

Gregorius217778:

BROKEN THINGS



Six Additional Gilgamash for “Veins of the Earth”

“Veins of the Earth”-compatible,
3rd-Party-Publication by Gregorius217778

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In August 2017 I posted [an article on my blog](#) about six different Gilgamash. Each started with a name that I created something out of.

In September 2018, I add the missing two parts that would turn those six creations of mine into *Gilgamash* true to the pattern provided in *Veins of the Earth* on page 66: who or what they think has created them, and what they think that they must do. Unlike the first part of the creation process, I did not assign these two missing parts to the individual (yet unfinished) Gilgamash (Gilgamashes?), but provided a little table with six entries each. Some of them came into my mind after I had made one of the others, other are simply random thoughts that crossed my mind after re-reading the original table in *Veins*.

For ease of use, I assembled it all in this document, added electronic mortar now, throw it out onto DTRPG.com as a PWYW title.

Kind regards
Gregorius21778

**Final Steps First:
The Second and Third part of Creation**

1D6	„MADE BY....“	„I MUST....“
1	Made? What do you mean? I was BORN, like anybody else!	Keep the peace in this barony by breaking the weapons of all but those of the Holy Order
2	The masterly Ter Thy'Chan made my body, the wise and venerated Chigignon made me BE.	Smite those that do not worship me as the Idol of HIM and HIM ONLY
3	Violence, chaos and the blood of gods do odd things when mixed.	Find and include into me all the unholy tools of witchcraft, so that they empower me to do so forevermore
4	They had turned their back on HIM, so he infused me with his spite	Keep the silence in the library, and ensure that no books are removed.
5	My mother longed for me to return. My body was gone, but my idol was not.	Provide those that draw their weapons to test their might against me with a worthy challenge, till they put down their weapon and thereby show that they do not wish to continue any further.
6	My master created me, but my master was flawed. I undid him and then me, to create me anew.	Collect the taxes for Queen Enkyra

2# The Vassal of the Direful Sun

The head of the statue is one that depicts a saint or other holy figure, complete with a gilded disc behind the head that acts as a halo. Said halo will glow with a special form of *Continual Light*: every character and monster that is not under the effect of a *Continual Light* spell will suffer 1d4 points of damage per round as the light slowly burns the victim to crisps. A successful Save vs. Magic will turn this into 1 point per round. All beings that are permanently blind will suffer 1d8 damage instead (and 1d4 on a successful saving throw). The *Vassal of the Direful Sun* will bestow *Continual Light* on everybody that hails him or the sun in his presence, and will use the spell to negate *Continual Darkness* wherever encountered.

3# Summoner of the Disfigured Order

This statue is a jumbled mess of about a dozen statues, and no part sits where it would make sense. There are 1d6+4 limbs and half that many heads, only a third of the limbs are legs and there is one less torso than there are legs. The

construct is under the effect of a modified *Chaos* spell: each round there is a 1 out of six chance 6 that the Summoner will cast *Chaos* onto the nearest living target (as a 5th level Magic-User). If the *Summoner* suffers a critical it or is destroyed, this will summon 1d3 level 1 entities per the *Summon* spell. The characters may try to control them.

First Things Last: Name & Being

1# The Shadow of the Carved End

The Gilgamash contains large parts of roughly cut black basalt. One might have belonged to a gargoyle of sorts while others may have been part of a war hero or similar character, so it is unclear to which part the dog head belonged that forms the back of the constructs neck. When the *Shadow of the Carved End* is destroyed, the dog head drops down and shatters. The shadow of the statue will then leap over to the character that made the (final) blow and cling to it. This is a *curse* that causes a -3 penalty to all saving throws to avoid immediate death. There is one mundane way to remove that *curse*: if the character wanders (or crawls) in pitch-black, darkness for at least six turns, the *Shadow of the Carved End* will lose its victim and dissolve.

4# The Lackey of the Flaying Wrath

The statue is covered in bloody patches of untanned skin that it rips of its victims with numerous hooked chains, all of which are wrapped around its arms. The chains do 1d8 damage per attack (up to three attacks, but no further as soon as one was successful). Every character that suffers 6+ points of damage from such an attack must pass a Save vs. Death or will have patches of the skin torn off that will latch onto the statue (-2 maximum hit points till healed with magic). When the Lackey is destroyed, the skins will fly off it and try to latch onto a random character (a *Save vs. Paralyze* is needed to avoid being hit). A character they attach to will heal 1d4 hit points immediately, but lose two points of Wisdom as alien thoughts and feelings invade the mind. The only way to remove the patch and to heal the attribute damage is a *Remove Curse* spell.

5# The Voice of the Wounded Quest

The whole torso of the statue is nothing but a conglomeration of heads. When the statue suffers a critical hit, one of the faces shatters and the others will speak out a Geas (as a 6th level magic-user) that may or may not make sense at first but will prove detrimental in an upcoming encounter. This geas is placed onto everybody within earshot that does not pass a Save vs. Magic. The curse involved with the geas is that the character will be unable to eat.

6# The Scourge of the Immolating Heart

The statue's head is a fusion of two faces, back to back, that rotate this way and that but never ever stay steady. Both spurt forth an unending stream of theses and anti-theses that challenge any known school of thought and set of believe, in any known language. Characters that have a Lawful or Chaotic alignment must Save vs Magic every 10 rounds. Those who fail have to choose: lose 1d4 points of Wisdom (that will regenerate at a rate of 1 point per day) or lose 1d4+2 hit points as the flesh right above their heart slowly burns and melts, just as if somebody would press a hot iron against it. When the Scourge is destroyed, all characters of Neutral alignment lose 2d4 x100 XP as they suddenly feel as if their past experiences were pointless.

