantment bonus.

**Example:** the minions of the God of Dark Magics are harassing a temple whose leader is a 9th level Cleric of God of Secrets. To protect her home, the cleric creates a medium iron Construct humanoid form (Base Body Cost: 3000 gp (10 gp x 300)) that takes her 30 days to build. Before she animates it she invests it with the ability to use *searing light* at a range of 190 ft., doing 4d8 damage to most creatures and 9d6 to undead, or 9d8 to vampires and similar creatures affected by light. This ability is usable twice per day (100gp x 9 x 3 x 2 = 5400 gp, CR: +1). She also gives it the *bane* quality against undead (cost: 2000 gp, CR: +1). She then animates the Construct costing her 1250gp. Her total cost for her new protector is 3000 gp + 5400 gp + 2000gp + 1250gp = 11650gp + 466 XP. The Construct's CR is 4 (1 for being medium + 2 for attack spell like abilities + 1 for the Bane quality). Since the wealth for a 9th level character is usually around 36,000 gp this endeavor may make a significant dent in her resources, without the help of the temple, but it is still within her capabilities.

## FOR YOUR CHARACTER

Even with the rules given in the article, Construct creation is not for everyone. Before beginning to design a Construct-building character, ask your DM if he will allow them in the campaign.

Wizards will receive the most benefit from these rules if they plan their progression carefully. Spend skill points in Craft skills from the beginning. Take Craft Wondrous Item at 3rd level, then take Craft Magic Arms and Armor at 5th level as a Wizard bonus feat. You will be ready to take Craft Construct as your 6th level feat.

Clerics of deities with the magic domain might also be interested in Construct creation, but getting there will take a little longer, not being able to take the needed feat until 9th level. It is unlikely that any of the other spell casting classes will want to sacrifice spells or take the feats needed to build a Construct, but a Sorcerer might choose to follow that

route and be able to build Constructs at 9th level.

Even if your character is not primarily concerned with building Constructs, taking the time and effort to animate a few of them can be a big boon in any campaign. While horses might not be able to make it up a rocky mountain, a medium or large spider Construct with spider climb would work perfectly. Having trouble finding good porters to go dungeon delving? Even a few small Constructs will provide a reasonably priced alternative. Have Constructs provide illumination, test dangerous areas, deliver messages, or serve as mobile traps. The possibilities are only limited by your resources and imagination.

## FOR YOUR CAMPAIGN

Even with these rules, Constructs are likely to remain odd little magical items employed by a few adventurous souls simply due to fact that they require not one, but three feats to build, and a lot of time and money in addition to XP. While a PC with a Construct servant might seem impressive, their relative vulnerability makes them no more powerful than a magic sword or wand. Unlike other magical items, Constructs are difficult to give out as rewards, unless specially made for the PCs by a benefactor. They cannot be taken from a fallen foe, or even a fallen comrade, unless special arrangements have been made. Nevertheless, clever PCs can make good use of them, and a good DM will need to take that into account when designing obstacles and challenges.

These simple Constructs also allow the DM to throw new tricks at unwary PCs. Constructs can turn even familiar traps into new challenges, enticing PCs into ambushes or triggering hidden mechanisms when they spot intruders. A particularly interesting trick is to disguise Constructs as other types of creatures, and leave the PCs wondering why the cleric cannot turn the skeleton-shaped stone Construct.

With the rules presented in this article, Construct creation need not be rare in a campaign. Especially in high magic settings, where wizards and clerics are more abundant than the standard campaign, Constructs are likely to be common sights. A magically oriented culture could use them as laborers, servants, transports, and guards. With adaptation, a wealthy individual might even have a small home that moves around on its own, a golem version of Baba Yaga's chicken legged hut from Russian folklore.



# CONSTRUCT CATHEDRAL:

## THE ORDER OF THE GOLEM

Followers of the God of Sorcery know that magic is the most important force in existence; indeed, it is the very essence of reality. The devout research and construct magical items to honor the God of Sorcery as well as pursue their own ends, but the greatest of all magical pursuits and the magnum opus of the art is the construct.

### SIZE AND RESOURCES

The Order of the Golem is a quasi-religious order of clerics, wizards, and smiths dedicated to researching and developing constructs. Based in the sprawling metropolis of Nadir and headquartered in the now legendary Construct Cathedral, the Order is largely funded by the neighboring Temple of Magic and takes full advantage of the city's many magical colleges and libraries. Founded centuries ago, the Order sees the construct as the pinnacle of item-based mage craft and in its time has created many.

The Order's resources are typical for an organization its size, but at need additional resources can be appropriated by the leadership of the Order from the Temple of Magic. Typically it can afford to spend up to 25,000 gp on any one project, but it is far more likely to possess magic items and specialized knowledge than other organizations its size.

The Cathedral itself is at the center of a larger fortified complex that includes housing and workshops for the Order members. Two outward facing large humanoid figures support the roof, one at the front and one at the back, and make the architecture of the Cathedral distinctive. Each figure's face is carved with the Symbol of the God of Sorcery and is set in the center with a large obsidian eye. It is rumored that the figures are in fact colossal constructs that can defend the Order in times of dire need, but if that is true the knowledge of their activation and history of their use, if any, seems to be lost.

### ALIGNMENT AND LEADERSHIP

Like the God of Sorcery himself the Order is Neutral. It attempts to stay out of politics and puts few restraints on the moral lives of its members. Extremism is discouraged, and can be grounds for dismissal. Within the Order, authority is loose and personal accomplishment is far more respected than bureaucratic structure.

There are four figures of note in the authority of the Order. Dana Orach is the current titular head of the Order, having risen from within and repeatedly proven herself as a brilliant researcher and accomplished administrator. However,

as she ages, Dana is becoming obsessed with immortality. She has rejected the path of lichdom as sacrilege, but seeks rather to transfer her consciousness into a specially crafted golem. The driving force behind the Soul Harness Golem project, based on notes left behind by a powerful Wizard, Dana is striving to perfect the process. When not directly guiding the work on the project, she seeks to recruit arcane spellcasters who can help her perfect the process. Grayal Lynson, currently the most powerful wizard within the Order, came to the Cathedral seeking to settle down into a life of study, having made a name for himself as an adventurer. He has taken on many of the administrative tasks around the Cathedral as Dana becomes more and more involved with her research, including controlling the treasury. A powerful Shield Golem of his own design, a menacing thing decorated in polished black steel and silver, almost always accompanies him. The Shield Golem possesses many special abilities not typically seen in its kind and only Grayal knows them all. Sorrel York is one of the few full members of the order who can neither cast spells nor aid in construction. Sorrel was one of Grayal's companions from his adventuring days and serves as the Captain of the Guard (which is composed of hired warriors and fighters who are not members) and is renowned for his prowess in combating constructs. Ulfgar Golem-Smith is the Chief Builder for the Order, overseeing the many expert members of the Order as well as the lower level experts it hires at need. Ulfgar is a long time friend of Dana's, as they have both served the Order most of their lives. Ulfgar's daughter Ulathain Smith is now a member of the Order and her father's chief assistant.

### MEMBERSHIP AND DEMOGRAPHICS

There are currently seventy-five full members of the Order at work in Nadir, although there are others that travel throughout the world researching and building constructs, and no few disgraced former members at large as well. The Order welcomes all that would willingly devote themselves to the study and craft of constructs, but is wary of the clerics of gods of necromancy and fell magics who in times past have tried to subvert the Order for their own ends. Size is deliberately controlled; there have never been more than one hundred members at the Cathedral at any one time. While the pursuit of knowledge is a community affair, it is felt that too many minds will cloud the results of their studies.



Humans make up 42% of the Order, while dwarves make up 18%, most of whom are Experts, Elves fill out 15%, gnomes 9%, half-elves 8%, halflings 4%, and others 4%.

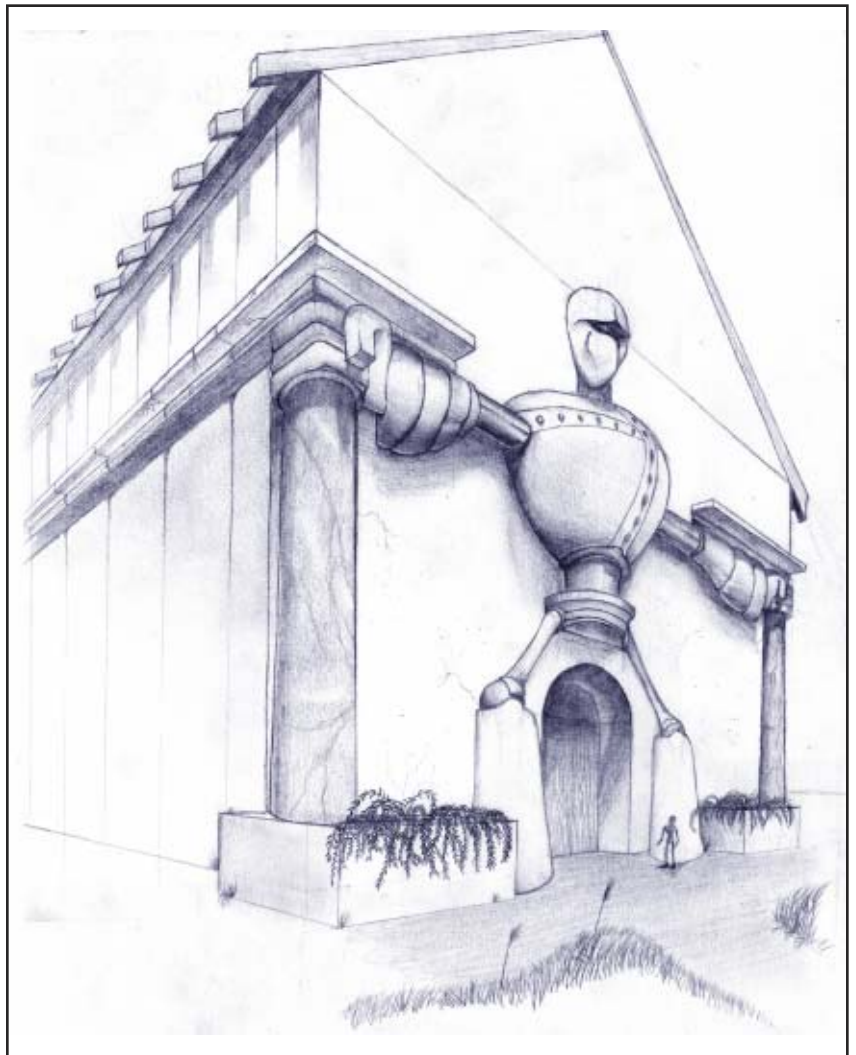
Andrew Sonno is the next ranking Cleric of the God of Sorcery after Dana Orach, and often leads in the religious services for the Order. Arian Glimmermist is one of the few Elven Clerics of the God of Sorcery and frequently serves as Grayal Lynson's assistant. Rumors persist of a romantic involvement between the two, but they are careful to keep such matters private. Freda Tealeaf is another former adventurer. She became obsessed with the constructs she encountered on her travels and turned to the Order to help her understand them. Nica Weaver came to the Order after a life of crime, stealing valuable jewels and then resetting them for sale. Her nefarious habits eventually led her to attempt to steal from the Cathedral, a mistake leading to her capture by Sorrel York and his men. During the process she was almost killed by a construct. After being treated and allowed to recover in the care of the Order, she reformed her evil ways and took up the mantle of a Cleric. She is currently a valuable asset, having created and trained a cadre of rogues within the Order who scout out rumors of new constructs brought back by adventurers.

Hyrain Raincreek was an orphan left in the care of the Temple of the God of Sorcery by his dying Necromancer father. His father knew what horror awaited him after death and hoped to spare his son. The boy grew up living and working in the Temple, eventually taking the Cleric's oath, and joined the Order of the Golem. However, Hyrain has been plagued by dreams of the Black Lady, his father's god, since reaching puberty. He has allowed bitterness from small and imagined slights to build within him. He is currently organizing a small cell called the Hidden Eye that worships the Black Lady and seeks to control the Order. He is patient and is willing to use deception, blackmail, and time to accomplish his goals.

Generally, the Order is well integrated by class. Most members are Clerics of the God of Sorcery or arcane spellcasters who worship him. Experts compose the next largest group. These are often individuals without magical talent, but who are nevertheless fascinated by constructs and can provide valuable assistance in their building. Many

different types of experts belong to the Order, ranging from the typical metal smiths and carpenters to expert weavers, jewelers, and even paper makers. These experts typically are invited to join the Order after successfully completing several projects commissioned by its members. A small group of Rogues belong to the Order, assisting in the testing of new constructs in the proving ground, a warren of rooms and tunnels beneath the Cathedral, and serving as scouts and spies. The Temple of Magic assigns two Paladins to act as bodyguards for the head of the Order. They are considered full members so that they may have access to the entire Cathedral, although they rarely participate in any other way.

In addition to the full members, the Order employs a number of experts on various projects, a cadre of warriors and fighters as guards, and numerous commoners as cleaning





and grounds personnel. Acolytes of the God of Sorcery, low level Clerics, may serve or study in the Cathedral for a time before becoming full members, and occasionally Wizards who are granted membership bring their apprentices who serve in a similar capacity. Wizards and Clerics who wish to study for a short time but not commit to long-term membership also frequently visit the Order and may be in residence at any given time. These people, if suitable, are granted limited access in exchange for gold or for demonstrated expertise. Occasionally the Order also employs adventurers to test their constructs, retrieve hidden secrets from dangerous locals, rescue imprisoned members, or capture renegades who have stolen the secrets of the Order.

## JOINING THE ORDER

The leaders of the Order are rigorous in their screening of candidates, and membership is not easily won. Many seek admission, knowing that the Order will fund the very expensive process of Construct creation or else desiring to steal its secrets. The quickest path to membership is to be a Cleric of the God of Sorcery or a Wizard who worships the God of Sorcery. If such an individual can demonstrate, through questioning and magical tests, both a willingness to adhere to the neutral alignment of the Order and the talents represented by the Craft Construct feat they are granted membership. Promising candidates who otherwise meet the requirements of the leadership but are not yet of sufficient level to craft a construct are granted probational membership until such time as they create a construct. The terms of the probation vary by individual circumstance but it usually involves tests of knowledge and spell casting on a regular basis and behavioral restriction, in addition to service in the Cathedral. Non-spellcasters who wish to join must demonstrate talents that the Order desires as well as a dedication to the cause. Most of these join by invitation only after serving the needs of the Order in various ways.

Worshippers of other deities may join the Order on probation, although due to historical conflicts worshipers of evil deities of magic are generally rejected. Full membership is allowed only when the dogma of the deity and the individual's adherence to it do not conflict with the desires of The God of Sorcery

Once someone has been granted full membership very little is done to restrict actions or beliefs. Only a serious breach of the trust of the Order will result in dismissal.

However, once admitted members are expected to produce constructs or spells that assist in their creation or to teach other members of the Order and the students admitted to the Cathedral. Material costs to build constructs, payment of laborers if any, and access to information is all provided by the Order while a member is in residence. Members of the Order who choose to travel may not have access to materials and labor but, if correspondence is possible, funds and information can be sent to errant members if deemed appropriate by the Order. Membership in the Order also grants access to the vast magical library in the Temple of Magic, granting a +2 to any Knowledge check made after spending 8 hours in research as well as access to almost any arcane spell known for those willing to find it.

## IN THE CAMPAIGN

The Order can fit into any metropolis or large city with a Temple of Magic. In a campaign oriented toward politics and social intrigue, the Order can serve as a setting or as a major prize in municipal and imperial politics. While the Order itself does not usually participate in politics, Grayal Lynson constantly struggles to keep the Order's alignment true neutral and unfettered by the goals of others. Struggle within the Order also exists, ranging from the simple and typical personality conflicts of any academic organization to the more sinister plans of the Hidden Eye.

PCs can interact with the Order in several different ways. PC Clerics and Wizards may have been trained by the Order, or else have friends, contacts, or rivals who are members. PCs may be hired by the Order to retrieve information, artifacts, or wayward members, or test constructs. The Order also pays well for information about new or different types of constructs that adventurers may encounter. Alternately, PCs may be hired to steal from the Order, a daunting task suitable for only higher level parties prepared to combat construct after construct. Renegade Members can serve as powerful challenges to the PCs, building formidable fortresses guarded by constructs, or else parlaying their knowledge for more ready power within the political landscape.

While it is unlikely a whole party will possess either the desire or qualifications for membership, in an urban centered campaign mid-level Wizards and Clerics can balance the requirements of membership with adventuring. Indeed, the experience gained from adventuring is invaluable considering the XP costs in the typical golem construction. Spellcasters



who do not intended to settle near the Cathedral can study there as time permits. If they leave on good terms, they may return later and join if they choose to settle down.

The simplest and most immediate use for the Order is as an explanation for the wide variety of constructs presented in various sources.

## NEW FEATS

Membership in the Order grants access to the following new feats.

### DEDICATED CONSTRUCTION [GOLEMCRAFT]

Your dedication, desire, and training help you build constructs.

Prerequisites: Craft (any) 6 ranks, Craft Construct feat

Benefit: The DC of any Craft check you make to build a construct is reduced by 3.

### SHARED CONSTRUCTION [GOLEMCRAFT]

You have learned to work with others to build constructs, and thus reduce the burden of their production.

Prerequisites: Craft Construct

Benefit: By working together you and other spellcasters with this feat may divide the XP cost of building a construct between you, provided each of you puts forth an equal effort in the construction process.

Special: The XP cost paid by any one character cannot be less than 1/3 the original XP cost.

### GOLEM RIDER

You have learned how to use the Soul Harness Golem (see New Constructs below) to maximum effect.

Benefit: You may add your Intelligence modifier to your Will Save when attempting to stay in control of a Soul Harness Golem.

## THE ORDER OF THE GOLEM

(minor): AL N; 25,000 gp resource limit; Membership: 75; Integrated (human 32, dwarf 12, elf 13, gnome 9, half-elf 5, halfling 2, other 2).

Authority figures: Dana Orach female human Cleric of The God of Sorcery 19, Grayal Lynson male half-elf Wizard 18, Sorrel York half-elf male Fighter 15/Ranger 2, Ulfgar Golem-Smith male dwarf Expert (smith) 17.

Important Characters: Andrew Sonno male human Cleric



15, Arian Glimmermist female elf Cleric 16, Freda Tealeaf female halfling Rogue3/ Wizard 15, Hiram Raincreek male half-elf Cleric 9, Nica Weaver female human Rogue7/ Expert(jeweler)2/Cleric3, Ulathain Smith female dwarf Expert (smith) 9

Others: Integrated, Clr16 (5), Clr14 (4), Clr 9 (6), Clr3 (12), Wiz 16 (4), Wiz13 (7), Wiz8 (3), Exp12 (4), Exp 9 (5), Exp 2 (4), Rog7 (1), Rog3 (4), Rog1 (2), Sor7 (1), Sor4 (1), Pal10 (2)

Notes: Members in residence at the Cathedral receive funds, materials, and workspace to craft constructs, effectively paying the gp cost to construct. Constructs built with these resources may be used in any manner the creator sees fit, but not sold without the consent of the Order, with the proceeds returning to the Order's coffers if allowed.



## NEW CONSTRUCTS

The Order produces a wide range of construct types. The cheapest and most common is the Doll Golem, while the rarest and most difficult to produce is the Soul Harness Golem, while the Madman's Purse is one of the strangest yet seen.

### DOLL GOLEM

Tiny Construct

Hit Dice: 1/2d10 (4 hp)

Initiative: +2 (Dex)

Speed: 50 ft (10 Squares)

Armor Class: 14 (+2 Size, +2 Dex)

Base Attack/Grapple: +1/-8

Attack: Sword +1 Melee (1d3-1)

Full Attack: Sword +1 Melee (1d3-1)

Space/Reach: 2-1/2-ft/0 ft.

Special Qualities: Construct traits

Saves: Fort +0, Ref +2, Will +1

Abilities: Str 8, Dex 14, Con -, Int-, Wis 11, Cha 1

Skills: -

Feats: -

Environment: Any

Organization: Solitary, Gang (2-4), or Swarm (5-100)

Challenge Rating: 1/4 (See below)

Treasure: None

Alignment: Always Neutral

Advancement: none

Level Adjustment: -

*The tiny figure capering in front of you appears to be made of wire and clay. It is "armored" in metallic foil and it carries a tiny needle-like sword. It seems comical until you realize that there are dozens of them in the shadows, and they are closing in.*

Doll Golems serve several functions in the Order of the Golem. Primarily they are student projects. The simplest and cheapest of all golems to make, they are good practice for lower level members of the Order not yet ready to attempt the more powerful varieties. Students often hold competitions, official and otherwise, to see who can make the most unique, attractive, or entertaining dolls, or which dolls can perform the most complicated tricks. An incident several years ago, however, showed that the Doll Golems had more to offer than simple diversion. A jilted student of the Order

sent a Doll Golem to his former paramour. The doll had been instructed to stab the first person that opened the box with its tiny, and usually harmless, sword. The sword had been coated with a fast acting poison. Fortunately the young woman in question received magical aid in time and suffered no long-term ill effects.

While it resulted in the imprisonment of a promising student, the Order gained a great deal from that event. The offensive potential of the Doll was realized. Since then, several have been used in similar, if more successful, assassination attempts. Enterprising members of the order quickly developed variations of the basic doll, incorporating other alchemical affects. At least one Temple of Magic displays a diorama of its construction or some other event of religious import, with doll golems secreted throughout to attack unwary intruders.

**Construction:** A doll golem is made out of almost anything, usually scraps of wire, clay, and wood used in the construction of other golems. The average cost of materials is therefore negligible. The doll's creator typically assembles the parts himself. Creating the doll requires a DC 12 Craft check, using whatever Craft skill is most appropriate for the materials involved. CL 7th, Craft Construct, lesser geas, caster must be of at least 7th level; Price: 1500gp Cost: 700gp+28 XP.

#### Variations:

The following variations of the basic Doll Golem have been seen. Increase price and CR are given.

**Alchemist's Dolls:** These dolls were made to be destroyed. Each contains a vial of alchemist's fire that ruptures when the doll is destroyed, doing damage to the attacker as if he had suffered a direct hit with alchemist's fire. The crafter may purchase the alchemist's fire or create it if he has the necessary skills. CR: 1, Cost: +20gp+ 1 XP. Price: +50gp

**Assassin's Dolls:** These dolls have small swords, spears or other piercing weapons that are treated with powerful poisons. The base cost of the doll does not increase, but the cost of the poison should be added after XP is calculated. CR: 1/2, Price varies.

**Masterwork Doll:** These dolls have been specially made from the finest materials and with extra care to look beautiful. Craft DC increase to 17. Material costs can vary greatly,



but on average are about 50gp. CR: as base, Cost: +50gp to 1000gp, + 2 to 40 XP. Price: 3000 gp and up.

**Tanglefoot Doll:** This doll contains an inner chamber filled with the same sticky substance as a Tanglefoot Bag, trapping its attacker upon its destruction. CR 1/2, Cost: + 50 gp + 2 XP. Price + 75 gp.

### SOUL HARNESS GOLEM

Large Construct  
 Hit Dice: as base construct  
 Initiative: as base construct  
 Speed: as base construct  
 Armor Class: as base construct  
 Base Attack/Grapple: as Rider/ Rider's BAB+ base construct's strength modifier+ size bonus  
 Attack: as base construct + Rider's BAB  
 Full Attack: as base construct + Rider's BAB  
 Space/Reach: as base construct  
 Special Qualities: construct traits, see below.  
 Saves: Fort as base construct, Ref as base construct, Will as Rider  
 Abilities: Str as base construct, Dex as base construct, Con -, Int as Rider, Wis as Rider, Cha as Rider  
 Skills: see below  
 Feats: see below  
 Environment: Any  
 Organization: Solitary, Gang (2-4), or Swarm (5-20)  
 Challenge Rating: as base construct +1/2 Riders CL  
 Treasure: None  
 Alignment: as Rider  
 Advancement: none  
 Level Adjustment: -

*The automaton that faces you is a huge lumbering thing, like many of its ilk that you may have seen before. This one, however, is different. Its movements, its actions, even its strategy seem to be the product of a very intelligent mind.*

Soul Harness is a template that can be applied to any construct during its creation. It may not be added to an

existing golem. Due to the magical harmonies involved it cannot be added to constructs made of once-living components, such as flesh or wood. The Soul Harness allows a rider to directly take control of a golem, effectively becoming a golem. However, the process is by no means perfect, and the rider runs the risk of both temporary and permanent damage.

To activate the Soul Harness, the rider must speak the trigger word while touching the golem and then make a Will Save (see below). If the save is successful the rider may then merge with the construct for a number of hours equal to the result of the Will Save minus the DC. At the end of that time the rider must make an additional Will Save for every hour he wishes to remain in control of the construct. If at any time the rider fails the Will Save, he is ejected from the golem and takes one point of temporary ability damage to Intelligence equal to the difference between his Will Save and the DC to stay in control, plus one point for every hour he was in control of the golem. Should the golem be reduced to half HP, the rider must make a Will Save to stay in control. If the rider fails, in addition to taking the previously mentioned temporary ability damage, the rider suffers one point of permanent ability drain to Intelligence. A Rider may not attempt to control a golem until he has recovered from all temporary ability damage and rested for an additional 8 hours.

CONDITION	BASE
Base	20
Construct more than one size category different than rider	+2 per increment
Construct is not humanoid	+2
Construct has multiple limbs	+2 for each limb
Construct same size as rider	-2
Construct built to mimic rider's form	-2
Rider spent XP to build construct	-2
Rider involuntarily left construct on previous attempt	+2
Each additional hour after initial time period	+2
Construct has suffered damage less than one half total hp*	+2
Construct has suffered damage greater than one half total hp*	+2

\* These numbers do not stack



For every day the rider spends in control of the Soul Harness Golem he suffers one point of permanent Intelligence ability drain. A rider who is reduced to an Intelligence of 3 or less, from excessive riding time or other means, is permanently bonded with the golem and loses all remnants of his original personality. Thereafter the Soul Harness Golem is treated as a normal golem of its type.

So far, the Cathedral has created very few of these, testing them on volunteers, including adventurers. The secret of their existence and construction is a closely guarded secret.

#### Special Abilities, Spells, Skills, and Feats:

The Soul Harness Golem retains all the special abilities of the base construct, but none of the rider. A Rider may not use spells or access class abilities while riding the golem. A Rider may only use skills and feats that are based on Intelligence, Wisdom, and Charisma while riding, and all such skill checks suffer a -2 penalty.

A Soul Harness Golem cannot go berserk, should the Rider be forcefully removed the base construct goes inert and cannot be reactivated except by another rider.

Soul Harness Golems with a Voice Box (see below) may speak normally in any language the Rider knows. Otherwise the construct may understand any language the Rider knows, but not speak.

#### Construction:

In addition to the base requirements for crafting the Golem the maker must craft the Soul Harness. A Soul Harness is added during construction and increases the Craft DC by +5. The Soul Harness requires a gem whose worth is equal to 1000gp \* the Rider's HD + 500 gp worth of gold or other magically conductive metal wire. To allow the Rider to communicate a voice box must be constructed, Craft (jewelersmith) DC 15, using a quartz crystal worth 100gp set in a resonating web of wire whose material components are worth 50 gp. The voice box is then incorporated into the Soul Harness.

In addition to the base construction requirements, adding a Soul Harness requires the following: CL 16, trap the soul, Cost: 1000gp\*rider's HD+650gp +40XP\* rider's HD+26XP. Price: No Soul Harness Golem has been sold yet although 4\* the base construct's price is a likely figure.

#### MADMAN'S PURSE

Tiny Construct

Hit Dice: 1/2d10 (5hp)

Initiative:+5

Speed: 20 ft (4 squares)

Armor Class: 25 (+5 Dex +8 Natural +2 Size), touch 17, flat-footed 20

Base Attack/Grapple:+0/+7\*

Attack: Tentacles -1 melee (0)

Full Attack: Tentacles -1 melee (0)

Space/Reach: 2 and 1/2ft./ 0

Special Attacks: improved grab, spell like abilities

Special Qualities: Construct traits, damage reduction 20/ slashing, darkvision 60 ft., low-light vision, vulnerability to fire

Saves: Fort + 0 Ref +5 Will +0

Abilities: Str: 8, Dex: 21, Con: -, Int:-, Wis:11, Cha: 11

Skills:

Feats: -

Environment: Any

Organization: solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Always neutral

Level Adjustment: -

*This silken object is patterned after an abomination. It has a large bloated body, covered with button eyes and cloth mouths, trailing eight multihued tentacles. It seems to writhe of its own accord.*

A renegade member of the Order made the first Madman's Purse as a cruel trick for would-be intruders to his lair. Including a simple bag with a button closure, he would place small but valuable items inside and leave them to guard treasure chests. Since his day others have followed suit, the number of these demented handbags is currently unknown.

Combat: The Madman's Pursue is useless in true combat. Typically it lies motionless until some unwitting person reaches for it. It then attempts to touch the victim, using its spell-like abilities to shock the creature to death. If a perceived creature is too wise to touch the purse, it will attempt to hypnotize the creature, slowly crawl near the face, grapple and then suffocate its victim. Typically destroying the construct will ruin whatever it contained.

Spell-Like Abilities: 3/day shocking grasp and hypnotic pattern. Caster Level 5th.





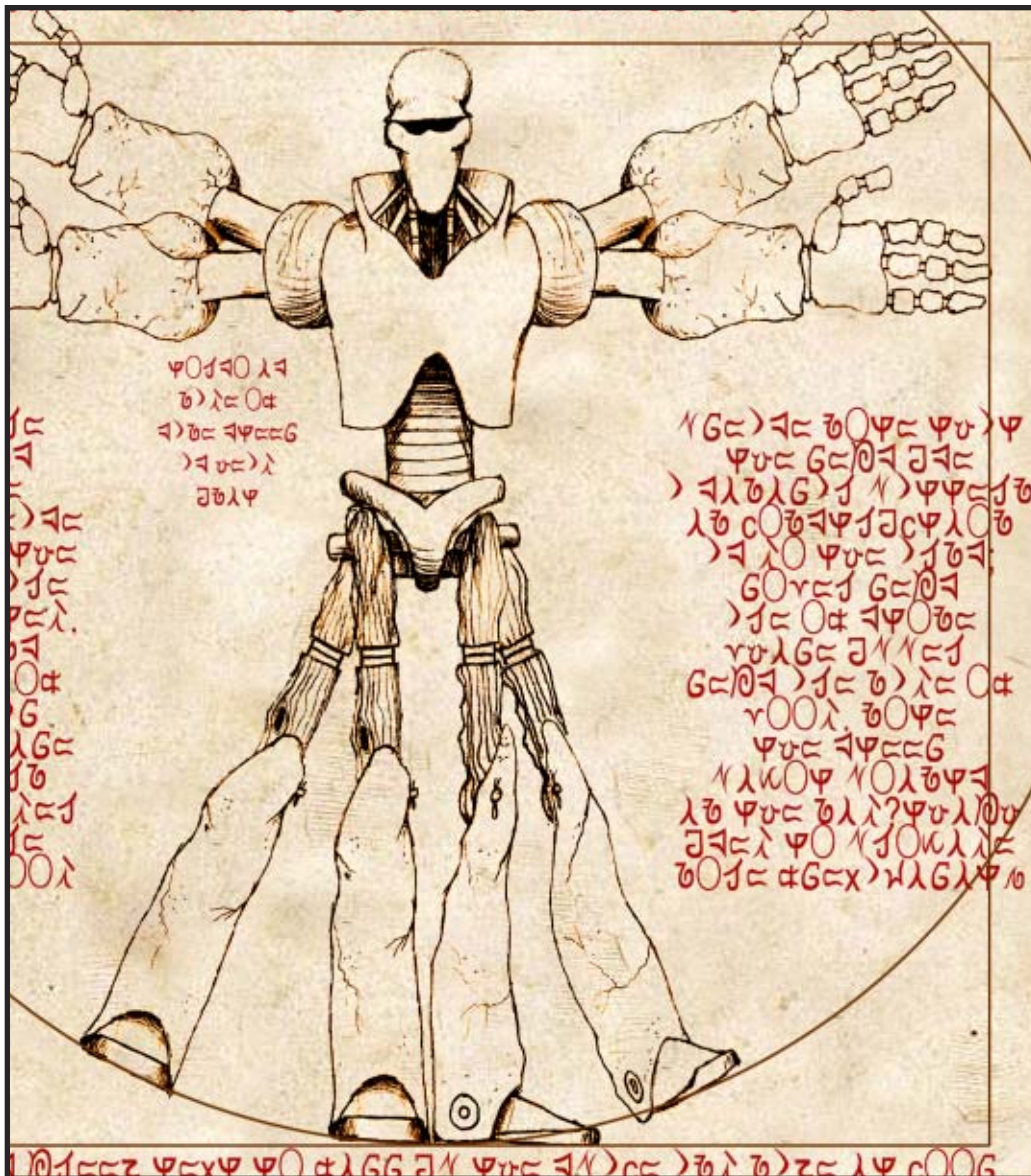
Improved Grab: To use this ability the Madman's Purse must hit an opponent of any size with its tentacles. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold.

\* The Madman's Purse's tentacles grant it a +2 bonus per pair to grapple checks. Allowing for its strength, increased as much as possible through careful construction, the total bonus is +7.

Construction: A Madman's Purse is sewn from a collection of Golem Silks whose price totals 500 gp plus

an additional 300 gp spent to improve the golem's grab and strength. The animation ritual costs 500 gp, and an additional 1500 gp each for the spell like abilities, and takes 2 days. A DC 29 Craft (sewing) check is necessary to complete the body.

CL: 6th; Craft Construct; *summon monster II*, *shocking grasp*, *hypnotic pattern*, caster must be of at least 6th level; Price:10,750 gp Cost: 4300 gp + 172 XP



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