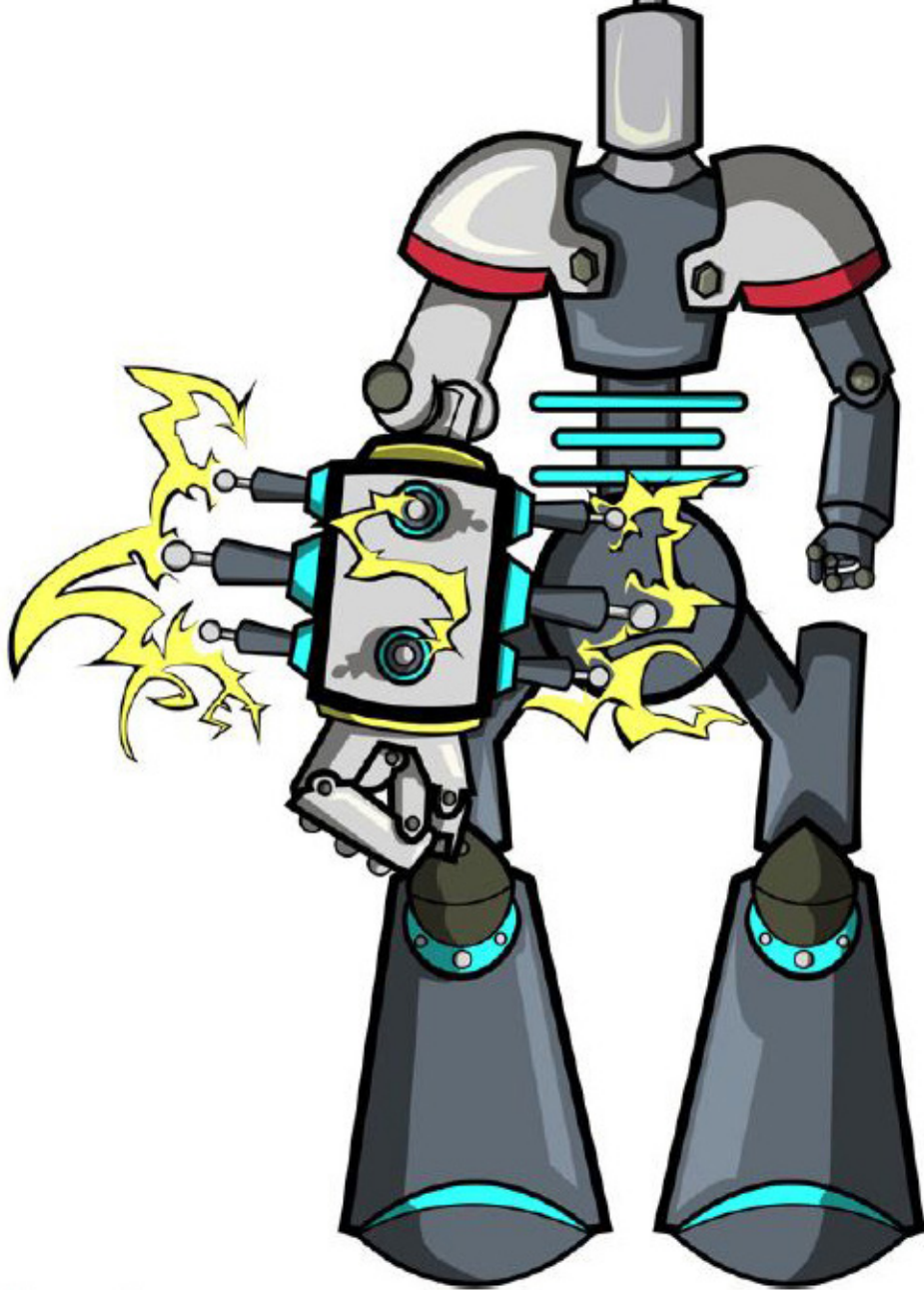


NEW GOLEMS OF THE LABYRINTH



By DEREK HOLLAND & THE SKIRMISHER GAME DEVELOPMENT GROUP

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Of all the creatures found guarding hoards of lost treasure, golems — constructs created by powerful spell casters from specific sorts of materials — are among the most interesting and dangerous. Some might even constitute treasure in and of themselves.

In the “basic system” Goblinoid Games’ *Labyrinth Lord* role-playing game, the four standard sorts of golems are made of amber, bone, bronze, and wood, while those made of clay, flesh, stone, and iron are familiar to the players of a number of its cousin systems. These are, however, just a tiny sampling of the possible sorts of constructs that might appear in a game. Following are 10 new sorts of golems, all of them are very different from the basic models and some of them pretty weird, that GMs may find useful in making their campaigns more interesting and unpredictable.

The following new golems are stat’ed so as to be compatible with any games using the sorts of basic fantasy roleplaying game rules developed starting in the 1970s and, as such, can be used as-is with games like *Labyrinth Lord* and can be easily modified and expanded for use with successor systems like OGL or other games altogether.

Cerebral Golem

Number Encountered:	1 (1)
Alignment:	Neutral
Movement:	90’ (30’)
AC:	4
HD:	8
Attacks:	1 (fist)
Damage:	2d6
Save:	F4-F8
Morale:	12
Hoard Class:	none

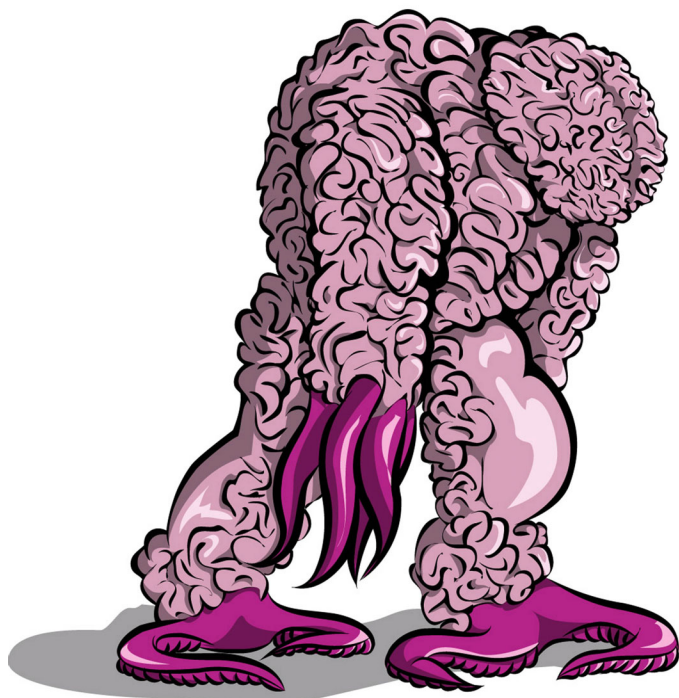
Made from brains, cerebral golems are one of the few

intelligent constructs. They look like eight-foot-tall, humanoid-shaped brains. The brains that make them up can be from any source and the intelligence of the donors determines the intelligence of the golem, what spells it can cast, and its saving throw stat. Even those based on primitive brains — such as giant insects and fish — have access to magic. The weakest golems have a single 1st-level magic user spell they can use once per day. The most advanced golems, made with the brains of gold dragons or brain lashers, are equal to 12th-level magic users. The actions of the golem are based on the creator’s instructions and the how the golem interprets them. They will use their magic as the situation requires.

Ectoplasm Golem

Number Encountered:	1 (1)
Alignment:	Neutral
Movement:	Fly 240’ (80’)
AC:	-4
HD:	18
Attacks:	1 (aging touch)
Damage:	3d6 hit points + d4 years
Save:	F9
Morale:	12
Hoard Class:	none

Ectoplasm golems are the most difficult to create, as each requires the destruction of a dozen ghosts and the collection of their essence. But all the time and money spent on creating such golems are worthwhile because of their amazing abilities. They look like ghosts but with features that change from moment-to-moment. Ectoplasm golems can pass through all non-living material, including armor, their touch ages objects and creatures, and they can sense the living from 50’, making it almost impossible to hide from them. Unlike most golems, it takes a +3 or better magical weapon to hit them and magical armor under +3 does not hinder their attacks.



Flesh-and-Blood Golem

Number Encountered:	1 (1)
Alignment:	Neutral
Movement:	180' (60')
AC:	4
HD:	8
Attacks:	2 (fists)
Damage:	2d4/2d4
Save:	M6
Morale:	special
Hoard Class:	none

Flesh-and-blood golems are suits made from living tissue that meant to extend the lives of their wearers. They only function for their creators and provide several benefits. They extend lifespan by 100 percent (i.e., double

it), heal 2d6 hit points three times per day, have an armor class of 4 that can be enhanced with magical items, and eliminate the need for sleep and food. The wearer cannot remove the golem, as it binds to his flesh. Even after death, removing the caster from the suit takes days of careful cutting and the resulting body is severely mutilated in the process.

Gas Metal Golem

Number Encountered:	1 (1)
Alignment:	Neutral
Movement:	Fly 90' (30')
AC:	-2
HD:	12
Attacks:	contact
Damage:	2d8+16
Save:	F6
Morale:	12
Hoard Class:	none

These constructs are made from special alloys heated to the point where they turn to gas and stay in such a state. Gas metal golems are 30' in diameter and everything within them takes damage. They burn everything they come into contact with, so few magic users make them for anything but guardians. Gas metal golems can have different properties depending on the metals that make them up. Many are magnetic and receive a +2 bonus to hit against those in metal armor. Some store electrical charges and inflict an additional d8 points of damage to those vulnerable to such attacks. A rare few are cold and do double damage to elves and other fairy peoples.

Leaf Golem

Number Encountered:	1 (1)
Alignment:	Neutral
Movement:	90' (30')
AC:	6
HD:	4
Attacks:	1 (vines)
Damage:	2d6
Save:	F2
Morale:	12
Hoard Class:	none

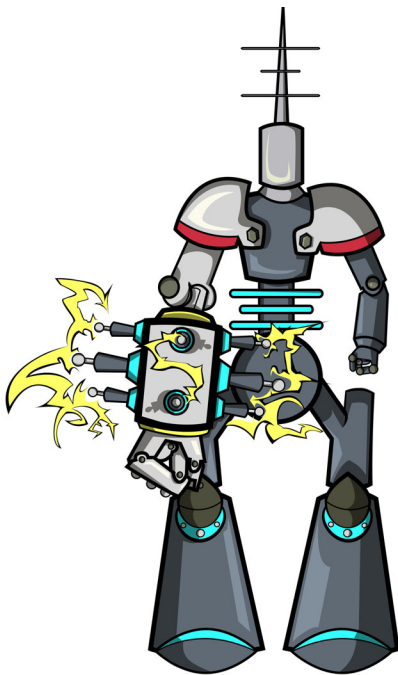
Leaf golems are created by clerics and magic users to enhance their herb gardens for healing or alchemy. They look like eight-foot-tall stumps covered with several vines but can form legs if they need to move. All plants, including treants and other plant creatures, within 50' of the golem grow twice as fast and heal four times as fast as normal. Leaf golems are very defensive of their charges and will kill intruders (i.e., those who the caster has not designated as friend). Because of this, most creators of leaf golems keep their gardens behind fences or walls.



Lightning Rod Golem

Number Encountered:	1 (1)
Alignment:	Neutral
Movement:	30' (10')
AC:	-2
HD:	12
Attacks:	1 (fist)
Damage:	3d6 + special
Save:	F6
Morale:	12
Hoard Class:	none

These constructs are meant to defend camps, forts, villages, and the like (*see the Shield Golem, below, for those wanting a more mobile defense*). They are 12-foot-tall humanoids made from iron. Every time a hostile spell is cast within 500' of the golem, no matter who casts it or



where it is aimed, the spell is drawn into the golem and provides it with an electrical charge. For every level of spell absorbed, the golem's next attack deals an additional d6 of electrical damage. There is a cap of 10d6, and if the golem collects more than that, it shorts out for d4 rounds, and cannot move, attack, or absorb spells while shorted. If struck with an electrical spell, it heals the damage instead of absorbing it and the spell provides no charge. The golem has no effect on dragon breath and other non-spell supernatural powers.

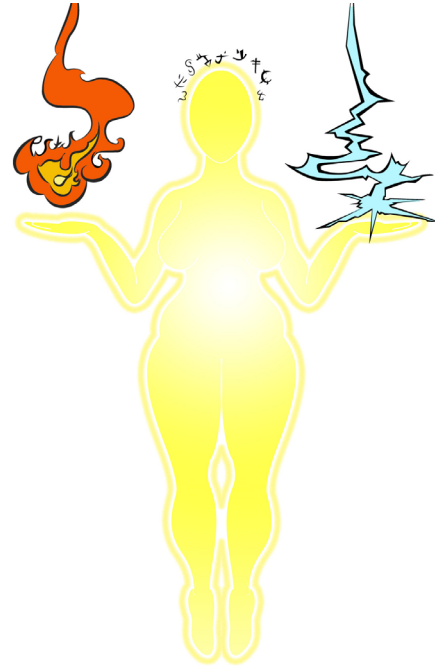
Magic Golem

Number Encountered:	1 (1)
Alignment:	Neutral
Movement:	Teleport 240'
AC:	0
HD:	8
Attacks:	1 (touch)
Damage:	variable
Save:	F6
Morale:	12
Hoard Class:	none

If magic users and clerics can make golems from matter and energy, why not magic? Magic golems, six-foot-tall humanoids made of light, are weaker than most types

because the knowledge for making them is still fairly primitive. Attempts to give them more hit dice, stronger spells, or intelligence almost always results in an explosion that vaporizes the lab, caster, and everything else within a few hundred yards.

The most common sort of magic golem has three different spells, selected at the time of its creation, of no more than third level each that they can apply by touch. Some casters create magic golems for non-combat purposes and imbue them with spells useful for research. Clerics can replace all of the spells to allow the golem to turn undead as an 8th level cleric. Magic golems do not move in any normal fashion and teleport short distances. They are too expensive for most to make as house servants and other golems can fill that role better.



Particulate Golem

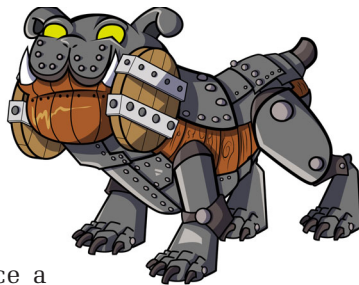
Number Encountered:	1 (1)
Alignment:	Neutral
Movement:	Fly 150' (50')
AC:	0
HD:	10
Attacks:	contact
Damage:	2d6+1d6 energy
Save:	F5
Morale:	12
Hoard Class:	none

A weaker form of gas metal golems, particulate golems are usually made from fly ash, a mixture of ash, metals, and alchemical reagents from burning treated coal. They are thus much cheaper to create and significantly weaker because of their makeup. All particulate golems are immune to heat and can hide in plain sight as piles of ash or dust. The cloud body of a particulate golem is 10' in diameter and everything within it takes suffocation damage as well as additional damage based on the golem's composition. Most inflict heat damage but some store electrical charges or even do sonic damage by vibrating.

Shield Golem

Number Encountered: 1 (1)
 Alignment: Neutral
 Movement: 120' (40')
 AC: 2
 HD: 10
 Attacks: 1 (bite)
 Damage: 3d4
 Save: F8
 Morale: 12
 Hoard Class: none

Shield golems are for defense while moving (see the *Lightning Rod Golem* for those meant to defend a stationary location). They are four-foot-tall dogs made from wood and metal.



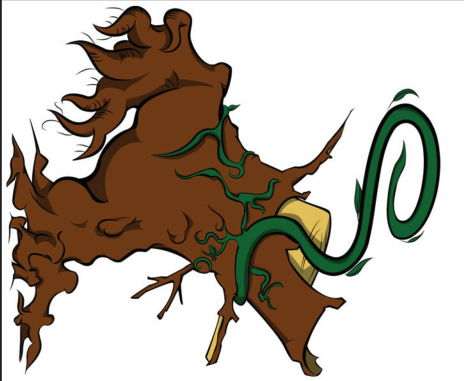

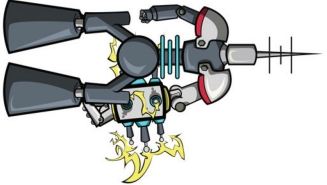
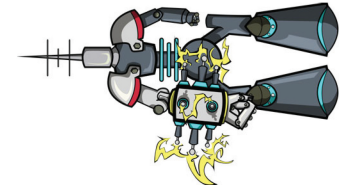

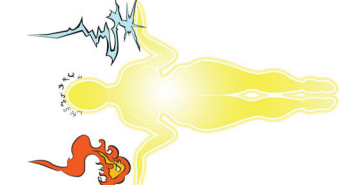

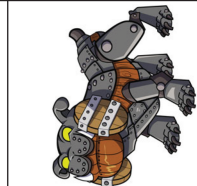
Shield golems produce a variant of *Wall of Force* that deflects ranged weapons and hostile magic. It does not stop most creatures from entering — the undead being the exception — nor outgoing weapons and magic. Everyone within the field, which

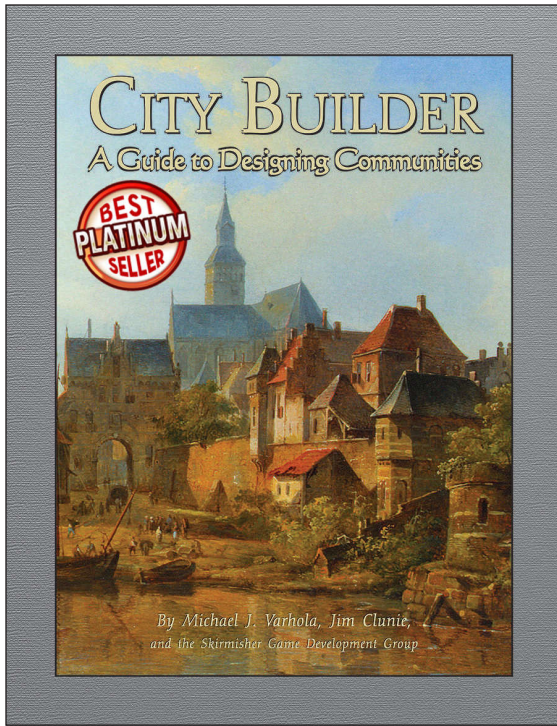
is 50' in radius, has -6 to armor class and +6 to saving throws against hostile magic cast from outside the field. The golems themselves are powerful enough to engage in melee and most casters use them as bodyguards.

Water Chariot Golem

Number Encountered: 1 (1)
 Alignment: Neutral
 Movement: 90' (30')
 Swim 300' (100')
 AC: 2
 HD: 16
 Attacks: 1 (slam)
 Damage: 3d8
 Save: F8
 Morale: 12
 Hoard Class: none

Water chariot golems are vehicles and bodyguards for aquatic peoples who want to visit land. They are huge, at 50' in diameter. If the creator is not within it, one of those inside the golem must wear an amulet that provides control over its actions. If this amulet is destroyed, the golem goes wild and rampages until it is destroyed or the creator speaks to it.

Leaf Golem				
Lightning Rod Golem				
Magic Golem				
Shield Golem				



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