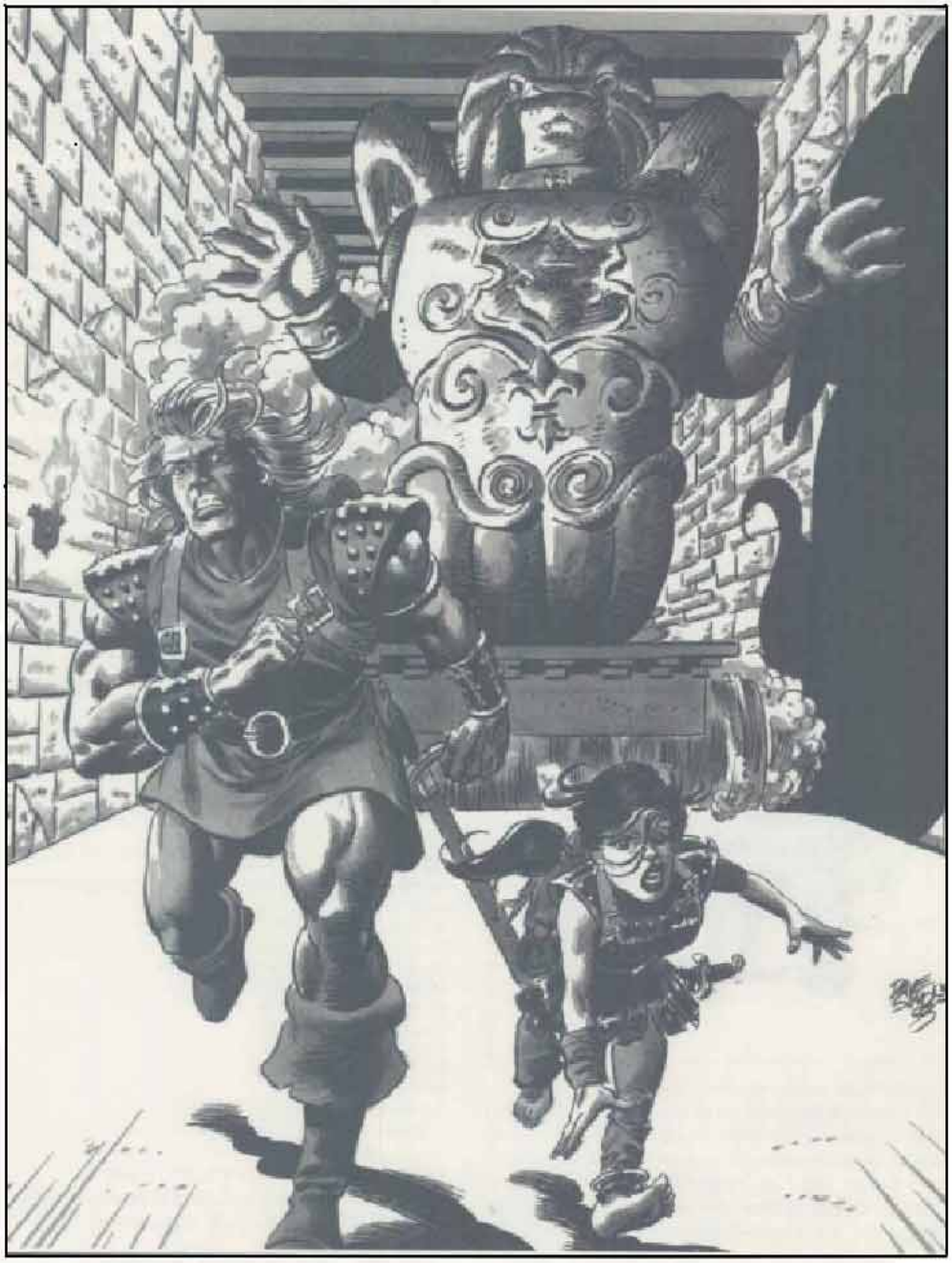
Constructs



Organic and Inorganic

Constructs are creatures or actually they aren't creatures, but for game simplicity we refer to them as thus, they are more like machines with programmed reactions. These creatures are solely created by magic, and it is magic that keeps them together.
They can't reproduce in any way, there are no baby gargoyles for example!!.

Constructs and the Day of Dread or other Antimagic effects
As on the world of Mystara magic is nullified or even dispelled each year on the Day of Dread, these creatures are handicapped on these days (or days of no magic).
All mortal spells and spell-like effects fail this day. This includes spells cast from magical items (rings, scrolls, etc) and some natural spell effects of certain monsters (including level draining and breath weapons)
Some permanent magic items may be able to retain their powers this day. Roll 1d4 for each magical weapon, permanent scroll (such as a Scroll of communication—don't forget to roll for its mate!), ring with a permanent effect (protection, or survival), or miscellaneous magic item, and compare the results with this table Damaged items will lose their magic powers for that day. Even those that aren't damaged cannot produce spell effects—a sword +3 of Flying may still be a +3 sword, but its user can't fly. Of magic potions and liquids, only poison still works. Roll for potions anyhow—those that are damaged spoil and will be useless even when magic returns.
Here's a rule of thumb for determining which abilities magical monsters retain. If it's a permanent effect affecting only the creature itself (such as immunity to normal weapons or the ability to fly), it still works. If it is an ability the creature can only use a certain number of times per day (or less), or if it affects something other than the creature itself (a metamorph's shapeshifting ability, or the eye-stalks of a beholder), it fails. Your DM knows if these effects decrease or increase in effect each year.
In effect non-biological constructs will seize activity this day and resume thereafter as if nothing has happened in between. Biological constructs however, remain active and have the normal handicaps of ability use as given earlier.

Constructs
They are completely different from animated undead, although these are animated with magic also. However, constructs have a form of created intelligence, and very rarely have souls incorporating them.
There are several basic forms of constructs.
The first and foremost, are the well known variants of the Gargoyle, easy to be made magical constructs with sentience (magical created from copies (or real) brains of humanoids). They would have no memories left of their former life, as their souls would be free roaming in limbo. A gargoyle thus has no soul.
Next are the animated statues, these constructs are made from specially prepared magical statues in different forms and materials, with a clear predesignated course of actions. These creatures are not intelligent enough to devise tactics. Their sole task is to defend the area designated to them from any intruders, safe those with a special symbol, race or clothing. Sometimes a ritual (mostly a short prayer) to a specific immortal is done to prevent the statue from being activated and attack the trespasser.
Then we have the golems, magical animated materials with clear sentient minds and often magical abilities. Like animated statues they are often used to guard an area, with predesignated orders, however, golems may devise their own plans along these orders. Golems could, in rare cases, harbor a soul.
Then we have the biological constructs. These most resemble true living forms and could even roam free and reproduce. Many monstrous creatures wandering on Mystara have been created this way, either by clerics (with or without immortal help or power), magicusers (of any race), or even immortals. Biological constructs have souls.

Most Constructs of any form do not have any main prey (or actually any prey at all), and are neither preyed upon. This means that these two descriptions are not given.
Most constructs have a magical form of sight and hearing; some might have tremorsense, infravision 60', or even dark vision. They have almost no tactile sense, and no smell or taste. Other senses are not normally available to them.

Wizard Spells
It seems that "heavy duty" spells, especially flame-based castings, offer the most sure-fire means of damaging the Created. However, spells should always be selected with care; the best magical arsenal includes a broad range of physically damaging effects. The reasons for the caution above by now may seem obvious, but I would rather repeat myself than gloss over important information too readily. All creations are different.
Whatever their construction, constructs are immune to spells affecting the mind (Charm, sleep, hold, etc.). They are immune to spells affecting the respiratory system and other life functions that are alien to Golems.\however, there are some exceptions and these can be found in the descriptions of the individual golems. Constructs receive a +4 to saving throws caused by any magic that causes physical damage.

Illusions and Phantasm:
Magics relying directly on tricking the mind normally do not work on the created. Thus spells such as phantasmal force, hypnotic pattern, fear and the like are utterly worthless against these foes. Whatever the truth, constructs cannot see invisible opponents any better than we do ourselves-which is to say, not at all.

Charm Spells:
As with the illusion spells above, charm spells such as sleep, hold monster, charm monster, and the like rely on affecting the mind of the subject, and thus are useless against the golem. The minds of the Created seem impervious to all forms of mental manipulation.

Cause Disease;
Golems are not subject to disease of any kind.

Detect Magic:
Given their extraordinary powers, constructs are often described as magical. However, the Created do not appear to be magical creations in the sense that enchanted weapons, or such are magical. The nature of such items and "created" creatures is readily monitored when a wizard uses a detect magic spell. Most construct are not detectable by such a spell.

Dispel Magic:
Although this spell works admirably with some few golems, in general it has no effect. If the caster of a Dispel Magic spell is equal to the level of the golem's creator, then the monster will collapse, seemingly dead, and be inanimate for a number of turns equal to the caster's level. A detect magic cast on a "stunned" golem will reveal that it still has an aura of power about it and that it is gradually growing stronger as the monster "recharges" itself. If the caster of the dispel magic is of a higher level than the golem's creator, however, the golem falls inanimate and is slain. The only other golems who are "stunned" by this spell are the temporary automatons created by mages and priests. However, such creatures are not the proper subject of this work.

Energy Drain:
Be warned! It is inadvisable to use this powerful spell upon any of the Created. Instead of draining the golem's energies, the spell seems to only heighten its strength. One sage consulted has suggested that a construct's animating force originates from the same vast reserve of negative energy into which this spell taps. In essence, the spell renews or even increases the golern's power!! If energy drain is cast upon a construct it gains 1HD for 1 day per level of the caster as a result of the connection with Limbo.

ESP
This spell does not seem to work on constructs. Additionally, Mages faint with horror when making the attempt to contact such an alien and evil mind as that of the Created. A wizard who attempts to use ESP on a construct must immediately make a constitution check due to the incomprehensibly and frightening thought patterns. In any case, the caster will never receive useful information from the contact.

Polymorph Other:
No wizard has ever successfully used this spell against a member of the Created. Even flesh golems are immune; it appears they lack the necessary qualities of the normal, living beings which are susceptible.


The statue of Demogorgon in his temples is often an animated statue created solely to defend the temple against infidels and intruders. It has 6 attacks; 4 arms tentacles and 1 tail attack.

Protection from Evil:
This spell does seem to offer some protection against the Created. However, as they are not summoned creatures, it does not keep them at bay. When attacking a character that enjoys such magical protection from evil, constructs suffer a -2 attack roil penalty. Further, the character receives a +2 to all saving throws against the construct's attacks. However, once the character attacks the construct, the protection is lost:

Raise Dead, Reincarnation, Obliterate, Stinking Cloud, Finger of Death, Cause Disease, Cause Wounds, Poison:
These spells does not affect the Created, as they inflict only living organs or creatures.

Stone to Flesh:
This spell can turn a stone construct into a flesh construct. The spell's reverse does also work. Stone constructs vs. Spells against the stone to flesh, a failure results in the transformation. Any transformation is making it incapable of attacking or moving away. The body structure is so change that the internal mechanisms no longer function. Only spasms are possible.

Rock to Mud:
This spell can be effective against stone golems; turning 3d10 hit points of the creature to mud, causing equal damage. The reverse, mud to rock, affects clay golems in a similar manner.

Trap the Soul:
This spell does not seem to work against the Created. Either the construct simply does not have a soul to trap, or the soul is too strongly attached to its construct's body to be removed by this spell.

Animate Rock
This spell can have an interesting and useful effect against stone constructs. It seems to cause a tremendous struggle for control between the construct and the priest. Although none of the priests actually gain control of the golem, they claim the struggle causes the golem to attack less efficiently for the duration of the spell. If such a creature fails its saving throw against animate rock, the casting priest gains partial control of the constructs body. When this occurs the construct suffers a -4 penalty on all actions, including attacks and saves for the duration of the animate rock spell. The priest must maintain concentration on the spell, else all effects are lost. This concentration is made against the wisdom of the construct. As equal to an opposing strength check. Both successful; nothing happens, priest successful; has control, construct successful control suppressed, both fail; control broken.

Earthquake:
When a stone or Rock golem variant is at hand, this spell is extremely useful. Apparently, this magic makes such a creature shake so violently it causes damage to its form. Stone golem; 5d12 damage 9 save sp ½).

Trip:
Although this spell is considered an enchantment or charm, it is useful against golems, as it affects the object being used instead of the golem itself.



Making Magical Constructs

Constructs (magical monsters such as Golems and Gargoyles) are created much as magical treasures are. For some of the steps listed in this section the caster can refer to the previous section on making magical items. The Spellcaster creating the construct must be of 18th experience level or as mentioned or a level equal to the Hit Dice of the construct being created, whichever is greater. If the construct has more than 36 Hit dice, it needs more mages to create. Just add all the levels of all mages working on this complex enchantment. The accompanying mages may be the apprentices of the Mage initially enchanting the construct, as long as they are capable to cast the spells necessary to enchant the construct. Mostly they will be level 9 or higher, but there exist construct created with the help of level one Mage apprentices. If the construct is to have up to two special abilities (that is, from zero to two abilities), the magic-user musty have the Create magical monsters spell. If the construct is to have any special abilities that would give it three or more asterisks, the magic user must have the Create Any Monster spell instead. For information on finding rare components see spell components under “Making Magical items “above. These special procedures are often written down in special codexes, examples of these are in the list following this chapter.

Cost and Time

Construct cost: 2000gp per Hit dice (+200gpeach+) +5000gp per asterisk. Once a Spellcaster has acquired the rare component, he can begin work on the construct, but will have to spend a lot of money. The construct cost includes money that goes towards buying the basic materials that make up the construct and buying special rare, expensive materials that aid in its enchantments. Constructs, however, only take the same amount of time to create as do other magical items: one week + one day per 1000 gp cost. Like magical items constructs are also subject to the same time constrictions, as noted in “Enchantment Time” in the section above on making magical constructs. Golems on the other hand require special procedures and therefore additional money, these are listed in the table following.

Chance of success.

Once the Spellcaster has expended the necessary time and money on a construct, he can roll to see if the enchantment is a success. His chance of success is somewhat different from the chance for making magical items; it is as follows: ([Int. + Lvl] x2-Hit Dice + number of asterisks) =%

Example; A Intelligence 18, 20th level Mage, wants to create a Bronze Golem (20HD**). She’s already gone on her quest to find the essential components, spent 125.000 gp on materials, and spent 57 days in the enchantment process. Now it’s time for her to check her chance of success. Her chance is ([18+20] x2)-(20+2) =54%. If the roll fails, then the enchantment fails, too. The Mage loses all the time, effort, and money she has expended.

There are basic guidelines for creating new constructs, as outlined in the following text.

Hit dice:

A lesser construct can have from 1 to 6 Hit dice, while a greater construct can have from 1 to 36. Those greater still need special rules and are always created with the usage of immortal powers or even the immortals themselves and therefore each of them will be unique.

Immunities:

Lesser constructs (such as living statues) are immune to poison, gases (or the lack thereof), charm or other mind-affecting spells, illusions and such. This set of immunities is worth one *. Greater constructs (such as Golems) are additionally immune to attacks from nonmagical weapons. This is worth an additional *. Some constructs have extra, individual immunities (such as from fire, acid, cold, etc.), but these vary from construct to construct. Each individual immunity (or group of related immunities) is worth another *, which increases its cost.

Healing:

Constructs do not heal normally; they must be healed by magic. Unless otherwise stated, a construct can be healed by any spell that heals humans and demihumans. However, some constructs are healed by special spells (like a Silver Golem by lightning bolts or a Stone Golem and earth related spells.), recovering hit points equal to the damage theoretically inflicted by the spell. Some other golems (like the acid) are healed by consuming matter.

Number to attacks:

A construct can have anywhere from one to four attacks in a single round.

Damage:

A construct, in any combat round, can do no more damage than three times it’s Hit Dice in hit points. The damage represents the maximum possible damage the construct could roll, and the damage should be divided among all of its attacks. For example, let’s say a sand golem invented by some Mage has 10 HD and three attacks per round. Therefore, it could not possible do more than 30 points of damage per round (excluding natural 19 or 20, where the damage will be doubled or no AV may be deduced). Divided among three attacks, that’s a maximum of 10 hit points per attack. At maximum, the sand golem could do 1d10 points of damage per attack.

Reproduction:

Non-biological Constructs do not reproduce; therefore there are never “baby Gargoyles”, for example. For each construct a Spellcaster wants to create, he will have to repeat the creation process at the same costs, length of time, and chance of success. It is however free for the Spellcaster to create a construct which looks like a child version of its ”adult” self. This will have mostly about 1d6x10% less hit points, HD, and lacks of several immunities or special powers it normally would have. This is free for the Spellcaster to decide.

Special attacks:

Some constructs have special unusual attacks (such as poison-gas, breath, or crushing hugs or blows). Each special attack is worth another * and, as always, each * increases the construct’s cost.

Gargoyles* (*Statua angulus species*)



Gargoyle* (*Statua angulus*)

Animated	Gargoyle*
Type	Construct
	enchanted
Climate/Terrain	any land, syubterranean, ocean
	ruins, caverns preferrred
Frequency	uncommon
Organization	tribe
Activity Cycle	any
Diet	Carnivore
AL	CE, CN
NA	1d6(2d4)
Size	M; 6'tall-8'wingspan
ST	10
IN	5-7
WI	11
DX	15
CO	16
CH	12
Languages	Gargoyle
Spellcaster Limits;	na
AC	5
AV	5
HD	4**
HP	4d8
MV	90'/30'
FL	150'/50'
load	2000-4000cn
MF	18
THAC0	16
Attacks	2 claws
Damage	1d3 each
Attacks	1bite
Damage	1d6
Attacks	1horn
Damage	1d4
Special Attacks;	Surprise Swoop
Special Defenses;	0
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Cold
	Insanity, Febblemind, etc.
Extra Vulnerable to;	0
AM	0
Horror Rating	1
Save as;	F4
ML	11
XP	175
TT	C
Body Weight	2000cn
Creation	MU9+(earth ele 6+)
Preparation Time	14 days
Assembly Time	7 days
Enchantment time	25 days
Construction Time	25 days
Enchantment cost	18,000
additional cost	2000

Gargoyles attack anything they detect, regardless of whether it is good or evil, 90% of the time. They love best to torture prey to death when it is helpless.

These winged creatures are excellent fighters with four attacks per round. Their claw/claw/bite/horn combination can inflict up to 16 points of damage, while their naturally tough hide protects them from victim's attacks.



Gargoyles are magical constructs, created by wizards for various tasks—especially as guards for treasure chambers and other sites. Many thousands have been created over the centuries; most of them eventually escape or outlive their masters and leave to form their own groups. As pictured in medieval architecture, they are humanoid creatures with horns, claws, fangs, and batlike wings; they are considered hideous-looking beasts. Their skin often looks exactly like stone and they are often mistaken for statues.

Gargoyles are very cunning, at least semi intelligent, and incredibly patient. Never needing food or drink, they can sit and watch a site literally for years.

Because of the purposes for which they were created, gargoyles tend to be very territorial creatures.

If not still commanded by a wizard, they will normally choose a place (such as a ruined building, a cave complex, or a mountain) and defend it from all intruders, attacking nearly anything that encroaches on their territory. Gargoyles can only be hit with magic or magical weapons and are not affected by sleep or charm spells. The DM should not use gargoyles unless the player characters have at least one magical weapon.

These monsters are ferocious predators of a magical nature, typically found amid ruins or dwelling in underground caverns. They have their own guttural language.

Combat:





Gargoyles favor two types of attack: surprise and swooping. Counting on their appearance as sculptures of some sort, gargoyles sit motionless around the rooftop of a building, waiting for prey to approach. Alternatively, a gargoyle may pose in a fountain, or a pair of the horrid beasts sit on either side of a doorway. When the victim is close enough, the gargoyles suddenly strike out, attempting only to injure the victim rather than to kill it all at once. (To a gargoyle, inflicting a slow, painful death is best.)

When on the move, gargoyles sometimes use a “swoop” attack, dropping down suddenly from the sky to make their attacks in an aerial ambush. In this case, they can make either two claw attacks or one horn attack. To make all four of their attacks, they must land.



Habitat/Society:

Gargoyles live in small groups with others of their kind, interested in little more than finding other creatures to hurt. Smaller animals are scarcely worth the trouble to these hideous monsters, which prefer to attack humans or other intelligent creatures.

Gargoyles often collect treasure from human victims. Individuals usually have a handful of gold pieces among them, with the bulk of their treasure hidden carefully at their lair, usually buried or under a large stone.

Ecology:



Originally, gargoyles were carved roof spouts, representing grotesque human and animal figures. They were designed in such a way that water flowing down gutters would be thrown away from the wall, so as to prevent stains and erosion. Later, some unknown mage used a powerful enchantment to bring these horrid sculptures to life. The race of gargoyles has flourished, spreading throughout the world.
Gargoyles do not need to eat or drink, so they can stand motionless for as long as they wish almost anywhere. The damage they do to other creatures is not for sustenance, but only for their distorted sense of pleasure.

Because they are fairly intelligent and evil, they will sometimes serve an evil master of some sort. In this case, the gargoyles usually act as guards or messengers; besides some gold or a few gems, their unsavory payment is the enjoyment they get from attacking unwanted visitors.
The horn of the gargoyle is the more common active ingredient for a potion of invulnerability and can also be used in a potion of flying.
The gargoyles came into existence in the assumed year 4000BC (it existed already long before Blackmoor prior to the rain of Fire), and were probably an invention of the Carnifex.

Control Gargoyle

Range:	Touch
Duration:	1 day per level of caster
Effect:	Caster may control one gargoyle
Casting Level;	MU 5

This spell allows the caster to control one gargoyle as though it is charmed. The gargoyle gets a saving throw vs. spells at + 2 (due to its magical nature) to avoid the Control, and if this is successful, the gargoyle will be enraged at the caster, and will attack him or her as soon as possible, not resting until slain or until the caster is dead. (Gargoyles still under the effects of a previously-cast Control Gargoyle spell-even one cast by another Spellcaster-save versus this spell at - 2, not + 2. Note that the second Control Spell cancels the first; it takes effect immediately, not when the first spell would normally expire, if successful.) If the save fails, the gargoyle becomes a perfectly-controlled servant, obedient to the death, for a number of days and nights equal to the experience level of the caster. A mental bond between the caster and gargoyle is created, and through it the caster, regardless of distance, can (if conscious) directly control the gargoyle's actions. A controlled gargoyle cannot cast spells, but can perform acts of manual dexterity and wield certain magical items. A caster may (by the use of multiple control gargoyle spells) control simultaneously a number of gargoyles up to the equal of his or her Intelligence points, but can only directly control one gargoyle at a time. "Direct control" is the imposition of the caster's will to control the gargoyle's body as dexterously and completely as if it was the caster's own.
Such direct control requires too much concentration for the caster to simultaneously cast spells, but a gargoyle can be left without orders, to follow its instincts, or left with a simple command, which it will obediently follow (such as: "attack all intruders; do not attack me or any creatures I name as friendly"), while the caster attends to something else. The "something else" may be spellcasting, the "direct control" of another gargoyle, sleep, or any activity requiring full concentration. Note that a gargoyle left to follow its instincts may well decide to attack the Spellcaster-although if this is noticed in time, the caster can give the gargoyle a direct order to the contrary, or assume "direct control" over its body to prevent the attack. Given intelligent use of explicit commands, a Spellcaster need not exercise direct control over a gargoyle all the time. The death of the caster or separation of caster and controlled gargoyle onto different planes will end the caster's Control, even if such situations are immediately rectified.

Margoyle*(*Statua angulus Horrides*)

Animated	Margoyle*	Kapoacinth*
Type	Construct	
	enchanted	
Climate/Terrain	any land, syubterranean, ocean	
	ruins, caverns preferrred	
Frequency	Rare	
Organization	tribe	
Activity Cycle	any	
Diet	Carnivore	
AL	CE, CN	
NA	2d4	2d8
Size	M ; 6'tall-8'wingspan	
ST	11	9
IN	5-7	
WI	11	
DX	15	
CO	16	
CH	12	
Languages	Gargoyle/Margoyle	Gargoyle
Spellcaster Limits;	na	
AC	2	5
AV	4	5
HD	6**	4**
HP	6d8	4d8
MV	60'/20'	90'/30'
FL or SW	120'/40'	150'/50'
load	1000-2000cn	3000-5000
MF	1B	1B
THAC0	15	16
Attacks	2 claws	
Damage	1d6 each	1d3 each
Attacks	1bite	
Damage	2d4	1d6
Attacks	1horn	
Damage	2d4	1d4
Special Attacks;	Surprise Swoop	
Special Defenses;	0	
Immune to;	Charm, Hold, Illusion, Discord	
	Poison, Death Magic, Cold	
	Insanity, Febblemind, etc.	
Extra Vulnerable to;	0	
AM	0	
Horror Rating	1	
Save as;	F6	F4
ML	11	
XP	725	175
TT	C	
Body Weight	2500cn	1800cn
Creation	MU9+(earth ele 6+)	
Preparation Time	14 days	
Assembly Time	7 days	
Enchantment time	29 days	
Construction Time	29 days	
Enchantment cost	22,000	
additional cost	2500	



Margoyles are a more horrid form of gargoyle. They are found mainly in caves and caverns. Their skin is so like stone that they are only 20% likely to be seen when against it. They attack with two claws, a pair of horns, and a bite. They speak their own language and that of gargoyles. They are 20% likely to be found with the latter, either as leaders or masters.

This addition to the gargoyles came into existence in the year 3800BC (it existed already in Blackmoor prior to the rain of Fire).

Kapoacinth* (*Statua angulus Aquaticus*)

This creature is a marine variety of gargoyle that uses its wings to swim as fins to swim fast as the land-dwelling gargoyle flies. Kapoacinth conform in all respects to a normal gargoyle. They dwell in relatively shallow waters, lairing in undersea caves.

Like gargoyles, Kapoacinth are eager to cause pain to others, and mermen, sea elves, and human visitors are all equally qualified candidates for this.

There do exist Kapoacinth that don't have wings, as such they have a swimming rate equal to their normal movement rate

This addition to the gargoyles came into existence just after the year 3000BC due to the rain of Fire. It was created or adapted itself to the new (often underwater) environments.

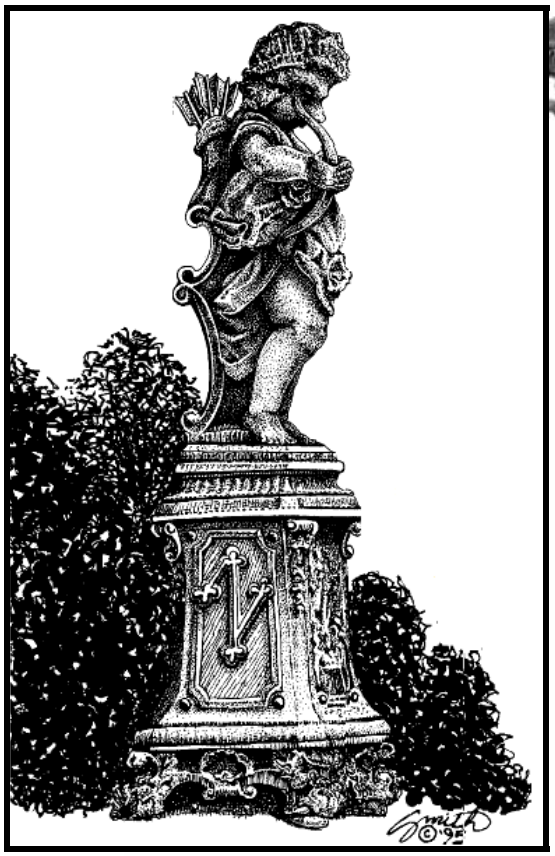
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Archer *(Statua angulus Sagittarius)*

Animated	Archer Gargoyle*
Type	Construct
	enchanted
Climate/Terrain	Building/Ruin/Garden
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	CE
NA	1
Size	S; 4'tall
ST	10
IN	5-7
WI	11
DX	19
CO	16
CH	14
Languages	Gargoyle
Spellcaster Limits;	na
AC	9
AV	5
HD	4+5**
HP	4d8+5
MV	60'/20
THAC0	15
Attacks	1arrow
Damage	1d10
Special Attacks;	Camouflage
Special Defenses;	0
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Cold
	Insanity, Febblemind, etc.
Extra Vulnerable to;	0
AM	0
Horror Rating	1
Save as;	F4
ML	9
XP	375
TT	0
Body Weight	1000cn
Creation	MU9+(earth ele 6+)
Preparation Time	14 days
Assembly Time	7 days
Enchantment time	26 days
Construction Time	26 days
Enchantment cost	19,000
additional cost	1000

The archer gargoyle is a malicious creation that looks like a cheerful cherub or, more rarely, a ferocious Amazon. Its only sizable weapon or means of attack is a stubby bow and quiver of arrows, apparently carved as part of the statue. The archer typically stands in a fountain or on a ledge high up the wall, or serves as a garden ornament, moving to attack only when an intruder enters its territory. It can remain motionless for as long as it desires.



Combat:
The archer can conceal itself against stone so that it is only 20% likely to be spotted under normal conditions. True to its name, the archer gargoyle uses its bow and arrows as its primary weapon. The bow is not a true bow, and the arrows are stone, but they allow the archer to make an arrow like magical attack that hits with a THACO of 17 and inflicts 1d10 points of damage. The "arrow" has a range of 120 / 180 / 240 yards. Even when engaged in melee, the archer uses the bow at point blank range (+4 to hit negate AV). The archer can be struck only by weapons of +1 or better enchantment.

Habitat/Society:
These evil creatures love to shoot at passersby, even those who pose no threat, and are thus rarely found guarding the domiciles of good-aligned persons. When found in the wild, the archer is on an unending hunt, slaying every living thing it meets. More than one village has been routed by one of these gargoyles, which delights in mayhem and bloodshed. The archer is a loner and avoids contact with all others of its kind.



Ecology:
The archer need not eat, drink, or sleep. Unlike other types of gargoyles, the archer has a profound destructive impact on its surroundings, because of its tendency to kill every creature and person in its territory, leaving the carcasses to rot. Special hunting parties are often immediately organized to eliminate the menace of a roving archer when one moves into the area.
This recent addition to the gargoyles came into existence in the year 650AC.

Spouter (*Statua angulus Sputem*)

Animated	Spouter Gargoyle*
Type	Construct
	enchanted
Climate/Terrain	Building/Ruin/Roof edges
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	NE
NA	1
Size	S;3' tall
ST	10
IN	5-7
WI	11
DX	18
CO	17
CH	11
Languages	Gargoyle
Spellcaster Limits;	na
AC	6
AV	5
HD	5+7**
HP	5d8+7
MV	120'/40
Climate/Terrain	60'/20' 90%
THAC0	15
Attacks	2 armspikes
Damage	1d4+1each
Special Attacks;	acid
Special Defenses;	camouflage
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Cold
	Insanity, Febblemind, etc.
	Acid
Extra Vulnerable to;	0
AM	0
Horror Rating	1
Save as;	F5
ML	10
XP	375
TT	0
Body Weight	1000cn
Creation	MU9+(earth ele 6+)
Preparation Time	14 days
Assembly Time	7 days
Enchantment time	29 days
Construction Time	29 days
Enchantment cost	21,400
additional cost	1000



The spouter gargoyle generally looks like an ugly imp. It is often found perched above a door or serving as a raingutter outlet on a roof. Its mouth always gapes hideously. Its forearms sport two rows of sharp spikes; on its back are two undersized wings, far too small to provide flight. When motionless, it is indistinguishable from normal stonework. However, plant life and structures in the area will often be pitted and scarred, as if by acid.



Combat:
Anyone who enters the spouter's territory without uttering a password or making the appropriate gesture will be attacked, usually from above, by the spouter's acid spittle. The spittle can be used once every four rounds and has a range of just 5 feet (unless the attack is from above – the spouter can hit anyone directly below, no matter how far down). The acid inflicts 2d20 points of damage, with a successful saving throw vs. breath weapon indicating half damage. If the spouter's opponents escape or prove resistant to the acid, the gargoyle can float down using its tiny undersized wings to break its fall. On the ground, the spouter can attack using its armspikes, which cause ld4+1 points of damage per attack.
The spouter has a nasty streak and revels in "accidentally" attacking its master or his associates, even if it recognizes them as safe.
The spouter is immune to all forms of acid, is struck only by weapons of +1 enchantment or better, and can climb walls with a 90% chance of success.

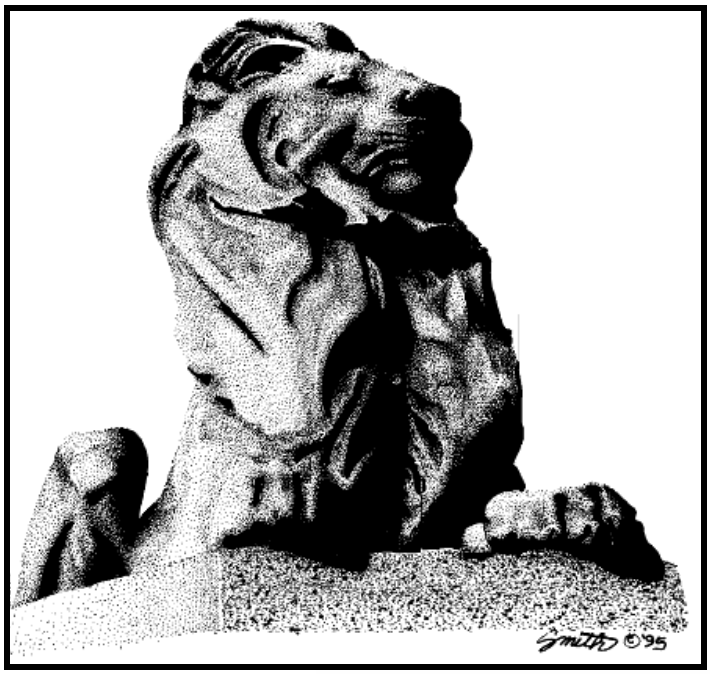
Habitat/Society:
Though matched sets of spouters are occasionally found, usually there will be only one. Very rarely, a group of 1d4+2 spouters will find each other and join for mutual defense of their territory. There isn't much competition between group members, so they will choose no chieftain or ruler. Sometimes a "free" spouter, one whose master has been slain, will offer its services to a powerful evil entity; such is its love of mayhem and its guardian instinct.

Ecology:
Spouters need not eat, drink or sleep, and can remain perfectly motionless for any length of time. Thus, they usually have little impact on their surroundings, other than the havoc their acid wreaks on local plants and structures.
This addition to the gargoyles came into existence in the year 550BC.

Stone Lion (*Statua angulus Leonides*)

Animated	Stone Lion*
Type	Construct
	enchanted
Climate/Terrain	Building/Ruin/Building Entry/Stairs
Frequency	Very Rare
Organization	solitary
Activity Cycle	Day
Diet	nil
AL	NG
NA	1
Size	M; 7'long
ST	18
IN	5-7
WI	10
DX	18
CO	18
CH	14
Languages	Gargoyle
Spellcaster Limits;	na
AC	2
AV	5
HD	8+3**
HP	8d8+3
MV	210'/70'
THAC0	11
Attacks	2 claws
Damage	1d8 each
Attacks	1bite
Damage	1d10
Special Attacks;	Roar
Special Defenses;	camouflage
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Cold
	Insanity, Febblemind, etc.
Extra Vulnerable to;	0
AM	0
Horror Rating	1
Save as;	F4
ML	11
XP	2025
TT	0
Body Weight	3500 LBS
Creation	MU9+(earth ele 6+)
Preparation Time	14 days
Assembly Time	7 days
Enchantment time	34 days
Construction Time	34 days
Enchantment cost	26,600
additional cost	4000





The stone lion is a solemn guardian. Often found in pairs, and generally serving good-aligned priests and wizards. The lion has an excellent memory for faces and scents and cannot be fooled by disguises. The lion is usually set up near the main door of the house, but is occasionally placed on a ledge overhead – the stone lion can jump down 20 feet without harm.

Combat:
The stone lion is a superior combatant, functioning as if it had Strength and Dexterity scores of 18. It attacks with its crushing bite and deadly claws, but often defeats its opponents with speed and agility rather than physical power. The stone lion has one special power. It can roar once every three rounds, and this causes fear to all in 50 yards range with a penalty of -1/ 10‘ closer. Like other gargoyles, a stone lion can be hit only by weapons of +1 or better enchantment.

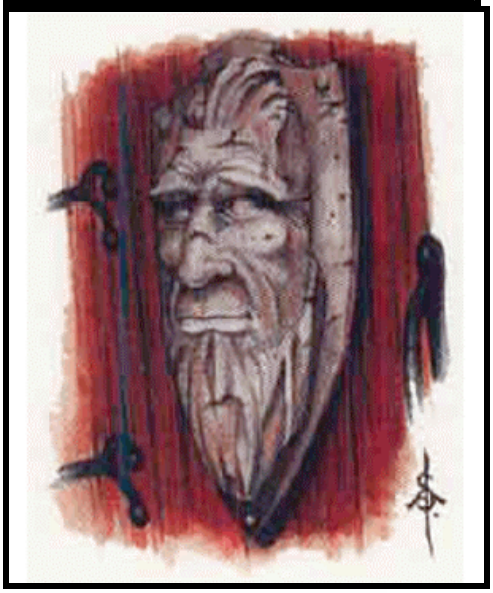
Habitat/Society:
Unlike other types of gargoyles, a stone lion is a kindly creation and seeks to serve as a protector rather than a wreaker of havoc. It occasionally acts as a pet or companion to its owner, and can form genuine friendships with living beings as well as other stone lions. When motionless, the stone lion is indistinguishable from a statue of a lion carved from stone.
When its creator dies and the stone lion becomes free-willed, it will often seek to continue its guardian duties along more public lines. Most commonly, they become defenders of temples or of public buildings. They patrol these confines at night, sitting motionless during the day unless needed.

Ecology:
The stone lion is a magical guardian that has little or no impact on its environment. It need not eat, drink, or sleep. When not accompanying its master or patrolling the area. The lion is content to sit motionless, defending its territory.
This addition to the gargoyles came into existence in the year 50BC.

Grandfather Plaque (*Statua angulus Faciis*)

Animated	Grandfather Plaque*
Type	Construct
	enchanted
Climate/Terrain	Building/Ruin/Wall or Door
Frequency	Very Rare
Organization	solitary
Activity Cycle	Day
Diet	nil
AL	LN
NA	1
Size	S; 1-2' tall
ST	9
IN	8-10
WI	8-10
DX	5
CO	16
CH	14
Languages	Gargoyle
Spellcaster Limits;	na
AC	6
AV	5
HD	6+2***
HP	6d8+2
MV	0
THAC0	na
Attacks	na
Damage	na
Special Attacks;	Magic Missile Shout Weakness
Special Defenses;	Camouflage
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Cold
	Insanity, Febblemind, etc.
Extra Vulnerable to;	0
AM	0
Horror Rating	1
Save as;	F4
ML	11
XP	950
TT	0
Body Weight	500cn
Creation	MU9+ (earth ele 6+)
Preparation Time	14 days
Assembly Time	7 days
Enchantment time	35 days
Construction Time	35 days
Enchantment cost	27,400
additional cost	500



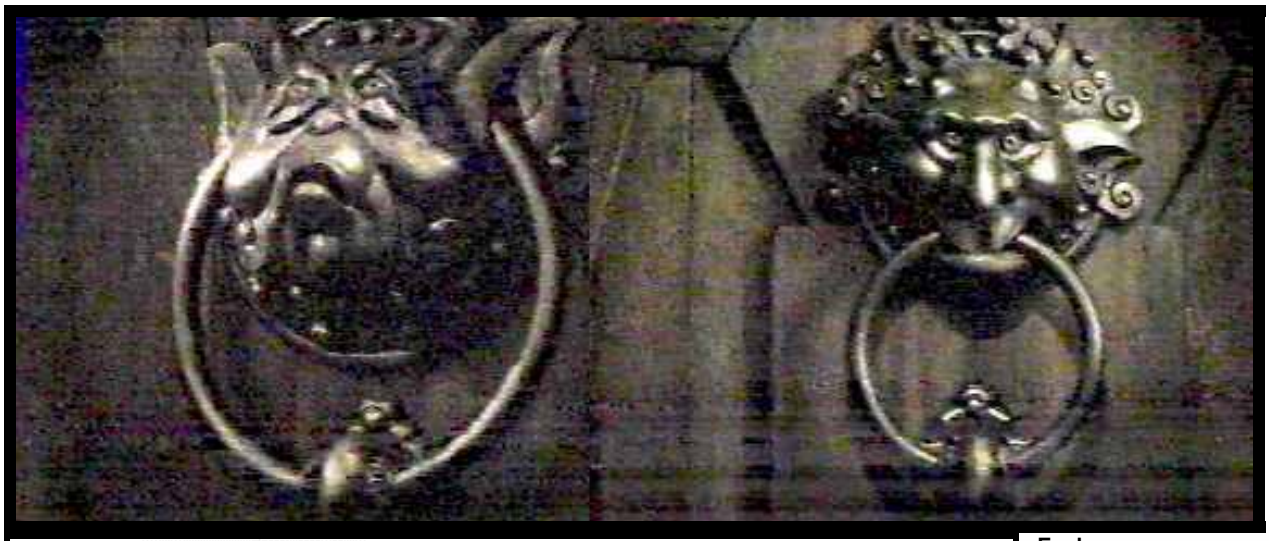


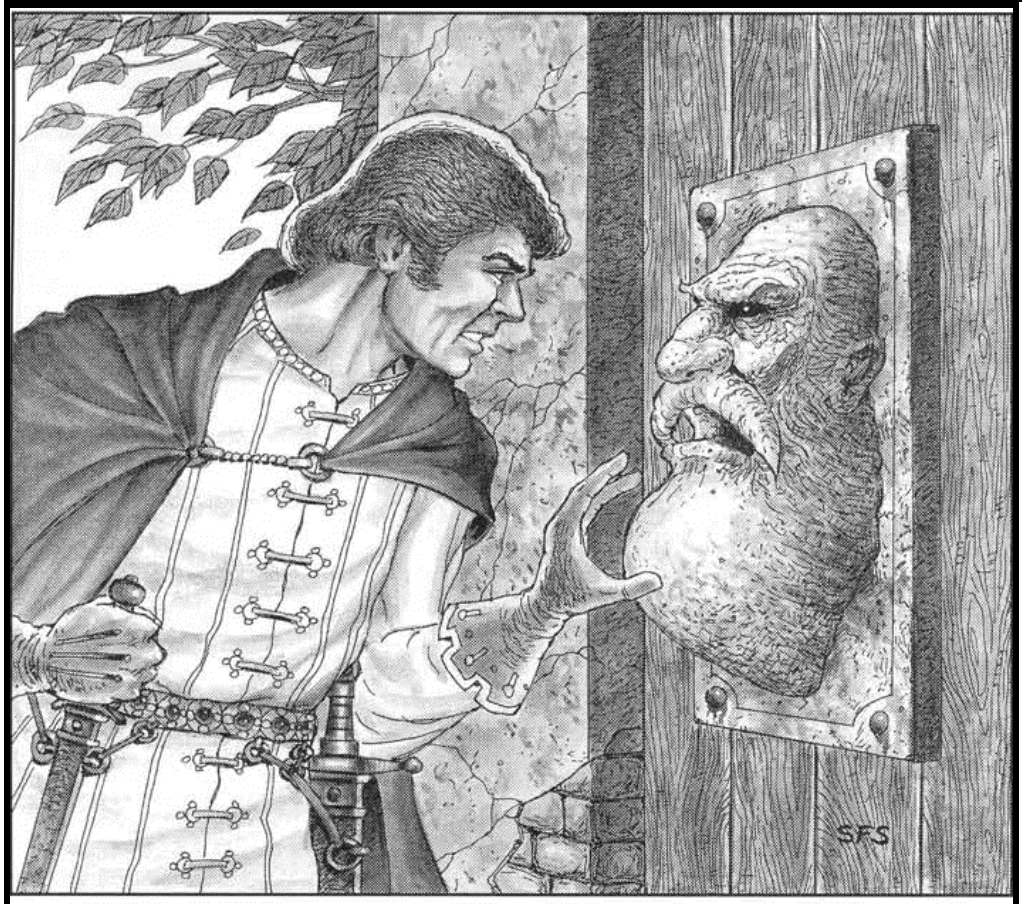
The grandfather plaque is an immobile guardian that serves to secure a particular door. The plaque resembles a bas relief of a male human face with strong, dignified features. The gargoyle is placed on the stone lintel of a door, and can secure them with a wizard lock (as if cast by a 6th level wizard), and can open and close them at will.
The plaque has enough intelligence to screen guests, and it is gifted with telepathy so that it can converse with its master (and only its master—the grandfather plaque can communicate telepathically with only one person, designated at the time of its creation). It can speak to others normally.

They may also be displayed and functional as door knockers (as in the Movie Labyrinth). Here two plaques (or knockers) were displayed each on a different door, one holding the knocker clamped in its mouth (thus having difficulty to speak understandable), and the other having the knocker clamped in its ears (thus being effectively deaf).

Combat:
If attacked, the plaque can defend itself with three magical powers.
First, each eye can discharge one magic missile for 1d6+1 damage each round.
Second, the grandfather plaque can shout, as the 4th level wizard spell, once per turn.
Third, anyone who touches either the plaque or the guarded door without permission must make a saving throw vs. spell or be weakened as if by a ray of enfeeblement, the 2nd level wizard spell.
Grandfather plaques can be hit only by weapons of +1 or better enchantment.
Spells that can open or close doors and portals are negated by the Plaque.

Habitat/Society:
The grandfather plaque is totally devoted to guarding its door, and loyally serves whoever lives within. Its focus is usually narrow; unless a response is needed, a grandfather plaque seldom initiates any action. When found on an abandoned building, the plaque will try to get people to either remove it from the building or rebuild the ruin – its existence is meaningless without people to guard.
If there is more than one grandfather plaque on a building, they guard separate doors, they are never found together. Even if they are placed next to each other, they will have different character, and often will display verbal dispute about the others if approached.





A grandfather plaque guards the entrance to the wizard's lair.

Ecology:
The grandfather plaque need not eat, sleep, or drink. It has no impact on its surroundings, except when it slays an intruder and the bones and treasure become scattered about. An unattached plaque will freely give adventurers any treasure it has accumulated, as long as they promise to restore the gargoyle to its true purpose.

Grandfather plaques (or knockers) can be humorous to meet (even if they don't need to be this themselves), but their personality, intelligence and communication often brings very amusing circumstances (again see the movie Labyrinth).

This recent addition to the gargoyles came into existence in the year 750AC.

Temple Critters* (*Statua angulus Parvus*)

Animated	Temple Critter*
Type	Construct
	enchanted
Climate/Terrain	any
Frequency	uncommon
Organization	solitary
Activity Cycle	any
Diet	carnivore
AL	N€
NA	1d4
Size	S; 1' tall
ST	6
IN	13-14
WI	8-10
DX	9
CO	11
CH	5
Languages	Gargoyle
Spellcaster Limits;	na
AC	5
AV	3
HD	3+1
HP	3d8+1
MV	150'/50'
THAC0	17
Attacks	2 claws
Damage	1d2 each
Attacks	1 bite
Damage	1d4
Special Attacks;	nil
Special Defenses;	Camouflage
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Cold
	Insanity, Febblemind, etc.
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	11
XP	75
TT	Q
Body Weight	35cn]
Creation	CL9+/MU9+ (earth ele 6+)
Preparation Time	14 days
Assembly Time	7 days
Enchantment time	26 days
Construction Time	26 days
Enchantment cost	1900
additional cost	100

Temple critters are highly intelligent but remain under the complete power of the priest who created them. As artificial servants, they do not concern themselves with family or social behavior; temple critters get along with each other merely because their master orders them to.

These creatures live in the shadowy recesses of temples, cathedrals, and crypts. They are full of nervous energy and usually roam about aimlessly. When spying, they often attempt to pass themselves off as normal sculptures, but they are unable to stay completely still for more then a few minutes at a time. Temple critters watch for people who wander into off-limits areas or those who cause mischief of some kind. Narvaezan, Hulean, and Nimmurian priests often set them to guard precious items. Temple critters can sound very effective alarms by employing the same high-pitched shriek used in combat.

Ecology:

As constructs, temple critters exist outside any natural order. They often enjoy eating but do not require food to sustain them. By design, the temple critter enjoys its life and serves its master well.

These 1-foot-tall constructs resemble gargoyles. They were created by priests of the Savage Coast to serve as spies, servants, and watchdogs in their temples (around 600 AC).

These creatures are fashioned from either rock or hard clay, always possessing a gray or black cast. Their forms are rarely that of a traditional gargoyle, though. Instead, they are more often modeled after standard religious icons like cherubs and little demons; sometimes, they are even formed into replicas of native races such as manscorpions and enduks. Often, features such as hands, feet, and ears are exaggerated. Though many temple critters have wings, none can actually fly.

Temple critters move very quickly for their size, darting from place to place with sudden bursts of speed. They can even jump up to four feet into the air, landing on tables and shelves or using their claws to dig into walls or doors.

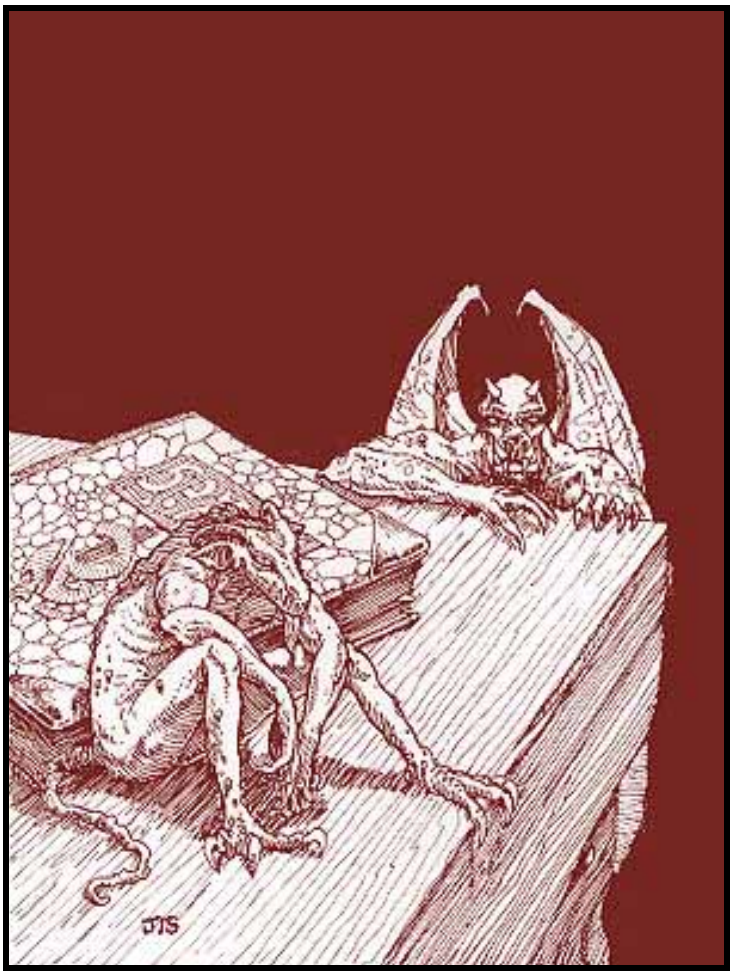
The Red Curse:

As a constructed creature, the temple critter never acquires Legacies or requires cinnabryl.

Combat:

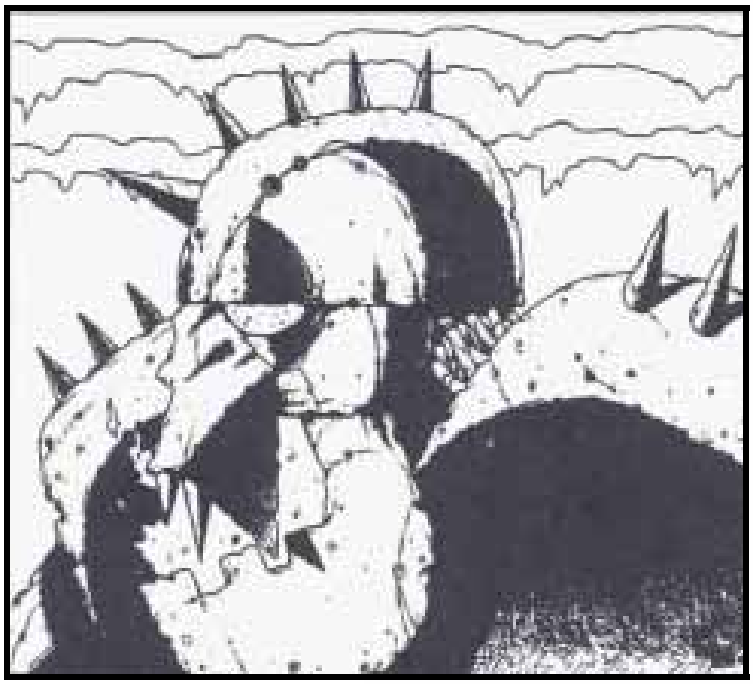
Regardless of their morale, temple critters generally avoid combat whenever possible. Except in large numbers, they are too small to be much more than a nuisance. However, if commanded into combat by their creator, a temple critter unhesitatingly attacks with a ferocity that surprises many people. Emitting a high-pitched shriek, it jumps onto its opponent and scrambles around to any unprotected areas, attacking with both claws and teeth. A temple critter can also wield a dagger or knife if one is handy, causing damage according to weapon type. Once the battle has begun, it will not stop unless destroyed or commanded away by its master.

Habitat/Society:



Iron Gargoyle* (*Statua angulus Metallum*)

Animated	Iron Gargoyle*
Type	Construct
	enchanted
Climate/Terrain	any
Frequency	very rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N€
NA	(1d2)1
Size	L; 12'tall
wing span	12'
ST	6
IN	5
WI	8-10
DX	9
CO	11
CH	5
Languages	Gargoyle
Spellcaster Limits;	na
AC	-1
AV	6
HD	16****
HP	16d8
MV	30'/10'
FL	90'/30'
MF	1/3B
THAC0	17
Attacks	2 claws
Damage	1d8 each
Attacks	1bite
Damage	2d8
Attacks	1horn
Damage	1d12
Attacks	1tail 10'
Damage	1d10
Special Attacks;	Breath Weapon Stun Crushing Dive
Special Defenses;	+2 weapons to hit
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Cold
AM	0
Save as;	F8
ML	12
XP	7350
TT	nil
Body Weight	6500 cn
Creation	CL18+/MU18+(earth ele 12+)
Preparation Time	14 days
Assembly Time	7 days
Enchantment time	76 days
Construction Time	76 days
Enchantment cost	57,000
additional cost	4500



Except for their great height (12 feet), iron gargoyles resemble normal gargoyles. Each of these craggy creatures is covered in iron scales, with numerous iron spikes protruding from its body. The iron gargoyle's red eyes gleam malignantly. In dim lighting conditions, flames visibly lick the edges of its grinning maw. Viewed by infravision, these monsters glow brightly from the heat their hulking bodies contain.

An iron gargoyle is a greater construct created by a high level magic-user. Its creation requires materials from the Elemental Planes of Earth and Fire, consequently it is very difficult and expensive to manufacture, making it extremely rare.

Iron gargoyles obey their master's instructions precisely. They are usually used in pairs to guard special items and areas, but occasionally they may be encountered as guards for wilderness areas, in which case they are always encountered alone.



Combat:

In combat, the monster applies its two claws (1d8 damage each), horn (2d8 damage), and lashing tail (1d10 damage). Anyone the gargoyle's tail hits must make a successful saving throw vs. paralyzation or become stunned for 1d3 rounds.

Crash Dive attack

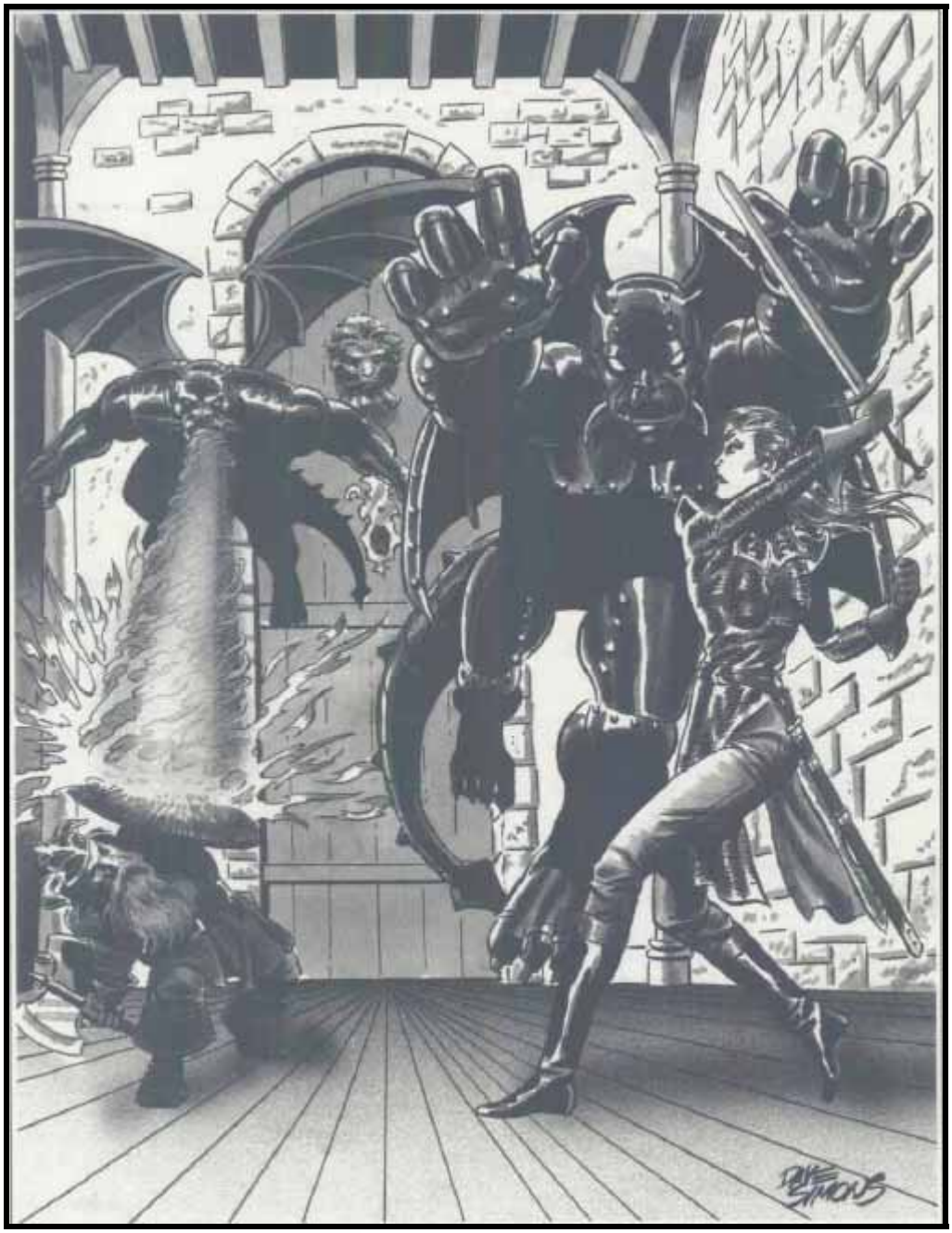
An iron gargoyle is not a very agile flier, but in battle it often attacks initially from the air, attempting to crush its foe by landing on it. The intended victim of this attack can roll a saving throw vs. death ray to avoid it. Those who fail suffer 3d10 points of damage and, stunned, cannot act for 1d3 rounds.

Breath Weapon

Every three rounds the gargoyle can breathe fire in a cone 30 feet long and 10 feet wide, causing 3d10 points of damage (halved by a successful saving throw vs. dragon breath).

Immunities and weaknesses

The iron gargoyle remains utterly unaffected by all forms of fire. However, any cold-based attack inflicts double damage on it. This creature is otherwise immune to spells and suffers damage only from weapons of +2 enchantment or better. It can Detect invisibility within 60 feet.



It is immune to charm, hold, sleep and all other mind-affecting spells, and is unaffected by all forms of fire and any type of gas. It is also immune to all spells of 3rd.level or below, to normal and silver weapons, and magical weapons of +2 or lesser enchantment.

If forced to fight an airborne opponent, the iron gargoyle uses its breath weapon and tail.

Ecology:
As unnatural creatures, iron gargoyles play no part in the natural ecology. They neither eat nor sleep, and they "live" only until destroyed, usually in combat.
These creatures are most often constructed and encountered in pairs, but a sole iron gargoyle may guard areas of lesser importance to its creator.

Construction
It costs 125,000 gold pieces to construct an iron gargoyle, and the process takes five months. Only a wizard of 18th level or greater can create one; the spells required are polymorph any object, geas, fireball, and fly.

The Iron Gargoyle is invented, by some Thyatian wizard, who discovered ancient glyphs (of unknown origin and date) and basic creation methods of creating Gargoyles. From this they created the adapted form known as Iron gargoyle. This was in the year 7AC, but it is unconfirmed if the older version did not already have created these creatures, or if they kept it with only design papers. Whatever the truth, any Iron Gargoyle from the era prior 500BC is long corroded away or into disuse (death). If they would have been created already by the Nithians, then their number would be extremely small, being no more than 10 in the whole empire and being used solely to defend the temples of Ra (who seem to be the most reasonable for its creation as being followers of a very magic friendly immortal). Their creation date could have reached from 855 BC (from this date came the notes) to 500BC (when Nithia disappeared), since they were rumored to exist in 855BC and certain to exist in the Nithian era nearing 500 BC, further information is lost.

Living Statues (*Statua animae species*)



A living statue is an enchanted animated creature made by a powerful wizard. It appears to be a perfectly normal statue—until it moves!



Living Statues are a type of construct) created to resemble normal, non-magical statues. Contrary to their name, they are not "alive," but animated by magic. They vary in appearance and material depending on the location and the culture of the region. Living Statues appear to be normal in every way, and are often placed among several other "normal" statues of the same material and style to take advantage of this camouflage. Because of this, most living statues are human-shaped and Medium-sized...just like most statues are.

The living or animated statue is a relative simply created construct. The creature has a set of predesignated actions and reactions. The statue has an artificially created intelligence, and therefore an extremely low wisdom score, as it cannot learn from its actions. The morale of these creatures (mostly 11) is the predesignated order of self-preservation, and this may even not be in place (in which the creature has a morale of 12).these creatures are not clever enough to devise tactics, along their predesignated orders and possible actions they choose which to take, correspondingly according to their artificial intelligence. Their sole task is to defend the area designated to them from any intruders, safe those with a special symbol, race or clothing. Sometimes a ritual (mostly a short prayer) to a specific immortal is done to prevent the statue from being activated and attack the trespasser. All these triggering circumstances and the reactions there off will be predesignated during its creation. A statue once met, will always act the same along these predesignated orders and guidelines.

A living statue may be any size or material; the sizes given are typical. Living crystal, iron, and rock statues are given as examples, and the DM may create others. (Not every statue in a campaign should be a living statue. If every statue in your campaign is a living statue, PCs will know that any statue they see can attack them. Have noblemen possess statuary as treasure and decoration; have expensive public buildings and plazas been decorated with statues; living statues are very rare in comparison with the numbers of "real" statues.) Living statues are not affected by sleep spells.

All Statues have Darkvision 60' but are deaf, can't feel, taste or smell, some might have tremorsense up to the same range or less.

Living statues do not need to eat, drink, breathe or sleep. As such, they are unaffected by **sleep** spells and are immune to paralyzation, poison, disease, nausea, fatigue, starvation, dehydration, suffocation, drowning and the like. All living statues speak two local (often old or even ancient) language or dialect of the creating character. Statues cannot be blinded, except by covering it completely.

A living statue is a magical construct that mostly resembles a statue of a humanoid, but when not (or when having multiple arms) their natural non-magical attacks resemble those of the creature they represent (add 1* for trampling, tossing or similar if the original creature has such attacks). In case of multiple arms, add 1*. Unlike golems, they are mildly to non intelligent and only capable of following reasonably complex orders. If left alone, they pretend to be inanimate statues until they have the opportunity to ambush intruders, usually attacking spellcasters first.

They may have been armed with weapons; in combat they will use these. They may attack only once each turn with a weapon, even if they have multiple attacks if unarmed, but the damages will be equal to their normal damages.

A construct possesses the following traits: Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); Immunity to poison, sleep effects, paralysis, stunning, disease , death effects, and necromancy effects; Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain; Immunity to any effect that requires a save (unless the effect also works on objects, or is harmless); Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less; Since it was never alive, a construct cannot be raised or resurrected; Constructs do not eat, sleep, or breathe.

Several varieties of living statues were associated with the Nithian and Hutaakan civilization, which created them (1000-500BC). Like normal statues, these have the construct immunities, but these have their own, special attributes.



Jade Rock/Ooze Silver Steel

Crystal Statue (*Statua Animae Crystallum*)

Animated	Living Statue	
	Crystal	Winged Crystal
Type	Construct	
	enchanted	
Climate/Terrain	any	
Frequency	Common	Very rare
Organization	solitary	
Activity Cycle	any	
Diet	nil	
AL	L	
NA	1d6(1d6)	
Size	M ; 4'-8'tall	
Wingspan		8'-10'
ST	12	
IN	1	3
WI	1	
DX	11	
CO	16	
CH	1	
Languages	0	special
Spellcaster Limits;	na	
AC	4	5
AV	2	2
HD	3	2*
HP	3d10	2d10
MV	90'/30'	60'/20'
Load	1500/3000	500/1000
FL		180'/60'
MF		18
THAC0	18	18
Attacks	2 claws	2 wings
Damage	1d8 each	1d6 each
Special Attacks;	scatter light	
Special Defenses;	missiles 50%	
	Continual bloodloss	
Immune to;	Charm, Hold, Illusion, Discord	
	Poison, Death Magic, Fire	
	Insanity, Febblemind, etc.	
Extra Vulnerable to;	Cold	
AM	0	
Save as;	F3	F2
ML	11	
XP	35	25
TT	nil except material (1gp/hp maximum)	
Body Weight	500-300 LBS	
Creation	MU18+/ CL 15+(earth ele 12+)	
Preparation Time	21days	21days
Assembly Time	7 days	7 days
Enchantment time	13 days	16 days
Construction Time	28 days	28 days
Enchantment cost	6000	9000
additional cost	1000	1200



A living crystal statue is a life form made of crystals instead of flesh (1500-1000BC). Crystal statues can look like statues of anything, but often appear human. These statues attack with their sharp-edged claws. Any critical wound caused by a crystal statue will lose another point by blood loss unless the character succeeds a constitution check penalized by the total damage caused. The character may make this check each round. The statue will also scatter light making it hard to target with spells or missile weapons. The Intelligence or wisdom check needed to make a successful spell cast at the creature is penalized by -4. Any spells of light will have no effect upon a crystal statue. When each statue animates, it begins to glow dimly from inside. The glow becomes brighter as the statue is damaged until, when the statue is destroyed, it will give out a brilliant flash of light. All characters looking in the direction of the statue must make a successful saving throw vs. Paralysis or be blinded for 1d6 rounds. This also counts for the winged warrior.

Winged Warrior (*Statua animae Crystallum-Volo*)

A winged warrior is a specifically modified form of crystal living statue, enabled to fly because of a permanent fly spell cast on it by the wizard who created it. The flying ability of a winged warrior enables it to protect large open areas. Although the body of a winged warrior is made of crystal, its wings are usually made of a polished, silvery metal. These are attached along its arms from wrist to armpit and extend down the sides of its body to its waist, so that the winged warrior flies with its arms extended. The wings of this construct are often engraved and decorated to look like a real birds wings. A winged warrior must land to fight. It cannot fight in midair because its weapons are the razor-sharp edges of its metal wings. A winged warrior usually swings its arm backhanded, causing a powerful slashing blow. The monster can attack with both wings in a single round. A winged warrior never carries weapons of any type, using only its wings. A winged warrior is immune to the effects of mind affecting spells such as sleep, charm and hold. The creature is basically nonintelligent, although it can follow simple instructions given to it by its creator. It continues to follow those instructions until it receives new ones. The most common duty for a winged warrior is to patrol large areas. Usually they are instructed to attack all creatures of a specific type entering the area. Sometimes a winged warrior is instructed to recognize a password which allows others to enter the area it guards. In this case the warrior must be created with the ability to speak. (Created first in 500BC).

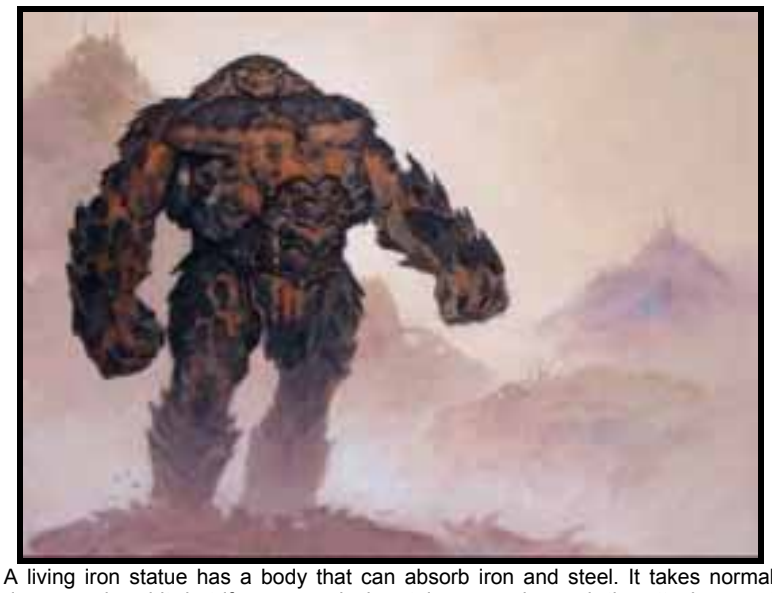


Construction

A Crystal living statue (Either winged or normal) is sculpted from a large slab of Crystal, requiring two months of work and a successful Craft (sculpting or stonemason) check at -4. The statue costs 2500 gp to create, including 200 gp for the stone (which must be free from impurities). The winged warrior will cost triple the amount of materials and money. The final ritual must be performed by a Spellcaster of at least 9th level (Wizard or priestly) which knows how to Craft Magical statues. Completing the ritual requires suggestion, wall of stone, fabricate, and Charm person or command, animate objects, prayer, bless, and raise dead. To give it the ability to speak a tongues spell must also be cast.

Iron Statue (*Statua animae Ferrum*)

Animated	Living Statue
	Iron
Type	Construct
	enchanted
Climate/Terrain	any
Frequency	Common
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1d4(1d4)
Size	M; 5'-11'tall
ST	13
IN	1
WI	1
DX	10
CO	18
CH	1
Languages	0
Spellcaster Limits;	na
AC	2
AV	5
HD	4*
HP	4d10
MV	30'/10'
Load	2000/4000
THAC0	15
Attacks	2 fists
Damage	1d8 each
Special Attacks;	absorb
Special Defenses;	
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Cold
AM	0
Save as;	F4
ML	11
XP	125
TT	nil
Body Weight	1500-3000LBS
Creation	MU18+
Preparation Time	21days
Assembly Time	7 days
Enchantment time	20 days
Construction Time	41days
Enchantment cost	13,000
additional cost	5000



A living iron statue has a body that can absorb iron and steel. It takes normal damage when hit, but if a nonmagical metal weapon is used, the attacker must make a saving throw vs. spells or the weapon will become stuck in the body of the living iron statue, and can only be removed if the statue is killed. (If the weapon is left in the statue, the statue will eventually absorb the metal completely and eject nonmetal parts, so the statue will not forever walk around with weapons sticking out of it.)
(1000 BC by Alphatian Flaems)



Construction

An Iron living statue is sculpted from a large amount of iron, requiring two months of work and a successful Craft (sculpting or stonemason) check at -3. The statue costs 4500 gp to create, including 250 gp for the stone (which must be free from impurities). The final ritual must be performed by a Spellcaster of at least 9th level (Wizard or priestly) which knows how to Craft Magical statues. Completing the ritual requires suggestion, wall of stone, fabricate, and Charm person or command, animate objects, prayer, bless, and raise dead.

Rock Statue (*Statua animae Saxum*)

Animated	Living Statue Rock
Type	Construct
	enchanted
Climate/Terrain	any
Frequency	Common
Organization	solitary
Activity Cycle	any
Diet	nil
AL	C
NA	1d3(1d3)
Size	M; 6'-14'tall
ST	17
IN	1
WI	1
DX	10
CO	17
CH	1
Languages	0
Spellcaster Limits;	na
AC	4
AV	5
HD	5*
HP	5d10
MV	60'/20'
Load	2500/5000
THAC0	15
Attacks	2 fists
Damage	2d6 each
Special Attacks;	lava spray
Special Defenses;	
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Cold
AM	0
Save as;	F5
ML	11
XP	300
TT	nil
Body Weight	1000-4000LBS
Creation	MU18+(earth ele 12+)
Preparation Time	21days
Assembly Time	7 days
Enchantment time	22 days
Construction Time	43 days
Enchantment cost	15,000
additional cost	5000



A living rock statue has an outer crust of stone but is filled with hot magma (fiery lava). When the creature attacks, it squirts the magma from its fingertips (or similar members) for 2d6 points of damage per hit. When activated the creature will be clearly visible by infravision.
The amount of shot magma seems to be unlimited, but inside the statue is a single large link to the magma layers far below, magically opened when the statue has activated. When the statue is destroyed, this link will continue to ooze magma for 2d30 rounds. This magma will be normal magma in all respects.

Variation
The creature, alternatively, may be armed with a weapon. In these cases, the statue does not squirt magma, but makes a single massive attack with the weapon each round. The damage caused from a weapon will be increased per size of the statue, for a massive damage of 4d6. For each 3 feet the statue is greater than 6', the damage will be increased by +2. The statue, however, can still make only a single attack each round. Especially dwarves make use if this form of living statues, and in most dwarven conclaves, especially near temples there are placed these guardians of stone. They will be activated mostly by approach of any nondwarven creature that does not display a special rune (mostly dwarven clan runes). Sometimes they are activated by anyone approaching not displaying the rune (this might mean that anyone, even dwarves can be attacked).
Created by Dwarves around 2000 BC against the empire of Morgreth with some human mages as help).

Construction
A Rock living statue is sculpted from a large slab of rock, requiring two months of work and a successful Craft (sculpting or stonemason) check at -3. The statue costs 5000 gp to create, including 300 gp for the stone (which must be free from impurities). The final ritual must be performed by a Spellcaster of at least 9th level (Wizard or priestly) which knows how to Craft Magical statues. Completing the ritual requires suggestion, wall of stone, fabricate, and Charm person or command, animate objects, prayer, bless, and raise dead. The lava version also needs a teleportation spell to call upon the magic or a gate.

Jade Statue (*Statua animae Gemma*)

Animated	Living Statue Jade
Type	Construct enchanted
Climate/Terrain	any
Frequency	uncommon
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1d6(1d6)
Size	S; 3'-5'tall
ST	18
IN	1
WI	1
DX	10
CO	14
CH	2
Languages	0
Spellcaster Limits;	na
AC	4
AV	4
HD	3+1**
HP	3d10+1
MV	60'/20'
Load	1000/2000
THAC0	16
Attacks	2 Hands
Damage	1d6 each
Special Attacks;	
Special Defenses;	
Immune to;	Charm, Hold, Illusion, Discord Poison, Death Magic, Fire Insanity, Febblemind, etc.
Extra Vulnerable to;	Cold
AM	75%
Save as;	F10
ML	12
XP	100
TT	amberdust
Body Weight	500-900 LBS
Creation	MU18+(earth ele 12+)
Preparation Time	21days
Assembly Time	7 days
Enchantment time	24 days
Construction Time	45 days
Enchantment cost	16,200
additional cost	8000

A jade living statue is sculpted from a large slab of jade, requiring two months of work and a successful Craft (sculpting or stonemason) check at -4. The statue costs 8000 gp to create, including 500 gp for the stone (which must be free from impurities). The final ritual must be performed by a Spellcaster of at least 9th level (Wizard or priestly) which knows how to Craft Magical statues. Completing the ritual requires suggestion, wall of stone, fabricate, and Charm person or command, animate objects, prayer, bless, and raise dead.



Jade living statues are highly resistant to magic, and will not hesitate to enter melee and batter foes with its fists. These statues may, like the rock statue, be armed with any weapon. They will use these weapons as normal. Especially the Ochalean and other Pearl island cultures make use of this version of living statue. It is even seen on Bellisaria. Dates from approximately 1000 BC, brought by the Alphatians when they arrived on Mystara. It is assumed they were designed just prior to this transdimensional voyage.

A jade living statue has a +3 bonus to all saving throws. They make saving throws as a 10th level fighter, and magical weapons have no bonuses to hit or damage when used against them. When destroyed they crumble to worthless amberdust.

Construction



Rock/Ooze Statue (*Statua animae Saxum-Labirinthulomycolata*)

Animated	Living Statue Rock/Ooze
Type	Construct
	enchanted
Climate/Terrain	any
Frequency	rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1d3(1d3)
Size	M; 6'-14'tall
ST	20
IN	1
WI	1
DX	10
CO	17
CH	2
Languages	0
Spellcaster Limits;	na
AC	4
AV	7
HD	5**
HP	5d10
MV	60'/20'
Load	2500/500
THAC0	13
Attacks	2 hands
Damage	2d6 each
Special Attacks;	or ooze spray
Special Defenses;	Merge stonewall
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Cold
AM	0
Save as;	D5
ML	11
XP	425
TT	nil
Body Weight	1250 LBS
Creation	MU18+(earth ele 12+)
Preparation Time	21days
Assembly Time	7 days
Enchantment time	27 days
Construction Time	48 days
Enchantment cost	20,000
additional cost	12,500



These outwardly resemble normal rock living statues, but these have the ability to conceal themselves by merging into the surface of a rock wall. It will take them 1 round to merge from the wall, but they may strike once (at -4 to hit) while emerging to a character standing within range (5') of the rockface the statue has merged with.

Ooze living statues are hollow and filled with grey ooze which the statue squirts in the same fashion as a rock living statue does its magma. Rock/ooze living statues prefer to squirt as many foes as possible with its ooze spray. It will wade into melee once the ooze spray has sufficiently distracted its foes.

A rock/ooze living statue can squirt a blob of grey ooze from its fingertips (maximum of 25 ft. range), inflicting 2d4 points of damage to a single target (halved by a successful save vs. deathray). When the ooze hits, it forms a small, living blob with AC8, 4 hit points. Each blob inflicts 2d4 points of damage to the victim each round until the blob is killed. A gray ooze can dissolve organics and metal, Armor or clothing dissolves and becomes useless immediately unless it succeeds on a save vs. disintegration. Further these creatures are exactly equal to normal gray oozes.

These oozes are resistant to magic as normal oozes.

The amount of shot oozes seems to be unlimited, but inside the statue is a single large ooze, magically fed (when the statue has activated) and reproductively maximum enhanced. Thus the creature will constantly reproduce, if allowed space to do so. This will continue until the inside ooze dies (which will be after about 800 years in dormancy (as it is kept this way until the statue animates) or no more than 15 years else. When killed, a rock/ooze living statue splits open, releasing a grey ooze with 3 Hit Dice and all the normal grey ooze abilities.

Created in the Blackmoor era (unknown Date but between 3500-3000 BC) by the Afridhi empire as guards, when they went to war. The early variants had Green Slime instead Gray Oozes inside, but as soon as the Gray ooze was discovered it was used instead of Slimes. This was 1000 BC when the Planet Damocles exploded. (More about this in the Mindflayer/Illithid section).

Construction

A rock/ooze living statue is sculpted from a large mass of rock requiring two months of work and a successful Craft (sculpting or stonemason) check at -4. The statue costs 12.500 gp to create, including 300 gp for the stone (which must be free from impurities). In addition, the creator must acquire a live grey ooze to place in the living statue. The final ritual must be performed by a Spellcaster of at least 9th level (Wizard or Priest) which knows how to Craft Magical statues. Completing the ritual requires suggestion, wall of stone, fabricate, and Charm person or command, animate objects, prayer, bless, and raise dead.

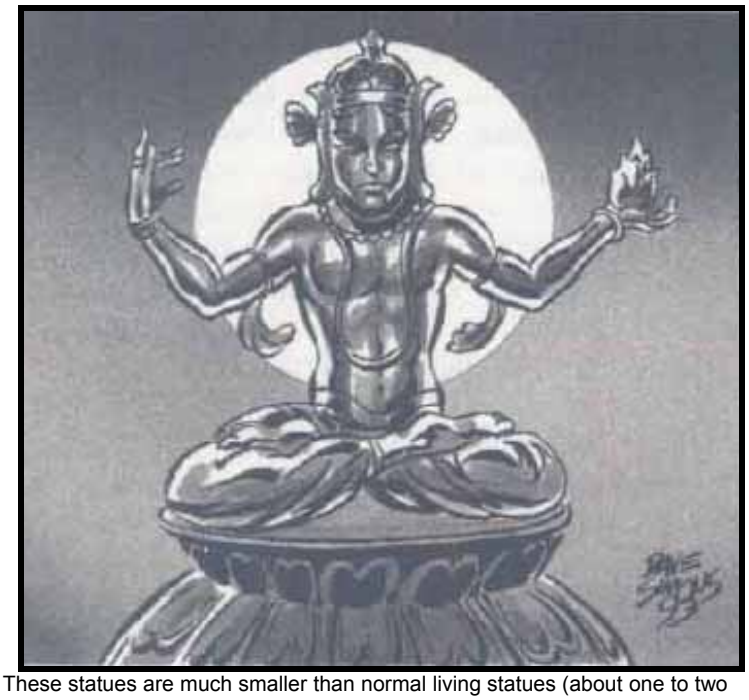
Silver Statue (*Statue animae Argenteum*)

Animated	Living Statue Silver
Type	Construct
	enchanted
Climate/Terrain	any
Frequency	rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	2d6(2d6)
Size	S; 1'-2'tall
ST	12
IN	1
WI	1
DX	20
CO	13
CH	2
Languages	0
Spellcaster Limits;	na
AC	4
AV	5
HD	1+1*
HP	1d10+1
MV	120'/ 40'
Load	1000/2000
THAC0	15
Attacks	1bite or fist
Damage	2d4
Special Attacks;	increased speed (initiative +3)
Special Defenses;	AV fully against any spell
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
	Haste, Slow, Delay, etc.
Extra Vulnerable to;	Cold
AM	0
Save as;	F2
ML	12
XP	19
TT	nil except material (1gp/hp maximum)
Body Weight	300-600cn
Creation	MU9+/ CL12+
Preparation Time	5 days
Assembly Time	5 days
Enchantment time	15 days
Construction Time	20days
Enchantment cost	7200
additional cost	3000

Created by the dwarves in 2500 BC, but greatly improved in its current form by the Alphatians in 1000 BC. (Original form had no magical abilities, but also no extra vulnerability. 10 xp value instead of 19)

Construction

A silver living statue is sculpted from silver and a smaller quantity of mercury, requiring two months of work and a successful Craft (sculpting) check at -4. The statue costs 3000 gp to create, including 500 gp for the silver and mercury (which must be free from impurities). The final ritual must be performed by a Spellcaster of at least 9th level (Wizard or Priest) which knows how to Craft Magical statues. Completing the ritual requires suggestion, wall of stone, fabricate, and Charm person or command, animate objects, prayer, bless, and raise dead.



These statues are much smaller than normal living statues (about one to two feet high). Silver living statues are composed of a thick silver skin, always being hollow, but filled with pure or even holy water.

Silver living statues are quick and agile, giving it an initiative bonus of +3. The creature is immune to further speed altering magic (slow, delay, Haste, etc.). Due to their size, they tend to gang attack targets. 10 of these creatures can attack a prone or laying down target of human size, 7 a standing humansized target

A silver living statue is immune to normal weapons and any non-metal weapon, enchanted or not. The AV of this creature may be deduced from any magical damage sustained fully.



Steel Statue (*Statua animae Chalybs*)

Animated	Living Statue
	Steel*
Type	Construct
	enchanted
Climate/Terrain	any
Frequency	uncommon
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1d4(1d4)
Size	M; 6'-14'tall
ST	20
IN	1
WI	1
DX	10
CO	19
CH	2
Languages	0
Spellcaster Limits;	na
AC	4
AV	6
HD	5**
HP	5d10
MV	30'/10'
Load	3000/6000
THAC0	14
Attacks	2 fists
Damage	1d8 each\
Special Attacks;	absorb
Special Defenses;	
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Cold
AM	0
Save as;	F5
ML	12
XP	425
TT	nil
Body Weight	10,000LBS
Creation	MU15+/ CL20+
Preparation Time	14 days
Assembly Time	14 days
Enchantment time	27 days
Construction Time	43days
Enchantment cost	20,000
additional cost	10,000



Steel living statues are composed of a thick steel skin, always being hollow, but filled with pure or even holy water.

Combat

Steel living statues pound their foes with their powerful fists.

If struck in melee with a non-magical iron or steel weapon, the weapon striking a steel living statue automatically becomes stuck in it. On the following round, the statue absorbs the weapon; gaining 1d4+1 hit points (up to a maximum of 40 additional hit points) in the process. Any magical enchanted iron or steel weapon is unaffected by the absorption power and thus damages the statue normally, but the attacker must make a Strength check against the statue or the weapon becomes briefly stuck in the body of the steel living statue and the attacker loses any remaining attacks or actions until his next turn.



A steel living statue cannot be damaged by non-magical iron and steel weapons, and magical or nonmagical other weapons.

Created by the dwarves in 2200 BC, but greatly improved in its current form by the Alphatians in 950 BC. (Original form had no magical abilities, but also no extra vulnerability.

Construction

A steel living statue is sculpted from a large mass of steel, requiring six months of work and a successful Craft (blacksmithing or metalworking) check at -5. The statue costs 10.000 gp to create, including 350 gp for the steel (which must be free from impurities). In addition, part of the steel used must be from a weapon that has been bloodied in combat. The final ritual must be performed by a Spellcaster of at least 9th level (arcane or divine) (Wizard or Priest) which knows how to Craft Magical statues. Completing the ritual requires suggestion, wall of stone, fabricate, and Charm person or command, animate objects, prayer, bless, and raise dead.

Brass Statue (*Statua animae Orichalcum*)

Animated	Living Statue Brass
Type	Construct
	enchanted
Climate/Terrain	any
Frequency	rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	L
NA	1
Size	M; 4'-8'tall
ST	12
IN	1
WI	1
DX	11
CO	16
CH	1
Languages	0
Spellcaster Limits;	na
AC	3
AV	4
HD	5**
HP	5d8
MV	120'/40'
Load	1500/3000
THAC0	18
Attacks	2 claws
Damage	1d8 each
Special Attacks;	damaging sphere
Special Defenses;	disorienting energy
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Cold
AM	0
Save as;	F5
ML	11
XP	425
TT	nil
Body Weight	3000-4000cn
Creation	MU15+/ CL20+
Preparation Time	14 days
Assembly Time	14 days
Enchantment time	27 days
Construction Time	43days
Enchantment cost	10,000
additional cost	8000



A brass living statue is a magical construct, often of greater than human proportion, cast from alchemically strengthened brass and ornamented with elaborate punched-out traceries that reveal brilliant crimson fires within. Whether humanoid, bestial or other, more exotic shapes, brass statues are inevitably shaped with sharp, ornate "flames" or blades projecting from their bodies. Brass statues carry no weaponry; their flames are weapons enough.

A brass statue attacks by rushing at an opponent or striking with one or more limbs, slashing or impaling its victim for 1-8 hit points of damage per successful attack; if the statue has enough space to charge it will do so, inflicting double damage upon a single target. Fumbling an attack against a brass statue results in 1-6 hit points of damage as the attacker blunders against the statue's flame-blades.

The internal energies of a brass statue flicker and dance, creating rippling crimson patterns that disorient those who view them—if a save vs. spell is failed, any attackers take a -2 penalty to their to hit rolls. Twice a day a brass statue may expend the lion's share of these energies to create a sphere of injurious magical power 10' in radius around it; this energy causes 1d8 hit points of damage to everything within range, but shuts down the statue's disorientation ability for four rounds.



Created by the dwarves in 2500 BC (with their magical Forge of Power), but greatly improved in its current form by the Alphatians in 950 BC. (Original form had no magical abilities, but also no extra vulnerability.

Phase Stinger (*Statua animae Globuli-Karvorguianii*).

Animated	Phase Stinger				
Type	Construct enchanted				
Climate/Terrain	any land				
Frequency	Rare				
Organization	Solitary or pair				
Activity Cycle	any				
Diet	Energovore				
AL	N				
NA	1d2				
Size	T; 3-4" diameter				
ST	5				
IN	1				
WI	14				
DX	15	16	17	18	19
CO	16				
CH	3				
Languages	nil				
Spellcaster Limits;	na				
AC	4				
AV	5				
HD	2+1**	3+1**	4+1**	5+1**	6+1**
HP	2d12+1	3d12+1	4d12+1	5d12+1	6d12+1
MV	15'/5' (only when inable to fly)				
FL	150'/50'				
MF	5A				
THAC0	16	15	14	13	12
Attacks	1Sting on contact				
Damage	1	1	1d2	1d3	
Special Attacks;	Surprise Rapid Ethereal Phasing Rapid action (initiative +2)				
Special Defenses;	Detect 60' all around (unblockable)				
Immune to;	Charm, Hold, Illusion, Discord, Poison, Death Magic, Cold, Insanity, Febblemind, etc.				
Extra Vulnerable to;	0 (it will shut down when rusted fully)				
AM	5%	10%	15%	20%	25%
Horror Rating	1				
Save as;	MU7	MU8	MU9	MU10	MU11
ML	12				
XP	45	100	275	575	950
TT	nil				
Body Weight	13 cn				
Creation	MU9+ (jewelry/watchmaking skill)				
Preparation Time	7 days				
Assembly Time	7 days				
Enchantment time	7 days +1day / 1000 gp cost)				
Construction Time	50 days				
Enchantment cost	10.000				
additional cost (gp)	2200	4200	6200	8200	10.200

Phase stingers are magical guardians originally created by the Mage Kavorguian in the year 980 AC near Penhaligon in Karameikos. As adventurers and thieves burglarized his abodes, the recipe of this construct was rapidly sold on the markets, and mages from all over capable of casting the necessary spells created these things to protect their lairs. They are small brass spheres that travel by flying and they can pass through walls. They are very good at disabling foes without killing them.

Combat

Stinger

In combat, phase stingers protrude a small brass spike on contact, they use to sting their foes. This spike injects a mild, magically enhanced paralytic poison, that causes 2d4 Turns paralysis (followed by 2d4 rounds numbness=-2 DX/THAC)/Saves), unless a saving throw vs. paralysis (not poison) is made. A Cure Light Wounds spell is enough to disable the poison after it has taken effect, but a remove paralysis will also do.

Phase stingers are not designed to kill, although they may do so; as soon as a character has been paralyzed, the Phase Stinger will attack another character in sight. When all foes are paralyzed, it will let its master deal with the victims unless ordered to do otherwise. It will not attack any creature smaller than itself, although it might threaten the creature by hanging 1 round in front of it, as it will detect the life-force of any creature in range. It will also not attack plants, slimes, oozes, and insects, as these creatures have a too low amount of life-force to be seen as a threat.

Flight:

A phase stinger's flight ability becomes ineffective in an Antimagic field, and the phase stinger loses its ability to fly for as long as the Antimagic effect persists.

The stinger flies by a highly coordinated Fly spell set internally (and thus only dispellable at an extra 20% penalty to the level of the caster.

A normal Dispel Magic is 20%+ 5% less effective for each level the caster of the Detect Magic is lower than the creator of the Phase Stinger (at its moment of creation)).

Detection;

In total 40 tiny openings are set—enabling the sphere to maneuver extremely agile and quick.). These openings serve as awareness sensors which duplicate vision. In effect the construct is blind, but its sensors give it an adequate example of reality around itself. With this they have Vision and Detect Live of 60' in all directions, unhindered by solid matter, smoke, and fog, brightness of light or darkness. Its detection stretches even to the Ethereal Plane, where it will move only temporarily while passing through solid matter, or longer when it detects a living creature there.

Phasing;

The construct is charged with the same magical effects as a potion or armor of etherealness and becomes ethereal as soon as its sensors touch a solid non-moving non-living surface.

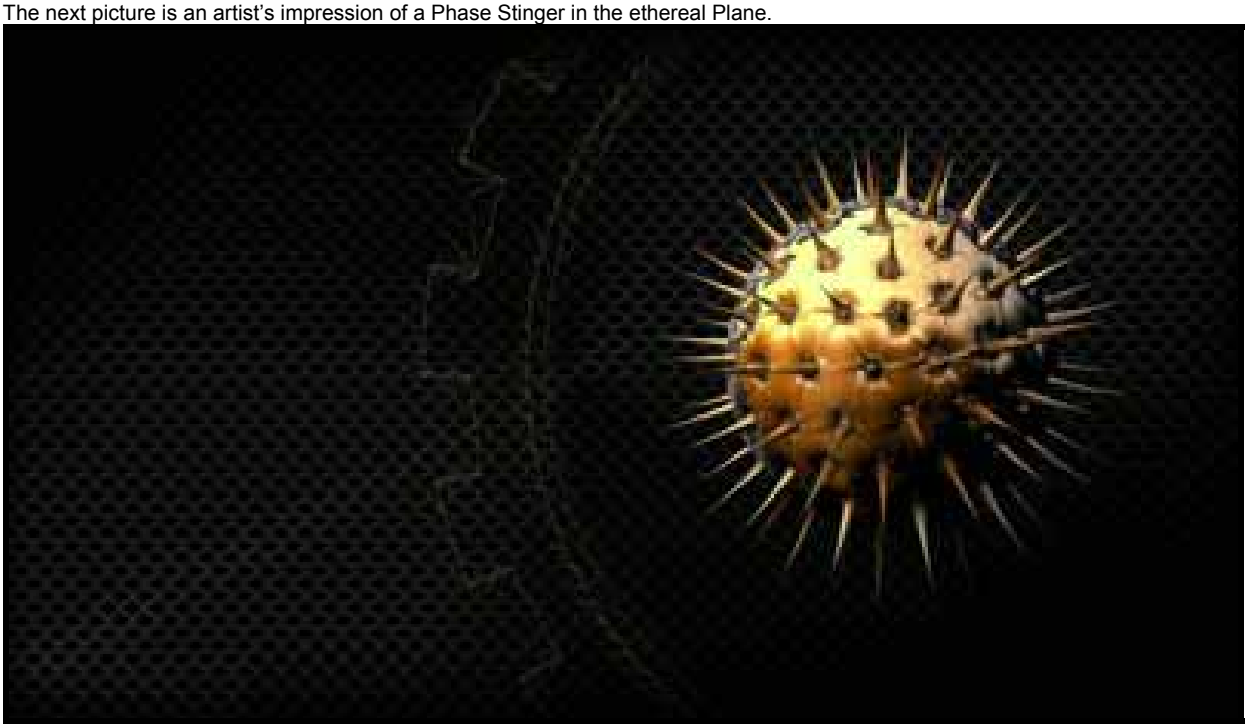
This also explains that the sphere can be hit by weapons, because these are moving solid objects. Even in combat it automatically phases through any non-moving object as if it is not there. In effect it becomes instantaneous ethereal as soon as it touches these objects.

This also means that the sphere can pass through a wall and attack a person directly behind it. It cannot attack while still within a solid object.

If it touches any other object (or living, mobile creature), it is solid, and reacts instantly by instantly attacking with a thin needle-like spike from the opening most near the part it is touched.



As the construct thus knows which objects are alive, mobile or immobile, it can easily dodge around to attack a target.
When it attacks a living creature in the ethereal plane, and the attack become successful, both the sphere and the paralyzed victim directly rematerialize in the prime plane (but never in solid matter).
If a Phase Stinger passes through solid matter like a wall, it surprises on a roll of 1-5 on 1d6. It will attack a creature chosen at random, but mostly those most near to it.
In the ethereal Plane the construct ejects all spikes at once and thus gives 4 times as much damage at a +2 to hit to mobile targets and +6 to immobile (thus not able to fly/levitate in the ethereal plane) and a -4 to the saving throw vs. paralyzation. All further effects are as normal.
The next picture is an artist's impression of a Phase Stinger in the ethereal Plane.



Immunities;
A construct possesses the following traits: Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); Immunity to poison, sleep effects, paralysis, stunning, disease , death effects, and necromancy effects; Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain; Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less; Since it was never alive, a construct cannot be raised or resurrected; Constructs do not eat, sleep, or breathe.

Construction
A Phase Stinger living statue is sculpted from a set of tiny (almost minute) set of metal components (gears, spikes prods, thingies, etc.), requiring six months of work and a successful Craft (Jewelry or watchmaker) check at -5. The sphere costs 10.000 gp to create, including the brass material (which must be free from impurities). In addition, part of the brass used must be from a weapon that has been bloodied in combat and has been retrieved from the Ethereal Plane. The final ritual must be performed by a Spellcaster of at least 9th level (arcane or divine) (Wizard or Priest) which knows how to Craft Magical statues. Completing the ritual requires suggestion, wall of stone, fabricate, and Charm person or command, animate objects, prayer, bless, and raise dead.
The spells Fly, Etherealness and Paralyze are needed to charge the construct in addition to the normal spells.

The construct is an energovore, feeding upon the minute amounts of ambient energy that is left behind as residual energy. This includes auras of mages or clerics (with memorized spells), magical items, cast spells, and similar, up to months after the source has left. If not feeding, it will shut down, until it automatically recharges when any magic comes within 100 feet. This recharging will take 1 turn minimum, enabling the stinger to be active for at least 1 week per HD of the magic fed upon. The feeding does not affect the usage of source fed upon, by others, only that it takes 5% longer to memorize, pray or recharge any spells or item charges, within the area affected. Most areas where the stinger is located within, has enough energy to feed years upon. Stingers in Antimagic areas will eventually falter and cease to be active ever again. However, since they are able to shield themselves somewhat from this effect, they often try to move away from these energy fields. Beholders like the round items, but so far have not found a way to recreate them. They sometimes lure these guardians away from their warding area to locations they prefer, with their innate magic. A phase stinger could survive indefinitely in the company of beholders, dragons, fairies and similar magical creatures.

Ceramic Figurine (*Statua animae Fictile*)

Animated	Living Statue
	Ceramic Figurine*
Type	Construct
	enchanted
Climate/Terrain	any
Frequency	very rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	T; 3"to 15"tall
ST	9
IN	5-7
WI	5
DX	10
CO	15
CH	2
Languages	0
Spellcaster Limits;	na
AC	5
AV	4
HD	4**
HP	4d8
MV	120'/40'
THAC0	17
Attacks	1
Damage	1d4
Special Attacks;	liquid spray
Special Defenses;	0
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Shatter, Shout
	Bashing weapons
AM	0
Save as;	F4
ML	12
XP	275
TT	nil
Body Weight	30-60 cn
Creation	MU9+/ CL9+
Preparation Time	7 days
Assembly Time	14 days
Enchantment time	27 days
Construction Time	40days
Enchantment cost	7500
additional cost	7500

A ceramic figurine is a brightly painted miniature statuette that might easily be mistaken for a figurine of wondrous power. Like other magical automatons, they are often employed as guards by their creators. Though most often depicting an alligator or other lizard, ceramic figurines shaped like turtles, frogs, and snakes are also known. Whatever form they are given, all have a slightly rounded shape and are hollow inside. They understand their creator's primary language, but are themselves incapable of speech.

Combat:
Ceramic figurines follow the orders given to them by their masters, but have a low intelligence that imparts some cunning to them. Thus, they do not usually attack mindlessly as other Statues do. Instead, they utilize some basic tactics and strategies to defeat intruders or those they have been commanded to slay. They take advantage of cover and their small size to move in close and strike without warning.
Ceramic figurines are hollow and must be crafted with a small hole in their base so they will not explode when fired inside the kiln. The master of such a creature can fill its interior cavity with acid, poison, oil, or any other liquid and then seal the hole in the base. Such a figurine can spray this liquid at a single target within 10 feet. The effects of this attack will vary depending upon the nature of the liquid with which the creature was filled. A figurine can hold enough liquid for two spraying attacks.
If a filled figurine is destroyed by a melee attack, crushing blow, or similar sudden shock, it will shatter. Any liquid within it at this point will splash out, requiring all within 10 feet to make a saving throw vs. breath weapon or be affected by it.
Figurines can make a single attack by biting, clawing, or employing some other attack appropriate to their shape. A successful hit inflicts 1d4 points of damage. Although they are fearless, ceramic figurines will only make melee attacks if they have been commanded to fight to the death. Otherwise they withdraw to their master once they have used their special attacks. This is actually their basic predesignated action.
Ceramic figurines are immune to all fire, cold, and electrical damage. They are vulnerable to shatter or shout spells, being forced to make a saving throw vs. spell or be destroyed if either of these is used against them.
Despite their delicate appearance, normal weapons cannot harm these creations. Indeed, any weapon of less than +1 enchantment will rebound from them as it would from the wall of a mighty fortress. They are particularly susceptible to attacks from bashing weapons (provided that such arms have the ability to damage them at all) taking double damage from such weapons.

Habitat/Society:
As artificial constructs under the command of their creators, ceramic figurines have no society or particular habitat. They are used to guard valuable items or places. Within the constraints of their orders, they are able to utilize basic tactics.
Ceramic figurines must be molded from clay that has been gathered from the banks of Lake Halli near the Black Mountains. The nearby nations of Graakhalia, Kyurdukistan and Chengouch are well known with these creatures and the mud. The clay must then be covered in slip (a clay and water mixture) and baked in a kiln. A colored glaze is then applied and the figurine is returned to the kiln for a second firing. When cooled, a final coat of paint is applied to bring out all the details. Once completed, the figurine is ready to be imbued with life. The spells needed for this are animate object and raise dead, or polymorph any object.



Ecology:
The same mysterious force that imparts a basic cunning and intelligence to the figurines leads them to hate their masters greatly. Free-willed figurines are capable of locating and ingesting the liquids they need to make themselves formidable.

Creation
The creator must have access to a fully functional pottery shop (kiln, pottery wheel, tools, clays, paints, etc.) in order to undertake the creation of a ceramic figurine. The cost for outfitting the shop and constructing a ceramic figurine is 7500 gp. The work takes one and a half months to complete. Additional figurines may be created for only 4000 gp each. Any liquids to be held inside the figurine must be created or purchased separately.
(Created first 450 AC in Sind, but unconfirmed notes predates the knowledge to the Oltec and Azcans much earlier, and in the Hollow World they know this construct since they are under the Red Sun).

Clockwork Swordsman (*Statue animae Horologium*)

Animated	Living Statue					
	Clockwork Swordsman					
Type	Construct					
	enchanted					
Climate/Terrain	any (savage coast only0					
Frequency	very rare					
Organization	solitary					
Activity Cycle	any					
Diet	nil					
AL	CG					
NA	1					
Size	M; 6'tall					
ST	18					
IN	11-16					
WI	5					
DX	13					
CO	12					
CH	14					
Languages	0					
Spellcaster Limits;	na					
AC	2					
AV	2					
HD	5*	6*	7*	8*	9*	10*
HP	5d8	6d8	7d8	8d8	9d8	10d8
MV	120'/40'					
THAC0	15	14	13	12	11	10
Attacks	2					
Damage	by weapon					
Special Attacks;	weapon tactics					
Weapon Mastery	BS		SK		EX	
Special Defenses;	weapon tactics					
Immune to;	Charm, Hold, Illusion, Discord					
	Poison, Death Magic, Fire					
	Insanity, Febblemind, etc.					
Extra Vulnerable to;	Shatter, Shout					
AM	0					
Save as;	F4	F5	F6	F7	F8	F9
ML	12					
XP	300	500	850	1200	1600	1750
TT	2Q					
Body Weight	1000-1200cn					
Creation	MU9+/ CL9+					
Preparation Time	7 days					
Assembly Time (Days)	14	16	20	28	44	60
Enchantment time	27 days					
Construction Time (Days)	34	35	36	40	51	67
Enchantment cost	7500	8000	8500	9000	9500	10,000
additional cost	500	800	1100	1400	1700	2000



Clockwork swordsmen are the mechanical and magical creations of powerful mages, originally devised as elite bodyguards. Clockwork swordsmen are fearless and act according to a "code of conduct" very similar to that of a fighter. The DM should treat the clockwork swordsman as a fighter of level equal to its Hit Dice.

The clockwork swordsman has all the applicable non-weapon skills and weapon/fighter abilities, but they never belong to any of the fighting schools. The clockwork swordsman has at least the tumbling and etiquette skills, and most others skills associated with rogues. Because of its mechanical nature, the clockwork swordsman succeeds on all skill checks on a roll of 18 or less.

Clockwork swordsmen are sentient, generally intelligent and charismatic, but they have a horrendous Wisdom. It is very difficult for them to learn from their mistakes, and they will repeat the same error over and over again, even if corrected. These automatons are quite capable of handling sophisticated missions within a limited time frame and are capable of limited interpolation and extrapolation of past behavior to cope with new situations. However, the results generally leave something to be desired.

Clockwork swordsmen are almost perfect replicas of the humanoids they were built to emulate, with only slight clicks and whirs to betray their true nature. All clockwork swordsmen are obsessed with the fact that they only have a mechanical heart and no soul. They see this condition as a curse. A clockwork swordsman in company is cheery and quite outgoing. When a clockwork swordsman thinks that is unobserved or alone, however, it can be quite morose and melancholy. As magical constructs, they are bound to serve their creators, but most clockwork swordsmen quickly develop an intense dislike (or even hatred) for their creators.

The Red Curse: Clockwork swordsmen never acquire Legacies or require cinnabryl.

Combat:

In combat the clockwork swordsman acts as much as human fighters (swashbucklers), though restricted by the fact that they will eventually run down. In addition to their normal actions, consult the following table to determine what additional action the clockwork swordsman attempts each round. A clockwork swordsman loses one full hour of activity for each point of melee damage it inflicts, so it is unlikely to actually attack unless absolutely necessary.

1d100	action attempted
01–25	Fancy move
26–45	Amusing quip
46–60	Salute or disarm
61–75	Charming compliment
76–90	Embarrassing maneuver
91–00	Bold fencing attack

Fancy move: The automaton daringly moves across the room with this flashy maneuver (treat as a parry). All clockwork swordsmen parry as 10th-level fighters, which gives them a –6 AC bonus.

Amusing quip: The clockwork swordsman calls out an amusing joke at the expense of its opponent, such as "I've spoken with pigs more polite than you." Treat this as a parry plus a taunt against one target.

Salute: The clockwork swordsman calls out a poetic and amusing salute for friends and foes alike. The salute has the same effect as a bard's heroic inspiration, giving all friends a +1 bonus to attack rolls. The effect lasts one round per Hit Die of the automaton.

Charming compliment: This is always directed at a person of the opposite sex. The target must make a successful saving throw vs. spell or behave as if under the effects of a charm person spell.

Embarrassing maneuver: The automaton attempts a daring and flashy maneuver aimed at embarrassing the target, such as cutting a belt or suspenders, spanking an opponent's posterior with the flat of its blade, etc. The normal called-shot penalties do not apply because of the automaton's mechanical nature. The embarrassing maneuver, if successful, is immediately followed by a relevant amusing quip.
Bold fencing attack: The automaton rushes its opponent, gaining a +2 bonus on all of its attack rolls that round and causing the foe to retreat 1d10 steps. This is most effective when fighting on stairs, balconies, and cliffs. If the automaton has fewer than 50 hours of activity remaining, ignore this result.

These automatons are immune to spells that influence the mind, such as charm person and suggestion. However, ESP and telepathy will affect them.
A clockwork swordsman is usually armed with either a rapier and main-gauche or a saber and stiletto, although they will sometimes (20%) have a wheellock pistol. A clockwork swordsman has an effective strength of 18, giving it a +1 bonus to hit and a +3 bonus to damage.
Clockwork swordsmen always seek to avoid water. Most of them even carry a can of oil, just in case. Exposure to moisture can damage their internal mechanisms. If exposed to moisture, the clockwork swordsman must make a successful saving throw vs. poison or take 6d6 points of damage 1d4 days after the exposure. These automatons are also terrified of rust monsters.
Weapons preferred by the Clockwork swordsman are the Rapier(1d6+1), Sabre(1d8+1), Main Gauche(1d4), Stiletto(1d3), and rarely the Wheellock pistol (1d4-ranges 30/60/90, each shot requires smokepowder. On a roll of 1 or 2 the weapon backfires for 1d6 damage and is fouled until three turns can be spent cleaning it. On a damage roll of 4, roll again and add to damage. For example a damage roll series of 4, 4, and 3 causes 11 points of damage.

Habitat/Society:
Clockwork swordsmen have no treasure and generally have no desire to accumulate any beyond the trappings necessary to support a flashy, graceful lifestyle. Clockwork swordsmen seek to emulate swashbucklers in every particular, including the flashy clothing, gaudy belongings, and lavish gifts. Clockwork swordsmen desires above all else to be human. As such, they attempt to behave as humanly as possible. Clockwork swordsmen often harbor deep fears that they do not really have emotions and a sense of humor. Given the opportunity, a clockwork swordsman will ask endless questions about "emotions" and what it means to be "real." Clockwork swordsmen are valuable and expensive servants. Most creators will not risk their creations unnecessarily, so they send them out only on critically important missions. Most of the time, they keep such automatons close by to serve as bodyguards. In this case, a clockwork swordsman may only be partially wound up, forcing it to stay close to its master.

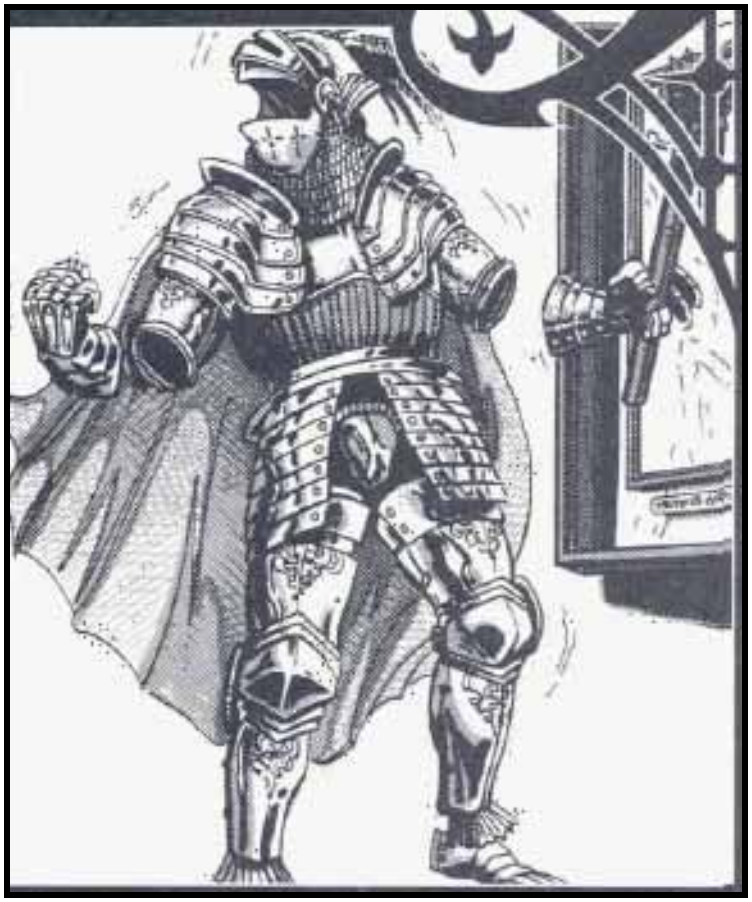
Ecology:
"Swordsman" is kind of a misnomer, because roughly half of these automatons are female. If destroyed, the body of a clockwork swordsman yields rare gems equivalent to a Q(x2) treasure and precious metals (gold, platinum, and silver) worth 1d4x1000 gold pieces. These materials are part of the automaton's internal workings. Clockwork swordsmen need to be rewound on a regular basis. They can operate for a maximum of (hit points x 10) hours before needing to be rewound. If its springs run out, the clockwork swordsman goes dormant. When encountered, use percentile dice to determine what percentage of activity it has left, with a minimum of 10%. A clockwork swordsman with 45 hit points would have a maximum activity duration of 450 hours (about two and a half weeks). A percentile roll of 70% would indicate that it has 315 hours of activity left in its springs when encountered. A clockwork swordsman with less than 50% time remaining is always returning to its creator. Rewinding a clockwork swordsman takes one round per hour of activity restored. When attempting to fully wind the springs, there is a 10% chance of breaking the automaton's delicate internal workings, which effectively kills it. Clockwork swordsmen cannot be raised since they have no souls. They can be repaired, but only by the original creator. Clockwork swordsmen cannot rewind themselves, and the most powerful automatons (9 or more Hit Dice) often require magical keys, which are usually safeguarded by their creators. A clockwork swordsman could conceivably host a heroic spirit. Such a clockwork swordsman could rewind itself, **if it obtained its key**. This would allow it to become independent from its creator. The heroic spirit would stay with its mechanical host until its internal workings rusted, which could be a very long time.
Other types of clockwork automatons are certainly possible. For example, a mage might construct a mechanical body servant, laboratory assistant, or even a horse.

Rogue Automaton
Occasionally, a clockwork swordsman becomes a host for a legacy leech. The combination creates an utterly ruthless, cold-hearted, mechanical killer known as a rogue automaton. Like a clockwork swordsman hosting a heroic spirit, a rogue automaton has no need for a key, and it is independent from its creator. The rogue automaton and the legacy leech exist in a symbiotic partnership, so the legacy leech will often let the rogue use its stolen Legacies. A rogue automaton retains all of its swashbuckling abilities and flashy behavior patterns, so they can be quite deadly. Rogue automatons always function with an effective Strength of 19. Rogues also develop a taste for wealth for its own sake and will often accumulate a significant treasure horde. Rogue automatons will stop at nothing to track down and kill their creators. Rogues prefer a long, drawn-out stalking campaign culminating in the dramatic death of their creators. A rogue automaton attempts to kill any other clockwork servants made by its creators first, then living servants and immediate relatives, leaving its creators for last.

Red Steel lore
Clockwork swordsmen never belong to any of the fighting schools found on the savage coast. Rogue swordsmen are hosts to legacy leeches, and can use the latter’s powers. It was created by an unknown group of dwarves, mages and gnomes, with even some (though unconfirmed) gremlin influences. This happened in 825 AC. The first example was used in the temple of the Brotherhood of Good.

Doom Guard (*Arma animae Rathanii*)

Animated	Doom Guard
Type	Construct
	enchanted
Climate/Terrain	any caste/ruin
Frequency	Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1d6
Size	m; 5'-7' tall
ST	14
IN	5-7
WI	5
DX	10
CO	15
CH	2
Languages	0
Spellcaster Limits;	na
AC	2
AV	by armor
HD	5*
HP	5d8
MV	90'/30'
THAC0	15
Attacks	1weapon
Damage	1d8 (by weapon)
Special Attacks;	nil
Special Defenses;	explosion
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Shatter, Shout
	Bashing weapons
AM	0
Save as;	F5
ML	12
XP	300
TT	nil
Body Weight	by armor+100cn
Creation	MU9+/ CL9+
Preparation Time	7 days
Assembly Time	14 days
Enchantment time	27 days
Construction Time	40days
Enchantment cost	8000
additional cost	2000



Originally nothing more than a suit of armor, the doom guard is now an animated creature similar in nature to a living statue or a golem. Created by a series of arcane enchantments, these frightening automatons are often used as guards in the castles and towers of those who create them. Doom guards are found in both western and eastern (oriental) styles as well as a variety of others.

Doom guards never speak and, thus, have no language of their own. They are able to obey simple commands from their creator, but these are generally limited to one or two rudimentary concepts. Typical orders include “stay in this room and attack anyone but me who enters” or “kill anyone who opens this chest until I tell you otherwise”.



Combat:

The doom guard is an unsubtle and straightforward opponent. When their instructions call for them to engage in combat, they simply move toward their intended target and strike with their weapons. Subtle planning can often enable a party to outwit doom guards without having to battle them one-on-one. Most doom guards are armed with some manner of sword, axe, or bludgeon. In almost every case their blows with these weapons will inflict 1d8 points of damage. In rare cases (about 1 in 10), they are equipped with heavier or lighter weapons (50% chance of either) and can inflict 1d10 or 1d6 points of damage respectively.

Doom guards are not undead, although they are often mistaken for creatures of this type. They cannot be turned or affected by spells that are intended for use against the living dead (control undead, etc.)

Spells such as charm, hold, sleep, or other mind affecting Magics have no power over doom guards because of their mindless nature. Similarly, the fact that they are not true living beings makes them immune to spells that depend on biological function (cause light wounds or cause blindness, for example). For like reasons, poisons do not harm them.

Heat- and cold-based attacks inflict only half damage to doom guards, with successful saving throws (when applicable) indicating that no harm is done. Lightning- or electricity-based spells inflict full damage when used against these unnatural foes. A transmute metal to wood or crystalbrittle spell is instantly fatal to doom guards, transforming them and destroying the delicate balances of the spells that keep them animated.

When they are defeated they explode in a 10' radius causing 2d6 points of damage blast and shrapnel (save vs. Dragon Breath for half). The total weight of the remaining is a piece of armor + 100 cn, yet this is burned and blasted around and of no use to most.

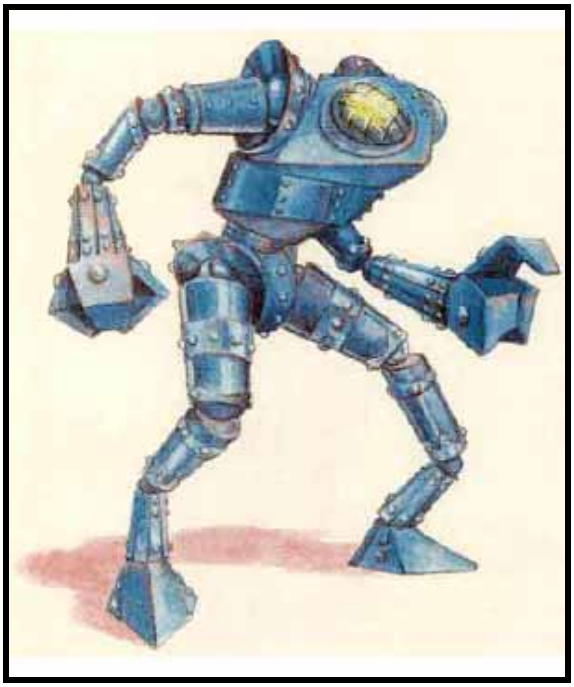


Habitat/Society:
Clearly, doom guards are not natural creatures and have no society. They dwell only in those places where they have been created and stationed and have no means of reproducing themselves. Doom Guards are today (Mystara 1000AC+) found in both western and eastern (oriental) styles as well as a variety of others. Doom guards never speak and, thus, have no language of their own. Although there are varieties that shout the name of the Immortal their owner follows.

Ecology:
The creation of a doom guard is an interesting process, for it runs contrary to the idea of an "enchanted suit of armor". The reason for this is simply that the suit of armor is never actually subjected to a spell cast directly upon it. Rather, the doom guard is fashioned using an enchanted anvil of darkness, and it is this device that gives the creature its magical aura.
The first step in the creation of an anvil of darkness is the building of the anvil itself. The raw materials used in the creation of this object must be attained from the body of a slain iron golem. When the anvil is cast, it must have either a scarab versus golems (of any type) or a pristine, unread manual of golems set at its heart. Before the hot metal of the anvil cools, it must be enchanted by a powerful wizard. The first step in this enchantment is the weaving of an enchant an item spell over the anvil to make it ready for further wizardry. A fabricate spell is cast next, in order to give the anvil the creative essence that will be so important to it in later years. Subsequently, a binding spell is employed to capture the last essence of the spirit that once animated the anvil in its iron golem form. Finally, a permanency spell is used to bind these Magics into a single, cohesive enchantment that will enable the anvil to carry out its function.
Once the anvil of darkness is created, it can be used by a skilled armorer to create one doom guard every 20 weeks. Once work on a specific doom guard is begun, the armorer must work at least 8 hours out of 24 on his creation. Work cannot be halted or delayed for any reason or the enchanting process fails. The raw materials must be discarded and the work begun anew. The anvil is unaffected by this failure.
Doomguards were being created by the early priests of Ra (Rathanos) a magic friendly immortal of energy. His Doomguards would always approach with a loud thunderous bellowing of his name; RA!!. These creatures were approximately created 900BC.
The original Doomguards were cloth armor with leather and copper (or gold= add 2000 gp in gold to treasure carried) bracings for an total AV of 2, later variations used leather armor (AV2) to Plate Mail (AV6), suit mail Doomguards (AV9) are extremely rare but some do exist. Most Doomguards today are chain mail or plate, as these are the easiest to acquire which have defense value equal or higher than most adventurers.

Mek (*Automaton animae chaosar*)

Animated	Mek					
Type	Construct					
	enchanted					
Climate/Terrain	Ruins or any					
Frequency	very rare					
Organization	solitary					
Activity Cycle	any					
Diet	nil					
AL	L with Master C without Master					
NA	1					
Size	L or H; 15'to 25'tall					
ST	26					
IN	1					
WI	0					
DX	13					
CO	22					
CH	6					
Languages	0					
Spellcaster Limits;	na					
AC	-4					
AV	8					
HD	11**	12**	13**	14**	15**	16**
HP	11d12	12D12	13D12	14D12	15D12	16D12
MV	90'/30'					
THAC0	9	8	7	6	5	4
Attacks	2 slams					
Damage	1d6x10 each					
Special Attacks;	paralyzing breath					
Weapon Mastery	BS		SK		EX	
Special Defenses;	weapon tactics					
Immune to;	All spells					
Extra Vulnerable to;	except cold based spells (slow)					
	or Disintegrate (SV nodamage or destroy)					
AM	0					
Save as;	F35					
ML	12					
XP	2700	3000	3250	3500	3750	4050
TT	2Q					
Body Weight	1000-1200cn					



Meks (possibly a derivative of the word “mechanical”) are huge 15'-25 tall metallic creations, created by a long-dead race of inhuman insectlike sorcerers. Those with masters generally serve as guards. Lone Meks usually wander randomly, attacking most creatures they encounter. Most Meks resemble their creators, with insectlike features, barrel-like chests, and long, barbed, double-jointed arms and legs. However, Meks resembling giants, lizards, and many other creatures have been encountered.

Meks usually serve as guardians and only attack beings who intrude into the area they protect. However, characters might encounter one of the few wild Meks that wander as marauders.

These unintelligent creatures do not communicate, but follow the simple, verbal orders their creators gave them long ago. Rumors state that on rare occasions, a powerful individual (MU, CL) has learned how to usurp control of a Mek—at least for a while.

Meks are not intelligent, but respond to simple verbal commands from their masters. A cold-based attack will slow a Mek to half speed, but they are immune to all other spells except disintegrate.

Combat:

Meks vary in power. To randomly determine the number of Hit Dice of a given specimen, roll 1d6 and add 10.

A Mek responds to motion; it cannot see a creature that remains perfectly still. The best defense against a wandering Mek is to remain stock still, out of its path, and wait for it to pass by. This requires a character to remain motionless for approximately 1d3+1 rounds, enough time for the Mek to move out of range. In order to remain motionless, a character must make Dexterity check each round.

Meks attack by striking with their heavy, metallic limbs, inflicting 1d6 x 10 points of damage with each of their two mighty fists. So great is a blow from one of these monstrosities that a creature bit by both fists in one round must make a saving throw vs. paralysis. A failed saving throw means the Mek has knocked the victim off his feet, stunned for 1d4-1 rounds. If the saving throw succeeds, the target still falls prone.

These creatures use their effective Strength of 26 to great effect by grabbing opponents with a successful attack roll, lifting them off the ground, and hurling them 1d6×10 feet away. Victims suffer 1d6 damage for every 10 feet thrown, plus the Mek’s Strength adjustment bonus of +7 to damage.

Once each turn, a Mek can exhale a cloud of paralyzing gas. This cloud, a 10-foot-radius sphere centered on the target creature, does not obscure vision and remains stationary if the Mek moves away. Each creature within it must make a saving throw vs. breath weapon for each round spent inside; failure indicates the victim becomes paralyzed for 1d3 turns. The gas dissipates in 2d4 rounds.

Meks are immune to most enchantments. Cold-based spells cause them no damage but have the effect of a slow spell on them, and disintegrate spells destroy Meks that fail their saving throws. Poison and attacks directed at a creature’s mind have no effect on them.

Habitat/Society:

Meks were created long ago (estimated the early Blackmoor era along the First Draconic wars) to guard ancient insectoid wizards and their underground strongholds. (A few of these fortresses lie on the surface, in remote, desolate areas.) Meks encountered within ancient strongholds served a master at time of their entombment. Most of the time (90%), the creature’s final order was to guard a particular chamber, item, or even an entire floor. In rare cases, its master ordered it to kill anyone who entered the stronghold. Sometimes the elements expose a buried stronghold, and a Mek manages to escape and wander the countryside, attacking most creatures it encounters and leveling any structures in its path. Such Meks apparently had no master at the time they were sealed up in the stronghold. These masterless creatures, lacking in magical compulsions and safeguards, prove dangerous.

The secret of creating Meks has been lost – for now.

Ecology:

Except for the great damages which the few wild, uncontrolled Meks inflict on the landscape, most Meks have no effect on their immediate environment. Some mages and sages speculate that a relationship exists between Meks, and iron golems. No one knows how to create a Mek anymore; its secrets are totally lost. About 8000 roam Mystara.

Guardian Warrior & Horse (*Statua animae Argilla-lutum*)

Animated	Guardian Statue	
	Man	Horse
Type	Construct enchanted	
Climate/Terrain	Ruins or any	
Frequency	very rare	
Organization	solitary	
Activity Cycle	any	
Diet	nil	
AL	NG, N, NE	
NA	3d10(0)	1d10(0)
Size	M 6'tall	L; 8'long
ST	14	16
IN	4	2
WI	6	
DX	13	11
CO	16	18
CH	6	7
Languages	0	
Spellcaster Limits;	na	
AC	4	
AV	4	
HD	5**	5**
HP	5d10	5d10
MV	90'/30'	150'/50'
load	0	2000-4000
THAC0	9	8
Attacks	1weapon	1bite
Damage	1d12	1d4
Attacks		2 hooves
Damage		1d6 each
Special Attacks;		
Weapon Mastery	BS	
Special Defenses;	edged/piercing 1dm only	
Immune to;	Charm, Hold, Illusion, Discord	
	Poison, Death Magic, Fire	
	Insanity, Febblemind, etc.	
	Fire based attacks	
	Light, Blindness, Darkness	
Extra Vulnerable to;	except cold based spells (slow)	
	or Disintegrate (SV no damage or destroy)	
AM	0	
Save as;	F5	
ML	12	
XP	425	425
TT	nil	
Body Weight	1000-1200cn	2500-3200cn
Creation	MU18+/ CL 15+(earth ele 12+)	
Preparation Time	21days	
Assembly Time	7 days	
Enchantment time	27 days	
Construction Time	28 days	
Enchantment cost	2000	2200
additional cost	150	250

In battle the guardian warrior attacks with its ceramic weapon, normally a broad sword. However, no matter what weapon the construct wields, it inflicts 1d12 points of damage with every successful attack. They may have longbows with ranges 70/140/210 and the damage will then be 1d6 instead.

When commanded by an animator of similar alignment, the guardian can obey simple orders, although it is no capable of following complex orders or attack plans.

Guardians are immune to fire-based attacks, although such assaults do cause them to emit a frightening, dull red glow for one turn. They also remain immune to acid, to mind-affecting spells such as sleep and friends, and—since they have no working eyes, as such—to spells affecting vision (light, darkness, etc.) Attacks from edged and piercing weapons inflict only 1 point of damage, although the attacker thinks the weapon causes full damage. Blunt weapons do inflict full damage.

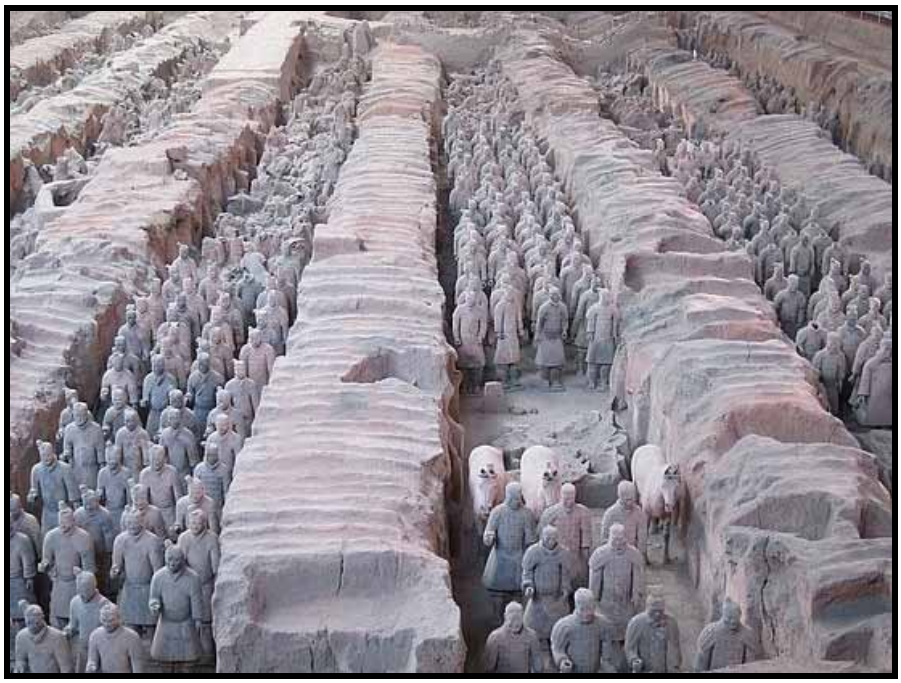


In their original form, guardian warriors and their steeds are simple ceramic figures sometimes used as symbolic guards of tombs, palaces and religious sites. These ceramic constructs created to serve as protectors and even as bodyguards. Guardians are often a dull red in color. Their equipment and accouterments almost always reflect the fashions of a previous age. Their ceramic eyes and faces seem curiously expressionless, and the figures never bear intricate carvings or beautiful sculpture work. Whenever such guardians move along stone or marble flooring, both warriors and horses alike make eerie, hollow, clopping sounds.

Combat:



Habitat/Society:



In their original form, guardian warriors and their steeds were simply ceramic figures sometimes used as symbolic guards of tombs or religious sites. Only a few know the mysterious animation formula; others may find it described on a scroll or on a set of beautiful jade tablets worth 1000 gold pieces. Animating a guardian culminates with pouring a liquid over the lifeless statue. The kind of liquid used determines the alignment of the animated creature: saltwater for lawful neutral, pure water for neutral, and acid for chaotic neutral.

If a guardian warrior (or horse) has the same basic alignment as its animator (for example, a lawful guardian with a lawful animator), it diligently follows any instructions this figure gives it. It the basic alignments differ by one step (in other words, chaotic/neutral or neutral/lawful), the guardian ignores instructions, and if the alignments oppose each other (lawful/chaotic) the guardian violently attacks the hapless animator as soon its creation is complete.

In Ochalea (recently—1004AC—discovered by adventurers) some former



emperor (as yet unknown) created literally thousands of these ceramic soldiers, and thus created a single living army. However, he was never able to activate the army, and they remain standing as when created, immobile buried in tunnels in the ground from which their clay was dug. Should this army be animated it would not only be a tremendous and difficult task, but the effort would be certainly worth it. An army of 15.000 (there are no more) of these statues, of which 20% are mounted, 20% has archery, 100% is magical has an BFR of; Experience Factor; 1 officer /40 troops=375 officers—5HDx3=15 , +14625—5 HDx2=10, +no victories/roots=EF25, Training Factor; 20 weeks trained with leader (they are attuned to him magically) = 20+20=40, + months on duty 0= TF 40, Equipment factor; weapons excellent +15, +5 due AC4, no second weapon, QF 20, Special troop factor 100% is special (has **) 100x2=SF200. EF25+TF40+QF20+SF200=285. Just add the Leadership factor; as determined by the animator (Lvlv+int/Wis/Cha adjustments), and you have the BFR (battle force rating). The troop class is due to this; elite. The BR will be 10% of the BFR (round up) x 5 (archery/magical/mounted) +BFR.

Ecology:

Guardians usually serve as bodyguards or protectors of great treasures, temples, havens, etc, since 1000 BC with the coming of the Alphatians. As constructs, they have no role in the normal ecology of Mystara. They did some decades exist earlier in the Alphatian dimension.

Some 10% of all guardians (warriors and steeds) have gems in place of eyes. Such jewels, normally rubies or garnets, range in value from 100 to 600 gold pieces (1d6x100) each.

Such ceramic figures may be animated by those who discover the correct magic formula, the secret of which can sometimes be found described on a scroll or on a set (2 or 3) of jade tablets (value 1000gp each). The process involves pouring a liquid over the lifeless statue, and the kind of liquid determines the alignment of the animated creature; saltwater for lawful, pure water for neutral and acideous water for chaotic.



If a guardian warrior (or Horse) has the same alignment as its animator, it will diligently follow any instructions which she or he gives it. If alignments differ by one step, the creature ignores instructions, and if they are opposite alignments, it will attack the animator as soon as the process is completed.

Guardian Horse

Guardian horses have the same basic immunities as guardian warriors and become animated by the same process. In battle, the steeds utilize their powerful, ceramic front hooves (1d6/1d6 points of damage) and wicked bite (1d4 points of damage).

Usually the number of these steeds, which serve as mounts for guardian warriors, equals the number of warriors found in any one site. An animator of the proper alignment may command the horses to allow other creatures (including the animator) to ride them.

The creature may also be set in front of a chariot, often also out of ceramic or wood, or a combination thereof. Actually, in Ochalea, horses were rarely ridden, but much more often used as draft animal. This is also reflected in the statues too, where the horses were used as storm troops to stampede the enemy after it was targeted with missiles, and after the horses run over by the army to finish of any remaining offenders.



Juggernaut (*Statua animar Templum*)



Hulean Juggernauts (simply called Juggernauts) are huge magical machines. They may be encountered in a variety of shapes and **sizes:** some look like houses, pyramids, or even statues mounted on great rollers. They are magically animated and have some awareness of their surroundings, allowing them to hunt and kill. They are made of wood or stone. Juggernauts are very maneuverable. They can stop, reverse, or turn round in just 1 round, allowing them to attack creatures behind, beside, or in front of them in the same round. They attack by rolling over the victim with their huge wheels. These are 30' wide, making it possible for juggernauts to attack more than one target in their path. If there is only one target in their path, the attack is made normally. If there are two or more targets in the path then each is allowed to save vs. Dragon Breath. Targets that make their Saving Throw have managed to get out of the path of the juggernaut. Those that fail to save will be hit if the juggernaut makes a successful Hit Roll against that target. A separate roll is made far each target. All juggernauts have the following immunities in common: all nonmagical missile fire; sleep, charm, and hold spells; and poison.
A juggernaut carries its treasure inside it. This treasure may only be found after the monster is dead.

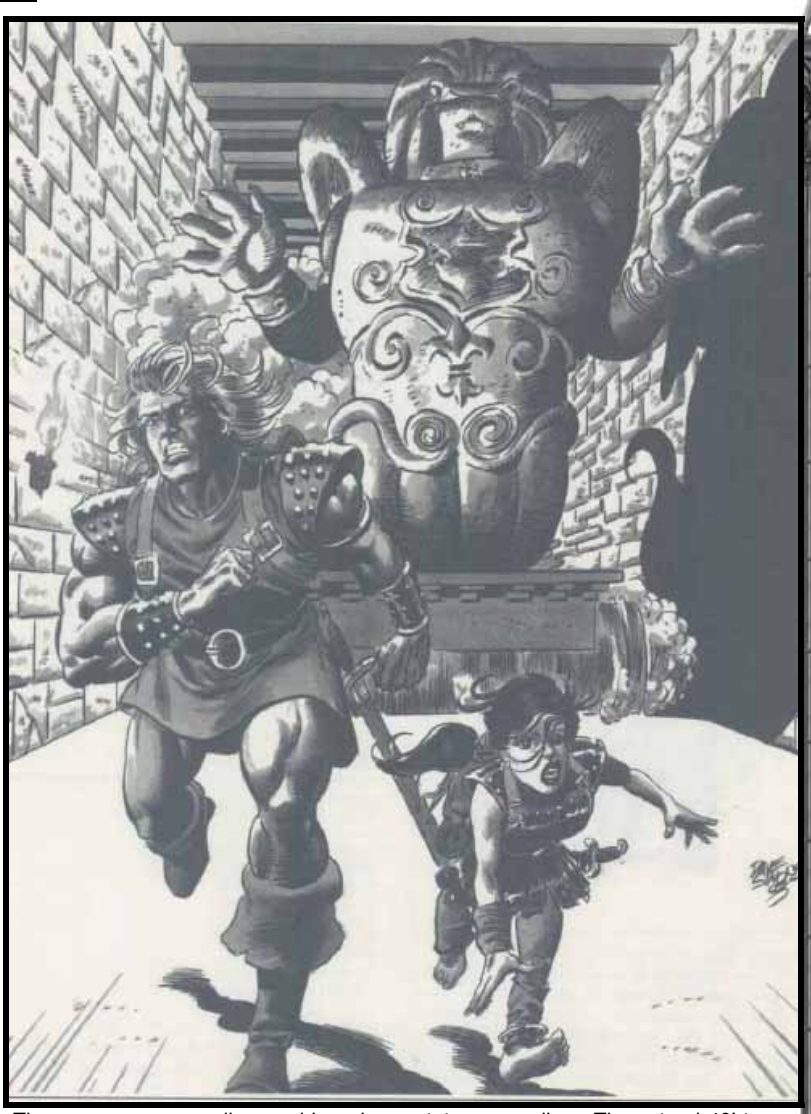
In pursuit of the ultimate war machine, the kingdom of Hule re-invented this ancient juggernaut. Only the wizards of Hule know currently know how this construct is given life, but it was created earlier.
The Hulean juggernaut is a giant stone building built on a platform with huge, iron-banded wheels. Dimensions vary, but it usually stands about 30 feet wide, 40 feet high and 40 feet long. Battlements and archer slits are both common features, allowing the juggernaut to carry humanoid soldiers and, thereby, increase its deadly power. Many are also affixed with a battering ram.
In combat, the juggernaut simply rolls over its opponents, crushing even small stone buildings beneath it. The battering ram demolishes things too large to simply roll over. The wide wheelbase allows the juggernaut to attack multiple targets at the same time. Anyone caught in front of this leviathan must make a successful saving throw vs. breath weapon to escape to the side or be crushed. Those inside the juggernaut can still attack those who manage to get out of its way. The juggernaut can stop, turn, or reverse in the space of one round, allowing it to attack creatures on any side from one round to the next.
The Hulean juggernaut is immune to magical and normal fire; sleep, charm, and hold spells; and nonmagical weapons. All of its saves succeed on 4 or better. Hulean juggernauts often have treasure inside them (as one of the safest places to store spoils of war), but the creature must be killed in order to gain entry. Only its master can command it to allow entrance.

The juggernaut's dependence on its master remains the weak point in its design. While the construct obeys simple verbal commands (like "defend this area", "attack that fortress", or "destroy that army"), it is still answerable only to its creator. If the juggernaut's master is killed, the creature may continue following its last orders indefinitely. Those inside are trapped, and the juggernaut could even turn on its own army now. Outside of Hule, juggernauts are most commonly found among ruins, waiting for further people and objects to crush.

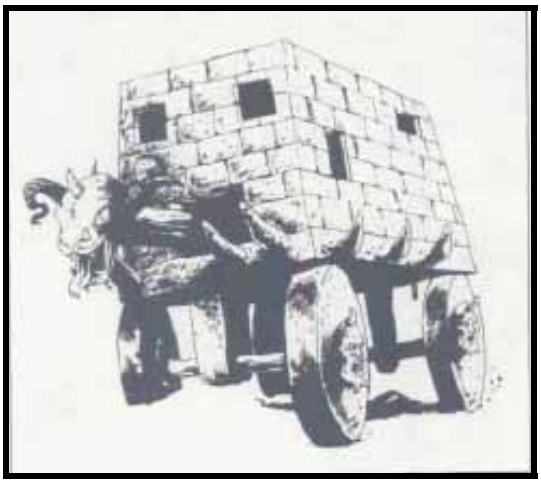
Creation
Both varieties are created equally, but the material and therefore time and cost differ. The spells used are equal to those of the stone golem.

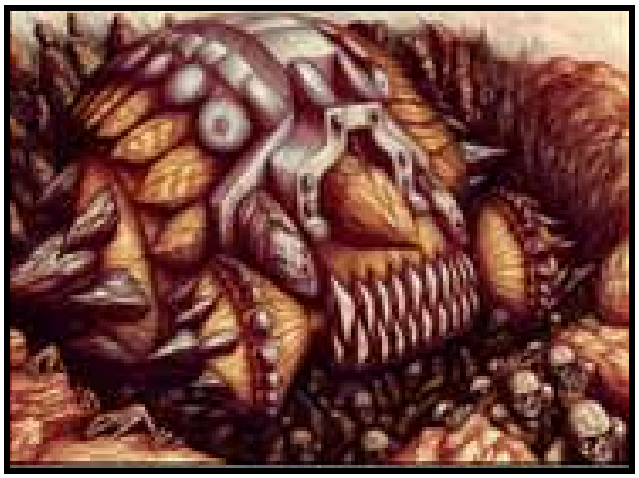
Stone Juggernaut: (*Statua animae templum Saxum*)

Animated	Stone Juggernaut
Type	Construct
	enchanted
Climate/Terrain	any
Frequency	very rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	(0) 1
Size	H; 40'to 50'high
	30'wide wheels
ST	26
IN	3
WI	5
DX	7
CO	26
CH	2
Languages	0
Spellcaster Limits;	na
AC	0
AV	8
HD	30**
HP	30d12
MV	90'/30'
THAC0	1
Attacks	1crush
Damage	10d10
Special Attacks;	+1d10-AV breaks
Special Defenses;	
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Shatter, Shout
	Bashing weapons
AM	0
Save as;	4+on 20
ML	12
XP	11,250
TT	M +N
Body Weight	50.000-75.000 LBS
Creation	MU18+/ CL18+
Preparation Time	28 days
Assembly Time	28 days
Enchantment time	77 days
Construction Time	105days
Enchantment cost	70,000
additional cost	4500



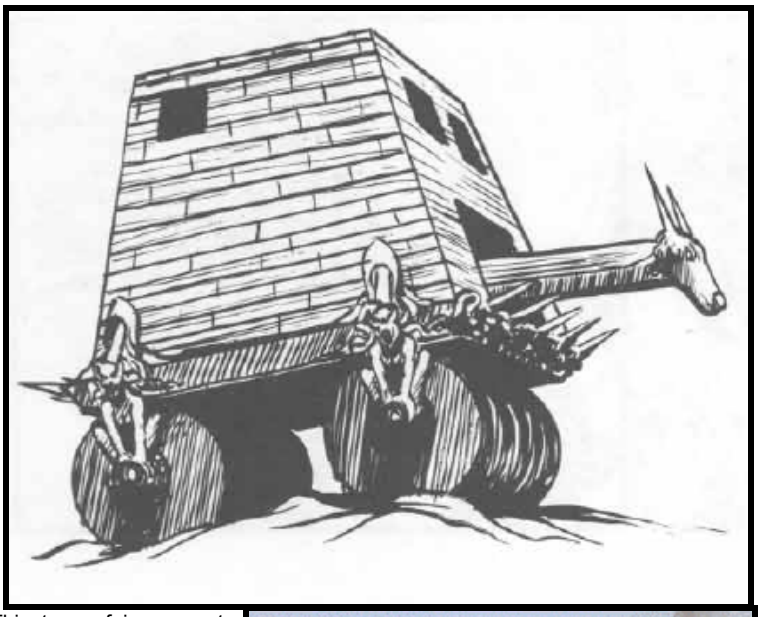
These appear as small pyramids or huge statues on rollers. They stand 40' to 50' high. They may only he damaged by magical weapons or spells. Stone Juggernauts make all their Saving Throws on a roll of 4 or better. Stone juggernauts can crush small buildings, even those made of stone. They were first created by the Carnifex, it became more in use by the 2nd Empire of Morgreth, and by the Nithians thereafter,

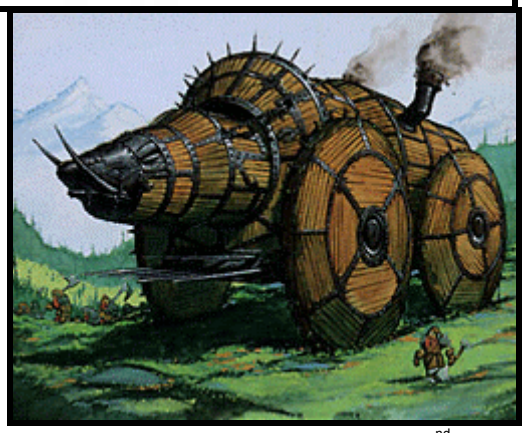




Wood Juggernaut: (*Statua animae Templar Lignum*)

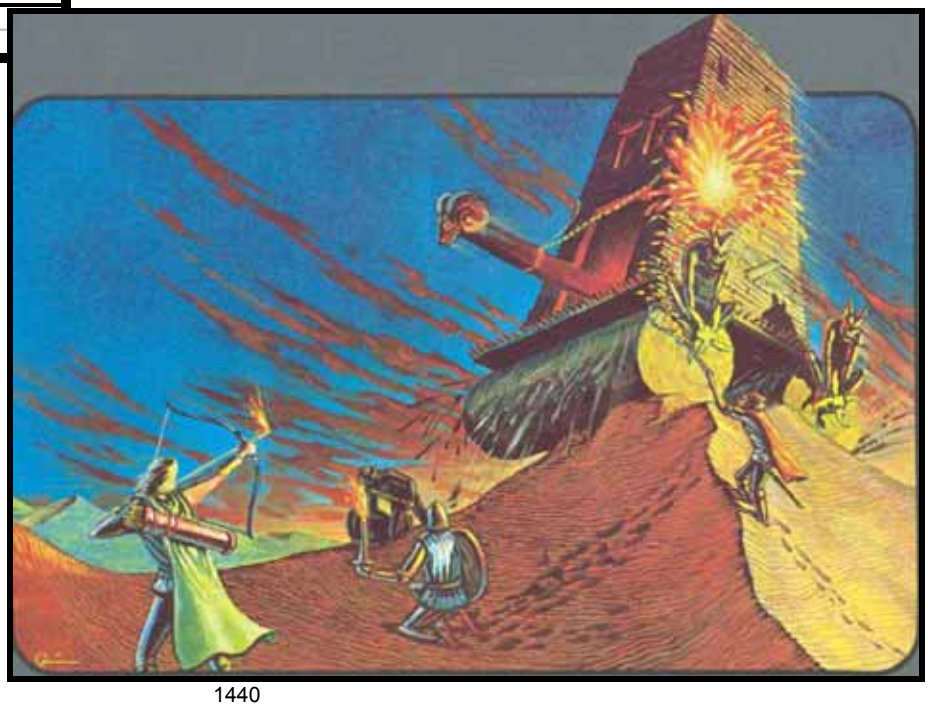
Animated	Wood Juggernaut
Type	Construct
	enchanted
Climate/Terrain	any
Frequency	very rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	(0) 1
Size	H; 20' to 30' high
	30'wide wheels
ST	24
IN	3
WI	5
DX	7
CO	22
CH	2
Languages	0
Spellcaster Limits;	na
AC	6
AV	4
HD	25**
HP	25d12
MV	120'/40'
THAC0	1
Attacks	1crush
Damage	8d10
Special Attacks;	+1d6-AV breaks
Special Defenses;	
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Shatter, Shout
	Bashing weapons
AM	0
Save as;	5+on 20
ML	12
XP	7500
TT	G
Body Weight	25.000 LBS
Creation	MU14+/ CL14+
Preparation Time	28 days
Assembly Time	28 days
Enchantment time	67 days
Construction Time	100days
Enchantment cost	60,000
additional cost	2000





This type of juggernaut normally appears as a large wooden building on rollers. It is 20' to 30' high. Its Saving Throws against everything (except magical fire) are 5 or better. A wooden juggernaut automatically fails its Saving Throw against any type of magical fire attack. A juggernaut carries its treasure inside it. This treasure may only be found after the monster is dead.

They were first created by the Carnifex, it became more in use by the 2nd Empire of Morgreth, and by the Nithians thereafter,



Living Bridges-Spanners (*Pons-Animae mimicans*)

Animated	Living Bridge					
Type	Construct					
	enchanted					
Climate/Terrain	any					
Frequency	very rare					
Organization	solitary					
Activity Cycle	any					
Diet	nil					
AL	N					
NA	(0) 1					
Length	G; 100'-110'	G;120'-130'	140'-150'	160'-170'	180'-190	200
Width	10'-15'		15'-20'		25'-30'	
ST	25					
IN	8-10					
WI	5					
DX	8					
CO	20					
CH	2					
Languages	0					
Spellcaster Limits;	na					
AC	0					
AV	8					
HD	10**	11**	12**	13**	14**	15**
HP	10d10	11d10	12d10	13d10	14d10	15d10
MV	30'/10'					
THAC0	10	9	8	7	6	5
Attacks	1crush					
Damage	Falling damage(drowning)					
Special Attacks;						
Special Defenses;	1/2 dm pointed/edged weapons					
	Immunity at will 8 attacks					
Immune to;	Charm, Hold, Illusion, Discord					
	Poison, Death Magic, Fire					
	Insanity, Febblemind, etc.					
Extra Vulnerable to;	nil					
AM	0					
Save as;	F5		F6		F7	
ML	11					
XP	2500	2700	3000	3250	3500	2750
TT	G					
Body Weight LBS	25,000	50.000	100,000	200,000	400,000	800,000



Spanners, also called living bridges, were originally created to help guard a certain wizard's tower, but have since escaped into the wilderness. As implied by their named these creatures appear as large, single-span stone arch bridges, complete with rails, posts and so forth. The type of stone, stains, vine covering, and other details will be appropriate for the local environment (see below). The creatures are extremely difficult to differentiate from true bridges. Only dwarves, or persons with engineering or stonemason talents, may be able to ascertain the identity of a spanner. In this instance, a successful Intelligence or appropriate skill check at a -6 penalty is required before the true nature of the bridge may be seen.

Combat:
Spanners prefer not to attack if at all possible. They are benign, even friendly, preferring to gossip and gather information rather than attack. Being curious and intelligent creatures, they will tolerate a fair amount of abuse as long as the creatures around them are talking. However, if irked, or crossed without permission, spanners are malicious and have no mercy. If the victim is near the edge of the creature (within five feet of a rail), the spanner will attempt to pitch him/her off the side; otherwise, the spanner opens a hole through itself and under the victim. In either instance, a Dexterity check at -4 is necessary to avoid being removed from the bridge. The damage from this attack will depend on the distance from the bridge to the land or water below (1d6 damage per 10' of falling, up 20d6 maximum, with additional potential for drowning if the creature is spanning a waterway). These creatures locate potential enemies by detecting their weight on its surface, or by feeling their vibrations in the ground up to 150' away.
The spanner is intelligent enough to recognize that wildlife may seek to cross the bridge, and that a talking bridge may scare the creatures away. The spanner allows itself to be used in this manner without attacking. It will not tolerate unnecessary hunting in its vicinity, if at all possible. Creatures that hunt for sport and try to cross the spanner are automatically attacked. Spanners are made of stone, and thus have an exceptional AC of 0 and AV of 8. Furthermore, they suffer only half damage from pointed or edged weapons, while blunt weapons do full damage.
Spanners are also capable of using an immunity ability once per day, which protects them from 8 attacks of any form in a row. They may not choose which attack is blocked. When killed, they simply cease to move, and become normal, inanimate stone bridges. The creatures do not value treasure as we know it. Any treasure in their vicinity is from the bridge's victims. Such treasure often has suffered damage as a result of a fall from the bridge, or may have been swept away by recent flooding of a river which flows under the bridge.

Habitat/Society:
Spanners are curious about anything and everything. It is often possible to negotiate passage across a spanner by simply talking to it and providing gossip, news, trivia, and so forth. However, they tend to be insufferable gossips and liars.
To fit in with the local scenery, spanners will color themselves with stains, add plant growth, assume the color of local stone, or otherwise camouflage themselves.
Creation
No one is sure how spanners were introduced to the wild. It is believed that they were originally created by an Alphatian (so must be after 1000 BC, when the Alphatians first arrived) wizard's experiments with mimics, in an effort to create a creature to guard the moats and chasms outside of his tower. However, the secret of creating living bridges or spanners is lost completely since 505AC. The spanners learned much from visitors who traveled over or near them how to move themselves around. They form pseudopods which slowly (4 rounds) form into crude feet, which allow ponderously sluggish movement at a rate of 30'/10'. They tend to remain in one place for years, but will move if they feel the local people have found them out, or will no longer talk to them. Spanners are constructed of stone and thus do not need to eat. As being artificial constructs, spanners do not reproduce, and seem to have no natural limit to their lifespan, just like normal living statues. The current amount of Spanners on Alphatian Soil is no more than 500, On Brun about 150, on Skothar 25, elsewhere they do not exist.
Ecology:
Spanners generally are a boon to the surrounding natural community, as they demand nothing from it and punish those who abuse it.

Carrionette-Pinokkio (*Statua animae Pupa*)

Animated	Statue
	Carrionette
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary or pack
Activity Cycle	any
Diet	nil
AL	CE
NA	1or 2d4
Size	T; 6"to 24"tall; 7'-8' tall
ST	8-11
IN	8-10
WI	10
DX	8
CO	16
CH	8
Languages	0
Spellcaster Limits;	na
AC	6
AV	2
HD	2**
HP	2d10
MV	60'/20'
CW	30'/10'85%
THAC0	19
attacks	1(varies)
Damage	1
Special Attacks;	Paralyzation
	Domination
Special Defenses;	Ventriloquism
	edged/piercing minimal dm
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Warp wood
AM	0
Save as;	NM
ML	12
XP	30
TT	nil
Body Weight	250-350 LBS
Creation	MU14+(Necromancers 12+)
Preparation Time	21days
Assembly Time	7 days
Enchantment time	11days
Construction Time	32 day
Enchantment cost	4000
additional cost	1000



Easily mistaken for a common toy, the carrionette is as foul and sinister a creature as one will find in the Demiplane of Dread. Its sharp needles literally paralyze men with fear.

Carrionettes are living, animated puppets or marionettes. They are essentially wooden dolls, painted and clothed, which have come to life. All of their limbs are jointed and have small holes for a puppeteer's strings. Carrionettes vary in height from 6 inches to 2 feet. They can look like anything, from clowns and knights to farm animals or monsters. Most, however, look like people.

Carrionettes can speak the favored language of their creator as well as any tongue appropriate to their shape. For example, a carrionette in the image of a Shadow Elf would be able to speak the language of those sinister elves. The voice of a carrionette is hollow and shrill.



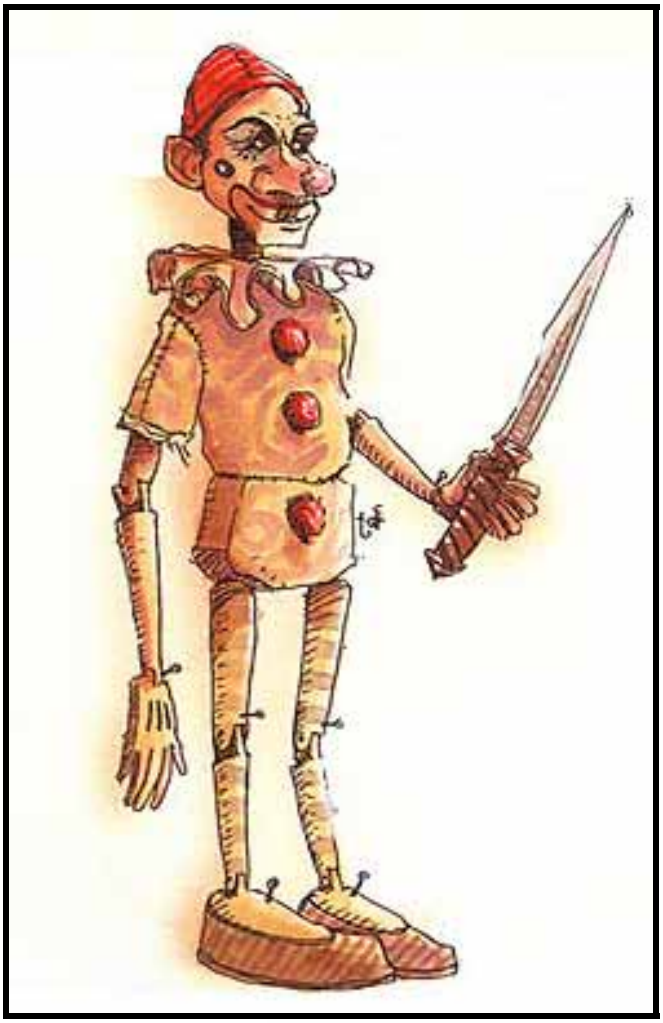
Combat:

Carrionettes must have miniature, sharp weapons to attack with and cause damage; they cannot use blunt weapons. They can only do 1 point of damage per attack and the nature of its weapon does not affect how much damage the carrionette does. Typical weapons for Carrionettes are large sewing needles, small kitchen knives, razor blades, and the like.

Each carrionette carries a small quiver of ten silver needles. They can throw these needles like spears, aiming at a leg or an arm. The needle has a maximum range of 15 feet and trails a magical silver cord attached to the carrionette's hand. A hit by the needle does no damage but requires the victim to make a saving throw vs. paralyzation. If the roll fails, that limb becomes paralyzed and the silver cord becomes invisible. A character that has a single paralyzed leg moves at half speed. The needle itself is not magical. The magical energy cord is created by the carrionette itself. If the character can remove the needle, he regains use of that limb in 1d4 rounds.

An immobilized character, whether paralyzed, asleep, or unconscious, is particularly vulnerable to the carrionette. The evil puppet can drive a needle into the base of the character's neck. This has the effect of transferring the essence of the carrionette into the person and vice versa. The person inhabiting the doll's body is inanimate for a full hour after the transferal. The carrionette in the person's body is unconscious for only a round, after which it can remove any and all needles stuck in its new body.

The carrionette has two other special abilities. It can climb walls like a thief, with an 85% chance of success. This chance increases to 95% if the puppet can use a string and needle or other aid. Secondly; the carrionette is able to employ a ventriloquism spell at will.
As one might expect, Carrionettes are immune to poison, cold, electricity, and all mind-affecting spells. A warp wood spell instantly destroys one of these creatures.
The person in the carrionette's body need not give up all hope of rescue, for he can recover his normal body with effort. The carrionette cannot destroy the doll body, for that would kill its own essence as well as the spirit of the person trapped in it. Therefore, the carrionette tends to lock up its former body or send it far away. To return things to normal, a silver needle must be driven into the live body (it does no damage). The doll body must hold either the needle or a silver wire no more than 15 feet long attached to the needle. When this is done, the doll's essence is instantly returned to its body, which remains inert for an hour. The person's essence is returned to his body and is active again in a single round.

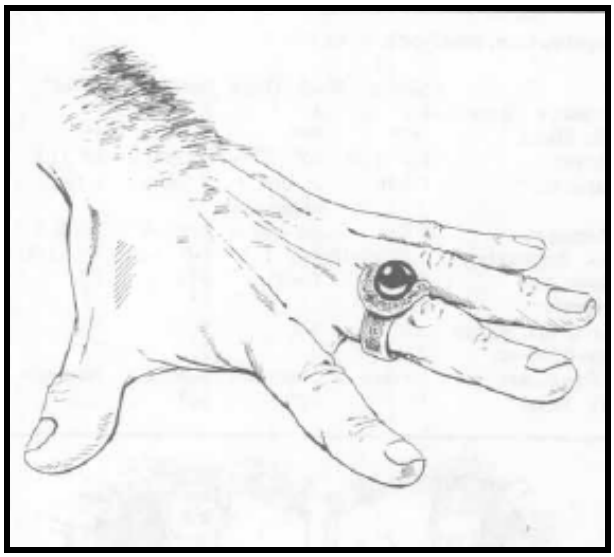


Habitat/Society:
Carrionettes are parasites that live off humans and human society. They tend to hide in plain sight, such as in children's toy rooms, toy shops, theaters, or other places where marionettes and puppets are not unusual. They can remain inanimate for extremely long periods of time, until they find a reason to exert themselves.
Carrionettes are driven by a single desire: to get a host. They desperately want to have a living body. Usually they operate in packs to drag down the bodies of the living, but they are known to operate alone. Carrionettes have no social structure. They do not interact with each other except when in a pack. Once a carrionette has a human body, it ignores other Carrionettes, though it is capable of detecting their presence.

Ecology:
A carrionette can be made of almost anything. Among the most common materials used are wood, straw, ceramic, cloth, and tin. For game purposes they are all treated the same. It takes a month to craft the carrionette body, something only a dedicated craftsman can do.
First created 507 AC by the Thyatians and Flaems in Glantri.

Huptzeen (*Gemma animae Allurens*)

Animated	Huptzeen				
Type	Construct				
	enchanted				
Climate/Terrain	any				
Frequency	very rare				
Organization	solitary				
Activity Cycle	any				
Diet	nil				
AL	N				
NA	1-3(0)				
Length	T-M; 2" to 5'				
ST	16				
IN	11				
WI	9				
DX	12				
CO	12				
CH	10				
Languages	0				
Spellcaster Limits;	na				
AC	0				
AV	8				
HD	3**	4**	5**	6**	7***
HP	3d10	4d10	5d10	6d10	7d10
FL	30'/10'				
MF	1/3A				
THAC0	17	16	15	14	13
Attacks	na				
Damage	na				
Special Attacks;	spells				
Special Defenses;	1/2 dm nonmagical weapons				
	explosion 10'				
Immune to;	Charm, Hold, Illusion, Discord				
	Poison, Death Magic, Fire				
	Insanity, Febblemind, etc.				
Extra Vulnerable to;	Shatter, Shout				
AM	0				
Save as;	MU3	MU4	MU5	MU6	MU7
ML	12				
XP	65	175	425	725	1250
TT	G				
Body Weight	2 cn to 80 cn				
Creation	MU14+/ CL14+				
Preparation Time (Days)	7	14	21	28	35
Assembly Time (days)	21	24	28	32	36
Enchantment time (Days)	23	25	27	34	36
Construction Time (days)	30	39	48	62	71
Enchantment cost	16,000	18,000	20,000	27,000	29,000
additional cost	1000	1100	1200	1300	1400



Huptzeens are lesser magical constructs crafted in the form of ornaments, pieces of jewelry, or other richly fashioned objects notable for their breathtaking beauty, fine lines, and exceptional craftsmanship.

Combat:

In battle, Huptzeens have only one method of attack: casting spells. Each day one of these constructs can cast as many spells as a wizard of an experience level equal to its number of Hit Dice. (For example, a 4 HD Huptzeen can cast the same number and type of spells as a 4th level wizard.) However, a Huptzeen can never have more Hit Dice than its creator has experience levels.

The set of spells available to any Huptzeen is fixed at its creation and can never be altered. The Huptzeen's creator may select the spells the creature will wield only from among those he or she knows. Although the construct normally cannot speak or gesture, it still manages to cast spells that require verbal or somatic components.

Huptzeens are smarter than most constructs; they can hear sounds, respond intelligently to changing circumstances, and plan attacks sensibly. Their use of spells demonstrates their superior Intelligence. Since a Huptzeen often looks like a piece of jewelry or a curio, the target of its attack may at first have trouble spotting the assailant. Realizing this, the constructs often begin their attack using subtle spells with no obvious origin (like phantasmal force).

Huptzeens are immune to mind-affecting spells such as sleep, charm, hold, etc. Nonmagical weapons inflict only half damage upon them. When a Huptzeen falls to zero or fewer hit points, it explodes, causing 1d6 points of damage to anyone within 10 feet (plus 2 points of damage per unused spell). A victim who makes a successful saving throw vs. dragon breath suffers only half damage from the shattering spray.

Habitat/Society:

Huptzeens are created to protect temples, treasures, and other places or items of importance. A wizard usually has chosen a particular guardian's form specifically to make it seem innocuous in its setting (a large piece of jewelry in a treasury, an ornate incense burner in a shrine, or a decorative lectern in a wizard's workshop).

Occasionally, people have been known to use a Huptzeen as a bodyguard by wearing the construct (in the form of a large belt buckle, ornate amulet, etc.) or carrying it around (as a rune-covered staff, for example). A Huptzeen can move independently only via its slow, magical flight. This pace normally poses no problem, since the creature usually can fulfill its role as a guardian without moving much.

Huptzeens, more intelligent than the majority of constructs, require only general instructions from their creators. They understand the common tongue and can even communicate if they possess a spell such as whispering wind.

Ecology:

As Huptzeens are constructs, created to perform specific functions, they play no part in the natural ecology of Mystara. They neither eat nor sleep, and they "live" only until destroyed, usually in combat. First creation by the lizardmen sorcerers of the 1st Empire of Morgreth (5000-3500 BC).

Creation

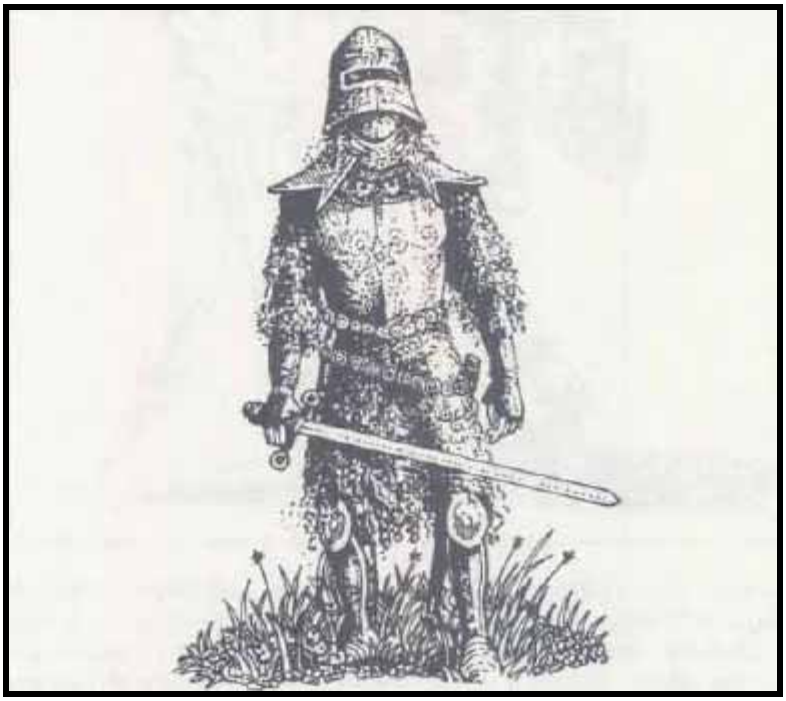


A Huptzeen's construction requires materials costing at least 5000 gold pieces per Hit Die. However, when a Huptzeen is destroyed, the remaining fragments recoup only 1d4×50 gold pieces per Hit Die of the construct. Strictly speaking, a Huptzeen is a lesser construct animated by a combination of arcane rituals, and the cooperation of an inhabitant of the Outer Planes. However, unlike most other constructs (e.g. living statues, golems); Huptzeens have no limbs and bear no physical resemblance to living creatures. Instead, they are made in the form of ornaments, pieces of jewelry or any other richly fashioned object. Their only means of moving about is by slow, magical flight, but they have little need to move since they are normally left as stationary guards of important places. Wherever a Huptzeen is left, its form will normally be such as to make it seem innocuous (cg. a large piece of jewelry in a treasury, an ornate incense burner in a shrine, or a decorative lectern in a magician's workshop). Occasionally, people have even been known to use a Huptzeen as a bodyguard by wearing it (in the form of an ornate belt, large amulet, etc.) or carrying it around (e.g. as an ornate staff). Huptzeens are sufficiently intelligent to require only general instructions from their creators. They can hear sounds, understand the common tongue, respond intelligently to changing circumstances, and plan attacks sensibly. A Huptzeen's only attack is by means of magic user spells. Each day it can cast as many spells as a magic user of the same level as it has hit dice (it can never have more hit dice than its creator). The set of spells available to the construct is fixed when it is made, and cannot be altered. A Huptzeen cannot cast spells which its creator does not know. Huptzeens are immune to mind-affecting Spells (sleep, charm, hold etc.), and non-magical weapons do only half damage against them. When a Huptzeen is reduced to zero or fewer hit points, it explodes, causing ld6 points of damage, plus 2 points per unused spell, to anyone within 10 feet (halved by a successful Saving Throw vs. Dragon Breath)

An intact Huptzeen can be sold for as much as 2000 gold pieces per Hit Die, but the construct will serve a new master only if its creator tells it to do so.

Shining Warrior (*Statua animae Sylphus argentoides*)

Animated	Silver Warrior
Type	Construct
	Planar (Shining Isles Faedorne)
	enchanted
Climate/Terrain	any
Frequency	very rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	0(1d6)
Size	M; 5'-7'tall
ST	18
IN	9
WI	9
DX	16
CO	18
CH	16
Languages	0
Spellcaster Limits;	na
AC	2 (-2 invisible)
AV	9
HD	7*
HP	7d12
MV	120'/40'
THAC0	1
Attacks	1weapon
Damage	1d8+1(magic)
Special Attacks;	+1d6-AV breaks
Special Defenses;	-4 to hit aura
	invisibility
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
Extra Vulnerable to;	nil
AM	5%
Save as;	F7
ML	12
XP	850
TT	nil
Body Weight	special

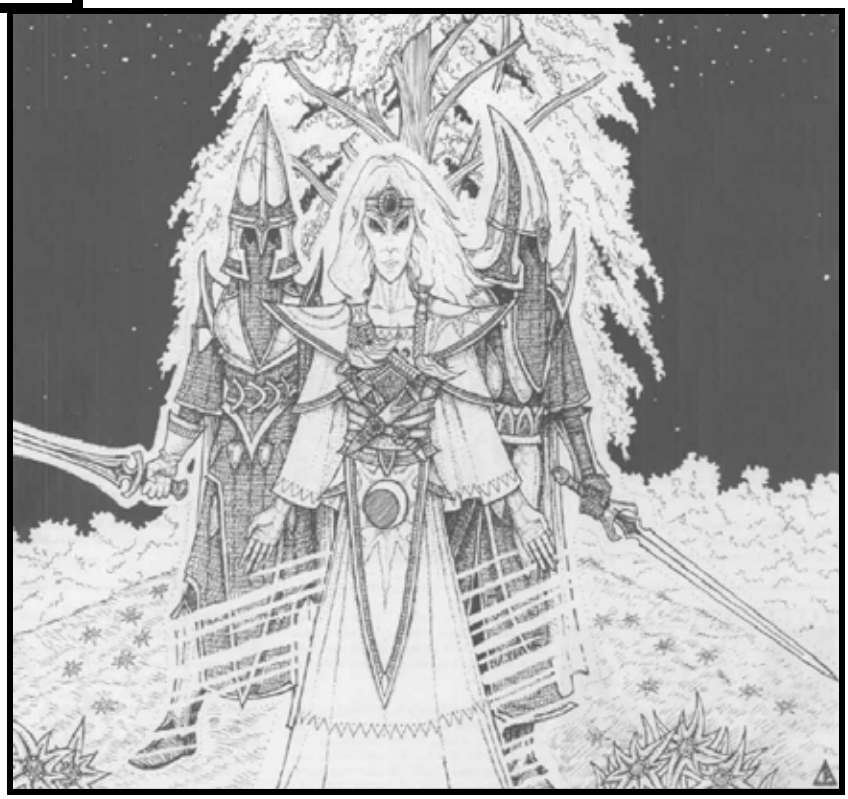


Silver warriors exist only on the Shining Isle of the faedornae (see Chapter Humanoids), except when sent to aid a favored elf by a faedorne. They are the guardians of the isles and will fight to the death to defend them. They are always dressed in silver plate mail armor and carry magical silver swords +1. They appear very similar to elves; they are the same size as elves and wearing skillfully crafted armor of elfin design. In combat, silver warriors are able to become invisible and can remain invisible even when attacking (still being seen by Detect invisible spells, thus this is NOT Invisibility to Mortals like Fairies have. They are known to be silver only through the reports of those elves lucky enough to own items allowing them to see the invisible. Unless detected by magical means, they always gain initiative on the first round of combat. On successive rounds, initiative is determined normally. All attack rolls against an unseen silver warrior are at -4 penalty. A silver warrior slain in combat will dissolve into the substance of a Shining Isle, as will its weapon and armor.

It is said that Shining warriors hold the souls of special elves, combating only if need by (defense, or testing the mettle of a worthy or not opponent.).

Shining warriors cannot be created by mortals. Their first appearance was shortly after the creation of the Faedorne and the Shining isles. (Picture right; a Faedorne with two Silver Warriors).

As such their number is fairly constant; they can be reformed from and on the Floating Islands when Faedorne are nearby at the first full moon.

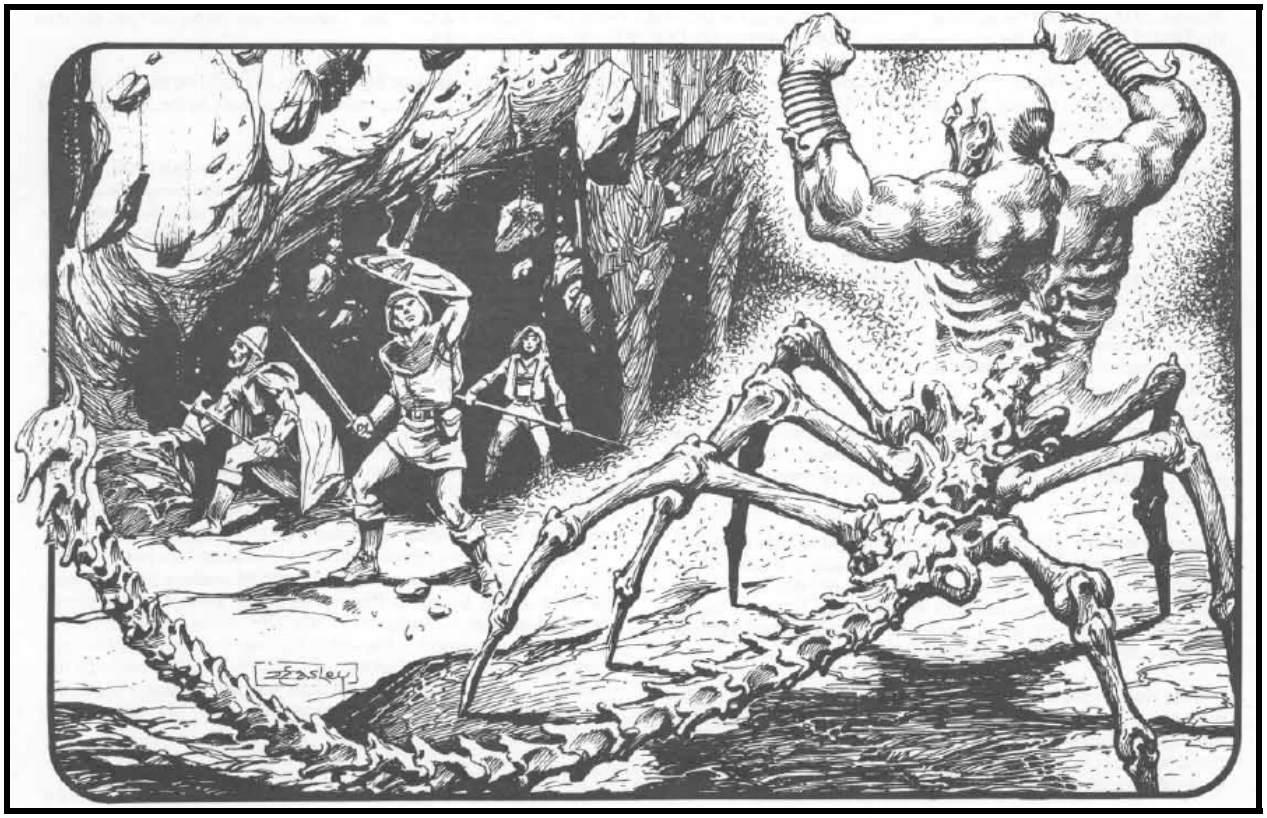


Manscorpion guardian (*Statua-skeles animae Homo-scorpio*)

Animated	Man-scorpion Guardian*
Type	Construct
	enchanted
Climate/Terrain	Sind Desert
Frequency	Extremely rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	CN
NA	0 (1)
Size	H; 16'long, 9-12'tall
ST	22
IN	9
WI	5
DX	8
CO	20
CH	4
Languages	that of reanimator
Spellcaster Limits;	na
AC	0
AV	2
HD	14**
HP	14d8
MV	90'/30
THAC0	6
attacks	1tail sting
Damage	2d6+poison
Attacks	by weapon
Damage	by weapon
Special Attacks;	poison
	reanimated by magic pin
Special Defenses;	despair effect
	only slain by magic pin
Immune to;	any weapon/spell
Extra Vulnerable to;	nil
AM	100%
Save as;	F7
ML	12
XP	3500
TT	nil
Body Weight	2000 cn

In the Great desert of Sind are buried several tombs of either Nithian or other cultures. The mages who came their found the bones of the great manscorpions and devised a means of animating them. The creature seems to be some form of undead, but the bones that are animated by the magic from the caster are all embedded with crystalline threads inside. It is these that animate the structure. It is also these that create a powerful tactile, olfactory and visible illusion of the skin regrowing (actually the illusion forming) as the creator formed. Since only manscorpions are used in this manner—something to do with availability and structure of the bones to be merged with the crystal threads), only this form does exist. However, if one would find a complete set of bones which all are hollow and strong enough to incorporate the crystal threads, it would be possible to create another form of bone guardian. The greatest problem is that the secret to make these monstrosities have fully disappeared in 500 BC, with the destruction of the Nithian Empire. These creatures first came into existence in the year 777BC.

If the characters examine the bones in the chamber, they will notice that they belong to what was probably a combination of man and insect. The bones also appear to have been deliberately broken apart. Further searching will turn up the skull of the creature, transfixed by a large ivory pin with faint carving on it.
If this pin is removed, there will be a sudden crash like a thunderclap. The ground will shake and tremble and the bones will begin to slide back together. The skull will speak in a hollow, booming voice, *"Ha, mortals! You have freed me! Flee for your lives!"* Even as the characters watch the skeleton, flesh will begin to regrow on its body. The entire chamber will begin to crack and shift. Debris will crash from the ceiling and a burst of howling screams will come from the pit. Fire, steam, smoke, and the stench of rot will also rise from the shaft. If the characters have not yet left the room, the scorpion-man skeleton will cry, "*Flee now! While you can!"* To give his words added meaning, a large section of the roof will fall, almost blocking the exit. The manscorpion skeleton was once the powerful guardian of this gate, but it was defeated and has been long since forgotten by the world. Its defeat made it easy for thieves and marauders to pillage or investigate the tombs. By removing the spike, the characters have restored the guardian creature. The creature (AC 0) may only be slain by the ivory spike the characters pulled free. If placed into the skull again, it will instantly defeat the guardian. Its bones will violently explode in a 30' radius (sv. DR or 2d8-AV damage)
The language of the creature will be the basic language of the creature reanimating the construct by removing the Pin.



Stone Wolf (*Statua animae Lupus*)

Animated	Statue
	Stone wolf
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary or pack
Activity Cycle	any
Diet	nil
AL	N
NA	1d4
Size	S
ST	13
IN	1
WI	10
DX	16
CO	18
CH	12
Languages	0
Spellcaster Limits;	na
AC	0
AV	8
HD	5+4*
HP	5d8+4
MV	90'/30'
THAC0	14
attacks	1bite
Damage	2d4
Special Attacks;	initiative bonus
	pounce
Special Defenses;	Ventriloquism
	edged/piercing minimal dm
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Warp wood
AM	0
Save as;	NM
ML	12
XP	30
TT	nil
Body Weight	250-350 LBS
Creation	MU14+ (Earth Ele 9+))
Preparation Time	14 days
Assembly Time	21days
Enchantment time	28 days
Construction Time	35 day
Enchantment cost	20,800
additional cost	1500

As these creatures are animated stone, their appearances can vary widely along a wolf theme. The only similarity between all stone wolves is the use of white-hot fire opals for eyes.



Combat:

Melee with stone wolves can be tricky. The change from motionless statue to moving creature is almost unnoticeable, giving them a +4 initiative bonus in the first round of combat. On a natural 20 attack roll, the wolf has made a successful leap and pounce, pinning its opponent and inflicting an extra 1d6 points of crushing damage. A successful bend bars/lift gates roll is needed to escape (one roll per five rounds is allowed). All Dexterity and shield bonuses are canceled for the period of time the victim is trapped, and the stone wolf gets a +4 attack bonus.

Missile fire inflicts only 1 point of damage per arrow, stone, or bolt to a stone wolf; edged weapons cause only half damage; blunt, smashing weapons visit full damage; and magical weapons always get their full bonuses.

Stone wolves have one particular weakness: their eyes. If a character uses the called-shot optional rules from The Complete Fighter's Handbook, he can go for a stone wolf's eyes. Should the character succeed, he may roll a second 1d20. On a roll of 1 or 2, the character has succeeded in smashing both fire-opal eyes, immediately destroying the wolf. Otherwise, he has destroyed one eye, imposing a -4 attack penalty on its blind side.

Stone wolves are immune to sleep, hold, charm, and all cold- or paralysis-based spells. They suffer half or no damage from fire- or electricity-based spells, depending upon whether they successfully save vs. spell. A stone to flesh spell makes them vulnerable to all weapons and gives them AC 10 if they fail a save vs. spell. A transmute rock to mud or disintegrate spell destroys a stone wolf instantly if it fails a save vs. spell. An earthquake spell inflicts 6d8 points of damage (half damage if a save vs. spell is successful). A move earth spell turns one stone wolf into a statue permanently if the creature fails a save vs. spell (but since the creature is animated, it gets a saving throw). A wall of stone spell disperses the creature's mass into the newly created wall if the stone wolf fails a save vs. spell; if it successfully makes its saving throw, there is a 50% chance that the creature is on the same side of the new wall as the caster. A magic missile spell causes normal damage.

These creatures were created by the Nithians as a way of defense against the Giant Kingdom in the West in approximately 1300 BC.

Habitat/Society:
As animated creatures, stone wolves have no true society other than their relationship with the mage who created them. He can call the wolves to him at any time. They will find him immediately, even though they cannot track by smell. They can track by sight or hearing if necessary.
Since stone wolves are created beings, they have no treasure of their own. However, they are often set to guard objects that mages value, so it's reasonable to assume that there is something worthwhile nearby when they are encountered.



Ecology:
As artificial creatures, stone wolves are not part of the natural order. These creatures are created by a mage of the 9th level or higher, using a specially modified stone shape spell, followed the next day by a specially modified animate dead spell. The recipients of these two spells are up to four large lumps of purified clay. Embedded within each clay lump must be the skull of a wolf and two 1000-gp fire opals that will serve as the glowing eyes once the wolf shape is formed. During the one-day period between the formation of the wolf shape and the casting of the animate dead spell variant, the mage may cast no other spells of any kind.
After the second spell is cast, the mage will have up to four guardians that he can set to guard any item or room he chooses. Stone wolves never sleep. They stand as still as statues until a stranger gets close to the item or enters the room.


Golems (*Robotum animae species*)

Golem



The word golem is used to refer to an embryonic or incomplete substance. The word golem means "dumb" or "helpless" and is used for an uncultivated person: "Seven characteristics are in an uncultivated person and seven in a learned one",

The earliest stories of golems date to early creation myths where the first creature was initially created as a golem when his dust was "kneaded into a shapeless husk". All early golems were created from mud. They were a creation of those who were very holy and close to the immortals. A very holy person was one who strove to approach his or her Immortal, and in that pursuit would gain some of its immortals wisdom and power. One of these powers was the creation of life. However, no matter how holy a person became, a being created by that person would be but a shadow of one created by 'the immortals. Early on, it was noted that the main disability of the golem was its inability to speak.

During the old Ages, passages from the Book of Creation were studied as a means to attain the mystical ability to create and animate a golem, although there is little in the writings of mysticism that supports this belief. It was believed that golems could be activated by an ecstatic experience induced by the ritualistic use of various magical sigils.
In some tales, a golem is inscribed with words that keep it animated. The word emet (תמא, "truth" in the ancient language) written on a golem's forehead is one such example. The golem could then be deactivated by removing the aleph (א) in emet, thus changing the inscription from 'truth' to 'death' (met תמ, "dead"). Legend and folklore suggest that golems could be activated by writing a specific series of letters on parchment and placing the paper in a golem's mouth.

The existence of a golem is sometimes a mixed blessing. Golems are not intelligent, and if commanded to perform a task, they will perform the instructions literally. In many depictions golems are inherently perfectly obedient. In its earliest known modern form, one story has a priest creating a golem that became enormous and uncooperative. In one version of this story, the priest had to resort to trickery to deactivate it, whereupon it crumbled upon its creator and crushed him.

To those who would use this knowledge to feed the flames of their own obsessions, I offer a word of advice: Cast this work into your hearth fires instead. I have come to believe that there is knowledge meant only for the gods themselves. The creation of life, the most sacred of all gifts, is surely knowledge of this type. Yet some have managed to “peer beneath the wrapping,” as it were. Having glimpsed such wonders, they could not resist the temptation to seize the gift for themselves, whatever the cost. They cobble together bodies that should have long been laid to rest, or even substances that never knew life, and create a living being in the mo: unnatural manner possible. The horrid results reflect the perversity of their methods.
We are speaking, of course, of golems. These unholy creatures are a mockery of the human (or demihuman) spirit and form. Not one-not even the rare golem fashioned in the shape of a child-can ever know goodness, purity, or light. They are the Created as we are the Born. But where the birth of a true child is surely the greatest blessing a parent could ever know, the creation of a golem is just as surely the most hideous curse, as the new “parent” will shortly discover.
Some of these so-called parents are wizards and priests, bending powerful magic to their task. There are tales of distant realms where only powerful magic can give life to the lifeless golem. Those who claim that a golem is a purely magical construct would also suggest that it has no more intelligence than a rabid dog. Such ignorance may cost them their lives. While a few of golems might be dubbed “mindless killing machines,” such creatures clearly are in the minority. In fact, the mind **of** a golem is most often keen. Unfortunately, it is always twisted.

Like natural parents, many creators of golems fashion their “children” in a familiar medium: flesh.

It is possible in this world to construct a golem from virtually any material, from silver to straw.
With the golem, the hunter must seek to understand not only the creature but also its creator. What would drive someone to meddle with life and death in such a foul manner? Obsession, yes. Madness, surely. But what else? Few of us are fortunate enough to ride life’s course without claiming some sort of obsession or madness of our own.

One of the most fearful aspects of a golem’s construction is the creator himself. Most golems are made of flesh.

Preparation time is the period spent gathering materials and equipment. It does not include the many months or even years of planning and research that some creations perform beforehand.

Time of assembly represents the actual number of hours the creator spends physically putting his or her creation together. Preparation time and assembly time added together equals the construction time. In general this is the minimum time required to achieve satisfactory results. When an obsessive creator is working towards perfection, additional time may be devoted to the task.

Cost of assembly includes cash expenditures for labor and incidental expenses, as well as the basic cost of materials and equipment needed. These figures should be viewed as basic guidelines. As materials vary, so do costs (a Stone Golem, for example, would cost more if carved from granite than from sandstone). Other factors also affect cost. In general the DM should let the story at hand determine how much a creator spends—and, if the creator is poor, determine how that person obtains those funds. Bear in mind that a golem created through obsession (as opposed to traditional magic) may cost far less than amounts shown, the creator serves as the craftsman and an immortal helps the craftsman (unnoticed). On the other hand even a master craftsman might hire others for incidental or gritty tasks, so that he or she can focus on the art'. Remember too that those who are obsessed with creating artificial life often spend everything they have to achieve their goal—be they pauper or prince.



Craftsmanship

A creator who invests more time and money—or less—can create golems of varying quality. The following variations help DM's tailor a particular Golem to the needs of their campaigns. For example a poorly constructed golem may just be the foe for an inexperienced party.

Excellent;	if a creator spends twice the usual creation time and expense, the golem gains +1 to physical attributes (ST/DX/CO) and an additional 2d3 points to its Charisma.
Good;	if a creator spends 50% more resources and time, the golem gains a +1 to two of its physical attributes and an additional 1d3 points to its charisma.
Average;	No bonuses or penalties
Poor;	if the time and cost are reduced by 25% or less, the golem suffers a -1 penalty to all physical attributes Further, its charisma is reduced by 1d3 points.
Shoddy;	If the time and cost are reduced by 25 to 50%, the golem suffers a -2 penalty to all physical attributes and its charisma drops 2d3 points.
Impossible.	The cost and time can't be reduced by more than 50%.

Golems are magically created automatons of great power. The construction of one involves mighty magic and elemental forces.

History: Golems predate any known literature about their creation. The wizard who discovered the process, if indeed there was only one, is unknown. Some of the rediscoverers have written their secrets in various arcane manuals, enchanted to aid the reader in construction.

It is thought that the first golem created was a flesh golem, possibly an accident of some great wizard experimenting with reanimating human bodies. Flesh golems are easier to make than any other sort because they are made of organic material that once lived. Later, the process was generalized to suit certain earthen materials, which produce much stronger golems.

Historic Theory: Golems are all made from elemental material. So far, the great wizards have only discovered how to use various earthen materials, such as clay, stone, iron, and even glass, to make golems. The exceptions, such as the flesh golem, use organic materials as components. The animating force of the golem is an elemental spirit from the elemental plane of Earth. Since the spirit is not a natural part of the body, it is not affected by most spells or even by most weapons (see individual descriptions). The process of creating the golem binds the unwilling spirit to the artificial body, and enslaves it to the will of the golem's creator. The nature of this spirit is unknown, and has so far eluded the grasp of all researchers. What is known is that it is hostile to all Prime Material plane life forms, especially toward the spell caster that bound it to the golem.

Carving or assembling the golem's physical body is an exacting task. Most spell casters end up hiring skilled labor to do it for them, such as a stone mason or dwarf for stone golems, etc. If the maker has no experience working in that material, the construction time is doubled. The standard spells for creating golems specify the size of the creature. Anything bigger or smaller will not work, although some have investigated spells for other sizes of golems, with limited success.

The costs listed include the base physical body and the unusual materials and spell components that are consumed or become a permanent part of the golem. The rituals used to animate the golem require as much as a full uninterrupted month to complete (included in the time below), though some variants such as the necrophidius and scarecrow reduce that time by employing shortcuts. In all cases the spells used can come from devices, such as wands or scrolls. If a magical tome is used to make the golem, no spells are needed, and the level of the spell caster can be significantly lower.

Procuring Materials

Gathering the materials required for **a** golem's construction can be a difficult, expensive, and even dangerous prospect for the would-be creator. It can also be time consuming, depending on the material chosen. A flesh golem typically requires no fewer than six corpses: one for each limb, one for the head and torso, and another for the brain. These parts for flesh golems must be gathered rather quickly, lest the tissue reach a state of decay too advanced for use.

Other materials can be gathered more slowly with little or no consequence, as decomposition is not an issue with metal, stone, and the like. But do not think constructing any form of golem body to be easy,… far from it. Although some creators do not spend adequate time assembling their grotesque progeny and undoubtedly have poor results, most creators labor long and hard, using all resources at hand to "perfect" their dread creations.

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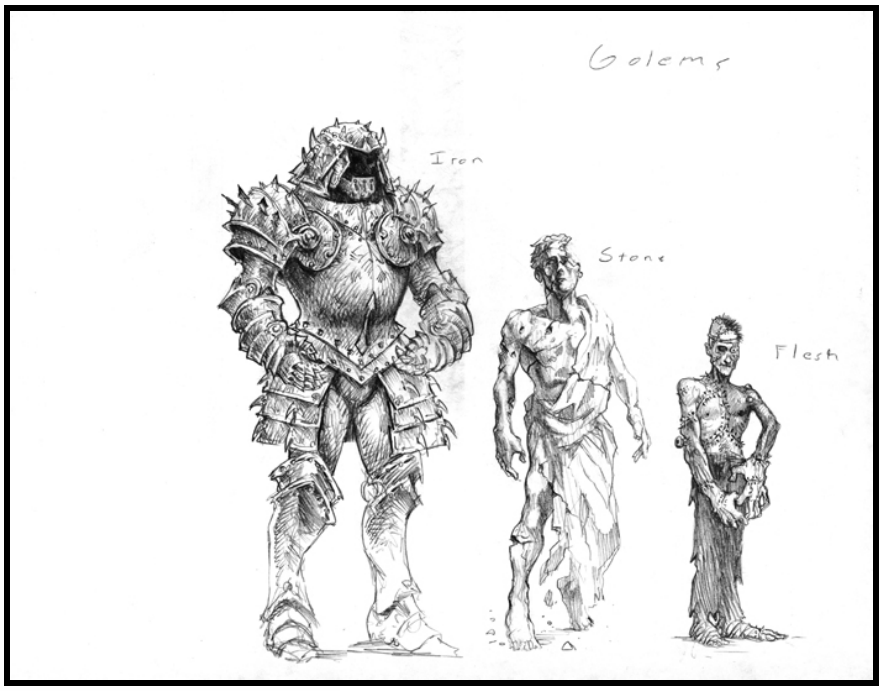
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Variant Golems
The first golems were, undoubtedly, all traditional golems. Over the years, however, various wizards and priests examined the techniques employed by earlier designers and modified them. As they introduced changes, they documented the processes they used to create their new constructs. This process of study and modification is never-ending. Even today, the work of these mysterious scholars is being studied and revised in magical colleges around the world.
Today (1016 AC) we know several Mystaran Golems as followed in this chapter.
Like other golems, golem variants depend on the powerful forces of elemental magic to animate them. They have no lives of their own and are animated by a spirit from the elemental plane of Earth. In some cases this spirit is tricked, lured, or forced into animating the body while in other cases it comes willingly. In the former cases, the stone construct sometimes breaks free of the influence of its creator and becomes a free-willed entity. Because of the nature of its physical shell, constructs that break free often become berserk killers, destroying everything in their paths before being annihilated themselves.
Combat:
All golems share several traits in common. They are all immune to all forms of poison and cannot be affected by hold, charm, fear, or other mindbased spells, as they have no minds of their own. Certain spells can harm golems; these are mentioned below.
Most golems are fearless and need never check morale.

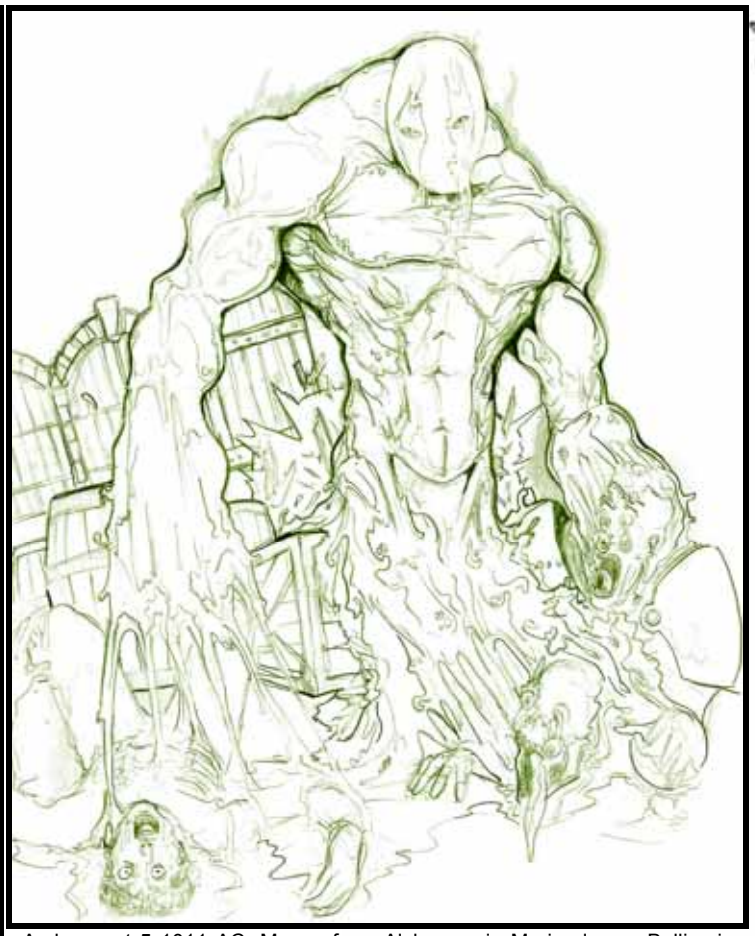
Construction:



The actual construction of any golem's physical body is a tiring and demanding task. Although the steps required to create a variant golem differ depending on the type, they do have some elements in common. The most important of these is the degree of detail that is put into the carving of the body. In the case of the caryatid column, for example, the construct must be lovingly crafted with great skill. In most cases, the wizard or priest creating a caryatid column hires a professional sculptor or stone mason to undertake this step of the animation process.
Less sophisticated golems, like the stone guardian and the primitive scarecrow, do not require the artistic perfection of the caryatid column. However, they are often covered with delicate mystical runes or glyphs that must be perfect if the creature is to be successfully animated.
Golems have a variety of immunities, including all mind affecting spells (such as charm, feeblemind, sleep, suggestion), poisons, disease, and suffocation. Similarly, they cannot be affected by the psionic powers of most disciplines, except for telekinesis and Teleportation, which affect their physical being as opposed to their psyche. Golems exhibit no psionic tendencies themselves. A particularly useful spell when combating golems is dispel magic. The spell does not destroy the magical bonds that hold the golem together, but makes the golem fall to the ground, seemingly lifeless, for a number of rounds equal to the caster's level. To avoid this, golems must successfully save vs. spells. The elemental spirit is still bound within the golems if the spell succeeds; it is simply free from the creator's bidding during the duration of the dispel magic's effect, though it cannot force the golems' bodies to react during that time.
Load:
500 cn x HD at full movement rate, or 1,000 cn X its HD at half movement rate. This is true for any Golem.
Reassembly
Any disassembled golem—be it flesh, metal or otherwise—can be put back together and reanimated as long as 50% of its original parts remain available and intact (i.e. excellent condition). Assuming the body is repaired (needing new parts); the only requirement for reanimation is a simple bolt of energy. The life force of the golem is already within its body. The energy—typically a bolt of lightning—merely provides the necessary charge to the golem's batteries.

Acid Golem* (*Robotum animae Acidus*)

Animated	Golem*
	Acid*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	33
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	L; 8'-12'long)
ST	16
IN	4
WI	2
DX	12
CO	20
CH	4
Languages	0
Spellcaster Limits;	na
AC	9
AV	0
HD	15**
HP	15d10
MV	60'/20
THAC0	5
attacks	1slap
Damage	1d6 + acid
Special Attacks;	Acid 1d6/r
Special Defenses;	+2 magic to hit
	material save/r vs acid
Immune to;	All magic but…
Extra Vulnerable to;	Water
	Cold
	Holy water (2d6)
AM	0
Save as;	F8
ML	12
XP	3750
TT	special
Body Weight	300-600 LBS
Creation	MU 14+
Preparation Time	10 week
Assembly Time	6 week
Construction Time	16 week
Cost	100,000



Ambyrmont 5 1011 AC. Mages from Alchemos in Meriander on Bellisaria, trying to brew up some way to defend their country from possible attacks by the Thyatians, manage to create a new sort of monster. This is another ramification of Thyatis' greed for conquest, but it shows that damage and tragedy can come from either side of a dispute.

It is a bloblike humanoid construct made up of magically-cohesive acid—in effect, an acid golem. They created a score of these creatures, packed them in large porcelain jugs, and as a practical experiment, send them of in a boat bound for the Isle of Dawn.

The ship bearing the acid golems went of coarse, probably when the acid golems accidentally came out and devoured the crew, and could end up anywhere, anytime. You could be the first to encounter these monsters.

The mages learned of the ship's dismay and created several new acid golems, of which most are still under control, roaming in enclosed dungeons or towers or building complexes, yet some broke free and roam the Bellisarian wilderness. Currently (as of 1016 AC) in total 8 of these monsters can be found anywhere individually, and about 25 on Bellisaria.

Combat.

These horrific creatures can be detected early, as they radiate an acrid acideous stench 60' radius, which keeps lingering for at least one Turn.

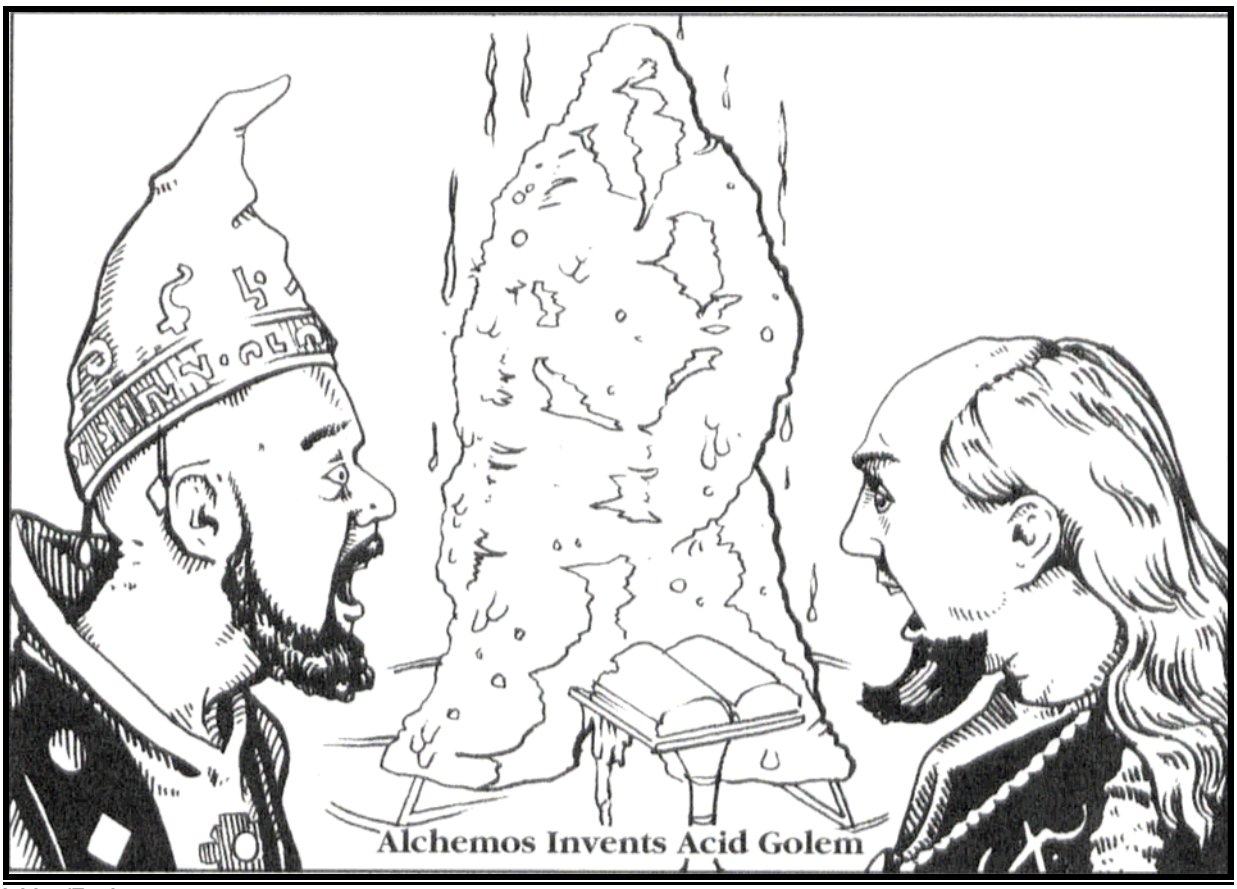
The creature attacks with a single armlike appendage, causing impact damage and bringing the subject into contact with its acid. This acid is so strong, and continuously replenished, that any object, creature, organic or metal, except mineral and glass will need to roll a saving throw vs. acid (Creatures Save vs. Turn to Stone) each round for a duration of 2d4 rounds or until washed off with at least a quart of water per person (whichever sooner), or half that for each weapon. Any successful save means that the acid amount is no more effective since that moment. Water or cold spells will stop the continuating acid damage instantly. Earth will have the same effect, but will corrode the earth particles to any metal, reducing its damage or AV by 1 permanently. This can be restored by a specialist in 1 week, for an average price of 25% of the objects normal price.

Any damage by the acid done to these items reduces its mass by 10%, AV by 1, and damage by 1 each round. It will not remove magical enchantments, but a severely damaged magical weapon can bring no more damage and will shatter if its base damage is 0 and hit any solid object (including the golem).

The creature will consume any organics in its path, sort of refueling its magical acid.

The creature is immune to all spells, but cold (and any other waterbased spells) which dilute it, and reduce it by 1 HD for each HD (or 8 hp damage) of magic cast upon it. Any quart of water will cause it to lose 1d4 hit points, but holy water gives 2d6 points of damage.

The golem will envelop any person (or object) smaller than itself, causing automatically maximum acid damage to it each round. Any organic or creature reduced to 0 hp, is completely consumed, and cannot be raised or restored.



Habitat/Ecology

These magical creatures are constructs and bring only dismay and destruction to its environment. It will try to hide from rain (which brings it damage as normal water) and will keep to the temperate or warmer climes (as cold reduces its effective HD). It can cross water, but this will give it 2d10 points of damage each round in or under water.

The creature will 'heal' any damage by consuming organics; any 8 hp of organic material or creature damage will give it 1 hp of 'healing'.

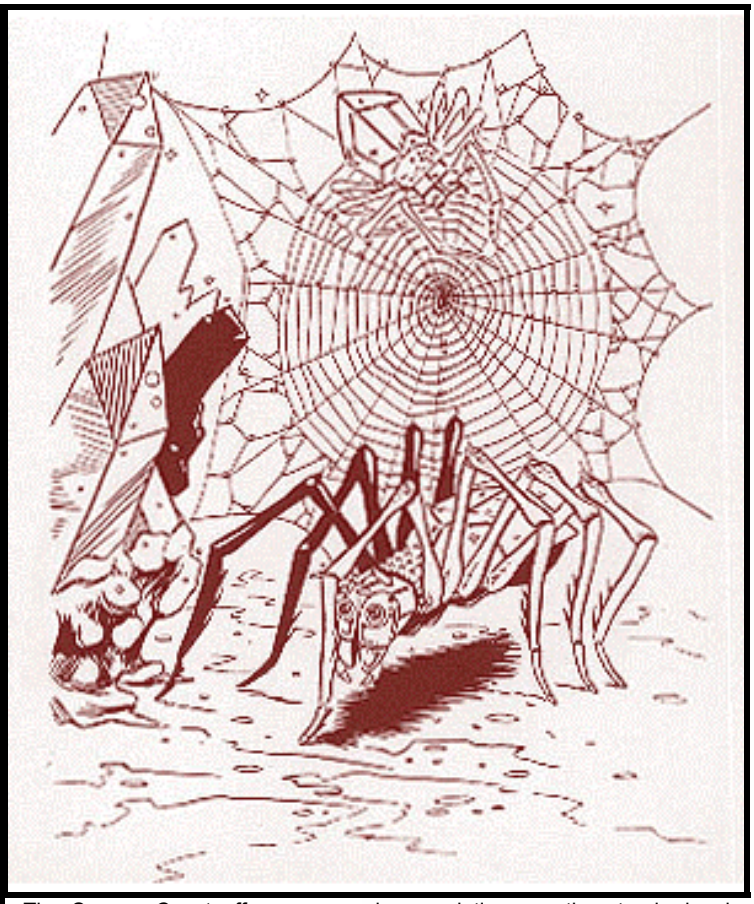
If fully slain, a glob of magical material will remain, that can be used in the construction of Rings of Acid resistance.

Creation

Fashioned by priests or wizards (of at least 14th level), the Acid golem is composed entirely of acidic jello. Its creation takes 3 months and requires an outlay of 100.000 gold pieces. In addition to the materials required, the following spells must be used: Polymorph any object, animate object, Acid spray. Because of the mixture of spells, this type of golem is usually built with the aid of a powerful assistant.

Aelder* (*Robotum animae Chalybs-Vitrum*)

Animated	Golem*
	Aeldar*
Type	Construct
	enchanted
Climate/Terrain	Mountains
Frequency	Rare (Savage coast)else none
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	2
Size	L; 8'tall
wing span	6'
ST	13
IN	5-7
WI	2
DX	17
CO	16
CH	7
Languages	special
Spellcaster Limits;	na
AC	3
AV	0
HD	9**
HP	9d10
MV	180'/60'
THAC0	11
Attacks	2
Damage	2d6 each
Special Attacks;	Spells
Special Defenses;	+1weapons to hit
	Near invisibility
	Invisible warning web
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
	Any Light or gaze magic
Extra Vulnerable to;	Earthquake
	Rock to Mud(Lava)
AM	0
Save as;	F8
ML	12
XP	2500
TT	nil
Body Weight	550LBS
Creation	CL 14+
Preparation Time	4 week
Assembly Time	4 week
Construction Time	8 week
Cost	50,000gp



The Savage Coast offers some unique variations on the standard golem design, in both form and material. Standard golems are slowly giving way to the new forms.

An Aelder golem can be created in any of a dozen different forms – including a spider, centaur, serpent, and gargoyle. The most common form chosen is a tall, slender spider. The eight segmented legs of this Aelder rise 10 feet from the ground before slanting back down three feet to support the multifaceted body. The two forward legs end in pointed, serrated segments. Two spinnerets extend from the rear of the spider body.

Combat

Within the icy mountain reaches where the Ee'aar make burial sites, the Aelder golem is nearly impossible to see. Ranged attacks beyond 20 feet are impossible, and even up close, all opponents suffer a -2 penalty on anything but melee attacks. An Aelder attacks with the end segments of its front legs, which act as piercing weapons and can strike targets up to 10 feet away.

Aelder are immune to any spells or spell effects which employ light or a gaze. These golems can invoke each of the spells color spray, dancing lights, and hypnotic pattern three times per day.

The spider golem can actually spin a web of glassteel, which is either applied thickly for concealment or spun so fine and brittle that it is essentially invisible. Attempting to walk through this web shatters it, alerting the Aelder of intruders.

Aelder communicate with the Ee'aar through a series of shrieks and screeches translatable only by priests. Mythuínn folk are allowed to hide in Aelder webs from predators, so long as they do not try to venture farther into the burial site.

Creation

The Ee'aar build these glassteel golems for the express purpose of guarding sacred burial places up in the high mountains (approximately 1000 to 500 BC during the Aranean/Dragon war or earlier). Only Ee'aar priests of 14th or higher level can create them, and they are always constructed in pairs.

Amber Golem* (*Robotum animae Sucinum*)

Animated	Golem*
	Amber*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	L; 8'-12'long)
ST	22
IN	4
WI	2
DX	17
CO	20
CH	8
Languages	0
Spellcaster Limits;	na
AC	6
AV	4
HD	10*
HP	10d8
MV	180'/60'
THAC0	11
attacks	2 claws
Damage	2d6 each
attacks	1bite
Damage	2d10
Special Attacks;	
Special Defenses;	+2 magic to hit
	edged/piercing minimal dm
Immune to;	All magic but…
Extra Vulnerable to;	Rock to mud (slows 2d6r)
	mud to rock (heals)
	Stone to flesh
slate/brittle stone	double dm
	Blessed Pick
AM	0
Save as;	F9
ML	12
XP	1750
TT	3000-6000 gp amber pieces
Body Weight	300-600 LBS
Creation	CL7+/ MU18+, (Earth ele14+)
Preparation Time	10 week
Assembly Time	6 week
Enchantment time	50 days
Construction Time	16 week
Enchantment cost	25,000
additional cost	18,000



These resemble giant cats, usually lions or tigers. They are faultless trackers and can detect invisible creatures within 60'.
Amber golems often appear in the form of giant cats, especially lions or tigers. Their semi translucent amber bodies – often expertly carved – look particularly beautiful in repose.

Combat:
As with all these constructs, an amber golem is a tireless foe. In battle, it leaps upon its opponents, slashing with its terrible claws and biting with the wickedly sharp slivers of amber that form its teeth.
Amber golems, nearly faultless trackers, prove particularly effective at recovering fleeing enemies. The golem can automatically follow a trail less than 12 hours old. For every additional 12 hours that elapses, it gains a 5% chance of missing or losing the scent. So, for example, an amber golem has an 85% chance to follow a trail 48 hours old.
These golems also make particularly effective guards, since they can cast detect invisibility to a range of 60 feet.
An amber golem sustains damage only from magical weapons. Such a construct is considered a crystalline creature when attacked with a shatter spell; it suffers 1d6 points of damage per caster level, to a maximum of 6d6 points of damage, with a saving throw allowed for half damage. Amber golems also sustain half damage from fire spells, but otherwise remain immune to spells.

Habitat/Society:
These automatons, which operate under the direct control of their creators, have no society or association with any particular habitat. Golems can obey simple commands but have very limited mental capabilities. They often guard great treasures or places of importance.

Ecology:
As unnatural creatures, golems play no part in the natural ecology. They neither eat nor sleep, and they "live" until destroyed, usually in combat.
The destruction of an amber golem causes the creature to shatter into many large shards of amber. All together, the pieces of amber weigh 300 to 600 lbs. (1d4+2 hundred) and are worth from 3000 to 6000 gold pieces (1d4+2 thousand).

Creation
An amber golem, can be created only by a priest of at least 7th level who has the 100.000 gold pieces it costs to produce the construct. The work takes the priest four months and requires the following spells: animal summoning III, animate object, prayer, command, and quest. The first were created by the 1st empire of Morgreth 5000 BC.

Bamboo Warrior* (*Robotum animae Harundo-Indica*)

Animated	Golem
	Bamboo Warrior
Type	Construct
	enchanted
Climate/Terrain	Raksta areas, Ochalea
	Savage Coast
	Patera (invisible moon)
Frequency	Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	CN
NA	1
Size	M; 6'tall
ST	18
IN	4
WI	2
DX	18
CO	20
CH	6
Languages	0
Spellcaster Limits;	na
AC	2
AV	by armor+2
HD	3 (*/WM above basic)
HP	3d10
MV	120'/40'
THAC0	17 or by WM
attacks	by weapon and WM
Damage	by weapon and WM
Special Attacks;	Weapon Mastery
Special Defenses;	0
Immune to;	all spells but…
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	12
XP (WM=BS)	35
WM=SK	50
WM=EX	65
WM=MS	80
WM=GM	95
TT	nil
Body Weight	50-60 LBS
Creation	MU6+
Preparation Time	2 week
Assembly Time	1week
Enchantment time	20 days
Construction Time	3 weeks
Enchantment cost	6000
additional cost	5000



Bamboo warriors are a form of Golem created originally by Rakasta Wizards, and nowadays by some Ochalean mages. They look like armored Rakasta warriors and can yield a variety of weapons. Usually, they act as guardian of important areas. Or they may be used for weapon training.

Combat

This bamboo creation is mostly found nearby one or more weapon racks that hold a variety of weapons (nonmagical).

Taking any weapon from either rack the bamboo warrior is connected too will cause it to come too life. The figure will be possessed of a weapon identical to the one the character took. After pausing to bow to a character it will attack.

Attacking the practice dummy causes it to animate and defend itself (no need to bow).

When the dummy is defeated, the armor could be removed, but it is bolted into place and will be destroyed in the process. The ruined armor will be of no value to the PC's.

They are immune to sleep, char, and hold as well as all gases and poisons. They are less powerful than most golems, however, and can be harmed by nonmagical weapons.

The Golem will be decent in behavior, never slaying an unarmed foe, but letting it rearm instead. It prefers equal weapons, and will mostly be able to draw upon a weapon rack nearby. As it is magically locked to this (or more racks) in a 30'radius it has mostly enough weapons to draw upon to equal its opponent.

Creation

This golem can be created with different kinds of weapon mastery, each level altering its THAC0 and damage. And attack/defense forms as per weapon. Each weapon mastery level above basic is an *, and thus counts as extra XP.

This golem is cheap and easy to produce. A mage of 6th level can already make one.

It has an enchantment time of 20 days and enchantment cost and additional cost are 6000 and 5000 gp only.

The first were originally created by the Rakasta of Myoshima in 650 BC. The first on Mystara appeared roughly a decade later, probably brought from Myoshima. The first actually created on Mystara was 601 BC in a (now ruins) mountain complex of the Nithians held by several Rakasta battling the fomorian giants nearby. This is East of Reedle (Darokin/Karameikos) as the Formorian realm was in the North of today Karameikos. The secret to make these construct solely by Rakasta was lost 585 BC, by the theft of the recipe by Nithian thieves. This story is altered by mistakes through history, and the Ylari now think that it was done by Sinbad on his quests for Immortality. The actual thief was probably named Aladin, and the story in itself is known by many.

Bone Golem* (*Robotum animae Skeletus*)

Animated	Golem*
	Bone*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	CN
NA	1
Size	M; 6'tall
ST	19
IN	4
WI	2
DX	18
CO	20
CH	3
Languages	0 (Laugh)
Spellcaster Limits;	na
AC	2
AV	3
HD	6* (* with regeneration)
HP	6d10
MV	120'/40'
THAC0	14
attacks	4 weapons
Damage	by weapon each
Special Attacks;	Fear laugh
Special Defenses;	+2 magic to hit
	may have rgeneration module
	entrap weapons
	1/2 dm from edged/piercing
Immune to;	all spells but…
Extra Vulnerable to;	Shatter
	Fire
	Blessed Mace
AM	0
Save as;	F4
ML	12
XP	500
with regeneration	725
TT	nil
Body Weight	50-60 LBS
Creation	MU18+(Necromancer14+)
Preparation Time	4 week
Assembly Time	4 week
Construction Time	8 week
Enchantment cost	17.000
additional cost	5000



These are creatures made from human bones bound together into a manlike form. Their four arms may be attached nearly anywhere on their bodies. Four one-handed weapons (or two two-handed ones) may be used by a bone golem, and it may attack two enemies each round. Bone golems are immune to fire, cold, and electrical attacks. These horrors stand roughly 6 feet tall and weight between 50 and 60 pounds. They are seldom armored and can easily be mistaken for undead, much to the dismay of those who make this error.

A skeletal golem (sometimes known as a bone golem) looks like a man-sized creation sewn together from human bones. The bones are bound together in a rough imitation of the human body, with one obvious exception. Instead of having two arms attached to its ghastly body, a bone golem has four, sprouting from wherever its creator chose. Some wizards also like to carve or paint runes of ownership onto the bones; such golems prove particularly frightening to look upon.

Combat:

Bone golems are no more intelligent than other forms of golem, so they will not employ clever tactics or strategies in combat. Their great power, however, makes them far deadlier than they initially appear to be. There is a 95% chance that those not familiar with the true nature of their opponent will mistake them for simple undead.

Due to the skeletal golem's multiple arms, it may wield four weapons (or two two-handed weapons) in combat. The golem may attack two separate foes in a single round.

A bone golem suffers damage only from magical weapons. Its immunities to poison and mind-affecting attacks extend to fire, cold, and electrical attacks as well. However, the golem remains vulnerable to spells with other effects.

Bone golems can only be hit by +2 or greater enchanted weapons. When struck, a bone golem has a 10% chance to trap the weapon within its ribcage. An opponent must make a successful strength check against the creature to withdraw the weapon.

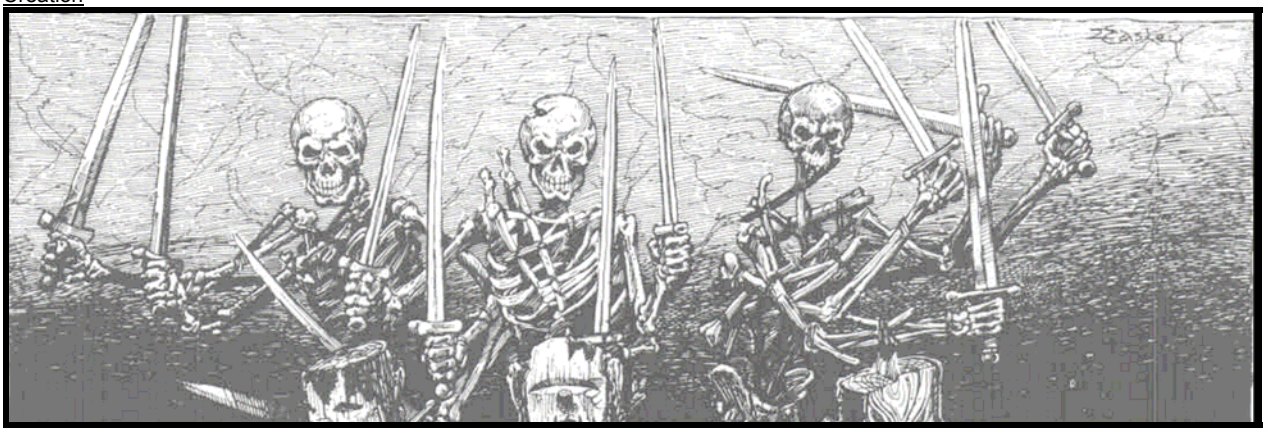
Like skeletons, these golems suffer only half damage from edged and piercing weapons and non from arrows. However, a shatter spell makes a bone golem mire vulnerable, while the spell is in effect, damage from weapon attacks doubles. Thus edged weapons cause full damage and blunt weapons cause double damage. The golem is however allowed to save against this effect.

Bone golems are immune to cold but vulnerable to fire. They regenerate at only 50% normal from such attacks. So that say constitution 20 golem would regenerate 1hp/12 hr. They can emit a laugh so horrifying it prompt fear checks.

Bone golems are immune to almost all spells, but can be laid low with the aid of a shatter spell that is focused on them and has the capacity to affect objects of their weight. If such a spell is cast at a bone golem, the golem is entitled to a saving throw vs. spells to negate it. Failure indicates that weapons able to harm the golem will now inflict twice the damage they normally would. Thus, edged weapons would do full damage while blunt ones would inflict double damage.

Once every three rounds, the bone golem may throw back its head and issue a hideous laugh that causes all those who hear it to make fear and horror checks. Those who fail either check are paralyzed and cannot move for 2-12 rounds. Those who fail both checks are instantly stricken dead with fear.

Creation



One might imagine that a bone golem is simple to assemble; bone is quite easy to obtain, after all, and it does not degrade as easily as flesh. However, while a flesh golem can be constructed from the dead, a bone golem must be fashioned from the undead (or formerly so).

Bone has a number of drawbacks when compared to flesh (which, of course, might be viewed as advantages by a golem hunter). First, this material is not as adaptable or resilient. Thus, bone golems do not appear to have the same level of regenerative ability as do flesh golems. Second, bone may actually become somewhat brittle over time, which suggests a susceptibility to shattering attacks. A devoted golem hunter and adventurer has noted that blunt weapons seem to have a far greater effect on golems constructed of bone than do swords and other slashing weapons. This makes sense, as most skeletal creatures are not particularly susceptible to cutting attacks.



The body of a bone golem is assembled wholly from the bones of animated skeletons that have been defeated in combat. Any manner of skeletal undead will do, from traditional skeletons to Monstrous Skeletons but all must have been created and once Undead. Further, at least ten different skeletons must be combined to create the monster; it is unknown what necessitates such measures. Without them, the would-be creator is unable to fashion a thing as powerful as a golem. Only 10% of the bones from any given skeleton can be used, so the final product is a compilation of bones from many creatures. Often, there will be animal, monster, and human bones in the same golem, giving the creature a nightmarish appearance.

Only powerful wizards (of at least 18th level) can create these creatures. Necromancers can do this already at 14th level.

A wizard builds a skeletal golem in a process that takes 8 weeks and costs 17.000 enchantment and 5000 additional gold pieces. The spells required are animate dead, geas, and stone skin, symbol of fear, binding.

It is rumored that the more unscrupulous wizards of the land of Alphatia particularly enjoy creating skeletal golem guardians to protect their laboratories and abodes from outsiders—especially rival wizards.

Regeneration Module

Some bone golems have a regeneration module, a 9-inch-high model of a four-armed skeleton made from the finest ivory and held together by platinum wire (value; 3500gp). As long as the model is whole, the golem will reform in 1 round every time it is destroyed, with full hit points. If the model is destroyed, the golem will not regenerate. The golem will attack anyone within 15 feet of the model. Even if the party flees with the model, the golem will follow, and will attempt **to** overcome any obstacle placed in its path no matter how long this takes. The only way **to** be finally rid of the golem is to destroy the model, throw it away or pass it on **to** somebody else. Some mages place the module within the ribcage of the bone golem as an extra way of protection. In this way it can't be harmed unless the golem is destroyed. In this case the golem will always reform around the module. If this is the case use the "with generation" XP instead the normal one,

The first were created by the 1st empire of Morgreth 5000 BC.

Brass Minotaur Golem* (*Robotum animae Minotaurus*)

Animated	Golem*
	Brass Minotaur*
Type	Construct
	enchanted
Climate/Terrain	any
Frequency	very rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1(very rarely more)
Size	L; 12' tall
ST	16
IN	1
WI	2
DX	16
CO	20
CH	9
Languages	0
Spellcaster Limits;	na
AC	4
AV	6
HD	18**
HP	18d10
MV	90'/30
THAC0	5
Attacks	1weapon
Damage	3d10+special
Special Attacks;	Wounding
	Maze
Special Defenses;	+3 weapons to hit
	shatter weapons 10%
Immune to;	All spells but…
Extra Vulnerable to;	find the Path
AM	0
Save as;	F8
ML	12
XP	4875
TT	nil
Body Weight	550LBS
Creation	Minotaur MU20+
Preparation Time	8 week
Assembly Time	16 week
Enchantment time	122 days
Construction Time	24 week
Enchantment cost	50,000
additional cost	75,000



The brass Minotaur is a terrible instrument of vengeance. The golem appears to be but a large brass stature. When activated, it becomes a terrifying engine of destruction. Remaining in a passive state until triggered (for example, by the violation of a shrine), it awakens and seeks out its victims relentlessly: a faultless and tireless tracker.

Combat:
The brass Minotaur is armed with a battle axe of wounding +3, which functions as the sword of the same name. The end of the axe's shaft has a large inset gem. The gem acts as a focus for a trap the soul effect (as the 7th level wizard spell. Once each day, the golem can trap a quarry in the gem in the haft of its axe. The trapped foe is sent to an extra-dimensional space resembling the spell Maze.
The brass Minotaur can follow at will into the maze to dispose of the trapped quarry, vanishing completely before the eyes of any onlookers. Once the quarry is destroyed or escapes (as from the maze spell) the Minotaur can elect to remain within the maze as long as it wills. Each time the Minotaur enters the maze (a maximum of once per day) it regains 10% of its original hit points, to its maximum.
The brass Minotaur can be struck only by magical weapons of +3 or better enchantment. Lesser weapons inflict no damage and have a 10% chance to shatter if nonmagical.
The only magic that affects the brass Minotaur is the 6th level priest spell find the path. If the spell is cast upon the area from which the Minotaur disappeared with a quarry, the Minotaur and quarry are immediately returned to the Prime Material plane. If cast directly onto the brass Minotaur, the golem must make a successful saving throw vs. spell or shatter.
The brass Minotaur fights only to defend itself while seeking its quarry and will not use its special maze ability on others. If severely damaged, the golem will withdraw and spend several days entering and leaving its maze until it has gained its lost hit points. The battle axe of wounding always shatters when the golem is destroyed.

Habitat/Society:
Brass Minotaurs exist to fulfill one goal, set at the time of their creation. They wait with absolute patience until activated. If the goal has become somehow unobtainable—for example, if created to guard a temple that no longer exists—the golem loses its enchantment entirely, as does its weapon.

Ecology:
As an artificial construct, a brass Minotaur is seldom encountered except as a guardian. Occasionally, one might be created to carry out a particular task of vengeance. This type of golem was first created by the Minotaur "Relnar the Just" to avenge the death of his wife (slain during the desecration of her temple). Although Relnar quickly recalled his lady from death, he was mightily angered by the massacre of the priestess and the pillaging of their sacred grounds. Once he had constructed this golem, he used a wish spell to place it just outside the temple grounds the night of the original onslaught. It was commanded to follow and slay the three-score barbarian attackers. By the next moon, even before Relnar had fully started enchanting of this creature, the brass minotaur was again reported at the temple site, standing guard over the surviving priestesses until the temple was rebuilt.
Creation
The requirements for building this golem are many. First, it can be done only by a Minotaur, and then a battle axe of wounding must be enchanted. The end of the shaft is capped with a large, flawless gem. Once the weapon is ready, the golem is created. A perfect Minotaur skeleton must be laid in a great mold, and three handfuls of powdered diamond and the ores to be alloyed into brass prepared. The molten ores, sprinkled with the diamond dust, are poured over the skeleton. As the brass takes the place of the minotaur's flesh, the transformation is completed with casting of the spells strength, polymorph any object, and geas on the golem; trap the soul and maze on the gem in the shaft of the axe (held by the golem) to bind the creation together.
The first were created by the Eshinites in 350 BC.



Bronze Golem* (*Robotum animae Aes*)

Animated	Golem*
	Bronze*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1or rarely 2
Size	M; 16' tall
ST	26
IN	4
WI	11
DX	11
CO	20
CH	9
Languages	0
Spellcaster Limits;	na
AC	0
AV	6
HD	20**
HP	20d10
MV	240'/120'
THAC0	1
attacks	1fist or weapon(axe)
Damage	2d10 impact +heat
Special Attacks;	overwhelming heat 1d10
Special Defenses;	+2 magic to hit
	edged/piercing minimal dm
	piercing/slashing 5'spray 2d6
Immune to;	all but…
	Fire based (heals)
Extra Vulnerable to;	Cold (slows)
	Quench Fire
	Blessed Axe
AM	0
Save as;	F9
ML	12
XP	5975
TT	nil
Body Weight	5000 LBS
Creation	MU20+(Fire ele 14+)
Preparation Time	8 week
Assembly Time	16 week
Enchantment time	122 days
Construction Time	24 week
Enchantment cost	50,000
additional cost	75,000

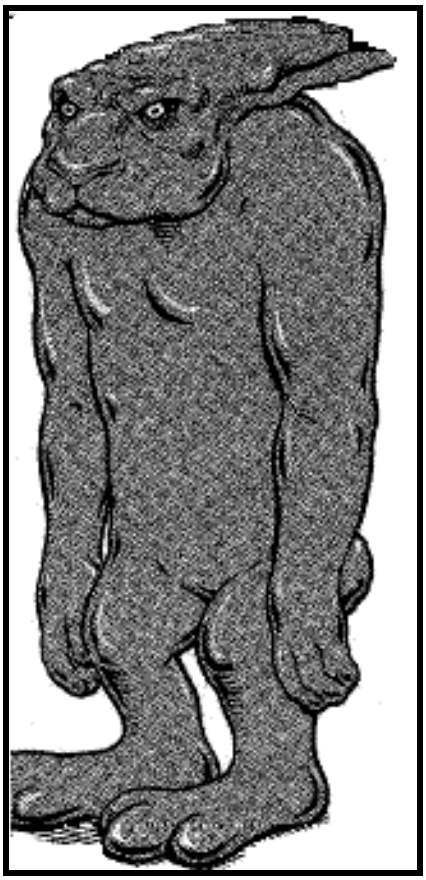


These creations look somewhat like fire giants and stand 16' tall. This giant automaton is completely made of bronze and looks like a huge warrior of the ancient times. It moves with ease and the air around it is hot as that of a furnace. Its eyes blaze with incandescent magma. Their blood is liquid fire.
A bronze golem is 16 feet tall and looks like a massive giant with bronze complexion. It is often sculpted to resemble an ancient warrior or athlete, wearing only a loincloth or few ancient clothing. The peculiarity of the bronze golem is that only its shell is made out of metal: liquid fire flow inside its body, a sort of fluid and incandescent magma that keeps itself at the highest temperatures, in order to make the outer shell of the golem heated - but without changing color of melting.

Combat
Bronze golems are implacable. They deliver blows with almost the same strength as iron golems, without suffering their slowness. Their outer shell, theoretically more malleable than iron, is hardened by the powerful magic that keeps the golem alive.
Liquid fire at the highest temperatures flows under pressure inside the golem's body. Because of this, each time the outer shell is pierced, the liquid fire sprays out, gushing. Whenever the golem is damaged by a piercing or slashing attack coming from an attacker standing within 5 ft. of the golem's space, anyone scoring damage on a bronze golem with an edged weapon must make a saving throw vs. death ray or take 2d6 points of damage from the fiery "blood" spurting out of the wound.
The bronze golem is immune to all effects or spells dealing fire damage, save for the effects noted below. Bronze golems are immune to all spells and spell-like abilities. In addition, some spells and effects function differently against the creature.
A magical attack that deals cold damage slows the golem (as per slow spell) for 2d4 rounds, without save; during this time, the golem cannot emanate overwhelming heat, nor can it spray its fiery blood.
A quench spell keeps the golem from using overwhelming heat and fiery blood for 1 round per level of the caster.
A magical attack that inflicts fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A bronze golem gets no saving throw against fire effects.
The heat emanating from the bronze golem's body is unbearable. Every creature that comes in contact with the body of the bronze golem (unless the victim is resistant to fire) suffers 1d10 fire damage for every round of contact (his belongings may also catch fire as per normal ignite rules). This ability applies even when the golem hits in melee, is hit by a touch attack or holds/pins someone with grapple checks.
Creation
The body of a bronze golem is sculpted from 5000 pounds of bronze, smelted with rare tinctures and admixtures costing at least 20.000 gp. Assembling the body requires a metalworking skill checked at -6. Spells needed are; Construct, burning blood*, geas/quest, heat metal, polymorph any object, caster must be at least 20th level (fire Elementalists 14th); Cost 50.000 gp + 75.000 gp.
The first were created by the 1st empire of Morgreth 5000 BC.

Chocolate Golem* (*Robotum animae Socolate*)

Animated	Chocolate Golem*	
	Solid*	Hollow *
Type	Construct enchanted	
Climate/Terrain	Any	
Frequency	Very Rare	
Organization	solitary	
Activity Cycle	any	
Diet	nil	
AL	N	
NA	1	
Size	L; 7'tall	
ST	14	
IN	4	
WI	2	
DX	16	
CO	18	
CH	6	
Languages	0	
Spellcaster Limits;	na	
AC	10	
AV	1	
HD	6*	1*
HP	6d10	1d10
MV	60'/20'	
THAC0	14	19
attacks	2 bashes	nil
Damage	1d4 each	0
Special Attacks;	breath weapon	
Special defenses	nil	
Immune to;	Charm, Hold, Illusion, Discord	
	Poison, Death Magic	
	Insanity, Febblemind, etc.	
	Cold	
Extra Vulnerable to;	Edged weapons	
	Fire	
AM	0	
Save as;	F3	NM
ML	12	
XP	500	13
TT	nil	
Body Weight	1000 LBS	500 LBS
Creation	MU 14+	
Preparation Time	14 days	
Assembly Time	7 days	
Enchantment Time	7 days	
Construction Time	21days	
Enchantment costs	600	100
Additional Cost	700gp	1000gp
	Filled	1200gp
laboratory	2000-3000 gp	



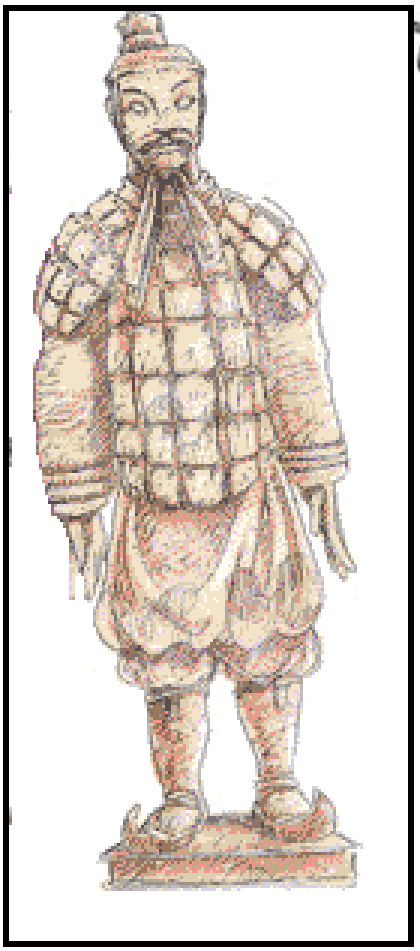
A chocolate golem is a sight never to be forgotten. Stories describe chocolate golems of every size and shape, including giant rabbits, chicks, dragons, reindeer, scarecrows, humans, humanoids, vampires, and other fantastic creatures. Two types are known: hollow and solid.

Combat:
The deluxe chocolate golem (6 HD) typically serves similar purposes as other golems – as sentry or guard. They are sometimes used as security for large parties thrown by kings and other royalty. They appear to be nothing more than edible room decorations but can be ordered to attack. Thus, the golems offer a more innocuous presence than armed guards. The deluxe golem attacks with both fists for 1d4 hp damage each. Approximately 25% of deluxe golems also have a breath weapon of sorts. Such golems are filled with fruit-flavored liqueur, whipped cream, peanut butter, or marshmallow. The golem can spew forth one gallon of filling every three rounds until its supply (typically 1d6 +6 gallons of filling) is exhausted. A golem's THAC0 is 10 for purposes of spraying filling and it can hit one victim. The golem's spray causes no damage (although golems filled with chunky peanut butter cause 1 hp damage) but blinds a victim for 1d4 rounds. There is no saving throw.
The lesser chocolate golems (1 HD), often called "party golems," are typically commissioned at great expense for children's parties by royalty. The party golems are capable of nothing more than walking, sitting, or standing. They never attack. Party golems are always hollow and are filled with small trinkets and candies. Children make a game of whacking the golem with a stick or pole until it shatters, spilling its treasure and shards of chocolate for partygoers to scoop up. Chocolate golems exhibit varied reactions to spell effects.
Electricity affects them normally. Hold, paralysis, and sleep spells have no effect. Cold-based spells improve a chocolate golem's Armor Class by 2 (making them AC 8) for 1d4 rounds. Cumulative cold-based spells have no additional effect. Any heat-based or fire spells function fully against a chocolate
Golem, but with a dangerous side effect. The blast of heat instantly causes a spray of hot melted chocolate in a 15' radius. Any creatures within this area suffer 1 hp damage per die of damage caused by the spell. Thus, a golem struck by a six-die fireball causes 6 hp damage to all creatures within 15'.

Ecology:
Like all golems, the chocolate golem is a manufactured creature and has no place in nature. They are created only through magical means. A priest of at least 11th level can create a chocolate golem through extensive ritual, preparation of the chocolate figure, and use of the following spells: purify food & drink, prayer, commune, and animate object. A wizard of at least 14th level must cast fabricate, geas following the construction of the chocolate figure and extensive preparatory rituals. As part of their enchantment, chocolate golems are stable at temperatures up to 125°F. Enduring any temperature beyond that causes them to lose 1 hp per turn. When a golem loses 50% of its hit points from melting (whether magical or mundane), it is affected as if by a slow spell. Anyone wishing to purchase a chocolate golem can expect to pay a minimum of 700 gp for a hollow golem, 1000 gp for a solid golem, and 1,200 gp for a filled golem. The wizard's labor costs and additional 2000–3000 gp.
Bittersweet, milk, or even white or flavored chocolate may be used in construction. The hollow chocolate golem requires at least 500 Lbs. of the finest quality chocolate. The chocolate may be poured into a specially created mold or may be sculpted and the middle hollowed out. Making the solid chocolate golem requires at least a 1000 lb. block of fine chocolate. The golem is then sculpted from the single block. Either golem may be embellished with edible paints, frosting, or small candies.
The first were created by a funny (probably mentally retarded) Glantrian Wizard in 966 AC.

Clay Golem* (*Robotum animae Lutum*)

Animated	Golem*
	Clay*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	L; 8'tall
ST	20
IN	4
WI	2
DX	16
CO	20
CH	5
Languages	0
Spellcaster Limits;	na
AC	7
AV	1
HD	11* (* with elongating arms)
HP	11d10
MV	75'/25'
THAC0	9
attacks	1slam
Damage	3d10
Special Attacks;	envelop victim
Special Defenses;	+2 magic to hit
	1/2 dm from impact
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Cold, Fire,
	Blessed Pick
AM	0
Save as;	F5
ML	12
XP	1900
with elongating arms	2700
TT	nil
Body Weight	1000 LBS
Creation	MU20+(Fire ele 14+)
Preparation Time	28 days
Assembly Time	7 days
Enchantment time	99 days
Construction Time	127 days
Enchantment cost	27,000
additional cost	65,000 (30.000vestments)



The clay golem is a humanoid body made from clay, and stands about 18 inches taller than a normal man. It weighs around 600 pounds. The features are grossly distorted from the human norm. The chest is overly large, with arms attached by thick knots of muscle at the shoulder. Its arms hang down to its knees, and end in short stubby fingers. It has no neck, and a large head with broad flat features. Its legs are short and bowed, with wide flat feet. A clay golem wears no clothing except for a metal or stiff leather garment around its hips. It smells faintly of clay. The golem can not speak, or make any noise. It walks and moves with a slow and clumsy gait, almost as if it were not in control over its actions. They are clumsy and unintelligent, and they may become rampaging berserkers if freed from their master's control.

Clay can be found within many riverbanks and cliff sides throughout much of the land. Normally, this material is used in the construction of pots, urns, and other items of great use to all. Unfortunately, this pliant material can also be formed into the body of a golem. When used in the creation of golems, clay provides a strong, solid body. Traditional weapons have little effect upon the soft clay.

Fire-based spells on the creature. Although the flames themselves did little damage to the monstrosity, the heat from the fire apparently hardened the clay such that the creature's flesh did not dissipate the force of physical attacks. The clay will thereafter begin to soften and reform.

Combat:

Clay golems conform to the strategies listed above for the flesh golem except as noted here. A clay golem has strength of 20 for the purposes of lifting, throwing or smashing objects. They can only be struck by magical blunt weapons of +2 or greater enchantment such as hammers or maces. Due to the pliant nature of its body, the creature takes only half damage from any impact damage (i.e. weapons, missiles, rocks, etc.).

On a natural hit roll of 20, the golem can envelop an opponent, inflicting 1d6 points of damage each round. Only a successful strength check at -4 against the creature will free the victim. Remember that the victim must hold its breath while inside, and trying to free oneself reduces this to 1/3rd .

10% of clay golems are created in such a way that it might elongate its limbs, enabling to attack opponents up to 20 feet away.

Clay golems take full damage from heat and cold spells. These spells make the clay somewhat brittle. For three rounds after such an attack, the clay golem takes full damage from any impact damage instead 50%.

A move earth spell will drive the golem back 120 feet and inflict 3d12 points of damage upon it. A disintegrate spell merely slows the golem for 1d6 rounds and causes 1d12 points of damage. An earthquake spell cast directly at a clay golem will stop it from moving that turn and inflict 5d10 points of damage.

After it has engaged in at least one round of combat, the clay golem can haste itself for 3 rounds. It can only do this once per 24 hours. Damage done by the golem can only be cured by a heal spell from a priest of 17th level or greater.

The elemental spirit in a lesser golem is not bound strongly, resulting in a 1% cumulative chance per round of combat, calculated independently for each fight, that it will break free of its master. If a clay golem does manage to break control, it becomes a berserker, attacking everything in sight until it is destroyed. Its first action is to haste itself, if it can. Unlike the flesh golem, there is no chance to regain control of a rampaging clay golem.

Creation

Only a lawful good priest can create a clay golem. The body is sculpted from a single block of clay weighing at least 1000 pounds, which takes about a month. The vestments, which cost 30.000 gp, are the only materials that are not consumed and can be reused, reducing the total cost after the first golem. The spells used are resurrection, animate object, commune, prayer, and bless.

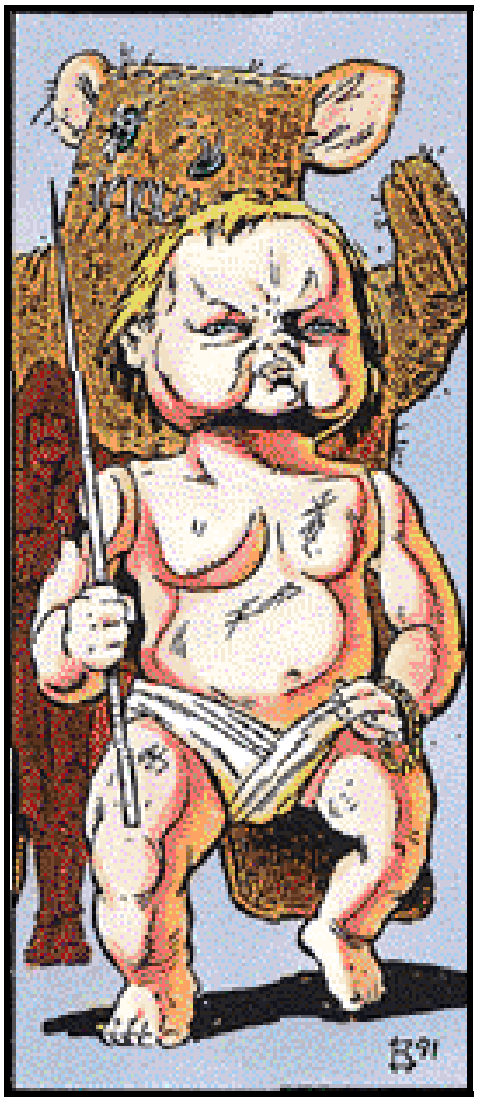
The first were created by the Alphatian/Ochalean Mages in 500 AC.

Doll Golem* (*Robotum animae Pupa*)

Animated	Golem*
	Doll*
Type	Construct
	enchanted
Climate/Terrain	any
Frequency	very rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	S; 1'-1.5' tall
wing span	6'
ST	10
IN	1
WI	2
DX	14
CO	16
CH	9
Languages	0
Spellcaster Limits;	na
AC	4
AV	6
HD	10***
HP	10d10
MV	150'/50'
CW	30'/10' 25%
THAC0	11
Attacks	1fist/bite
Damage	3d6
Special Attacks;	Petrification touch
	Suprise
	crushing jump
Special Defenses;	+2 weapons to hit
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
	magic
Extra Vulnerable to;	Earthquake
	Rock to Mud(Lava)
AM	0
Save as;	F8
ML	12
XP	3250
TT	nil
Body Weight	550LBS
Creation	MU/CL 14+
Preparation Time	21days
Assembly Time	14 days
Enchantment time	62 days
Construction Time	83 days
Enchantment cost	35,000
additional cost	20,000



The doll golem is an animated version of a child's toy that can be put to either good uses (defending the young) or evil uses (attacking them). It is often crafted so as to make it appear bright and cheerful when at rest. Upon activation, however, its features become twisted and horrific. Doll golems can serve as either the guardians of children or as murdering things too foul to contemplate.



Combat:
The doll golem is, like all similar creatures, immune to almost all magical attacks. It can be harmed by fire-based spells, although these do only half damage, while a warp wood spell will affect the creature as if it were a slow spell. A mending spell restores the creature to full hit points at once.
Each round, the doll golem leaps onto a victim and attempts to bite it. Success inflicts 3d6 points of damage and forces the victim to save versus spells. Failure to save causes the victim to begin to laugh uncontrollably (as if under the influence of a Tasha's uncontrollable hideous laughter spell) and become unable to perform any other action. The effects of the creature's bite are far worse, however. The victim begins to laugh on the round after the failed save. At this time, they take 1d4 points of damage from the muscle spasms imposed by the laughter. On following rounds, this increases to 2d4, then 3d4, and so on.
The laughter stops when the character dies or receives a dispel magic. Following recovery, the victim suffers a penalty on all attack and saving throws of -1 per round that they were overcome with laughter (e.g., four rounds of uncontrolled laughter would equal a -4 penalty on attack/saving throws). This represents the weakness caused by the character's inability to breathe and is reduced by 1 point per subsequent turn until the character is fully recovered.

Creation
Fashioned by priests or wizards (of at least 14th level), the Doll golem is composed different materials (at least 6 completely different). Its creation takes 83 days and requires an outlay of 55.000 gold pieces. In addition to the materials required, the following spells must be used: imbue with spell ability, Tasha's uncontrollable hideous laughter, and (Un-) holy word, bless, and prayer. The first known examples of this type of golem turned up on the Dimension of Old Alphatia, and on Mystara Glantri and Later Alphatia. (In other words they did not exist on Mystara before 1000 BC (0 AY).
The first known examples of this type of golem turned up in the lands of Norwold in the hands of a traveling priest. While his name has been lost to memory, it is believed that he researched and built the doll to protect his wife and daughter as they traveled around this dark land. History does not record the final fate of that pilgrimage. It is rumored that the doll survived and still haunts the world today, but there is no solid evidence that this is the case.

Drolem* (*Robotum animae Draconis*)

Animated	Golem*
	Drolem*
Type	Construct
	enchanted
Climate/Terrain	any
Frequency	very rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	G; 27'-35'long
wing span	55'
ST	26
IN	3
WI	3
DX	8
CO	26
CH	3
Languages	0
Spellcaster Limits;	na
AC	-3
AV	4
HD	20*****
HP	20d10
MV	120'/40'
FL	240'/80'
MF	1B
THAC0	3
Attacks	2 claws
Damage	2d6 each
Attacks	1bite
Damage	1d20+10
Special Attacks;	Breath weapon
Special Defenses;	+2 weapons to hit
	Detect invisibility 60
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
	4th or lower level magic
Extra Vulnerable to;	Blessed Sword
AM	0
Save as;	F10 special
ML	12
XP	11,375
TT	special
Body Weight	550LBS
Creation	MU/CL 26+ (Necromancers 18+)
Preparation Time	36 days
Assembly Time	36 days
Enchantment time	277 days
Construction Time	303 days
Enchantment cost	65,000
additional cost	200,000



The Drolem, the most fearsome of all such constructs, proves especially difficult to create. Like other golems, it is not alive, but a construct made by a high level mage or cleric. Drolems are extremely rare, made and used only to guard a special item or area.

A Drolem looks like a dragon: either a beast of a certain color, a composite of different types, or simply a dragon skeleton. In many ways its physical abilities rival those of the formidable beasts it resembles, but the Drolem is extremely stupid, utterly incapable of speech, spellcasting, or the devious plotting that so often marks the actions of true dragons.

Combat:

In battle, the Drolem proves as formidable as any true dragon. The monsters can sustain damage only from weapons of +2 or greater enchantment and remain immune to all from of fire, cold, and gases (since they do not need to breathe except to use their breath weapon). In addition, Drolems are immune to poisons, mind-affecting attacks, and to all spells of 4th level or lower. They can cast detect invisibility to a range of 60 feet.

Unfortunately, a drolem's Intelligence (or lack of same) limits its tactics. One of these creatures does not often attempt strategies more complex than a direct attack. If given extremely precise instructions by its creator, it might successfully execute a maneuver such as picking up an opponent, flying into the air, and dropping the unfortunate victim. However, it could accomplish this sort of act only after receiving the most careful of instructions. Normally, a Drolem can follow commands no more complex than: "Kill anyone who enters this chamber, except me."

Most Drolems prefer to attack from the air when possible. In battle, they attack with their immense fore claws, each one inflicting 2d6 points of damage, and their wicked bite (1d20+10 points of damage). In addition, a Drolem can use its breath weapon three times per day to exhale a small, poisonous cloud (a cube measuring 20 feet on each side, appearing directly in front of the Drolem) All within the cloud must make a saving throw vs. dragon breath or die. The cloud will linger for 1 Round per hp of the Dragon left, or when a wind stronger than 7+ or gust of Wind is in the area, and then the time is 2% (round down).

Habitat/Society:

These automatons, which operate under the direct control of their creators, have no society or association with any particular habitat. Golems can obey simple commands but have very limited mental capacities. Unlike most such constructs, a Drolem can think, but in a quite limited fashion; it obeys all its creator's instructions exactly to the letter. This habit can cause difficulties – it is not unheard of for an incautious wizard to give a Drolem a command that leads to the creator's own demise.

Ecology:

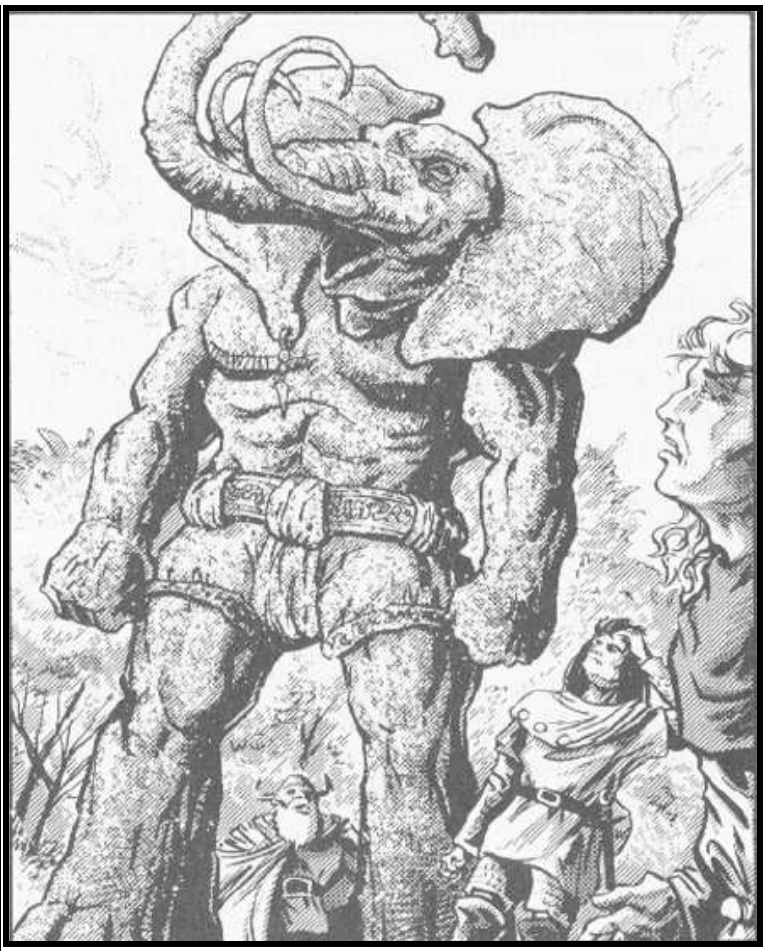


As unnatural creatures, Drolems play no part in the natural ecology. They neither eat nor sleep, and they "live" until destroyed, usually in combat.
Most true dragons hate Drolems with a passion. The mighty reptiles either see the constructs as vicious mockeries of themselves or find themselves horrified by the acts that Drolems are so often built to accomplish. In particular, dragons despise Drolems created in their own image. Thus, a red dragon becomes most enraged by the sight of a red Drolem.

Creation
Because Drolems are particularly rare and powerful golems, they guard only the most special places and treasures. The especially arduous creation process can take almost a year to complete, even after all the components have been assembled. Only a wizard of at least 18th level can create a Drolem, using a certain book and several rare materials, found only on Mystara. These materials, which cost about 90.000 gold pieces, are detailed in books that describe Drolem creation, but remain unknown to the general public. The scales from at least three different types of dragons go into this golem's construction, rumors say.
A special book and several rare materials are needed to make a Drolem.
Load: 20.000 cn at full speed; 40.000 cn at up to half speed.
The first were created by the 1st empire of Morgreth 5000 BC.

Ganetra Golem* (*Robotum animae Jaspis*)

Animated	Golem*
	Ganetra*
Type	Construct
	enchanted
Climate/Terrain	Shahjapur HW only
Frequency	very rare to rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	G; 50' tall
ST	24
IN	4
WI	4
DX	16
CO	20
CH	9
Languages	0
Spellcaster Limits;	na
AC	0
AV	6
HD	24**
HP	24d10
MV	90'/30'
THAC0	4
Attacks	2 fists
Damage	2d6 each
Attacks	1trunk
Damage	3d6+squeeze
Special Attacks;	Horn of Blasting
	Slow aura
	Throw victim at caster
Special Defenses;	+2 weapons to hit
	Reflect lightning
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Blessed Spear
AM	0
Save as;	F12
ML	12
XP	8750
TT	0
Body Weight	20,000LBS
Creation	MU/CL 26+
Preparation Time	14 days
Assembly Time	48 days
Enchantment time	277 days
Construction Time	303 days
Enchantment cost	65,000
additional cost	200,000



With the help of Thanatos, Irila Kaze enchanted this huge, elephant headed figure, in 1004 AC, a statue in the temple of Eight Sweet winds (Hollow World, Shahjapuri). The statue represents the legendary Shahjapuri immortal called Ganetra, the incarnation of Knowledge. Its stone is an unusual dark green of Jasper, finely and reverently polished. Later (actually today) the population started to build these Golems themselves, and the can now be found (completely formed or still unfinished) nearly anywhere near temples and libraries.

Combat

Like most Golems, the Ganetra Golem is immune to non-magical attacks, Poisons, gases, Sleep, Charm, and hold spells. It reflects lightning bolts back towards the caster, but other magical attacks such as fire and ice do normal damage. Normal fire does not affect it.

This golem has two special attacks. Once every three rounds, its trunk can sound a blast equivalent to a horn of blasting. This creates a 100'long, 20'wide cone of effect that inflicts 2d6 points of sonic damage and deafens for one turn those who fail to save vs. spells (thus doing nothing else during this effect else than holding his or her ears). It cannot blast while squeezing a victim or making any other attack.

The second form of special attack is a sort of magical radiation. Persons who come in contact with the statue (including those making a successful hit with a handheld weapon) must save vs. spells or be slowed for 1d6+1 rounds. This does not affect those using missile weapons, ranged spells, or other ranged attacks.

If the golem makes a successful hit with its trunk attack, it can continue squeezing automatically in later rounds. The victim must make a successful strength check against the Golem in order to break free and can act normally thereafter.

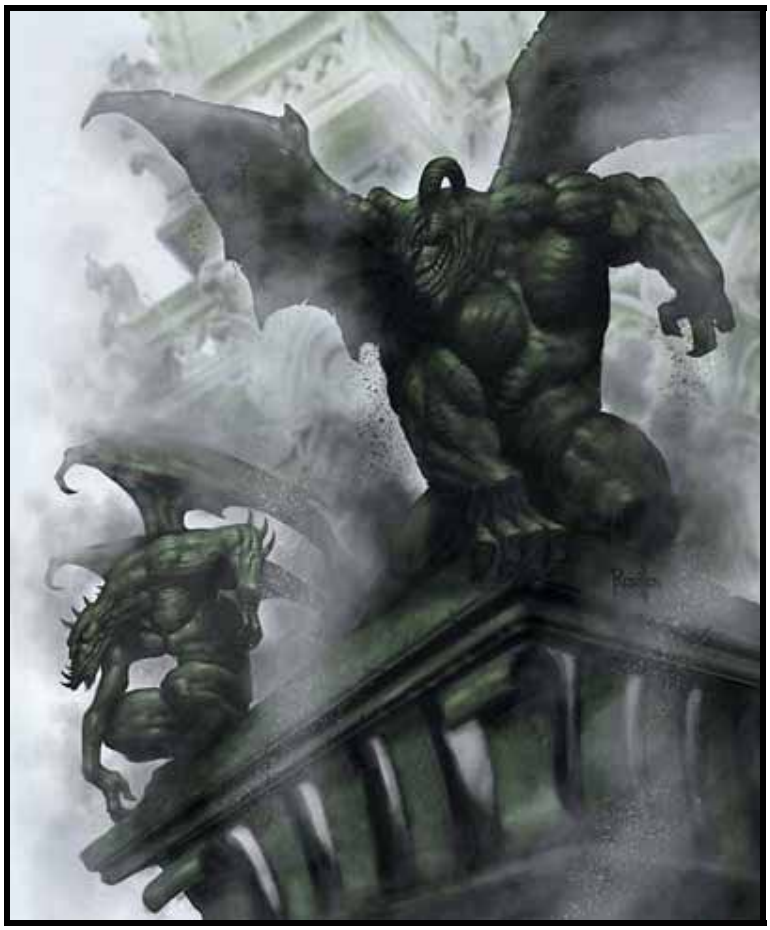
The Ganetra Golem fears hostile magic. If the golem has a victim in its trunk when attacked by a ranged spell within 120', the golem throws its held victim at the caster (+3 to initiative). Range in this case is; 60'/ 90'/ 120'. The victim takes 1d6 points of damage, as the Spellcaster (if hit), and remains prone for 1 round. The victim and hit caster, if standing near stone or solid metal ground or objects can be slammed thus forcefully at these, that the victim can break 1d3-1 bones. (DM!!)

The golem is well-balanced and does not trip easily. However, its great weight (20.000LBS) may cause it to crash through wooden bridges or into pit traps. (DM!!).

The first were created by Irila Kaze 1004 AC.

Gargoyle Golem* (*Statua angulus Fossilize*)

Animated	Gargoyle Golem*
Type	Construct
	enchanted
Climate/Terrain	any
Frequency	very rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	L; 6'tall
wing span	6'
ST	14
IN	1
WI	2
DX	16
CO	16
CH	9
Languages	Gargoyle
Spellcaster Limits;	na
AC	-1
AV	6
HD	15***
HP	15d8
MV	90'/30
CW	30'/10'95%
Jump	100'
THAC0	5
Attacks	2 fists
Damage	3d6 each
Attacks	1bite
Damage	2d8
Attacks	1horn
Damage	1d12
Attacks	1tail 10'
Damage	1d10
Special Attacks;	Petrification touch
	Suprise
	crushing jump
Special Defenses;	+2 weapons to hit
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
	magic
Extra Vulnerable to;	Earthquake
	Rock to Mud(Lava)
AM	0
Save as;	F8
ML	12
XP	7350
TT	nil
Body Weight	3000LBS
Creation	CL 16+
Preparation Time	28 days
Assembly Time	28 days
Enchantment time	157 days
Construction Time	185 days
Enchantment cost	50,000
additional cost	75,000 (15.000 vestments)



The gargoyle golem is a stone construct designed to guard a given structure. In contradiction to its name, it is not a Golem, instead it is a, though enhanced, gargoyle. It may be due to these enhancements, and the difficulty to do so, that apparently resembles creational methods of Golems, that gave this creature its name. The Latin name is clearly derived from its petrifying ability and seems to be correct.

It is roughly the same size and weight as a real gargoyle (6' tall and 550 pounds). Although they have wings, they cannot fly. However, a gargoyle golem can leap great distances (up to 100 feet) and will often use this ability to drop down on enemies nearing any building the golem is protecting.

Gargoyle golems cannot speak or communicate in any way. When they move, the sound of grinding rock can be heard by anyone near them. In fact, it is often this noise that serves as a party's first warning that something is amiss in an area.

Combat:

When a gargoyle golem attacks in melee combat, it does so with its two clawed fists. Each fist must attack the same target and will inflict 3d6 points of damage. Anyone hit by both attacks must save versus Petrification or be turned to stone. On the round after a gargoyle golem has petrified a victim, it will attack that same target again. Any hit scored by the golem against such a foe indicates that the stone body has shattered and cannot be resurrected. Reincarnation, on the other hand, is still a viable option.

Gargoyle golems are, like most golems, immune to almost every form of magical attack directed at them. They are, however, vulnerable to the effects of an earthquake spell. If such a spell is targeted directly at a gargoyle golem, it instantly shatters the creature without affecting the surrounding area. The lesser transmute rock to mud spell will inflict 2d10 points of damage to the creature while the reverse (transmute mud to rock) will heal a like amount of damage.

On the first round of any combat in which the gargoyle golem has not been identified for what it is, it has a good chance of gaining surprise (-2 on opponent surprise checks). Whenever a gargoyle golem attacks a character taken by surprise, it will leap onto that individual. The crushing weight of the creature delivers 4d10 points of damage and requires every object carried by that character in a vulnerable position (DM's decision) to save vs. crushing blows or be destroyed. In the round that a gargoyle golem pounces on a character, it cannot attack with its fists.

Habitat/Ecology



This creature is a solitary living creature with no interest to anything else than its guarding task and the area/building to guard. In all further aspects this creature is equal to a common Gargoyle. This recent addition to the gargoyles is created by some unknown priest and mage in Former Alphatia. Their knowledge was easily spread to many nations, and especially greater temples, like cathedrals, are guarded by a single gargoyle golem (and often other creatures like ordinary gargoyles and statues.

Creation

This creature is fashioned in the image of a real gargoyle and is often placed as a warden atop buildings, cathedrals, or tombs. It is most similar to the stone golem, save that is built only by priests of at least 16th level. The body must be carved from a single slab of granite (weighing 3000 pounds and taking 2 months to complete) and prepared with expensive components costing 75.000 gold pieces. Of this money, 15.000 gold pieces is used to create vestments which can be reused, so a second golem could be created for only 60,000 gold pieces. The spells required to complete the process are bless, exaction, (Un-) holy word, stone shape, conjure earth elemental, and prayer.



The first gargoyle golem was fashioned at the command of the Lord of Falkovnia in 130 AC, as a means of defending his castle. Eventually, the secret of their construction leaked out and others began to build them. It is rumored that none of these creatures can attack this lord, and even that they may all secretly serve him. This may or may not be true. Although none can report ever having seen any of these lords challenged by such a creature, it seems unlikely, however.

Glass Golem* (Robotum *animae Vitrum*)

Animated	Golem*
	Glass*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	M; 6'tall
ST	20
IN	4
WI	2
DX	16
CO	10
CH	12
Languages	0
Spellcaster Limits;	na
AC	1
AV	0
HD	9**
HP	9d8
MV	120'/40'
THAC0	11
attacks	1sword
Damage	2d12
Special Attacks;	Prismatic spray
	burning ray
Special Defenses;	+2 magic to hit
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic
	Insanity, Febblemind, etc.
	Cold, Fire
Extra Vulnerable to;	double damage from impact
	Shatter
	Blessed hammer
AM	0
Save as;	F4
ML	12
XP	2300
TT	nil
Body Weight	500 LBS
Creation	CL 14+
Preparation Time	28 days
Assembly Time	28 days
Enchantment time	160 days
Construction Time	188 days
Enchantment cost	28,000
additional cost	125,000



The glass golem is very nearly a work of art. Built in the form of a stained glass knight wielding a deadly sword, the creature is often built into a window fashioned from such glass. Thus, it usually acts as the guardian of a given location – often a church or shrine.

Glass golems, like most others, never speak or communicate in any way. When they move, however, they are said to produce a tinkling sound like that made by delicate crystal wind chimes. If moving through a lighted area, they strobe and flicker as the light striking them is broken into its component hues.

Combat:

When the stained glass golem attacks, it often has the advantage of surprise. If its victims have no reason to suspect that it lurks in a given window, they suffer a -3 on their surprise roll when the creature makes its presence known.

Once combat is joined, the stained glass figure (which always has the shape of a knight) strikes with is sword. Each blow that lands delivers 2d12 points of damage.

Once every three turns, the golem can unleash a prismatic spray spell from its body that fans out in all directions. This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects. Each beam can only hit one creature. The nearest are affected first.

Any object or being (friend or foe) within 25 feet of the golem must roll. Glass golems are the most fragile of any type of golem. Any blunt weapon capable of striking them (that is, a magical weapon of +2 or better) inflicts double damage. Additionally, such a glass golem may be able to focus a burning ray through its body at targets up to 100 feet distant, causing 3d8 points of heat/burning damage. A successful saving vs. paralysis halves this damage. The burning ray can be used only once per 24 hours and instead of a prismatic ray effect and the golem must be exposed to direct sunlight.

Further, a shatter spell directed at them weakens them so that all subsequent melee attacks have a percentage chance equal to twice the number of points of damage inflicted of instantly slaying the creature.

Anyone casting a mending spell on one of these creatures instantly restores it to full hit points. In addition, they regenerate 1 hit point per round when in an area of direct sunlight (or its equivalent).

Color of Ray Order of Ray Effects of Ray		
Color	Ray	Ray Effect
Red	1st	inflicts 20 hit points of damage, save vs. spell for half
orange	2nd	inflicts 40 hit points of damage, save vs. spell for half
Yellow	3rd	inflicts 80 hit points of damage, save vs. spell for half
Green	4th	save vs. poison or die, if survive suffer 20 points of
Blue	5th	save vs. petrification or turned to stone
Indigo	6th	save vs. wand or insane
Violet	7th	save vs. spell or sent to another plane



Middle window holds the Glass Golem

Creation

Fashioned by priests or wizards (of at least 14th level), the glass golem is composed entirely of stained glass. Perhaps the most artistic of all the known golems, its creation takes 3 months and requires an outlay of 153.000 gold pieces. In addition to the materials required, the following spells must be used: glassteel, animate object, prismatic spray, rainbow. Because of the mixture of spells, this type of golem is usually built with the aid of a powerful assistant.

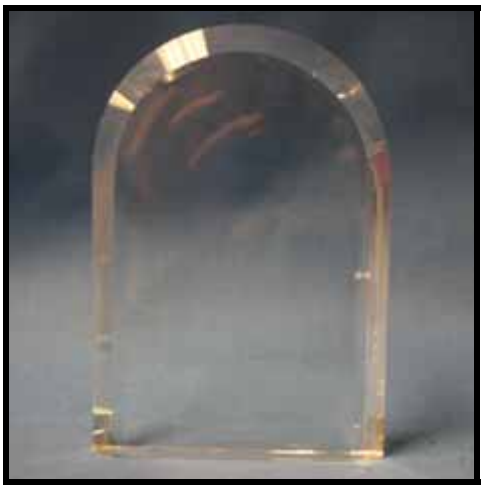
The first appearance of glass golems is not recorded with certainty in any known record, but must have been around 866 AC. It is believed that they were created by a Thyatian spell caster who fancied himself an artist (hence their eerie beauty), but the identity of that sorry individual cannot be guessed. Some say that he was the lord of a small domain who died at the hands of a brave band of adventurers.

The glass golem is composed entirely of stained glass. Perhaps the most artistic of all golems.

Glassine Horror* (*Robotum animae Vitrum-horror*)

Animated	Golem*
	Glassine Horror
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	LN
NA	1(1d6)
Size	H; varies
ST	16
IN	11-12
WI	6
DX	13
CO	18
CH	7
Languages	0
Spellcaster Limits;	na
AC	2
AV	4
HD	8**
HP	8d10
MV	90'/30'
FL	360'/120'
MF	5A
THAC0	13
attacks	1strike
Damage	2d10
Special Attacks;	Blinding
	Spells
Special Defenses;	+2 magic to hit
	Shapeshifting
Immune to;	All magic but…
Extra Vulnerable to;	Fire (magic fire heals)
	Electricity
	Blessed Sword
AM	0
Save as;	F8
ML	12
XP	1750
TT	nil
Body Weight	7500 LBS
Creation	MU 18+
Preparation Time	56 days
Assembly Time	56 days
Enchantment time	148 days
Construction Time	204 days
Enchantment cost	41,000
additional cost	100,000

Another construct made only by the Ee'aar, the glassine horror was an attempt by Ee'aar wizards to design a more intelligent golem. They succeeded only too well; the higher Intelligence brought with it a more independent spirit, including an inherent desire for self-preservation.



The glassine horror can assume three different forms. The first, from which it takes its name, is a sheet of crystalline substance with an area between 50 and 100 square feet (thickness varies from 1 to 6 inches). In this inactive state, it rests across a window or doorway until needed or until a trespasser is detected.



The second form is that of a roughly-shaped humanoid figure, approximately 15 feet tall and constructed of a scintillating, gemlike material. As light glistens off the facets, it produces a dazzling effect. All opponents within a 10-foot radius must make a successful saving throw vs. spell or suffer -2 attack penalties. Besides its devastating punch, this form has three magical abilities: crystalbrittle; create sunburst (as per wand of illumination); and continual light. In this form, the glassine horror is immune to any spell effects employing light or electricity.

The third form is a whirling cloud of glistening sand. This cloud can move at a speed of 36 but cannot rise more than five feet above any surface. Any creature caught within this 100 cubic-foot cloud (indicated by a successful attack roll) takes 2d8 points of damage and must make a successful saving throw vs. spell or be blinded for 2d4 turns. This form is immune to all "wind" spells.



Though loyal to its master, the glassine horror also possesses the need for self-preservation. It never fights to its destruction, fleeing if it ever falls below 10% of its starting hit points. As a reward for good service, this golem expects to be given gems, which it can use to heal damage. The glassine horror absorbs them, healing 1 hit point per 50 gp worth of gems. Rest also heals the golem.

If commanded by the wizard who created them, are encountered in groups of 1d6 golems. However, most are encountered singly, far from the Ee'aar lands. A glassine horror whose master dies is considered a free entity, usually leaving the vicinity. These creatures enjoy working as guards and will serve loyally for the price of a few gems. A glassine horror will adopt a new master with the same guidelines as before: It will not let itself be destroyed, and it expects to be rewarded.

The first were created by the Ee'aar in 600 AC.

Ice Golem* (*Robotum animae Glaciis*)

Animated	Golem*
	Ice*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	M; 6'tall
ST	21
IN	4
WI	11
DX	9
CO	15
CH	3
Languages	0
Spellcaster Limits;	na
AC	1
AV	4 (special0
HD	3*
HP	3d10
MV	30'/10' (Special)
on ice	120'/40' (special)
THAC0	17
attacks	1slam
Damage	2d4+cold
Special Attacks;	1d6 cold
	Freeze
Special Defenses;	+1magic to hit
	meld into ice
	Regeneration (special)
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic
	Insanity, Febblemind, etc.
Extra Vulnerable to;	double damage from impact
	Fire based
	Cold based
	Melting damage (Special)
	Blessed hammer
AM	0
Save as;	F4
ML	12
XP	2300
TT	nil
Body Weight	500 LBS
Creation	MU 18+(Frost 9+)
Preparation Time	14 days
Assembly Time	14 days
Enchantment time	24 days
Construction Time	38 days
Enchantment cost	6000
additional cost	11,000



The ice golem was originally created by a Frost Elementalists named Olgi in 830 AC to be the gatekeeper for his Ice Castle. Though the creator has passed on, the secrets of the golem's creation have lived on through his journal.

Combat

Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Ice golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Fire-based effects inflict full normal damage on them and slow them (as the spell) for 2d6 rounds with no saving throw. A cold effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal.

In addition to the damage from their attacks, ice golems deal additional cold damage with their slam attacks.

An ice golem can use an effect of muscular freezing (in effect equal to a hold monster spell) once every 2 rounds, in addition to other attacks. The effect has a range of 10 feet and a duration of 6 rounds, requiring a successful save vs. Spells to negate.

The ice golem can move freely on any snowy or icy surface, including walls and ceilings.

An ice golem can use an effect like the spell meld into stone at will as a move-equivalent action, except that it allows the golem to meld with ice rather than stone. This allows the golem to "hide" in a frozen lake, a block of ice, etc.

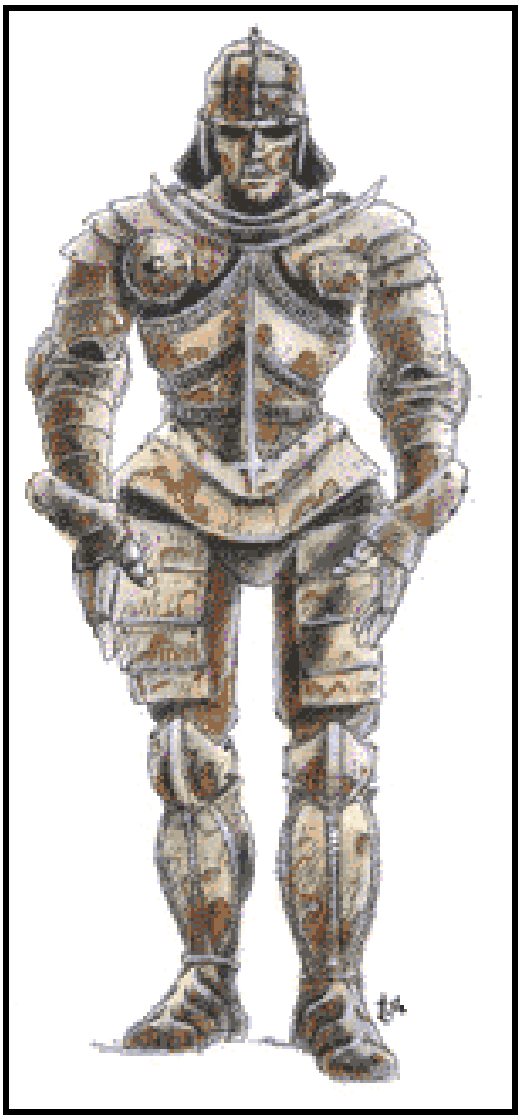
An ice golem's performance is based on the ambient temperature around it. The statistics given in the main table are for an ice golem at 20° to 30° Fahrenheit. At other temperatures several things change as given in the next table.

The first were created by the secretive Frost Mages in 826 AC (the Dragon Icicliclin and the mage Olgi were rumored to attend). Frost magic is a very rare form of magic unaffected by the Day of Dread; as such Ice Golems are unaffected too.

Temperature	DX	AV	MV	MV Ice	extra effects
Below 0° F	+4	8	60'/20	180'/60'	Regenerate 1 hp/r
0° to 20° F	+2	6	45'/15'	150'/50'	Regenerate 5 hp/T
20° to 30° F	0	4	30'/10'	120'/40'	nil
30° to 40° F	-2	2	15'/5'	60'/20'	nil
Above 40° F	-4	0	slowed		1 melting damage/r

Iron Golem* (*Robotum anima Metallum*)

Animated	Golem*
	Iron*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	M; 6'tall
ST	24
IN	9
WI	2
DX	17
CO	20
CH	7
Languages	0
Spellcaster Limits;	na
AC	3
AV	9
HD	18*
HP	18d10
MV	60'/20'
THAC0	3
attacks	1bash/or weapon
Damage	4d10
Special Attacks;	Gas cloud
Special Defenses;	+2 magic to hit
Immune to;	All magic but…
Extra Vulnerable to;	Fire (magic fire heals)
	Electricity
	Blessed Sword
AM	0
Save as;	F9
ML	12
XP	3475
TT	nil
Body Weight	5000 LBS
Creation	MU 18+
Preparation Time	56 days
Assembly Time	56 days
Enchantment time	148 days
Construction Time	204 days
Enchantment cost	41,000
additional cost	100,000



An iron golem is twice the height of a normal man, and weighs around 5000 pounds. It can be fashioned in any stylized manner, just like the stone golems, although it almost always is built displaying armor of some sort. Its features are much smoother in contrast to the stone golem. Iron golems are sometimes found with a short sword (relative to their size) in one hand. On extremely rare occasions this sword will be magical.

The iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderously smooth gait at half the speed of a normal man. Each step causes the floor to tremble, unless it is on a thick, solid foundation.

Metallic golems are among the rarest of all. It is fortunate, indeed, that the above is true, for it would seem plausible that a golem constructed of metal would be so tough as to be nigh unto indestructible. However, the former supposition may also imply that these golems are not as easily reanimated as the golems fashioned from other materials. If you are ever so unfortunate as to face a metallic foe, rely on cleverness and trickery, as opposed to brutish physical assaults, to defeat your unnatural foe

Combat:

The iron golem has a strength of 24 for the purposes of lifting, throwing or breaking objects. The iron golem is immune to any weapon, except those of +3 or better enchantment. Remember the Armor Value of this creature is very high.

Magical electrical attacks will slow it for 3 rounds (Causing normal damage—but causing triple damage if the golem is struck by an electrical attack while in contact with water), and magical fire attacks actually repair 1 hit point of damage for each hit die of damage it would have caused. All other spells are ignored.

Iron golems are subject to the damage inflicted by a rust monster.

Once every 7 rounds, beginning either the first or second round of combat, the iron golem breathes out a cloud of poisonous gas. It does this automatically, with no regard to the effects it might have. The gas cloud fills a 10 foot cube directly in front of it, which dissipates by the following round, assuming there is somewhere for the gas to go.

Iron Golems are incapable of hyper regeneration.

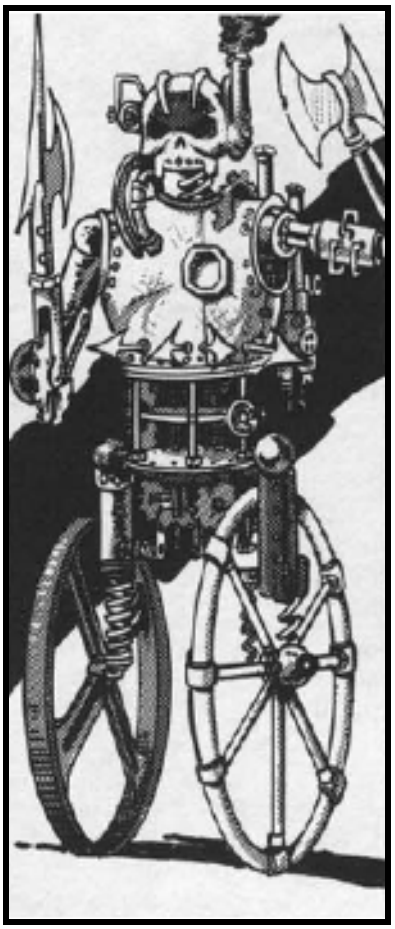
Creation

It takes 5000 pounds of iron, to build the body, which must be done by a skilled iron smith. The spells used in the ritual are polymorph any object, geas, and cloud kill. Construction of the body requires an ornate sword which is incorporated into the monster. A magical sword can be used, in which case there is a 50% chance that it is drained of magic when the golem is animated. The golem can only use those abilities of the sword that are automatic. Any property that requires a command word and any sentient ability of the sword is lost. If the sword is ever removed from the golem, it loses all of its magic.

The first were created by the 1st empire of Morgreth 5000 BC.

Mechanical Golem* (*Robotum animae Robotus*)

Animated	Golem*
	Mechanical
Type	Construct enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	M; 7' tall
ST	18
IN	0
WI	1
DX	16
CO	18
CH	2
Languages	0
Spellcaster Limits;	na
AC	-2
AV	5
HD	13*
HP	13d8
MV	120'/40'
THAC0	7
attacks	1bash/or weapon
Damage	4d10
Special Attacks;	Electricity Lightning aura
Special Defenses;	+1magic to hit
Immune to;	Electricity
	Charm, Hold, Illusion, Discord
	Poison, Death Magic, disease.
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Dispel Magic
	Charm Monster
	Blessed Hammer
AM	0
Save as;	F9
ML	12
XP	2300
TT	nil
Body Weight	5000 LBS
Creation	any (IN 16+, DX 17+)
Preparation Time	140 days
Assembly Time	140 days
Enchantment time	66 days
Construction Time	346 days (1yr)
Enchantment cost	65,000
additional cost	60,000



The mechanical golem is a nightmare combination of magic and technology first woven together in the mind of a madman. They come in many sizes, but are generally man-like in shape. In most cases, they have some manner of melee weapon built onto one of their arms.

A mechanical golem moves with a variety of whirs, clicks, and other mechanical sounds. It occasionally releases a hissing sound and a cloud of steam. Despite the creature's jury rigged appearance, however, it is a smoothly functioning and deadly machine.

Combat:

In melee combat, the mechanical golem attacks with whatever weapon has been built into it. In most cases, this weapon inflicts 4d10 points of damage, although examples of these creatures capable of inflicting greater or lesser injuries have been found.

When the golem's weapon strikes an enemy with a natural attack roll of 20, it delivers a powerful electrical shock. This attack inflicts an additional |6 points of damage (half that if a save versus spells is made). The victim of this attack is entitled to a saving throw versus paralysis to avoid being incapacitated for 2d4 rounds due to the effects of the electrical current on his muscles.

Anyone attacking the mechanical golem with a metal weapon (whether or not it is capable of harming the golem) suffers the same electrical attack if they roll a natural 20 on their attack dice. The same saving throw vs. paralysis is required to avoid incapacitation as well.

On every other combat round, the golem can engage its lightning aura. This field causes all those within 20 feet of the creature to be hit with small lightning bolts that inflict 3d6 points of damage. Saving throws vs. breath weapons are allowed for half damage and no paralysis is inflicted by this attack. Exposed items carried by anyone struck by the lightning aura must save vs. lightning or be destroyed.

The mechanical golem is immune to attacks by weapons with less than a +1 enchantment. Similarly, it is immune to all manner of life-affecting spells (like hold person). It does not, however, retain the standard golem immunity to mind-affecting Magics and can be charmed or the like as a normal man. It is immune to all manner of poisons and diseases. It is vulnerable to dispel magic, which stuns it for a number of turns equal to the caster's level. During this time, it appears to have been slain. A detect magic or similar spell will reveal a magical aura lingering about the golem which grows stronger as he begins to recharge himself.

Creation;

A nightmare of technology, the mechanical golem is an intricate device that depends on both magic and machinery to operate. It is the only known manner of golem that can be built by any class of character, even those without spell casting ability, if they meet the requirements.

Construction of the body requires a full year of work (with no more than 2 interruptions, each no longer than 30 days, being permitted in that time) and an outlay of 125.000 gold pieces. Almost half of that money (60.000 gold pieces) is spent on the creation of a properly equipped laboratory, and additional golems may be built for only 65.000 gold pieces using this existing equipment. The person building the body must have an Intelligence score of not less than 16 and either experience with fine workmanship (training as a watchmaker) or a Dexterity score of not less than 17. In the animation of the golem, the following spells are required: animate object, fabricate, grease, chain lightning and either major creation or wish.

The first of these horrors was created at the order of Easan the Mad, Lord of Vechor (An Alphatian Baron in Norwold 844 AC). A twisted man who has always been fascinated by technological devices, Easan is said to have foreseen the elements of this creature in a study of a falling star. While most doubt that this is anything but more proof of Easan's dementia, few can challenge the obvious conclusion that these evil creatures are a mix of magic and technology that must surely have come from the mind of a lunatic.

Magma Golem* (*Robotum animae Magmaticus*)

Animated	Golem*
	Magma*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	M; 13' tall
ST	22
IN	3
WI	6
DX	12
CO	20
CH	5
Languages	0
Spellcaster Limits;	na
AC	6
AV	2
HD	18**
HP	18d10
MV	60'/20'
THAC0	11
attacks	2 fists
Damage	2d10 impact each + heat
Special Attacks;	overwhelming heat 1d10
Special defenses	+2 magic to hit
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, disease.
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Quench Fire
	Fire based (heals)
	water (water+cold)
	Blessed warhammer
	Cold (slows)
AM	0
Save as;	F9
ML	12
XP	4875
TT	nil
Body Weight	4000 LBS
Creation	Shadow Elf 18+/ Wicca 21+
Preparation Time	56 days
Assembly Time	112 days
Enchantment time	122 days
Construction Time	168 days
Enchantment cost	10,000
additional cost	100,100



A magma golem is a sort of golem created primarily by inhabitants of the lava floating island Aengmor or Oenkmar (as it is called by the humanoids. In the main temple was written the secret to create these monstrosities as with a manual of the golems. With the sinking of this island it secret seemed to be lost, but some clever humanoid Wicca and Shadow elven Shaman or sorcerers have somehow manage to copy the necessary information.

Combat

This creature seems in combat effects and abilities a merging of the Bronze and stone golem.

Magma golems are implacable. They deliver blows with almost the same strength as iron golems, without suffering their slowness. Their outer shell, theoretically more malleable than iron, is hardened by the powerful magic that keeps the golem alive.

Liquid fire at the highest temperatures flows under pressure inside the golem's body. Because of this, each time the outer shell is pierced, the liquid fire sprays out, gushing. Whenever the golem is damaged by a piercing or slashing attack coming from an attacker standing within 5 ft. of the golem's space anyone scoring damage on a Magma golem with an edged weapon must make a saving throw vs. death ray or take 2d6 points of damage from the fiery magma spurting out of the wound.

The Magma golem is immune to all effects or spells dealing fire damage, save for the effects noted below. Magma golems are immune to all spells and spell-like abilities that most golems are immune to. In addition, some spells and effects function differently against the creature.

A magical attack that deals cold damage slows the golem (as per slow spell) for 2d4 rounds, but increases its AV by 1, without save; during this time, the golem cannot emanate overwhelming heat, nor can it spray its fiery magma.

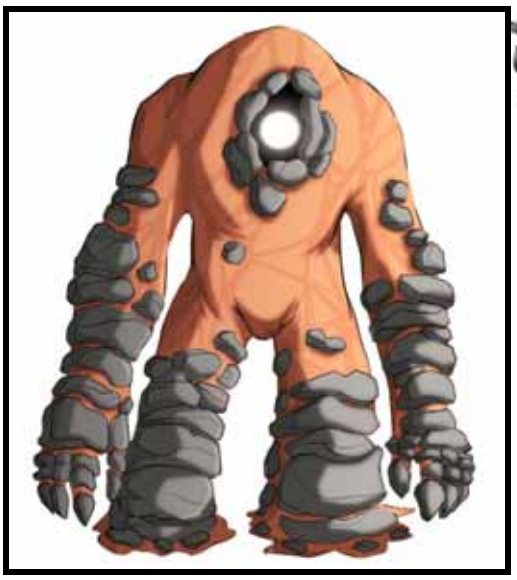
A quench spell keeps the golem from using overwhelming heat and fiery blood for 1 round per level of the caster.

A magical attack (or any nearby lava pool/river) that inflicts fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal (in case of lava the golem heals 5 hp each round). It can only heal to its maximum hit points (180). A Magma golem gets no saving throw against fire effects.

The heat emanating from the Magma golem's body is unbearable. Every creature that comes in contact with the body of the Magma golem (unless the victim is resistant to fire) suffers 1d10 fire damage for every round of contact (his belongings may also catch fire as per normal ignite rules). This ability applies even when the golem hits in melee, is hit by a touch attack or holds/pins someone with grapple checks.

Habitat/Society.

These creatures were a secret to the inhabitants of Oenkmar/Aengmor, but in the recent changes of power the island was destroyed. The secret was taken with the occupants, however, not many of the shadow elves or humanoids bearing this secret have made use of it. Until so far no other races have encountered any of these creatures, or learned their secret, and due to the hidden way of both cultures this will probably remain the same for a long period.



For each day a Magma golem is out of the lava it loses 1d8 hit points. When it reaches 0 hit points is petrifies and 50% chance will break into parts. In either form, it can't be reanimated or healed as it normally could. During this time it loses 10% of its heat damage for each 10% of its lost hit points. (Round down). However, it increases its damage by 1d8 on impact for each 25% of hit points lost. It speed is reduced to 30'/10' if it has only 75% hp left, 15'/5' if it has only 50% left, and 9'/3'if it is even worse petrified.

The first were created by the Shadow Elves in 17 AC.

Creation



The creation of a magma golem requires a Shadow Elf Shaman of at least 18th level, or a humanoid Wicca of 21st level. It would be possible for human magicusers to create this golem, but the knowledge and accessibility of the necessary materials bars this. If it all possible a human magic user would conform to a humanoid Wicca and be able to do this at 21st level. The creator must collect enough raw material from the magma/lava rivers and shape it within a mold of diamond. Though most of the other materials – flint, sulfur, and volcanic ash – are comparatively inexpensive (100 gp total), the diamond mold costs 100.000 gp. All the components but the mold are consumed during the enchanting process. After hundred sixty eight days of extensive shaping and casting, the finished golem is ready. The spells required for the construction of a magma golem are geas, meteor swarm, stone shape, or a wish.

Mud Golem* (*Robotum animae Lutum*)

Animated	Golem*
	Mud*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	L; 12' tall
ST	17
IN	4
WI	2
DX	17
CO	20
CH	8
Languages	0
Spellcaster Limits;	na
AC	3
AV	6
HD	8*
HP	8d10
MV	90'/30'
THAC0	12
attacks	1hug
Damage	2d6
Special Attacks;	Suffocation
Special Defenses;	+2 magic to hit
	edged/piercing minimal dm
Immune to;	All magic but…
Extra Vulnerable to;	Rock to mud (slows 2d6r)
	mud to rock (heals)
	Stone to flesh
	Blessed Pick
AM	0
Save as;	F8
ML	12
XP	1200
TT	nil
Body Weight	900LBS
Creation	MU 18+/CL /(MU earth ele)11+
Preparation Time	14 days
Assembly Time	14 days
Enchantment time	39 days
Construction Time	53 days
Enchantment cost	21,000
additional cost	11,000



A mud golem stands about 6' tall and is shaped much like a muscular human fighter. It can swim or walk on the surface of mud and quicksand without sinking. It can remain submerged in the substances indefinitely without sinking, rising to the surface when it wishes.
This creature, made from dark mud, has almost non-existent features: no mouth and only two darker, faintly gleaming hollows for eyes. The construct emits a foul odor reminiscent of swamp gas.



Combat:
A mud golem can walk on a surface of mud and quicksand without sinking. It also can remain submerged in these substances infinitely without sinking, rising to the surface at will. Normally its creator has placed the golem so it can attack from such an advantageous position.
In battle, a mud golem attempts to throw its arms around its victim in a horrific, smothering hug. A successful attack inflicts 2d6 points of damage – and the golem hangs on. In each subsequent round, it causes 2d6 points of smothering damage, but the victim can struggle; a successful saving throw vs. paralyzation halves damage from the smothering attack. The saving throw does not apply against the initial attack, but the character can roll a new saving throw each round thereafter. The creature does not normally release a living victim, although some adventurers claim to have "played dead" to get a slow-witted golem to drop them.
The mud golem can sustain damage from normal and magical weapons, but suffers only half damage from blunt weapons. A transmute mud to rock spell confers the effects of a slow spell upon the mud golem for 2d4 rounds, but the construct remains otherwise unaffected by spells.

Ecology:
Mud golems can exist anywhere, but priest usually create them to guard buildings and treasures within swamps, jungles, or other dank and muddy areas.
Creation
Materials for a mud golem cost 100 gold pieces, and construction takes 53 days (almost two month). Only a Mage of 18th level or higher (11th if it is an earth Elementalists)or a priest of at least 11th level can make a mud golem; the spells required are transmute rock to mud, animate object, raise dead, slow, and quest.
The first were created by the 1st empire of Morgreth 5000 BC.

Necrophidus* (*Robotum animae Serpentes*)

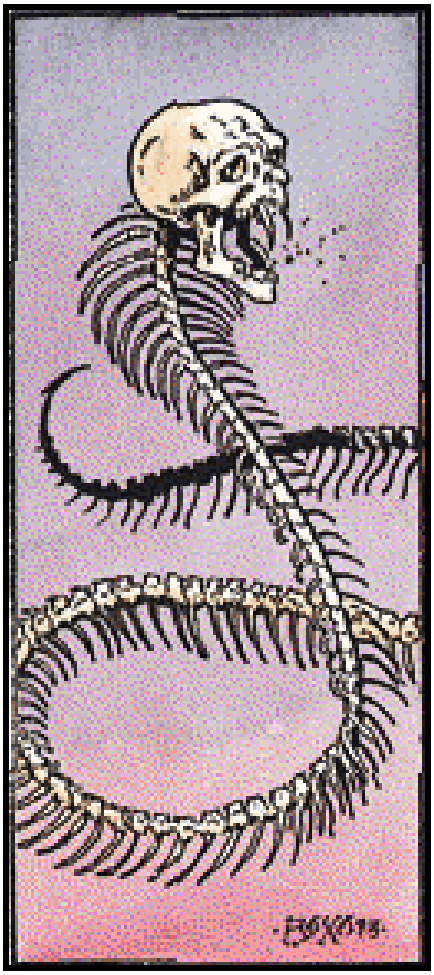
Animated	Golem*
	Necrophidius*
Type	Construct
	enchanted
Climate/Terrain	Any land
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	L; 12' tall
ST	16
IN	10
WI	6
DX	16
CO	20
CH	6
Languages	0
Spellcaster Limits;	na
AC	2
AV	2
HD	2**
HP	2d10
MV	90'/30'
THAC0	19
attacks	1bite
Damage	1d8
Special Attacks;	paralyzation
	Dance of Death charm
Special Defenses;	+1magic to hit
	edged/piercing minimal dm
	silent move(-2 surprise)
Immune to;	Electricity
	Charm, Hold, Illusion, Discord
	Poison, Death Magic, disease.
	Insanity, Febblemind, etc.
Extra Vulnerable to;	
AM	0
Save as;	F2
ML	12
XP	30
TT	nil
Body Weight	90LBS
Creation	CL 9+/ MU14+
Preparation Time	10 days
Assembly Time	11days
Enchantment time	10 days
Construction Time	31days
Enchantment cost	14,000
additional cost	8000



The necrophidius is a constructs like all other golems, but it is less powerful because of the magical shortcuts employed in their construction.

The necrophidius, called the "death worm" by some, is an artificial creature, built and animated by a wizard or priest for a single task, such as protecting a particular treasure or assassinating a specific target.

The necrophidius resembles a bleached-white skeleton of a giant snake, topped by a fanged human skull with constantly whirling, milk-white eyes. The death worm's bones are warm to the touch. The necrophidius is nearly undetectable to most senses. The necrophidius is odorless and absolutely silent; the skeleton makes no noise, even when slithering across a floor strewn with leaves. A necrophidius is constantly moving with a macabre grace. It may open a door and cause the hinges to creak, but it makes no noise whatsoever even when slithering across a floor strewn with leaves. The necrophidius keeps up a constant motion, moving with a macabre grace.



The necrophidius, or "death worm", is built and animated for a single task, such as protection or assassination

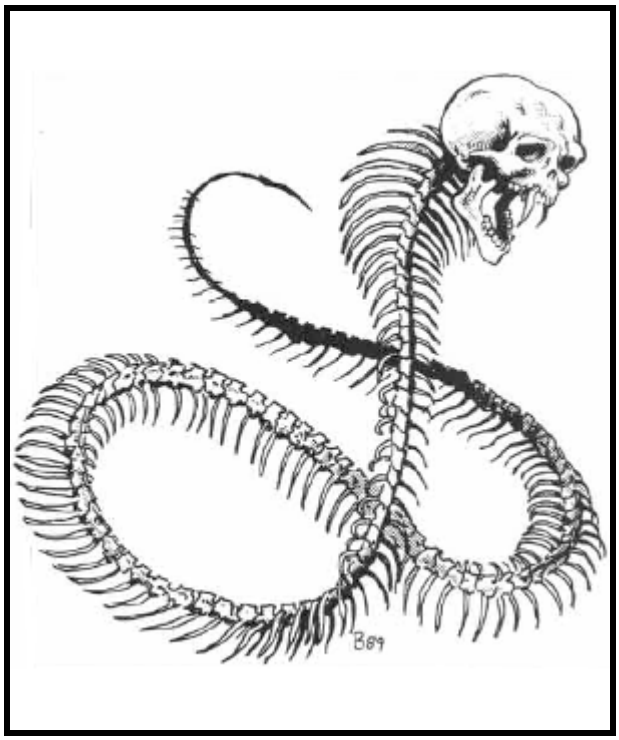
Combat:

The necrophidius prefers to surprise opponents, and its silence imposes a -2 penalty to their surprise rolls. If the necrophidius is not surprised, it performs a macabre maneuver called the Dance of Death, a hypnotic swaying backed by minor magic. The Dance rivets the attention of anyone who observes it, unless a successful saving throw vs. spell is rolled. Intelligent victims are immobilized, as per the hypnotism spell. This allows the necrophidius to advance and attack without opposition.

Its bite causes 1d8 points of damage and requires another saving throw vs. spell, or be paralyzed and unconscious for 1d4 turns. This effect can be cancelled only by dispel magic; neutralize poison is useless.

This creature acts and reacts as if it had Intelligence 10. However, its mind is artificial, so mind influencing spells have no effect. The creature is immune to poison and requires no sleep or sustenance. It is not undead and cannot be turned.
The intelligence of a necrophidius is magically imbued; the monster does not have a real mind. As such, mind-influencing spells, such as sleep or cause fear, have no effect on a necrophidius. It is not alive in any sense of the word, and poisons have no effect upon it. It does not require sleep or any sustenance. Despite a number of characteristics to the contrary, a necrophidius is not an undead creature and cannot be turned.

Habitat/Society:
A necrophidius is built for a specific purpose (which must be in the spellcaster's mind when he creates it), such as "Kill Ragnar the Bold" or "Keep the Scepter of Trystom safe on this altar". The necrophidius has a reasonable intelligence, and does not seek to twist the intent of its maker, but its enchantments fade when its task is done or cannot be completed, for example, when it kills Ragnar, or when the owner decides to use the Scepter of Trystom.
The crafter must want the necrophidius to serve its purpose. He could not, for example, build a death worm to "Sneak into the druids hut and steal his staff," if the crafter really intended for the necrophidius to merely provide a distraction. He could not build more than one death worm and assign each of them to kill Ragnar, since he could not imbue in the second death worm a task that he intended the first one to complete. For this reason, necrophidii are almost never seen working as a team.
There are rumors, not well-founded, that there were once methods to make a necrophidius that conformed to all current specifications except that it gained 1 Hit Die every century it was pursuing its purpose.



Ecology:
The necrophidius does not eat, nor does it provide any useful ecological function. It is effectively outside the ecosystem around it.

Creation



A necrophidius may be created in one of three ways. The first is a special form of manual of golems that provides secrets of its construction. The Necrophidicon, as it is called, must be burnt to ashes that provide the monster's animating force. The other two arcane and priestly processes are long and complex.
Alternatively, a wizard can create a necrophidius by his own means. This process is long and complex, and requires that the wizard be able to cast geas, and charm person spells.
The third method enables a high-level priest of some Powers to build a necrophidius. Again, the method is long and tedious. It requires the spells quest, neutralize poison, prayer, silence, and snake charm. Whichever method is used, the monster requires the complete skeleton of a giant snake (either poisonous or constrictor) slain within 24 hours of the enchantment's commencement. The construction takes 500 gold pieces worth of herbs and ointments per hit point of the necrophidius; and ten days are required.
A priest requires the spells quest, neutralize poison, prayer, silence, and snake charm. Whichever method is used, the monster requires a complete giant snake skeleton (either poisonous or constrictor), slain within 24 hours of the enchantment's commencement.

Rumors claim that there were once methods to make a necrophidius gain 1 Hit Die every century it was pursuing its purpose. The DM must recalculate THAC0, HD and Hit Points, and XP accordingly, nothing further changes. It does not grow or get other abilities or increases its damage or other effects, it just becomes stringer and hits easier.

The first were created by the Carnifex in 25.500 BC

Obsidian Golem* (*Robotum animae Obsidianus*)

Animated	Golem*
	Obsidian*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	L; 12' tall
ST	18
IN	4
WI	2
DX	17
CO	20
CH	8
Languages	1of creator
Spellcaster Limits;	na
AC	3
AV	6
HD	6*
HP	6d10
MV	120'/40'
THAC0	14
attacks	1weapon
Damage	by weapon +2
attacks	or by fist
Damage	2d4
Special Attacks;	stunning sound
	obsidian spray
Special Defenses;	+2 magic to hit
	edged/piercing minimal dm
Immune to;	All magic but…
Extra Vulnerable to;	Rock to mud (slows 2d6r)
	mud to rock (heals)
	Stone to flesh
	Blessed Pick
AM	0
Save as;	F3
ML	12
XP	500
TT	nil
Body Weight	750LBS
Creation	MU 18+/CL /(MU earth ele)9+
Preparation Time	28 days
Assembly Time	56 days
Enchantment time	51days
Construction Time	346 days (1yr)
Enchantment cost	17,000
additional cost	24,000



Golems made of obsidian will appear as sharp-featured humanoids carved of this black glass. Obsidian golems have only low intelligence, but they have the power of speech, and can be controlled by simple commands, passwords, or riddles. In combat, an obsidian golem reduced to 0 hit points will shatter into worthless rubble.

Obsidian golems are massive statues, measuring 12 feet tall, and weighing up to 900 pounds. Their shape is humanoid. Obsidian golems are fairly slow moving, but move in a strong determined manner. The hands of an obsidian golem are formed into huge fists, but many are shaped to be incapable of opening. Those that are (50%) can hold a weapon. Obsidian golem is carved from a large, single piece of obsidian, a glass-like volcanic stone. They resemble massive statues, standing 8 feet tall and weighing about 750 pounds. They move fairly well, and in a strong determined manner.

Combat:

Obsidian golems are immune to all spells cast by beings of less than 7 Hit Dice or experience levels. Additionally, they are totally immune to spells cast by preservers, regardless of the caster's level.

When obsidian golems attack, they do so with their huge fists. They can make only one attack per round, but each does 2d4 points of damage when it strikes.

Obsidian golems have a special attack form that has two distinct effects. This attack can be used instead of the golem's normal attack. When an obsidian golem uses this special attack, it smashes it two fists together. This creates an extremely loud sound which causes all who hear to be stunned for the next round. All initiative rolls and attack rolls are at -4 due this effect. Those who save vs. paralysis are unaffected. The other effect this attack has is to spray the immediate area with tiny obsidian shards. All creatures within 20 feet of the golem are affected by this attack and take 2d6 points of damage and must save vs. poison. Those who fail take 2d10 points of additional damage, while those who succeed take only 2d4 additional damage points. A shatter spell affects the obsidian golem as a crystalline creature, but doing only 1 point of damage per caster level (6 point maximum). An obsidian golem gets no save against this effect. A stone shape spell causes 3d6 points of damage to the obsidian golem, and allows no save. A stone to flesh spell destroys the golem immediately if it fails a saving throw vs. spells.



Habitat/Society:

Obsidian golems are used to guard valuable possessions and property. The Magics required to create an obsidian golem are so difficult to manage that not many of these golems exist. There are tales of sorcerer-kings who have let these golems loose in their cities as a manner of frightening the populace into submission, but none have been substantiated.

Even if they're constructs, obsidian golems are capable of intelligible speech, but speak only when commanded to do so by their creator, and never by their own. Their master must therefore command them exactly what to say and when.

Creation.

The body of an obsidian golem must be carved from a large single piece of volcanic obsidian. The rare oils and admixtures consumed in the process costs an additional 5000 gp. The carving of the golem's body requires a stone working or sculpting skill (at -4 check.). Spells needed; Strength, geas/quest, fist of stone, tongues, caster must be at least 9th level;

The first were created by the 1st empire of Morgreth 5000 BC.

Plush Golem* (*Robotum animae Malacus*)

Animated	Golem*
	Plush*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	M; 6' tall
ST	12
IN	4
WI	2
DX	9
CO	20
CH	9
Languages	0
Spellcaster Limits;	na
AC	10
AV	0
HD	5*
HP	5d10
MV	90'/30'
THAC0	15
attacks	2 fiststst
Damage	1d2 each
Special Attacks;	nil
Special Defenses;	surprise
	1/2 dm from budgeoning
Immune to;	heat based
	Electricity
	Charm, Hold, Illusion, Discord
	Poison, Death Magic, disease.
	Insanity, Febblemind, etc.
Extra Vulnerable to;	fire based
	Blessed knife
AM	0
Save as;	F9
ML	12
XP	300
TT	nil
Body Weight	100 LBS
Creation	Mu 14+/CL 11+
Preparation Time	7 days
Assembly Time	14 days
Enchantment time	14 days
Construction Time	21day
Enchantment cost	5000
additional cost	16,000

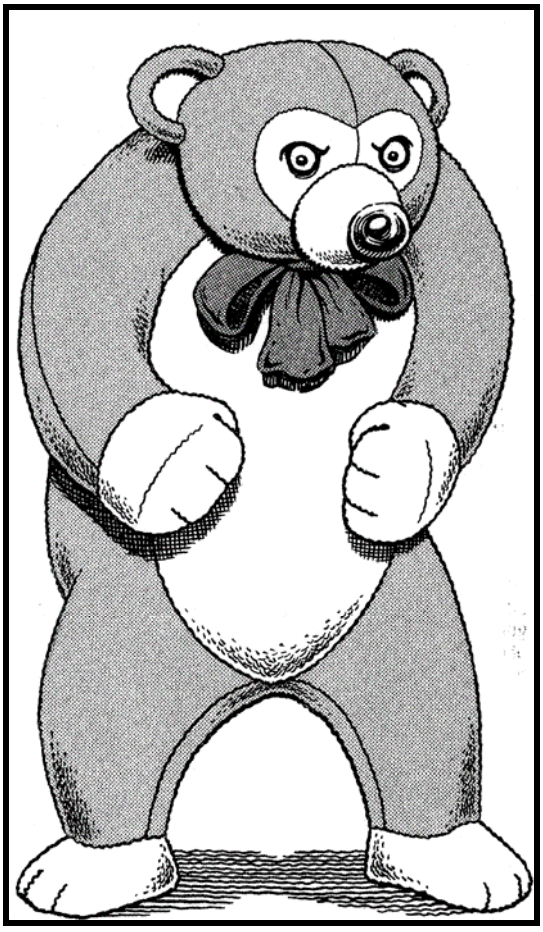
Plush golems are every parent's nightmare. They are typically given as gifts to young children, usually by obnoxious aunts or uncles. Plush golems seem like ordinary stuffed animals at first, but eventually reveal their animated state of being to the children who own them. As the children treat their toy animals more and more like live creatures, the parents' frustration increases as the child insists that the toy be allowed to eat at the dinner table, go along on outings, and take part in other family activities to the nuisance of everyone.

Plush golems are finely crafted stuffed animals and may be made of velvet, cotton, or wool. They are usually stuffed with cotton batting, but are sometimes partly filled with dried beans. They may be created in realistic colors to represent a real bear, panda, lion, or tiger, or they may be fabricated into fantastic creatures such as pink elephants, purple rabbits, or lime green monkeys. Of particular note are plush golems in the form of a large purple-and-green dinosaur. For some unknown reason, these have been seen in great numbers in recent years, and have an affect of aversion and fear in individuals over 12 years of age. Upon viewing such a creature, persons over 12 must roll a saving throw vs. paralyzation or be struck dumb for 2 rounds. Also of note are plush golems in the form of a small striped tiger. These are far rarer than the purple dinosaurs.

Children who receive the tigers as gifts suddenly seem to find themselves in more trouble with their parents than normal, find that no amount of cleaning will keep their bedrooms neat, and that they have trouble concentrating on schoolwork.

Combat:

Plush golems never attack individuals under 16 years of age. They attack only when provoked or when the children of the household are threatened. They gain the element of surprise, since most adults never suspect the possibility of the creature's animation. Although they are weak in combat, they often provide enough distraction for a child to escape a dangerous situation. These creatures are immune to sleep, hold, paralysis, and cold based spells. They are immune to heat-based spells but suffer normal damage from fire-based spells. Plush golems suffer only half damage from bludgeoning weapons. They instinctively react to the commands of the children who receive them as gifts.



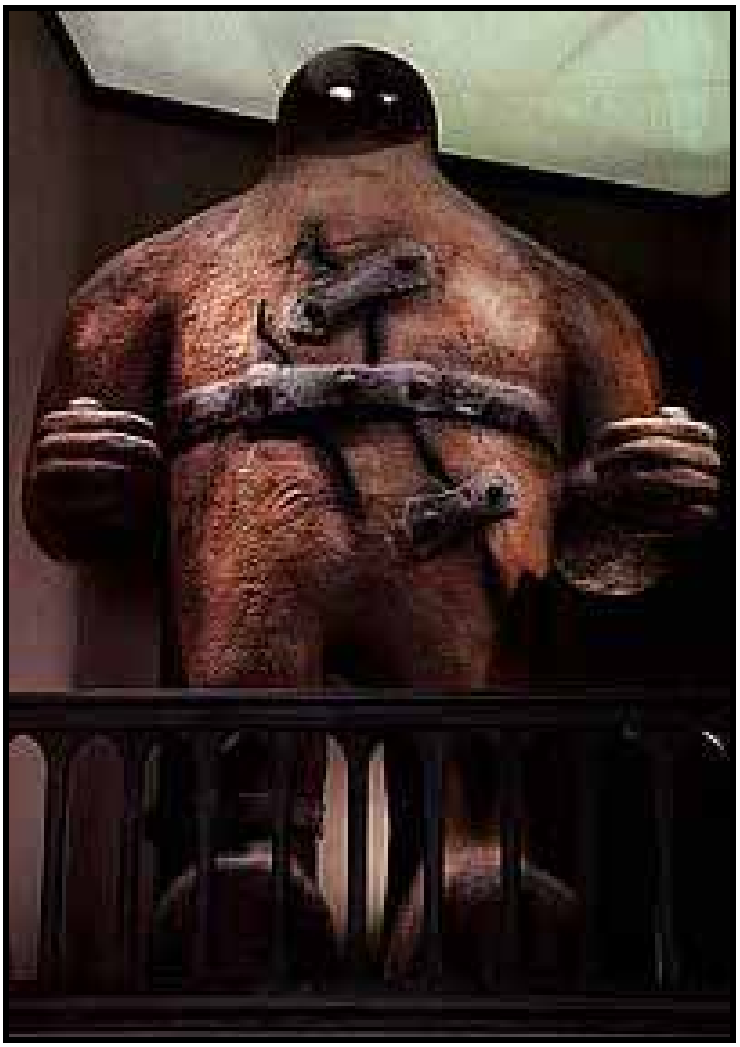
Ecology:

Like all golems, the plush golem is a manufactured creature and has no place in nature. They are created only through magical means. A priest of at least 11th level can create a plush golem through extensive ritual, preparation of the stuffed figure, and use of the following spells: prayer, commune, and animate object. A wizard of at least 14th level must cast fabricate, geas, and Charm person or command, animate objects, following the construction of the stuffed figure and extensive preparatory rituals. The costs are for both classed equal.

The first were created by a funny (probably mentally retarded) Glantrian Wizard in 976 AC.

Red Golem* (*Robotum animae Ruberii-Chalybs*)

Animated	Golem*
	Red*
Type	Construct
	enchanted
Climate/Terrain	Any (savage Coast-else not)
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	M; 12' tall
ST	24
IN	9
WI	2
DX	17
CO	20
CH	7
Languages	0
Spellcaster Limits;	na
AC	1
AV	6
HD	18**
HP	18d10
MV	60'/20'
THAC0	3
attacks	2 fists
Damage	2d12 each
Special Attacks;	depletes cinnabryl
Special Defenses;	+2 magic to hit
	shape shifting
Immune to;	All magic but…
Extra Vulnerable to;	Fire (magic fire heals)
	Electricity
	Blessed Sword
AM	0
Save as;	F9
ML	12
XP	4825
TT	nil
Body Weight	2500 LBS
Creation	MU 18+
Preparation Time	56 days
Assembly Time	56 days
Enchantment time	148 days
Construction Time	204 days
Enchantment cost	41,000
additional cost	100,000



The Savage Coast offers some unique variations on the standard golem designs, in both form and material. Standard golems are slowly giving way to the new forms.

Red golems resemble iron golems, but they are made entirely out of red steel. Also, these golems are tougher than the iron golem, while weighing only half as much (about 2500 pounds). These golems understand verbal commands and can even differentiate between opponents, attacking the most threatening one first.

A red golem attacks with two heavy punches (which must be aimed at the same opponent as long as that opponent is still standing).



Red golems also radiate an aura that depletes cinnabryl within a 10-foot radius. The cinnabryl is depleted at a rate of one ounce per round, but this aura does not cause victims to suffer further negative effects. While red golems are immune to nonmagical weapons of less than +2 enchantment, weapons of less than +4 enchantment inflict only half damage. Magical electrical attacks merely slow red golems for 1d3 rounds, and magical fire actually heals 1 point of damage for each Hit Die of damage it was supposed to inflict. Red golems are immune to all other spells.

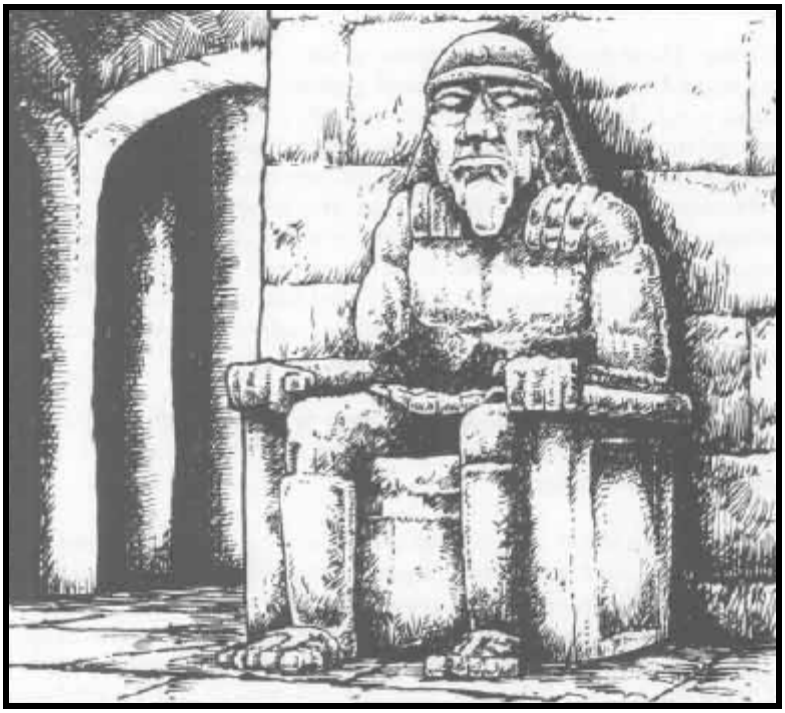
Red golems were also imbued with the ability to taunt their opponents (as per the wizard spell). When one of these golems is attacked with a nonmagical weapon or a spell that it is immune to, it uses this skill to mock its foes.

Red golems can also shapechange. A golem implements this ability only at the command of its master. By using this ability, the creature can alter its size and basic appearance. As its master wishes, the red golem can resemble a human or ogre under a heavy cloak.

The first were created by an n unknown mage in 552 AC.

Rock Golem* (*Robotum animae Cilicis*)

Animated	Golem*
	Rock*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	L; 8'-10' tall
ST	24
IN	4
WI	2
DX	8
CO	20
CH	6
Languages	0
Spellcaster Limits;	na
AC	-2
AV	9
HD	16***
HP	16d10
MV	60'/20
THAC0	4
attacks	2 fists
Damage	2d10 each
Special Attacks;	nil
Special Defenses;	break chance weapon
Immune to;	electrical
	Fire, Cold
	5th level magic and lower
	Transmutation
Extra Vulnerable to;	Blessed pick
AM	0
Save as;	F6
ML	12
XP	3875
TT	nil
Body Weight	2000 LBS
Creation	MU16+(earth ele 12+)
Preparation Time	28 days
Assembly Time	48 days
Enchantment time	64 days
Construction Time	92 day
Enchantment cost	47,000
additional cost	10,000



Until activate, these constructs usually resemble irregular rock formations. Rock golems in the form of large human statues when carved with exceptional skill, occasionally can be mistaken for caryatid columns, a different form of magical construct. Rock golems are nine feet tall and usually resemble huge men in full armor. Weighing up to2000 pounds, rock golems are fairly slow and are incapable of movement faster than walking. They have features carved into their faces, but those features are immobile, and useless. The golem cannot speak.

Combat:

Despite their slow pace, rock golems are fierce opponents. Rock golems are very dangerous in combat; capable of doing great harm to their opponents; each of their fists causes 2d10 points of damage. So powerful is a blow from a rock golem that those struck must make a save vs. paralysis or be knocked off their feet. A character that is knocked down in this manner takes an additional 1d6 points of damage. These golems use no other form of attack, but remain absolutely relentless and tireless in battle, following their master's instructions explicitly and mindlessly.

Only magical weapons can strike rock golems successfully. Any normal weapon that hits the creature automatically breaks on contact. Swords snap, axe heads shatter, etc. Enchanted blunt weapons will not break against the golem's rocky skin, but edged and pointed magical weapons might; enchanted edged and pointed weapons must make a successful saving throw vs. crushing blow with a -2 penalty or shatter. A weapon's magical bonuses apply normally to the saving throw. Like other golems, rock golems are immune to poisons and to mind-affecting attacks. They remain unaffected by electrical, fire, and cold attacks, but can sustain damage from spells with other effects. Rock golems can only be harmed by magical weapons. Additionally, rock golems are immune to spells cast at them by wizards or priests of less than 5th level and are totally immune to all transmutation spells.



Habitat/Society:

These automatons operate under the direct control of their creators – they have no society, no friends, and no relationships. They have no native habitat, either, and can exist anywhere their creator might have reason to put them. Obeying simple commands nearly exhausts their limited mental capacities. They are used almost exclusively as guardians, watching over great treasures or places of importance. Rock golems are used as guards. They stand motionless, like statues, until given orders to attack or prevent offenders from entering the area they protect.

Ecology:

As unnatural creatures, golems play no part in the natural ecology. They neither eat nor sleep, and they "live" only until destroyed, usually in combat. A rock golem takes 82 days and costs 57.000 gold pieces to construct. A wizard of at least 16th level can make such a creature. The body is carved from a solid piece of rock weighing at least 2000 pounds and takes two months to complete. The required materials and spell components cost 10.000 gold pieces and are consumed in the casting. The spells needed are polymorph any object, move earth, and geas.

The first were created by unknown wizards (probably Carnifex—or one of their enemies) in 22.000 BC.

Sand Golem* (*Robotum animae Arena*)

Animated	Golem*
	Sand*
Type	Construct
	enchanted
Climate/Terrain	Any Davanian/Skothar deserts
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	L; 12' tall
ST	22
IN	4
WI	11
DX	9
CO	18
CH	3
Languages	0
Spellcaster Limits;	na
AC	3
AV	6
HD	12**
HP	12d8
MV	90'/30'
THAC0	8
attacks	2 slams
Damage	2d6 each
Special Attacks;	engulf
	missile sand/blindness
Special Defenses;	+1magic to hit
	Camouflage
	edged/piercing minimal dm
Immune to;	All magic but…
Extra Vulnerable to;	Move earth, Dig
	Fire
	Water (slows)
	Blessed Pick
AM	0
Save as;	F6
ML	12
XP	2900
TT	nil
Body Weight	10,000LBS
Creation	MU 18+/CL /(MU earth ele)11+
Preparation Time	14 days
Assembly Time	14 days
Enchantment time	39 days
Construction Time	53 days
Enchantment cost	33,000
additional cost	1000



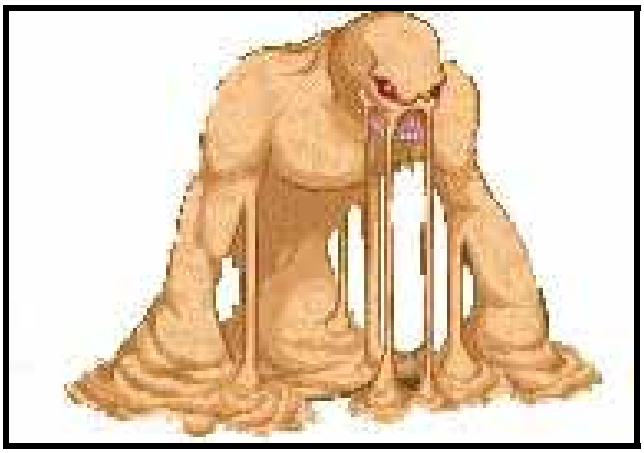
Through the swirling cloud of choking, blinding dust you see a looming shadow, an area where the sand has condensed to form a pyramidal pile with a pair of humanoid arms. As you hack at it, pieces of its form crumble away to reveal a single glimmering quartz gemstone at its center, seemingly pulling all the sand in the immediate vicinity towards it. This action continually reshapes the creature's body even as you cut it down again and again.

A sand golem is a magically animated pile of sand controlled by a magical gemstone core. At first glance one can easily mistake it for a recently disturbed sand dune, but that's until it grinds them down into so much gory paste they could become part of its body. Though it generally assumes a quasi-amorphous humanoid form in combat, it is actually about as formless as an ooze, and is similar to an ooze in many other ways as well

Like ooze, the sand golem's body has no distinct form. It can appear in any shape, so long as the bulk of its weight is in its base. Additionally, it can move through cracks like ooze.

Sand golems are simple in construction and the perfect guardians for many desert locales, ever-present and self-sufficient sentinels. Their tasks rarely stray from such duties, as anything more complex is best left to the more free-thinking inhabitants of the area.

Combat



"Our caravans had a hard enough time before the desert itself started attacking us!" - "Meshif", caravan leader.

Sand golems are effective combatants, preferring to grapple and then engulf their assailants.

They are immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Sand golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. A move earth or Dig or similar spell drives the golem back 120 feet and deals 3d12 points of damage to it. A water effect slows it (as the slow spell) for three rounds, with no saving throw. A fire or dehydration effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal.

The sand golem may try to engulf a single smaller sized victim; it must hit the target with both slam attacks in one round. An engulfed creature is trapped within the sand golem's body. This causes no additional damage, but may suffocate the engulfed creature. This creature may make an opposed strength check each round against the golem at -4, it is conscious in an attempt to break free. Regardless of size, a sand golem may only keep one creature inside itself at a time.

Due to its makeup and lack of form, a motionless sand golem gets a Hide in sandy areas of 75%.



A sand golem is able to totally disintegrate its own form, becoming indistinguishable from a pile of normal sand, and when in sandy terrain it may make Hide checks even while observed with a 50% chance of success. This ability to hide, as well as its fearsome presence when remerged, makes it a terrifying opponent so long as it is in its favored circumstances.

A sand golem, being made of tiny grains of compressed rock, can allow pieces of its body to be blasted off while keeping the whole alive. When struck with an attack, the sand golem may choose to take an immediate action to negate all the damage done by that attack. In return, the golem is treated as slowed during its next turn. This effect cannot be counteracted by haste or anything similar.

This is typically used as an emergency defense, however, as the golem is extremely difficult to harm. It takes half base weapon damage from any and all attacks.
Because it can also draw sand into its body, it gains healing 1d6 points per round whenever it is in an of sandy terrain.
Any fire or heat effect targeting the golem deals no damage but causes the golem's body to partially turn into glass, causing it to lose the benefits of its shapeshifting and hiding ability and instead take maximum weapon damage for a number of rounds equal to the length of its exposure to the flame. Non-magical flames do not affect the golem, and if the effect in question allows a saving throw the golem may negate the above effects with a successful save.
A sand golem has the ability to hurl clods of condensed sand at opponents within 30'/60'/90' instead of a melee attack. Not only does this sand projectile deal 1d6 points of bludgeoning damage but it also can blind the victim if it fails a saving throw vs. turn to stone at-1/ point damage taken. These sand clods have the added advantage of bursting on contact with anything solid. As such, they cannot be deflected and any attempt to do so that would normally have been successful merely negates the blinding effect.

Habitat/Ecology
The sand Golem was originally created by renegade Milenian mages a century prior to their time of chaos and their removal to the Hollow world. The secrets of the sand golem have traveled with them, and landed in the hands of the Nithians (who have desert instead of fertile grass/forest lands). The Milenian themselves have lost the secret to make them, but not the knowledge of these monstrous creatures. They just find no use in making these things as much better means to accomplish what these creations are made for call for.

Creation
The creation of a sand golem requires a wizard of at least 15th level. The process requires other materials and components that cost 1500 gold pieces and are consumed in the casting. These materials include among them one cubic foot of silt taken from the desert.
A sand golem's body consists of two essential ingredients, the first of which is the sand itself. Ten thousand pounds of sand are required for the creation of a sand golem. The body is formed by placing damp sand within a clay mold, shaped in the form of the golem to be animated; this is then sprinkled with magical powders and concoctions that cost around 1000 gold pieces in order to lace the sand with necessary magical properties. The final step is the golem's core, a rare gemstone make of smoky quartz which is ensorcelled with the necessary spells. The spells required are the same as those needed for a stone golem.

Scarecrow* (*Robotum animae Avium-formido*)

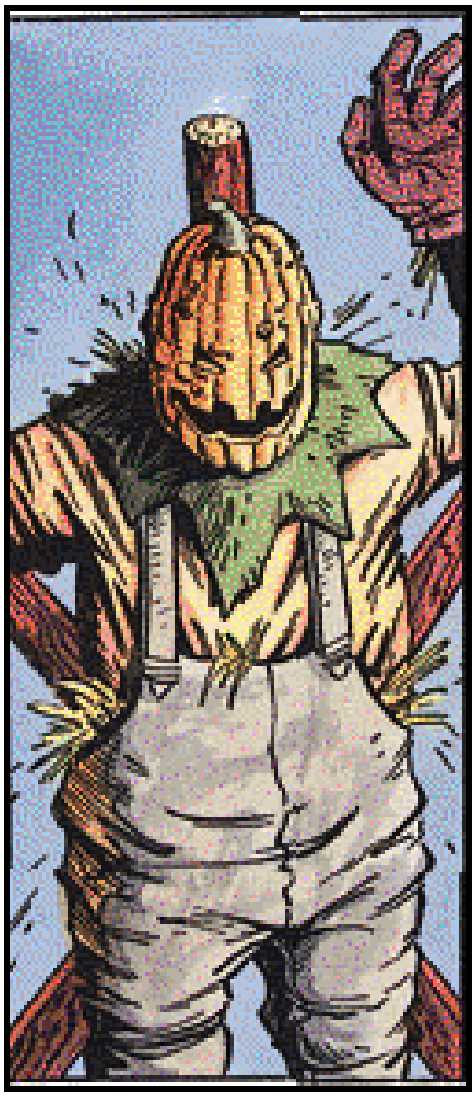
Animated	Golem*
	Scarecrow*
Type	Construct enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	M; 6' tall
ST	18
IN	4
WI	4
DX	12
CO	20
CH	4
Languages	0
Spellcaster Limits;	na
AC	6
AV	0
HD	5***
HP	5d10
MV	60'/20
THAC0	15
attacks	1touch
Damage	1d6 +charm
Special Attacks;	charm gaze 40'
	Charm touch
Special Defenses;	insect curse
	50% electricity
Immune to;	Cold
	Charm, Hold, Illusion, Discord
	Poison, Death Magic, disease.
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Fire
	Blessed fork
AM	0
Save as;	F5
ML	12
XP	550
TT	nil
Body Weight	100 LBS
Creation	CL9+/ Wicca 9+/M U14+
Preparation Time	7 days
Assembly Time	21days
Enchantment time	32 days
Construction Time	39 day
Enchantment cost	25,000
additional cost	100



Scarecrows are enchanted creatures made from the same materials as normal scarecrows. Though non-intelligent, they can follow simple, one- or two-phrase orders from the priest who created them. They do so to the best of their ability, without regard to their own safety.

Each scarecrow is unique, but all share several characteristics. Their bodies, arms, and legs are always made of cut wood bound with rope. Tattered rags cover the frame, and are sometimes stuffed with grass or straw. A hollow gourd with a carved face serves as head. Once animated, a fiery light burns in the scarecrow's eye sockets. Scarecrows are light but slow. Their leg and elbow joints bend both ways, so they move with an uneven, jerky gait, and the head spins freely.

Scarecrows do not speak, but cackle madly when attacking.



Combat:

Once per round, a scarecrow can gaze at one creature within 40 feet. Any intelligent person meeting this gaze must make a successful saving throw vs. spells or be fascinated, standing transfixed, arms hanging limply, allowing the scarecrow to strike again and again (automatic hit each round). The charm lasts until the scarecrow either dies or leaves the area for a full turn.

The scarecrow's flailing arms when touched causes 1d6 damage and has an effect identical to the gaze (saving throws apply). A scarecrow attacks one victim at a time, striking the first person charmed until dead. While slaying its victim, the scarecrow uses its gaze attack to charm other opponents as possible. Scarecrows attack until destroyed or ordered to stop.

The real danger presented by a scarecrow is the fact that anyone struck for its rather weak blows must save vs. death magic. Failure to make the save will find the victim cursed with a magical odor that draws biting and stinging insects to him from miles away. On the round after the failed saving throw, the victim takes 1d4 points of damage from bites and stings. On the next round, the victim takes 2d4 points of damage, then 3d4, and so on. This effect can be negated only by the casting of a remove curse spell.

In addition to the damage sustained, a cursed character suffers a penalty of -1 on all attack rolls for each die of damage inflicted by the insects on that turn. For example, on the first round in which the character is bitten and stung, he is at -1 on all attacks rolls and takes 1d4 points of damage. Four rounds later, he takes 5d4 points of damage and suffers a -5 on his attack rolls.

From time to time, a scarecrow will attack with some manner of farm implement (usually a pitch fork or scythe). In such cases, it does damage according to the weapon employed, and does not transfer the curse or charm effects.



Immunities and Vulnerabilities

Scarecrows are vulnerable to fire. They suffer full damage from all non-magical fire attacks. All magical Fire-based attacks gain a +1 bonus to the attack roll and a +1 damage bonus per die. The magic that created them keeps their tattered parts from decomposing and shields them from the effects of cold. Magical weapons not employing fire inflict half damage while those using fire (i.e., a Flame Tongue) gain a +1 on all attack rolls and a +1 per die on all damage rolls.

They are unaffected by sleep, charm, hold, or suggestion or similar mind-based magical influences, and take only half damage from all lightning- or electricity-based spells. Non-magical weapons can hit them, but they inflict only 1 point of damage per blow landed.

While they are similar to undead creatures, scarecrows cannot be turned. They are, however, immune to sleep, charm, hold,

Habitat/Society:

The scarecrow is an animated form of the mundane farm construct, and as thus has no society. This is one of the oldest known golems and many do exist. Very much of these creatures are unable to move, and are inactivated due to the days of no magic. They can become animated if the right circumstances are available (DM!!), and these can be a spell activated nearby (within 1 mile radius), a dragon ritual, a gate opened or some other semi-magical happening. In this case it is possible for player characters to be totally unaware that they are responsible for reanimating an evil golem.



Ecology:

Scarecrows are magically animated constructs. Although they are fashioned out of organic materials, there is no evidence to support a belief that they have any role in the ecosphere around them. As constructs, scarecrows have no life span. The magic that created them keeps their tattered parts from decomposing and shields them from the effects of cold.

The first were created by unknown Glantrian wizards in 413 BC.

Conscious Scarecrows

Most scarecrows disintegrate when their creators die, but a few (10%) become conscious. Usually found only in agricultural regions, it is often the chosen form of a vengeful farmer's spirit incorporating the conscious scarecrows. Thus they are some sort of Possession, and seemingly undead related—but it is not the complete soul of the farmer that inhabits the scarecrow, but a part of this soul that is partially corrupted by this splitting. The main part of the soul roams in Limbo, but is unable to find rest. It is this part that holds the good side of the soul. When the conscious scarecrow is defeated the souls instantly rejoin and are free to find eternal rest (in some cases of age old scarecrows, this gate is found very early).

The soul part that drives the conscious scarecrows to commit acts of evil is often that of a local resident who feels that he was wronged by one or more of his neighbors in life. Unable to attain justice while he was alive, his soul split off, and the vengeful part became bound in the enchantments of the creation of the scarecrow. This process can even happen when the scarecrow is long finished and in action. Thus, when a common farmer or other mundane soul is trying to attain its justice, there is a 10% chance that the soul will break off and a part is bound to a nearby (1 mile maximum distance) scarecrow golem.

In this form they gain an evil alignment, average Intelligence (8-10), and great cunning. They gain a desire for self-preservation, so their morale drops to 10. They hide by day and stalk the night, committing acts of evil. Because scarecrows hate fire and are immune to cold, conscious scarecrows try to reach colder climes. During the trek they kill everything they encounter, including those who pose no threat. Conscious scarecrows hate all life and kill humans and demihumans whenever possible.

Scarecrows are able to speak any language they knew in life. There is even a small chance (10%) that anyone who in life knew the individual whose spirit inhabits the scarecrow will recognize and identify that evil soul when listening to the creature's eerie, haunting voice.





Creation

The scarecrow is a constructs like all other golems, but is less powerful because of the magical shortcuts employed in their construction.

Scarecrows can only be created either by using a special manual or by a god answering the plea of a priest employing the following spells: animate object, prayer, command, and quest. The final step of the process, casting the quest spell, is done during a new moon.

Scarecrows can be constructed to kill a specific person. To do so, the clothes worn by the scarecrow must come from the intended victim. Once the scarecrow is animated, the priest need only utter a single word – "Quest". The scarecrow then moves in a direct line toward the victim. When it reaches the victim, the scarecrow disregards all other beings and concentrates its gaze and attacks entirely on the person it has been created to kill. After slaying its victim, a quested scarecrow's magic dissipates and it collapses into dust.

Wicca's and witches often feel attracted to Scarecrow golems, and neither inclines to attack the other. They often even work together. This is probably due to the resemblance in magic energies harnessed and used by both creatures. Witches and Wicca's often create scarecrow golems.

Conscious scarecrows were first discovered to exist in the year 267 AC in Boldavia (north Glantri).

Silver Golem* (*Robotum animae Argenteum*)

Animated	Golem*
	Silver*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	L; 8' tall
ST	15
IN	4
WI	2
DX	20
CO	20
CH	12
Languages	0
Spellcaster Limits;	na
AC	0
AV	6
HD	12***
HP	12d10
MV	300'/100'
THAC0	8
attacks	2 fists twice
Damage	1d8 each
Special Attacks;	nil
Special Defenses;	grow by magic fire
	edged/pointed might break
Immune to;	fire based
	Slow, web, entangle
	electrical
	Charm, Hold, Illusion, Discord
	Poison, Death Magic, disease.
	Insanity, Febblemind, etc.
Extra Vulnerable to;	cold based shrink
	Blessed pellet
AM	0
Save as;	F6
ML	12
XP	3875
TT	nil
Body Weight	150 LBS
Creation	MU14+
Preparation Time	56 days
Assembly Time	112 days
Enchantment time	67 days
Construction Time	168 day
Enchantment cost	39,000
additional cost	61,000



These magical creatures are composed of a silver outer body filled with quicksilver (mercury) to grant the golem its great speed. The silver skin of these tall and lanky humanoids has such flexibility; it appears almost liquid in nature. The constructs usually possess quicksilver eyes as their only features.

Combat:
A silver golem is the quickest of all known constructs. Its amazing speed enables it to attack twice with each fist (a total of four attacks) every round. In addition, a silver golem always has an initiative of +8. As with all golems, however, these creatures only follow the instructions of their creators, attacking when and how they are directed.
These constructs suffer damage only from weapon with a +1 or greater enchantment. Like other golems, they are immune to poison and to mind-affecting attacks. Magical fire-based attacks cause them to grow 1 Hit Die per level of the spell used against them, and magical cold-based attacks cause them to shrink in a similar fashion. Silver golems remain otherwise unaffected by slow, web or entangle spells.

Ecology:
The remains of a defeated silver golem have great value. The silver composing the body weighs 100 lbs. and is worth 1,000 gold pieces.
Creating such a rare construct requires all the normal conjurings needed to create any golem. Additionally, the creator must find a sufficient quantity of quicksilver (50 lbs) to animate the dread creation. The material cost to construct a silver golem totals 100,000 gold pieces. Only a wizard of at least 14th level can build one of these constructs, in a process that takes six months and requires these additional spells: haste, lightning bolt, domination, and major creation.

The first were created by unknown Alphatians after their help to the dwarves in creating the silver statue. This was their greatest improvement, and instead them helping the dwarves, a few renegade dwarves helped them (as the dwarves did not want the secret spreading to far, they forbid further study in this matter). Created in 955 BC.

Stone Golem* (*Robotum animae Saxum*)

Animated	Golem*
	Stone*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	M 9' tall
ST	24
IN	4
WI	2
DX	17
CO	20
CH	8
Languages	0
Spellcaster Limits;	na
AC	3
AV	9
HD	14*
HP	14d10
MV	60'/20'
THAC0	7
attacks	1bash/or weapon
Damage	3d8
Ingeneous rock	+1d8 jagged edges
Special Attacks;	slow 3x day
Special Defenses;	+2 magic to hit
	edged/piercing minimal dm
Immune to;	All magic but…
Extra Vulnerable to;	Rock to mud (slows 2d6r)
	mud to rock (heals)
	Stone to flesh
slate/brittle stone	double dm
	Blessed Pick
AM	0
Save as;	F9
ML	12
XP	2500
TT	nil
Body Weight	3000 LBS
Creation	MU14+(Earth Ele 12+)
Preparation Time	56 days
Assembly Time	112 days
Enchantment time	120 days
Construction Time	168 day
Enchantment cost	33,000
additional cost	80,000





A stone golem is 9½ feet tall, and weighs around 3000 pounds. Its body is of roughly chiseled stone, frequently stylized to suit its creator. For example it might be carved to look like it is wearing armor with a particular symbol on the chest plate. Sometimes designs are worked into the stone of its limbs. The head may be chiseled to resemble a helmet or other head piece. Regardless of these elements, it always has the basic humanoid parts (2 arms, 2 legs, head with 2 eyes, nose, mouth etc.). It is always weaponless and never wears clothing. When created of slate or other brittle stone all damages will be doubled. When created of indigenous rock it will cause an extra 1d8 damage per attack due to sharp edges.

Combat:
Stone golems are mindless in combat, only following the simple tactics of their masters. They are completely emotionless and cannot be swayed in any way from their instructions. They will not pick up and use weapons in combat, even if ordered to, always preferring their fists. Stone golems have a strength of 22, for purposes of breaking or throwing things.
The stone golem is immune to any weapon, except those of +2 or better enchantment. A rock to mud spell slows a golem for 2d6 rounds. Its reverse, mud to rock, acts to heal the golem, restoring all lost hit points. A flesh to stone spell does not actually change the golem's structure, but does make it vulnerable to any normal attack for the following round. This does not include spells, except those that will cause direct damage. All other spells are ignored. Once every other round, the stone golem can cast a slow spell upon any opponent with 10 feet of it.

Habitat/Society:



Golems are automatons, artificially created and under the direct control of their creator. They have no society and are not associated with any particular habitat. They are frequently used to guard valuable items or places. Unlike the lesser golems, the greater golems are always under the complete control of their master. A greater golem can obey simple instructions involving direct actions with simple conditional phrases. Although this is better than a lesser golem is capable of following, they still make poor servants. Any given task could take several separate commands to direct the golem to its completion.

Ecology:

Golems are not natural creatures, and play no part in the ecology of the world. They neither eat nor sleep, and "live" until they are destroyed, usually in combat. Certain spells (see above) can be used to heal or repair any damage done to them in combat. This is usually done by their creators to insure long and valuable service.



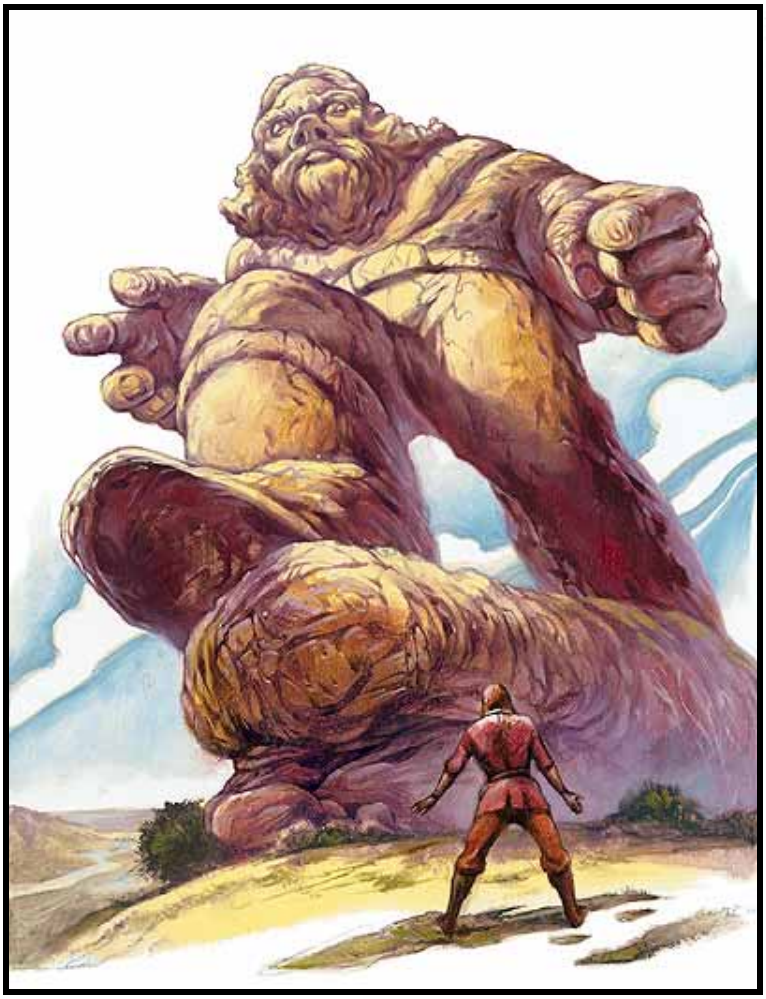
Creation

A stone golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3000 pounds, which takes 2 months. The rituals to animate require another month. The materials and spell components alone cost 113.000 gold pieces and the spells used are; polymorph any object, geas, and slow. Sometimes the magical symbols that animate the golem can be seen by a detect magic spell (see above).

Created by the Nithians in 1230 BC, after their discovery of the secret in creating Stone juggernauts by the earlier Giants in 1295 BC.

Stone Collossus* (*Robotum animae Saxum gigas*)

Animated	Golem*
	Collossus*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1d12
Size	H; 20' tall
ST	23
IN	1
WI	2
DX	17
CO	20
CH	8
Languages	0
Spellcaster Limits;	na
AC	5
AV	9
HD	25*
HP	25d10
MV	60'/20'
THAC0	2
attacks	1bash
Damage	2d6
Special Attacks;	Crush
Special Defenses;	+2 magic to hit
	edged/piercing minimal dm
Immune to;	All magic but…
Extra Vulnerable to;	Rock to mud (slows 2d6r)
	mud to rock (heals)
	Stone to flesh
	Blessed Pick
AM	0
Save as;	F9
ML	12
XP	5500
TT	nil
Body Weight	50,000 LBS
Creation	MU14+(Earth Ele 12+)
Preparation Time	56 days
Assembly Time	112 days
Enchantment time	120 days
Construction Time	168 day
Enchantment cost	33,000
additional cost	80,000



Long before the coming of the reign of humans, a race of giants walked the world (90.000 BC). They were nearly destroyed by a great war, but during their days of glory they built many magical marvels, among which were magical warriors that fought their battles for them. These warriors would defend their monuments, of which they were extremely proud, so that no creature that came after them could destroy the memory of their race.

Of these magical warriors, the only ones that survived are the Statues-That-Walk, also known as stone colossi. Each colossus is really a very large extremely powerful stone golem. There are no more than 150 remaining on Mystara, and about 12 in the Hollow World. How they came there is unknown, either they traveled there themselves or were magically transported by the immortals.

Combat:
The colossus is similar to a stone golem, except that it is larger and cannot cast a slow spell. A colossus is programmed only to attack with its fists; it never uses a weapon. It has a Strength of 23 for the purposes of breaking or throwing things. A + 2 or better weapon is needed to harm a colossus. A rock to mud spell slows them for 2d6 rounds. Its reverse, mud to rock, heals all damage inflicted upon the colossus. A flesh to stone spell does not harm a colossus, but it renders the colossus vulnerable to normal attacks in the following round. All other magic has no effect against it.
The stone colossus has one special attack form. Its march is so terrifying that all creatures of less than 3 Hit Dice immediately flee for 2d6 rounds, dropping whatever they have in their hands, while those between 3 Hit Dice and 5 Hit Dice must roll successful saving throws vs. wand to resist this fear. Any creature above 5 Hit Dice (or levels) is automatically immune.

Habitat/Society:
A colossus is an automaton, artificially created and under the direct control of whomever is able to manipulate the runes of its creation. Once it is activated, a colossus tries to destroy any edifices it discovers that were not constructed by its creators; this is part of its programming. Its programming may be altered, but none have discovered the ritual as yet. To stop it when it is on a rampage requires a ritual that takes days to perform and glyphs to be drawn on every single colossus, active or inactive.

Ecology:
Colossi are not natural creatures. Thus they play no part in the ecology of the world. They neither eat, sleep, nor really live. They perform their assigned tasks until they are destroyed, deactivated, or the tasks are completed.

Stone Caryatid Column* (*Robotum animae Saxum-Columnaris*)

Animated	Golem*
	Caryatid*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1or 2
Size	H; 7'tall
ST	18
IN	4
WI	2
DX	15
CO	20
CH	8
Languages	0
Spellcaster Limits;	na
AC	2
AV	9
HD	5*
HP	5d10
MV	60'/20'
THAC0	15
attacks	1bash
Damage	2d4
Special Attacks;	nil
Special Defenses;	+2 magic to hit
	edged/piercing minimal dm
Immune to;	All magic but…
Extra Vulnerable to;	Rock to mud (slows 2d6r)
	mud to rock (heals)
	Stone to flesh
slate/brittle stone	double dm
	Blessed Pick
AM	0
Save as;	F9
ML	12
XP	300
TT	nil
Body Weight	250-350 LBS
Creation	MU14+(Earth Ele 12+)
Preparation Time	56 days
Assembly Time	112 days
Enchantment time	122 days
Construction Time	170 day
Enchantment cost	15,000
additional cost	100,000



The caryatid column is a beautiful and wondrous construct. Before activation, it looks like the classical architectural work it is named for, standing about 7 feet tall, and resembling a finely carved pillar in the shape of a beautiful young girl. Close examination reveals that the maiden has a slender sword in her left hand, but there is no indication that the column is anything other than what it appears to be. Once constructed and animated, it is usually assigned to keep watch over a valuable object or special places. It does so, remaining motionless, until its preset activation conditions are triggered (these depend on the creator's instructions). As soon as this happens, the column moves to take action against those who have triggered it.

When activated, the caryatid column undergoes a stunning and swift transformation. The smooth, grey stone that was once its skin changes hue to become light or dark flesh tones (depending on the nature of the carving), the eyes come alive with a gleaming white light, and the thin blade transforms into a fine weapon of gleaming steel.

Combat

In combat, the column lashes out with its gleaming sword, causing 2d4 points of damage with each hit. The column's magical nature gives it a +4 bonus to saving throws, and all nonmagical weapons inflict only half damage. Magical weapons inflict full damage, but do not receive the magical bonus normally due them. For example, a long sword +2 does not gain its +2 bonus, but inflicts normal long sword damage.

There is a 25% chance that a weapon shatters when it successfully strikes a caryatid column. This chance is reduced by 5% for each plus of the weapon. Thus, a sword +2 has only a 15% chance of breaking. A magical weapon with no attack bonus is considered a +1 weapon when checking for shattering.

A stone to flesh, transmute rock to mud, or stone shape spell destroys the column instantly if it fails its saving throw.

When a caryatid column has completed its task, it returns to its waiting position and reverts to stone. If it is killed in combat, it (and its sword) reverts to stone for 2d6 rounds, at the end of which time it crumbles into dust.

Its creation is nearly identical to that of a stone Golem, but time, work and costs vary.

First created in 955 BC by the Nithians.

Stone Guardian* (*Robotum animae Saxum-Gustos*)

Animated	Golem*		
	Stone Guardian*		
Type	Construct	THAC0	15
	enchanted	attacks	2 slams
Climate/Terrain	Any	Damage	1d8+1each
Frequency	Very Rare	Ingeneous rock	+1d8 jagged edges
Organization	solitary	Special Attacks;	nil
Activity Cycle	any	Special Defenses;	+2 magic to hit
Diet	nil		edged/piercing minimal dm
AL	N	Immune to;	All magic but…
NA	1d4	Extra Vulnerable to;	Rock to mud (slows 2d6r)
Size	M to L; 6'to 8'tall		mud to rock (heals)
ST	22		Stone to flesh
IN	1	slate/brittle stone	double dm
WI	2		Blessed Pick
DX	16	AM	0
CO	20	Save as;	F9
CH	8	ML	12
Languages	0	XP	200
Spellcaster Limits;	na	TT	nil
AC	2	Body Weight	5000 LBS
AV	8	Creation	MU14+ (Earth Ele 12+)
HD	4+4*	Preparation Time	28 days
HP	4d10+4	Assembly Time	56 days
MV	90'/30'	Enchantment time	41days
		Construction Time	84 day
		Enchantment cost	13,800
		additional cost	20,000

These variant golems are close relatives of the dreadful stone golems. They are generally created by powerful wizards and employed as guards or servants in a wide variety of settings. In combat, a guardian slams opponents with its massive arms, each of which inflicts 1d8+1 points of damage. The stone guardian suffers only¼ damage from edged weapons and ½ damage from all cold, fire, or electrical attacks. Normal missiles cause no damage. A stone guardian can be instantly destroyed by a stone to flesh, transmute rock to mud, stone shape, or dig spell; it is not entitled to a saving throw.

A stone guardian is very similar to a traditional stone golem, but it has some unique abilities its ancestor does not. In physical appearance, the two constructs are quite similar, but the stone guardian is usually decorated with runes and magical glyphs.

A stone guardian is created with the following spells: enchant an item, transmute mud to rock, magic mouth, or wish. In addition, the wizard creating the guardian may cast a detect invisible spell to give the creature that power.

The initial material of the body is mud around a heart of polished stone. As the various spells are woven into the body, a spirit from the elemental plane of Earth is forced to enter the body and animate it. Because the spirit is there against its will, there is a 20% chance that the golem goes berserk each time it is activated.



A special ring of protection can be created when the stone guardian is animated; this prevents the guardian from striking at anyone wearing it. In addition, all those within 10 feet of the ring wearer are also immune to attack. Rings of this type function only against the guardian they were made with and provide no protection from any other golem. Its creation is nearly identical to that of a stone Golem, but time, work and costs vary. First created in 916 BC by the Nithians.

Straw golem* (*Robotum animae Faenum*)

Animated	Golem*
	Stone*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1
Size	M; 6'tall
ST	18
IN	2
WI	2
DX	19
CO	20
CH	6
Languages	0
Spellcaster Limits;	na
AC	5
AV	2
HD	9*
HP	9d8
MV	120'/60
THAC0	11
attacks	2 bashes
Damage	2d6 each
Special Attacks;	summon birds
Special defenses	summon birds
Immune to;	Cold, Fire
	Charm, Hold, Illusion, Discord
	Poison, Death Magic, disease.
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Edged weapons
	water (water+cold)
	Blessed Sickle
AM	0
Save as;	F9
ML	12
XP	1600
TT	nil
Body Weight	150 LBS
Creation	MU7+/CL9+
Preparation Time	7 days
Assembly Time	7 days
Enchantment time	14 days
Construction Time	14 days
Enchantment cost	1000
additional cost	100



The Halfling farmers residing near Alpha in Norwold have long believed that an intelligent creature made entirely of straw wanders the plowed fields of their countryside. **As** legend has it, a farmer by the name of Casdin refused to pay the taxes required of him by local law. After months of this flagrantly illegal behavior, the governor sent several members of the local guard to either ' collect the monies due or take Casdin into custody. The men disappeared. A larger group was immediately dispatched to apprehend the farmer, now suspected of the far greater crime of murder. Casdin reportedly went quietly, insisting all the while the men had never reached his establishment. This seemed unlikely, and Casdin was placed in a cell in the guardhouse for the night. That very night both the men guarding Casdin, the governor, and the farmer himself disappeared. Enraged, the governor's lieutenant sent the captain of the guard and ten of his men to retake Casdin. When the group reached Casdin's farmhouse, they discovered it had burned to the ground. The acrid scent of burning flesh drew the guards to the barn, which was untouched by the fire. Within lay the body of Casdin, burned but still recognizable. His fists, cut and scraped, were tightly clutching a bunch of straw. Though they were reluctant to unbar their door, the neighboring family was questioned later that day. They described what they had seen: a scarecrow carrying Casdin's limp form from his burning home. The creature's straw head was wreathed in flames as it headed into the barn, where Casdin's body was eventually found. Later, it was also noted that several pieces of straw were found in the governor's bedroom. No other similarity linked the missing governor to the charred corpse of Casdin. To this day, local farmers refuse to place scarecrows in their fields, lest Casdin's creature take umbrage and burn their own fields and homes to the ground.

The straw Golem is not a magically animated scarecrow. The golem is a vastly superior opponent. To distinguish which foe you've encountered, examine the head. In all likelihood, the straw golem will be constructed solely of straw, hay, twigs and similar natural thin material, though the material may be stuffed into clothing. In contrast, the evil scarecrow's head will almost assuredly be a pumpkin or gourd. Truth surely is stranger than fiction, is it not?

Combat

The construct outlined here should not be confused with the related scarecrow golem. The straw golem is immune to all fire based attacks, even while it will burn, it will not be consumed—its regeneration prevents that.

It can summon a flock of normal Crows, Magpie, or Raven (one species, which ever are local to the surrounding area) to the amount of a normal flock (see species—use maximum number of appearing). The birds surround the golem's opponents blinding and pecking at them.

These golems are also 90% able to surprise opponents when hiding in a field or similar environment. Twig variants do so in bushes.

Weapons of +1 or greater enchantment are needed to hit a straw golem. Magical edged weapons cause double basic damage to these golems.

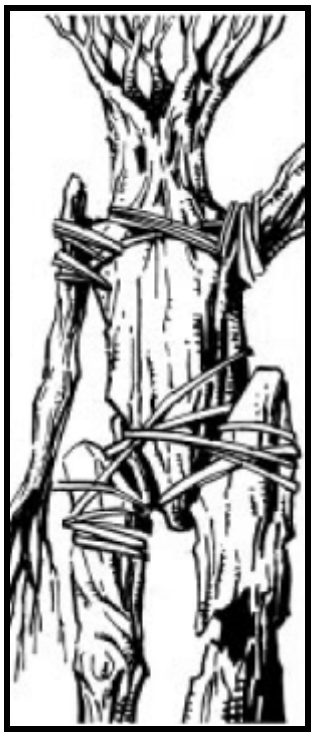
Additionally, if a straw golem is hit by water it is slowed for 3 rounds (after which the water is expelled). When during this time a cold or frost spell is cast on the golem it will be frozen solid for one round per level of the caster.

First created in 315 AC by the Thyatians and Flaems of Glantri



Wood Golem* (*Robotum animae Lignum*)

Animated	Golem*	
	Wood*	Greater Wood
Type	Construct enchanted	
Climate/Terrain	Any	
Frequency	Very Rare	
Organization	solitary	
Activity Cycle	any	
Diet	nil	
AL	N	
NA	1d6	1
Size	M; 4'-6"tall	L; 6'-9'tall
ST	12	19
IN	2	2
WI	2	2
DX	16	18
CO	20	20
CH	8	7
Languages	0	
Spellcaster Limits;	na	
AC	7	6
AV	4	4
HD	2+2*	12*
HP	2d10+2	12d10
MV	120'/40'	
THAC0	17	8
attacks	1fist	2 fist
Damage	1d8	2d8
Special Attacks;	splinters 10' 1d4 dm	
	Fade into wood	Warp wood 3x day
Special Defenses;	+1magic to hit	+2 magic to hit
if constructed/petrified wood	+2 magic to hit	+3 magic to hit
Immune to;	Charm, Hold, Illusion, Discord	
	Poison, Death Magic, disease.	
	Insanity, Febblemind, etc.	
	Missiles any	
	Magic missile	
Extra Vulnerable to;	Fire -2 to save/+1/die dm	
if iron wood	electricity (slows 3r)	
	Blessed Axe	
AM	0	
Save as;	F1	F6
ML	12	12
XP	35	2125
TT	nil	
Body Weight	1000n LBS	5000 LBS
Creation	MU 7+/CL 9+	MU 14+/ CL 18+
Preparation Time	56 days	102 days
Assembly Time	28 days	56 days
Enchantment time	18 days	36 days
Construction Time	84 days	168 days
Enchantment cost	4400	13,200
additional cost	6000	18,000



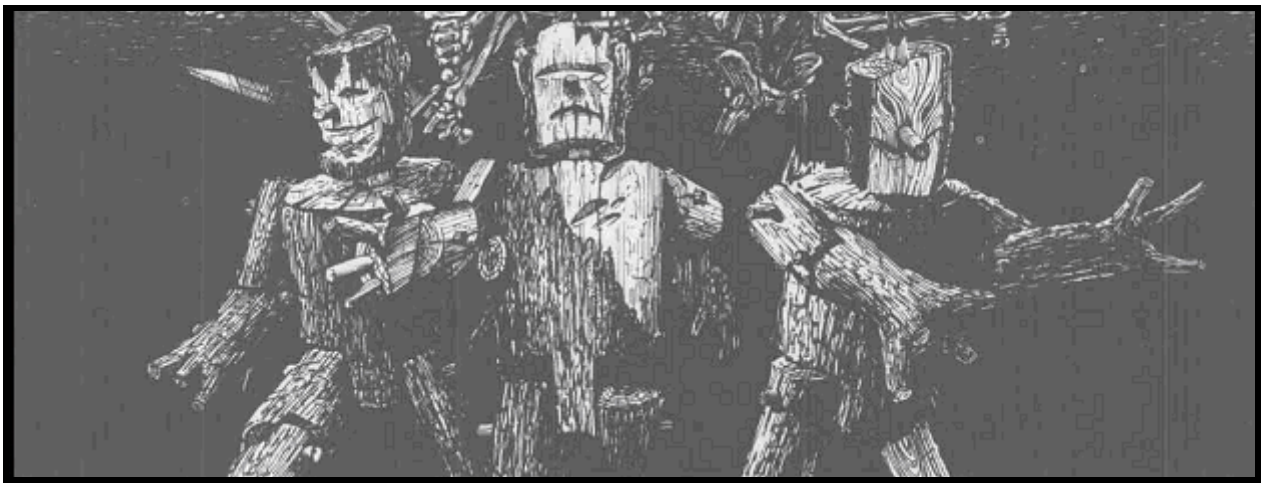
Crude manlike figures about 3' tall, they move stiffly, with a penalty of -1 on initiative rolls. They burn easily, with a — 2 penalty to all saving throws vs. fire, and all such attacks gain + 1 point per die of damage. Some wood golems are said to have a painful splintering attack in which they drive wickedly pointed shards of wood into the victim's flesh. The shards supposedly work inward, towards the victim's heart, inflicting additional damage upon the sufferer

These golems do not react to sleeping or otherwise lying down characters or those who pretend to be asleep. They react to movement, and remain still if there is no movement in the room.

Combat

They are immune to all cold-based attacks and all missile fire, including magic missile spells (even fire based). Most Wood golems can only be struck by weapons of +2 or better enchantment. If the golem is constructed of petrified wood, however, a +3 weapon or better is required. Magical fire attacks cause double damage. Additionally, these golems suffer twice the usual amount of damage from magically summoned insects (e.g., summon swarm). Golems made from ironwood are slowed for 3 round; by electrical attacks.

These creatures do boast an unusual splintering attack. By smashing a limb against a solid object, a Wood golem can cause ld4 large splinters to fly from its body (range 10 feet). If a splinter hits its target, it burrows into the flesh, causing 1d4 points of damage per round until removed or a successful constitution check. Wood golems are not slowed by the Warp Wood spell. In fact, the creatures can themselves warp wood, three times per day.



Wood Golem Creation



Only a druid of at least 15th level or a mage of 16th or higher can create a greater wood Golem. The lesser variant already possible at 9th level of either class. The golem's body is made up of pieces from no less than five different wood types, one for each limb and one for the torso and head. The pieces are lashed together with prepared vines. A wood golem can only be created from wood that has been dead for at least one month. The other materials and spell components needed cost 1000 gold pieces and are consumed in the casting. The spells required are entangle, plant growth, animate object, commune, imbue with spell ability, prayer, and bless.
First created in Neanderthal Shaman in 20.000 BC (this was actually their greatest creation ever, and it is rumored they stole the secret from the Carnifex, about a century earlier, unknowing what to do with it.
The process was later improved to the current form, which can merge with wood by different sorcerers in 720 AC.

Flesh Golem* (*Robotum animae Hominoides*)

Animated	Golem*
	Flesh*
Type	Construct
	enchanted
Climate/Terrain	Any
Frequency	Very Rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	1or 2
Size	H; 7'-8' tall
ST	19
IN	2-4
WI	16
DX	10
CO	20
CH	6
Languages	0
Spellcaster Limits;	na
AC	9
AV	0
HD	9**
HP	9d8
MV	120'/40'
THAC0	11
attacks	2 fists
Damage	2d8 each
Special Attacks;	nil
Special Defenses;	+2 magic to hit
	edged/piercing minimal dm
Immune to;	All magic but…
Extra Vulnerable to;	Rock to mud (slows 2d6r)
	mud to rock (heals)
	Stone to flesh
slate/brittle stone	double dm
	Blessed pitchfork or spear
AM	0
Save as;	F9
ML	12
XP	
TT	nil
Body Weight	250-350 LBS
Creation	MU/CL 14+
Preparation Time	42 days
Assembly Time	14 days
Enchantment time	80 days
Construction Time	136day
Enchantment cost	23,000
additional cost	50,000



Stitched together from the collected body parts of various corpses, flesh golems have a horrific appearance. Contrary to old movies, they are not flat headed, nor do they have bolts in the side of their necks. Since they are composed of the body parts of many different people, they can have a variety of appearances. All are gruesome and ghastly.

The flesh golem stands a head and a half taller than most humans and weighs almost 350 pounds. It is made from a ghoulish collection of stolen human body parts, stitched together to form a single composite human body. Its skin is the sickly green or yellow of partially decayed flesh. A flesh golem smells faintly of freshly dug earth and dead flesh. No natural animal, such as a dog, will willingly track a flesh golem.

It wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions, and no weapons. The golem can not speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff jointed gait, as if it is not in complete control over its body parts.

Combat

The Flesh Golems are mindless in combat. They follow the orders of their master explicitly, and are incapable of any strategy or tactics. They are emotionless in combat, and cannot be easily provoked (unless they have broken control and gone berserk). They will not use weapons for combat, even if ordered to, always preferring to strike with their fists. Flesh golems have an average strength of 19 (+3 to hit and damage). If the golem hits with both fists in the same round, it can begin strangling its victim on the next round. This is an optional attack, not required of the creature. Strangulation does 3d8 damage each round automatically. Of course, the victim is unable to escape unless it succeeds in an opposing strength check -4 against the flesh Golem. It is possible for two people to break the grip (one on each arm) so long as they each have at least a succeed the opposing Strength checks (each rolls individually but without penalty)..

Flesh golems can only be struck by a magical weapon (+1 enchantment or better) and attacks from monsters of sufficient hit dice (4+1 or more, PCs don't qualify!) can harm them. Lesser attacks will not penetrate their skin. A normal metal weapon that has been heated until it is 'red-hot' and glowing can also be effective against flesh golems. The weapon must be placed in a fire of considerable size and intensity—such as a bonfire, raging furnace, or some other inferno (or magical flame). The heated weapon must be at least as large as a short sword; otherwise it softens and becomes ineffective. Further the weapon must make a saving throw vs. fire each time it is heated and a saving throw each time it delivers a blow to the golem. If the weapon fails a saving throw, it becomes warped or blunted (_1 to hit and damage). A weapon heated this way needs 4 rounds to be heated and remains hot for 2 rounds only.

The incredible density of the golem's flesh creates yet another difficulty for its foes. In most cases, weaponry must be magical to puncture or lacerate this tissue. An unenchanted blade or cudgel pushes into the yet-resilient flesh, but refuses to penetrate and draw blood. For instance, I once observed a fighter thrusting his sword directly into a golem's neck, but when the sword withdrew, the creature's skin was unmarred!
Moreover, to "draw blood" from a golem is at best a euphemistic notion. Flesh golems do not truly bleed. When the tissue such a creature is pierced, it oozes a watery, odoriferous liquid similar in appearance to plasma, though the smell is closer to that of rancid meat or a gangrenous wound. It is interesting to note that unenchanted weapons do not always fail to harm the Created. Apparently, enraged mobs of peasants armed with mere pitchforks and firebrands have brought down a golem on several occasions. Nonetheless, if you ever plan on facing one of these monstrosities, I strongly recommend procuring as many magical weapons as possible. It may well mean the difference between suffering only a few losses and losing your entire party.

Immunities



Fire and cold based spells merely slow them for 2d6 rounds. Cold or electrical attacks do half damage, none if the golem makes its saving throw. Spells may do damage to a flesh golem, but all other types of spell effects are ignored. This only applies to spells cast directly upon the golem, including area effect spells. It does not include the side effects of spells, such as a wall of stone falling on it. The golem does not eliminate the wall with its touch, and is still required to deal with it. However, spells like charm person, sleep, and teleport other will fail on golems. The golem does not see through illusions, unless directly cast on it, as in phantasmal killer, nor can it automatically see invisible creatures.
In its own way, the flesh of the golem is alive. It is vulnerable to acid, poison, level draining, gasses and other things that attack the flesh. It has a high resistance, reflected in the +4 saving throw bonus it receives. The exception to this rule is that flesh golems are completely immune to disease. They are immune to all manner of mind or life affecting spells (such as charm, sleep, hold, or finger of death).
They are all vulnerable to the effects of a dispel magic. If the caster of such a Dispel Magic spell is equal to the level of the golem's creator, then the monster will collapse, seemingly dead, and be inanimate for a number of turns equal to the caster's level. A detect magic cast on a "stunned" golem will reveal that it still has an aura of power about it and that it is gradually growing stronger as the monster "recharges" itself. If the caster of the dispel magic is of a higher level than the golem's creator, however, the golem falls inanimate and is slain.

Against a flesh golem, the regenerate/degenerate magic is extremely effective. The spells destabilizes the physical integrity of such a creature, eventually causing its death. However, there are two difficulties with the use of this spell. First, although the flesh golem is technically dead, it can still be reanimated at any time. This is rather inconsequential when compared to the second difficulty: the slowness of the spell effect. It takes several minutes for the regeneration spell to truly harm the golem. However, as soon as the spell is cast, it seems to cause the already vicious creature to exhibit a truly maniacal burst of violence which lasts as long as the spell's harmful effects. One final note: If the priest who cast the regeneration spell is killed before the golem dies, the spell appears to cause no more harm to the creature. Further, the creature will begin repairing itself at once.
When regeneration is cast at a flesh golem, the spell causes no damage for 5 rounds thereafter, for each round thereafter; the golem loses 5 hit points. The golem becomes violent and combative for 3 to 4 rounds after the spell is cast—standing in battle even if it has fewer than 0 hit points. During this period it receives a +2 bonus to all attack rolls.\when the golem at last collapses, it can only be revived through the use of its hyper regeneration ability (if available) or through reanimating jolt of energy. If the priest who cast the regeneration spell is killed before the golem dies, the spell instantly ceases to have any effect on the golem.



Fire does normal damage to golems, as does acid. Only fire or acid can permanently destroy the body of a flesh golem. Anything less and it can be reanimated at a later date.

Regeneration:
The flesh golems have unique regenerative powers. One of the most horrific and yet fascinating aspects of the flesh golem's tissue is its capacity to repair itself at an extremely rapid pace. In a matter of hours, a golem can heal completely from a wound that would impair a stalwart warrior for days. Even more incredible is the sensitivity and adaptability of the flesh golem's system. These powers of regeneration come into use when the golem is mortally injured.
A normal human heals 1 hit point for every day of full rest. The flesh golem recovers 1 point an hour, whether or not it is resting. If it is brought below zero hit points, it does not heal at all—the body is incapacitated, but not dead. Its mind is dormant, unconscious. Its wounds must be stitched up and repaired—it then takes a bolt of electricity to reawaken life in the monster.

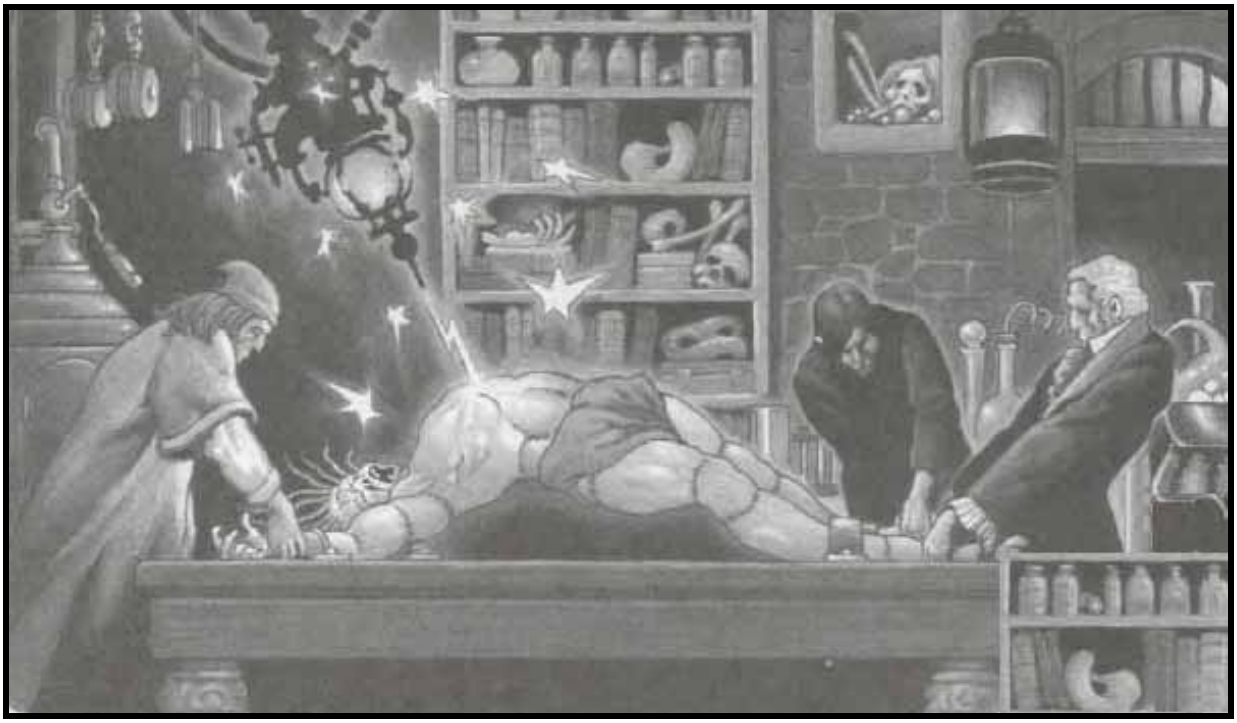
Habitat/Society:
Golems are automatons, artificially created and under the direct control of their creator. They have no society and are not associated with any particular habitat. Made to serve the selfish purposes of their mad scientist-creators, they are frequently used to guard valuable items or places. A lesser golem can obey simple instructions involving a single, direct action. They make poor servants because each detail of a task must be given as a separate command.



They long to be accepted as people, the inevitable rejection they suffer causes most of them to develop a deep hatred of living creatures, especially humans and demihumans.
Normal flesh golems are mindless automatons, some are not. The spirit that kindles life in the flesh of the golems maybe keenly aware of its existence and frequently filled with hate. The spirit belongs to the brain used to make the golem, or that of another creature transferred into it. This spirit is usually damaged by the process of transference or reanimation and is a lot more primitive and childlike than the original.
The flesh golem has is one inherent weakness: its fear of fire. It will flee from any source of fire, even one as small as a match. It must remain at least 10 feet from small flames (torches, cooking fires, etc.) and at least 25 feet from larger flames [bonfires, a large collection of torches, etc.). In the case of a small flame, a golem may attempt to move past the fire or knock it from its holder, but only if a successful fear check is made (save vs. paralyzation). The fear check for flesh golems is normally an 8 (they are relatively fearless), but they have a -4 penalty for fire, making the save 12 or better on a 20-sided die. If forced too close to a flame, roll on the failed fear check table to see how the creature reacts.
The elemental spirit in a lesser golem is not bound strongly, resulting in a 1% cumulative chance per round of combat, calculated independently for each fight; that it will break free of its master. The flesh golem's master has a 10% chance per round of regaining control. To do this he must be within 60 feet of the flesh golem, and the creature must be able to see and hear its master. No special spells are required to regain control; its creator just has to talk to it forcefully and persuasively, to convince it to obey.

Ecology:
Golems are not natural creatures, and play no part in the world's ecology. They neither eat nor sleep, and "live" until their bodies are destroyed, usually in combat.

Creation
The creation of any manner of golem is a dark and dangerous process for the creature's master. The creature must be created with loving care and special magical spells woven over the body to bring it to life. The exact materials and Magics required to create each type of golem are detailed in their statistics.
At least six bodies must be used in the construction of a flesh golem. Astute readers may be wondering why the creators of flesh golems do not simply choose one body to house the darkling or stolen spirit that will bring it to life. After all, this is surely the simplest course of action. Instead of spending hours in dark graveyards and hospices, risking discovery many times over, the would-be creator could simply select an appropriate vessel that is whole. The vessel would also be seamless in appearance, physically impossible to discern from normal mortals of its species.
Several reasons determine why no single corpse can suffice. Some involve the mindset of the creator himself. Others, which are even more difficult to prove, point to the actual requirements of the vessel. The first objection to choosing a single vessel arises from the creator's expectations regarding his creation's appearance or prowess. Simply put, very few mortal bodies have all the strength, stamina, size, and dexterity that the creator might wish for his golem. To the casual observer, this might seem a paltry concern. Yet to those individuals whose driving needs push them into creating a golem at all, simple expedience is far outweighed by the creator's specific requirements, whatever they may be. Secondly, many creators of golems have a strong need to prove their brilliance or artistry (often to themselves alone). To this end, they experiment crazily. For example, they may place the eyes of an elf and the heart of a lion in the body of a dwarf. This sort of bizarre experimentation may well increase the creator's feelings of omnipotence. To a mind so twisted, every individual who lays eyes on the golem will be forced to acknowledge the creator's power and genius. Thus, we have reviewed the first two reasons why multiple bodies are required in the construction of a flesh golem: No single body can reflect all the qualities desired, and the ego of the creator demands a hand in shaping his own unique progeny. Both are equally valid, and both most certainly play a role in many cases. However, it is believe there is a third and final reason for the need to use these unmatched parts-a reason which overrides both of those previously stated. Even dead bodies still seem to hold onto some tiny piece of the energies of life.
This spark of life also provides much of the energy required to bind the spirit of the flesh golem to the body. The amount of energy left in the tissue of one body alone is simply insufficient for this task.
Any portion of a corpse still retains that spark of life, although it is diminished. Thus, the spark of life within just one body may be insufficient, but when the life energy remaining in several bodies is combined, it may be create a force great enough to allow animation.
The pieces of the golem must be sewn together from the dead bodies of normal humans that have not decayed significantly. A minimum of 6 different bodies must be used, one for each limb, one for the torso (with head), and a different one for the brain. In some cases, more bodies may be necessary to form a complete golem.
The spells needed are; polymorph any object, geas, protection from normal missiles, and strength.



After the creation

As with traditional golems, they are kept in check only by the will of their creator, who faces death at their hands if they ever escape his domination and become free-willed creatures. While the spells used to create the golem usually enslave it so that it cannot refuse to obey its creator, there is a 10% chance that any golem will break free of that control. Thereafter, it will devote all of its time and energy to the destruction of its creator.

Once a golem is created, it is entitled to a saving throw vs. spells once per month (on the full moon). Failure indicates that it must serve for another month, while success indicates that it has become free-willed.

The rituals to animate the body (once it has been built) require one full month (from full moon to full moon) and cannot be interrupted in any way or the entire enchantment process must be started anew. In all cases, the spells used may come from any source (including devices or scrolls). If a spell is cast on behalf of the golem's creator by a second individual, that spell must contain special alterations to make it sympathetic to the creature's would-be master. There is no additional cost for these alterations.

The Spark of Life

Golems are individuals. While considering the traits of the flesh golem, term "mundane" may apply to a few unintelligent creations brought to life through conventional magic. True, each golem may share basic traits with others of its kind. But it also may display unique mental or physical characteristics. Such unique qualities are especially apparent in flesh golems who were brought to life through the sheer will of their creators. Thus, one should view each golem as we do any villain who strikes from the shadows: a unique nemesis about whom we know little. In facing this lack of knowledge, we can, however, cling to one certainty: All golems are tremendously powerful.

Basic Physical Traits

In this section, the physical traits of the flesh golem-specifically, its strength, dexterity, and constitution are described, and how these traits may vary between individuals. Not all golems will conform precisely to this analysis. Some may be even more powerful, others less fearsome.

Strength

The profound strength of the Created can cause even the bravest of warriors to hesitate. Many golems are as powerful as some giants! This is all the more impressive considering the average flesh golem stands only seven to eight feet tall, and some individuals are much smaller. (Even doll golems are said to be able to lift a full-sized human male and toss him about as if he were the doll. The basis for this immense strength does not seem to rely directly on the components used to construct the golem, although stronger limbs can certainly add to the golem's already formidable strength. Instead, it appears that the flesh (or other material) is tempered and strengthened during the tremendous energy surge that accompanies the creation process. Each cell burns with a new life, which apparently lends an unnatural capacity to the body as a whole. This tensile strength may in part aid the body in trapping or retaining an appropriate an animating spirit or essence.

Size		ST
Huge	12'+	+2
Large	7'-12'	+1
Medium	4'-7'	0
Small	2'-4'	-1
Tiny	under 2'	-2

Big or small, are golems are exceptionally strong. However the size of the golem does affect its physical prowess. The average flesh golem is of large size. But what of the golem built a hill giant torso? Or with a dwarf's bandy legs? Such modifications may result in unusual sizes, which affect strength scores.

Golems with strength greater than 19 can inflict more damage as with normal strength adjustments.

Dexterity
Despite their often lumbering appearance, flesh golems are surprisingly nimble and flexible. The deceptively clumsy appearance of most golems must never **lull** the hunter into believing his prey to be slow.

Constitution
Even more than it is strong or dexterous, the flesh golem is resilient. In fact, the fortitude of a golem is almost certainly the greatest of its physical traits. These creatures rarely tire in battle, and they can resist many physical and magical attacks. Further, when they are harmed, their capacity to regenerate tissue is nothing less than phenomenal. The Created may well enjoy the greatest physical resiliency of any known creature. This much is true: The base constitution score of flesh golems is 20; such creatures can regenerate 1 hp every 6 turns (1 hour). A golem with a greater constitution score regenerates at a faster rate

Mental Abilities
The mental capabilities of many flesh golems can be impressive, though they certainly are not as formidable as the creature's physical traits.

Intelligence
Travelers from distant lands often claim that a flesh golem has no more cunning than an animal. This is a grave mistake! Perhaps such people are fooled by the golem's often bestial, uncivilized appearance. Indeed, that appearance has led many an incautious hunter to underestimate his foe and pay for the mistake with his life.



Flesh golems do appear to lack certain advanced mental capabilities, however. There is no evidence that any member of the Created (flesh or otherwise) can appreciate art or grasp complicated philosophical or mathematical principles. No reliable scientist has spent any length of time conversing with a golem, much less making a serious study of its psyche or intellect. While the creator of a golem often attempts and even relishes such a study, he is incapable of impartial observation. Therefore, it is currently impossible to determine the precise mental limitations of the golem.
Where golems do excel mentally is in low cunning and the ability to manipulate and maneuver in order to gain what they desire. In fact, golems may well be as intelligent, in their fashion, as most humans. Further, it may well be that golems simply do not care about certain issues, and thus only devote their faculties to achieving their personal goals, whatever those might be.
Virtually all of the Created have indomitable wills. These monsters are capable of single-mindedly following a course of action for as long as it takes to succeed. Most assuredly, this is why so few creators survive once a golem decides it wishes its "parent" dead—the golem is relentless. If you ever discover a golem bent on a course of action involving the harm of others, you must immediately turn all your efforts to stopping the creature. Else you must find someone who is willing to do so themselves. Otherwise, who knows how many individuals could lose their lives to the will and power of such a creature?
A flesh golem's intelligence score is determined by the type of brain used. As a general rule, the score is at least three points lower than that of the brain's original owner. This assumes that the brain is relatively fresh and in excellent condition.

Fleshly Concerns

Why are flesh golems predominant? Perhaps this is due to the natural proclivity of flesh to contain and shelter intelligent life. Unlike the other materials discussed so far, flesh is innately accommodating to the life force. Thus, for the very same reason you are not made from inanimate wood, glass, or metal, the animating force of the golem most readily enters a vessel crafted of once-animate flesh. Perhaps due to the very nature of flesh, far more would-be creators of flesh golems succeed at their grisly task than the would-be creators of other forms of the Created.

For the creator, flesh is also readily available, at least for those willing to rob the graves of the newly dead (or to murder the living). Flesh is soft and thus relatively easy to stitch together. The golem's patchwork of skin does not heal well when pieced together, however. The fusing of flesh in a golem serves to emphasize the bond, resulting in hideous, raised scars and conspicuous traces of stitching. Such obvious deformities, along with the mismatched body parts, are a blessing to all who wish to hunt golems; they allow us to know the creature for what it truly is. The true nature of these hideously formed beings is always instantly recognizable.

When selecting body parts for inclusion, how much tissue deterioration and decay is acceptable before the body part becomes too decayed for use? Can pieces of any body be used? For example, can animal or monster parts be used in the assembly of the body?



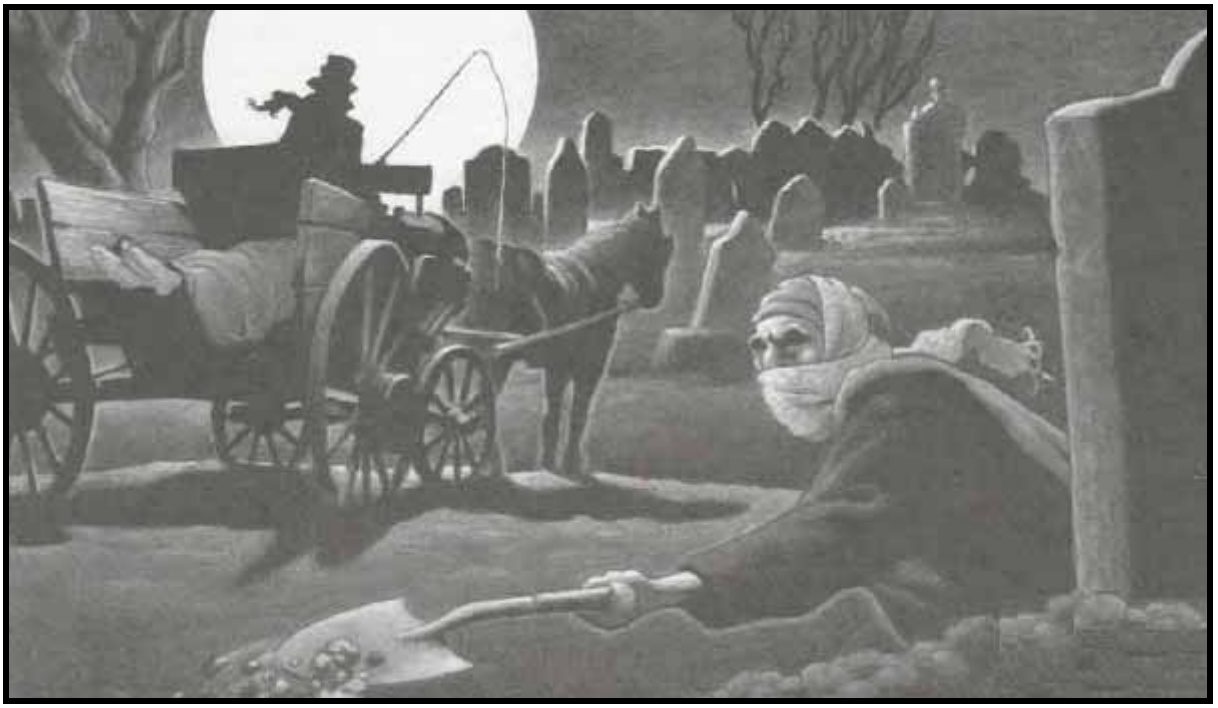
Climate and Decay

In order for a body part to be useful in the construction of a flesh golem, the ligaments, tendons, and the like must not yet have rotted to the degree that they rip and tear when manipulated. Although a flesh golem's body is extremely powerful and resilient once it is animate, during construction the opposite is true. The creator must take great care to stitch the muscles, tendons, and ligaments of one body part to the corresponding muscles, tendons, and ligaments of its partner. This work is both arduous and exacting.

Due to the stitching and great amount of manipulation the body parts must withstand, **I** estimate that, given average conditions, body parts must be utilized within one week of death. Beyond that period, the part may have degraded to uselessness. Note that this is a very general estimate, and conditions are rarely "average." Several factors can affect the exact speed of decay. The most important are temperature and moisture.

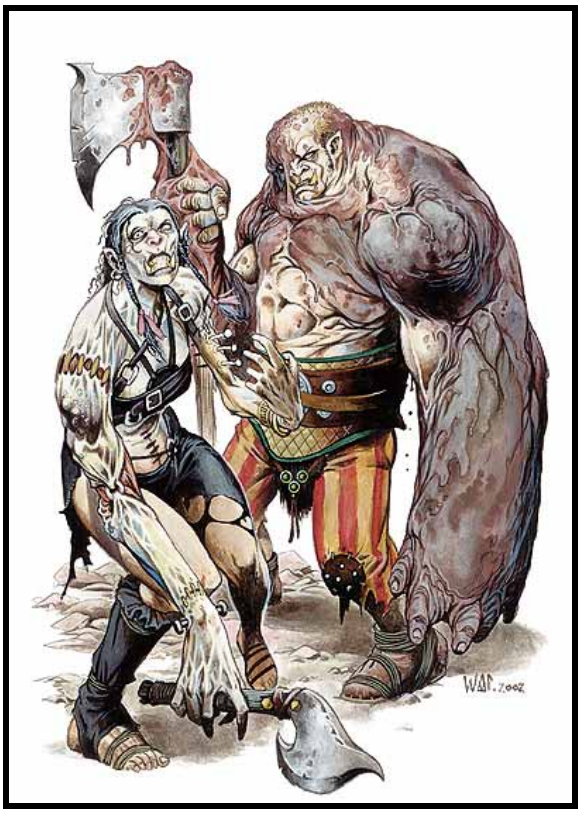
The colder the temperature at which a body is kept, the longer the process of decay is kept at bay. Obviously, the reverse is also true; the warmer the temperature, the swifter the decay. Moisture in the air, or humidity, also affects the rate of decomposition. The higher the humidity, the more rapid the rotting. However, humidity levels are secondary in importance to temperature.

In an environment well below freezing, it is possible for a corpse to remain in virtually pristine condition for an indefinite period of time, untouched by even the slightest hint of decay. This is why a body found during a spring thaw at a northerly lake often appears to have died only recently, when in fact the victim has been frozen for months. Of course the process of decay can never be reversed, and any decay that occurred before the body was frozen will still be in evidence. Further, once the body part is exposed to warmer temperatures, decay continues.



What if the temperature is cool but not below freezing? In this case or when the air is very dry, body parts can remain intact for quite some time. They do continue to decay, but the process is slowed. Under such conditions, it would seem reasonable that body parts would remain usable for perhaps as many as two weeks, although such parts would surely undergo some degradation. When the air is warm but not hot-that is, in temperatures humans find most comfortable flesh decays steadily. A body part would become useless after a period of perhaps nine days in such a temperate environment. If, however, conditions were particularly moist but not excessively hot (or vice versa), decay would set in at a faster rate than under so-called “average” conditions. In such climates, flesh might become unusable in perhaps as few as five or six days. (This explains why the villagers living near the Great Falls wait no more than one day before burying their dead. Through experience, these villagers know that warm, moist air cause bodies to decompose quite rapidly, just as meat becomes rancid far more rapidly in the summer than in the winter.)

Under the most extreme conditions of damp heat, such as a jungle environment, decay sets in with amazing speed. If you ever visit the jungle, note the rich loam of the earth, the quickly rotting logs, the amazing variety and number of insects. All are signs of both the speed and thoroughness with which death brings decay in such a clime. It would seem difficult in the extreme to construct a golem under such conditions, but would-be creators are fantastically resourceful. At best, the creator has have only two or three days’ leeway before the flesh so degrades as to become nonviable. There is an interesting side note on humidity and its effects on decomposition. When exposed to an extremely raw, arid climate, a corpse may not decompose in the normal manner.



Do not make the mistake of assuming that because you are in a hot and humid region, the would-be creator will be unable to finish his work. Climatic limitations can be circumvented; as always, the truly obsessed will find a way if any chance of success exists, no matter how remote.

Nonhuman Body Parts

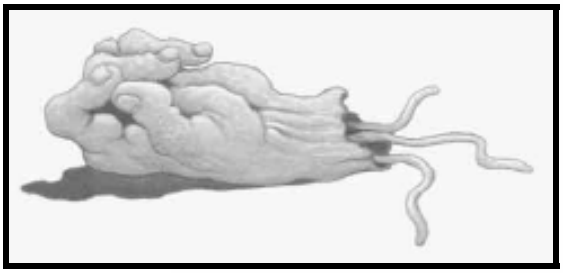
It is indeed possible for body parts from corpses of different races, and even different species, to be used in the creation of one golem. What, if any, mental and emotional effect would this sort of merging have?

One obvious barrier is size. If the difference between two connecting body parts is too great, the creator cannot successfully stitch the parts together. Even if the stitching could be accomplished, a golem with, say, the body of a Halfling and the arm of an ogre might would have difficulty effectively using the outsized limb. In general, the supporting frame must be of sufficient size and strength to utilize its limbs. Some leeway may be assumed, however, due to the additional strength musculature appears to gain when reanimated as part of a golem construct.

Effects of Decay

The fresher part would be much more valuable from a creator's perspective. While a piece of flesh may be usable, it does not follow that it reflects "peak condition." When partially decayed materials are used in the construction of a golem, the creature's structural integrity is diminished. Further, if too many parts have degraded sufficiently, the creature as a whole may not be viable, no matter what the creator attempts. Another possibility is that a member of the Created whose body contains partially decayed body parts is not as clever or powerful as a golem constructed with fresher parts.

Presumably, any lessening of skills would be those relative to the defective body part or parts (e.g., a slightly rotted brain might create a less intelligent creature). Indeed, I suspect that certain body parts especially those upon which skills are based might be more vulnerable to decay and damage than others. Eyes, brains, hearts, and other organs should become unusable at a faster rate due to their delicacy. Other, less delicate body parts-limbs, for example-would no doubt withstand greater abuse before they are rendered worthless.



Body parts and decay

Such information can be useful in creating a history for a flesh golem, as well as customizing a particular monster by giving it limbs that have decayed almost to the point of usefulness. This mechanism is particular useful to DM's who wish to create a weaker golem for low level parties.

Stages of Decay

The condition of the specific parts used in the creation of a golem can affect the creature's basic statistics. For purposes of determining decay, there are two categories of body parts; organs and limbs. Organs are delicate and more vulnerable to such deterioration.

State	Eyes	Limb	Brain	Feet	Body	tongue
Fresh	as normal	as normal	as normal	as normal	as normal	as normal
Good	vision 75%	as normal	IN -1	as normal	as normal	Slurred speech
Usable	vision 50%	DX-1, ST-1	IN-3	MV 75%	CO-2	very difficult
Decayed	Blind	DX-2, ST-2	not animated	MV 50%	CO-3	mute

Body parts undergo four stages as they decay; fresh, good, usable, and decayed.

Fresh; Fresh body parts come from corpses that have been dead for only a brief period of time. No significant decay has occurred.

Good; Body parts in this group have begun the process of decay, especially soft organs. However, their general condition is still good, and the game effects are minimal. For example, a golem with a tongue in good shape prior to its animation might exhibit slightly slurred speech, but no further impairment. The most prominent effect involves the brain. If a brain has deteriorated to good condition, the golem's average intelligence is decreased by 1 point.

Usable; Body parts in usable condition have truly begun to decay, and they will weaken the golem in some small way. This is particularly true if organs are involved. Some examples of the effect of using such parts during the creation of the golem are as per table

Decayed; This flesh is in an advanced state of decay. Organs and other delicate tissues in this state cannot be used to construct a viable golem. It is sometimes possible to use other body parts in this state, but they produce an inferior golem, examples of effects of using such body parts during the creation of a golem are as per table.

Rotten; Once body parts enter this last stage, they are far too putrid for use in a flesh golem, although a bone golem might be constructed successfully from it with remaining rotten tissue hanging on it. Anyone viewing such a golem should immediately make a fear check due to the hideous appearance of the monster (at-2).

Climate and decay

A body part's rate of decay varies by climate, which are defined by their temperature and humidity levels; arctic, cool, temperate, moist, torrid, and desert.

The effects of each climate on decay are outlined in the table. Of course, not every body part is exposed to the elements. Some may be stored in a cool cellar or even frozen to slow or to stop decay. Would-be creators of golems usually attempt to preserve body parts in the best possible condition.

Climatic Effects on Decay						
		Humidity				
		Sere	Arid	Average	Humid	Very Humid
Temperature		0%-10%	11%-40%	41%-60%	61%-80%	81%-100%
Freezing	below 32° F	Arctic	Arctic	Arctic	Arctic	Arctic
Chill	33° - 60° F	Cool	Cool	Cool	Temperate	Moist
Average	61° - 80° F	Cool	Temperate	Temperate	Moist	Torrid
Hot	81° + F	Desert	Temperate	Moist	Torrid	Torrid

Decaying rates per climate (in days)				
	Cool	Temperate	Moist	Torrid
Fresh	1-2	1	1	12 hr
Good	3-5	2-4	2	13-36 hr
Usable	6-10	5-7	3-4	36-72 hr
Decayed	11-14	8-10	5-7	3-5
unusable after	day 14	day 10	day 7	day 5

Arctic; Body parts kept below freezing will not decay any further. If a flesh body is frozen, it will still be fresh when it thaws. Likewise, if a body part was in any decayed state it will still be in the same state when thawed. Decay will continue as soon as the part is exposed to temperatures above freezing.

Body parts that are stored in a Cool, temperate, moist, or torrid environment decay at the rates in the table.

Desert; When conditions are extremely dry and hot, bodies can become desiccated very rapidly. The moisture is drawn out so quickly that the body becomes mummified (Dehydration magic and mummy rot have similar effects). In such cases, limbs and other visible parts are preserved indefinitely, and it is possible to use them in the creation of a golem. Such body parts are considered fresh for this cause. Note that this does not include organs, which are considered to be in a torrid environment for purposes of judging decay.

Brain Transplants



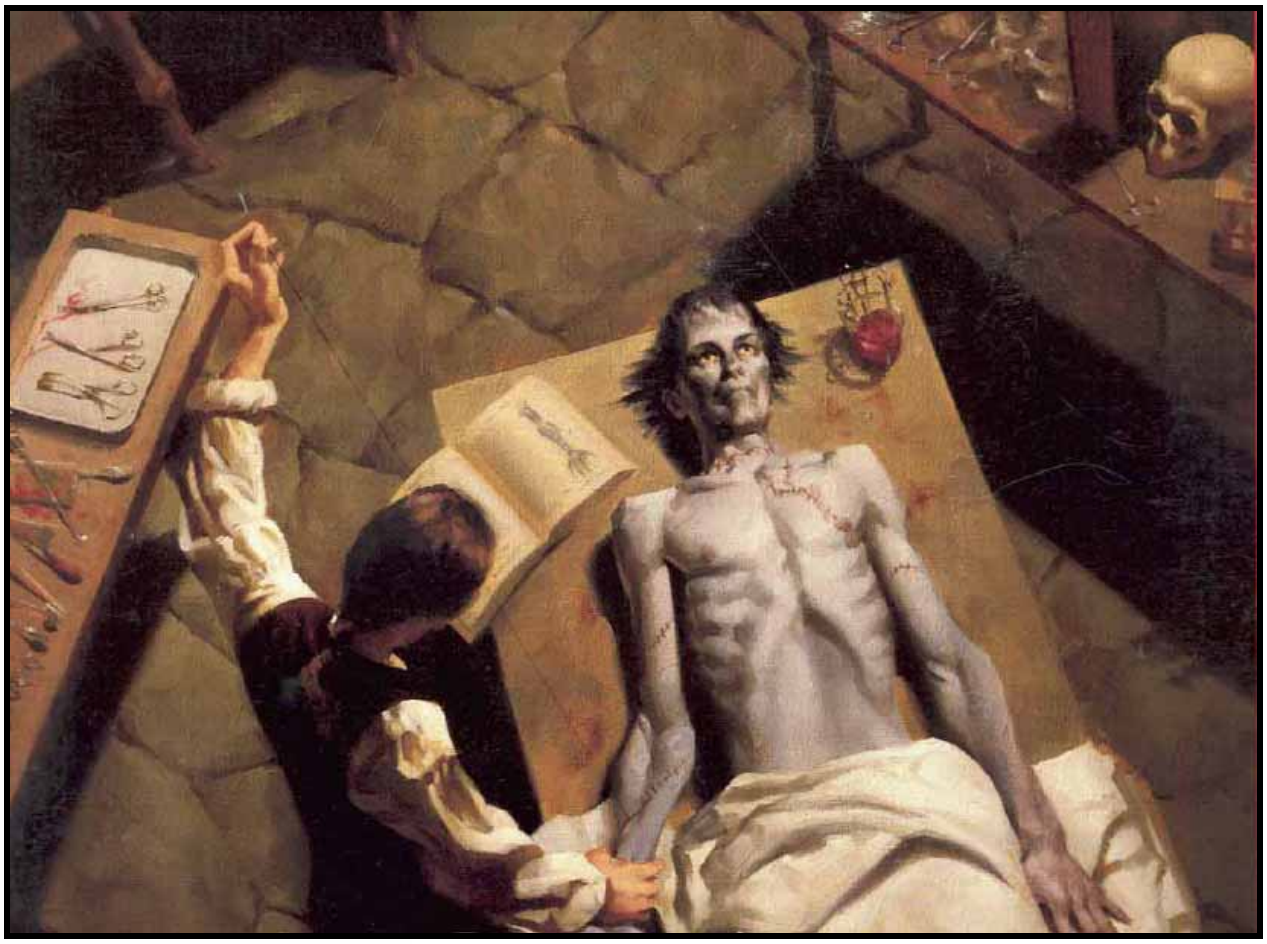
When considering flesh golems, there is one more way in which a spirit might be placed within the creature's body. The creator may actually transfer the physical brain of a living being into the prepared vessel. It is truly maddening to think that the golem's mind may retain some knowledge of its former self-and know the great atrocity that had been committed. When the creator of the golem transfers a living brain into the body of the Created, the spirit of the brain's donor is also transferred. Of course, without a brain to direct its function, the body of the donor soon perishes. Such a transplant cannot work if the donor perishes before the transplant is complete, however. A dead brain can serve only as an empty vessel for the dark or stolen soul. The operation on the living tissue is extremely delicate and must be performed quickly; else the brain will surely perish and the spirit with it. If the operation is successful, the spirit of the individual is transferred. A significant jolt of energy is required to bind the spirit to its new form. Note, however, that the energy required to bind a transplanted spirit may not be as great as that used to bind a dark or stolen soul to the abysmal prison that is the golem body.

Fusing Body and Spirit

Once the body of the construct has been prepared, and the spirit has been selected or attracted toward it, the most difficult and mysterious portion of the creation process is yet to occur. Somehow, through a massive surge of energy, the golem spirit is bound to the vessel. A metaphysically transfiguring fusion of body and spirit occurs, and the golem comes to life. The precise manner by which this process works is only guessed at by researchers.

The required energy can be either physical or psychic in origin. A third force—magical energy—may also suffice, though it could be coupled with another form. Whatever the source, however, there is no question that animation is achieved on at least some occasions. The exact amount of energy required is unknown, if not immeasurable. However, in the physical case, we can estimate it to be at least the amount of energy transmitted in a bolt of lightning. There have been several documented cases in which lightning has either animated a golem construct or reanimated a golem which was thought to be destroyed.

Other equally powerful sources of energy would presumably serve the same purpose. However, whatever physical energy is applied It must come in the form of a sudden shock or jolt. A steady but less potent energy flow does not provide the catalytic energy needed to bond the spirit to the body.



The exact process through which the spirit, the life essence as it were, of a living being is removed from its natural body and placed within the golem is unknown. However, it is certain that the two bodies must first be positioned closely together. If physical energy is to be used, the jolt required for animation must then strike both physical forms either simultaneously or in quick succession. If the energy jolt does not affect the bodies simultaneously, the living body must be the first to be struck.

Given the absence of physical or magical energy, Ii is believed that the body and spirit are fused and transformed by the sudden release of psychic energy. The creation of a golem is an act of evil according to many immortals (Only Energy and Entropic Immortals accept this as non evil). Further, the creators are driven by obsessions which almost inevitably plunge them into madness. These obsessions serve to justify to the creator evil deeds ranging from the exact amount of energy required is petty to the most heinous imaginable. The creators of these golems are in agony, and all too often they have placed innocent victims in agony as well.

The mad obsession, the pain and suffering, and above all the overwhelming evil associated with the creation of a golem's coalesce as a crackling, swirling nimbus of psychic energy around the creator and his created. This energy builds until the ultimate moment, when it suddenly reaches a transcendent peak at which it breaches the barriers between our material world and the darker world of spirits. The surge of psychic energy draws the requisite spirit through the tattered barrier between the tangible and the intangible, into the vortex which is the Created. Whether the spirit is a dark and evil being which exults in its newfound form, or an innocent soul silently screaming against its fate, it has now combined with the physical shell prepared by the creator to form a golem.

Every creator carefully chooses the materials used to construct his “child.” Many choose the animating spirit, or personality, just as selectively. Some creators become obsessed with a specific individual and attempt to place that person’s spirit within the golem.

The massive energy current causes the spirit to separate and transfer from its original body to that of the waiting golem. The transference understandably causes some degradation of the personality, including memory loss, confusion, and a return to a childlike state of being. There are some very few people who maintained some memories of the experience and were able, with the help of their comrades to reverse the process. The hope of such a reversal is exceedingly slim. Besides requiring the original body to survive another massive energy charge, the window of opportunity for such a reversal is very small for two reasons. In the first place, the original body will die in a matter of weeks without a personality residing within it. To keep the body functional for even that long requires near constant care. Secondly, and most importantly, even if the few golems maintain much of its former personality, that personality is already degrading. Certainly within the course of a month the old personality will be utterly gone, replaced by a hateful, lonely, sociopathic creature with no hope of redemption.



Dark Spirits

It has been postulated, by theorists, that there are numerous evil “spirits” about in our world-not ghosts, but beings who have never truly been alive(or come from the realm of Nightmares), who have never maintained a corporeal existence. A few scholars assert that such dark forces must hail from another realm entirely. It can be assumed, however, that these darkling spirits know neither life nor death as we understand it. And, unlike mortals, they do not have a cycle of life. We can at best speculate on what such an existence might be like. However, it does not seem unreasonable to hypothesize that these evil, ethereal beings might experience the emotions of mortals as tangible qualities. These creatures could be attracted by compellingly evil thoughts and deeds, especially when they are accompanied by intense desires. When a powerful wizard performs a difficult magical working, or a priest pushes back undead minions, he calls upon skill and faith. But these acts also require great force of will and conviction. Further, an individual whose heart and mind burn with an all-consuming obsession might exhibit an equal intensity of will, if not a greater one. Such emotion might well attract a darkling spirit. Imagine now that this warped individual was to focus his will toward the creation of life, and that he had properly constructed a body which could receive the darkling spirit. Under these circumstances, the creator might be able to trap the entity in that vessel. The spirit—thus mired within a corporeal form for the first time in its existence—might lack the capability to extricate itself. As the wizard who creates a powerful item of magic can attest, the bonds shaped by a strong will can be powerful indeed. Creatures incapable of true death—that are utterly devoid of morality, pity, and sheer humanity—are even now inhabiting our land and walking among us.

The Stolen Life force

It is certain that the life force animating some flesh golems is stolen from those already living. All who fashion this type of creature must steal from the dead, of course, seizing their limbs and organs. But a few creators—and fortunately they are unusual commit an even greater atrocity: They rob the living of their very identity. We can only imagine the horror of finding oneself trapped in a golem’s body, as one’s humanity is slowly stripped away. The reversal would need to be made before the original body died, although if the body could be resurrected it still might be possible to perform the reversal. An even greater time limitation is the one imposed by the spirit itself. It cannot be very long before all remembrance of the spirit’s former life disappears and the individual’s life force becomes irretrievably warped or even dissolved utterly. The window of opportunity for such a reversal would be anywhere between several days and a month in length, depending upon a number of variables.

Magical Energies

It has long been known that wizards, and to a lesser degree priests, can create certain types of golems, including flesh, bone, clay, doll, glass, iron, stone. (The list of types animated through magic is actually longer, of course, but the permutations are not important to the discussion at hand.) The mages and priests who create these golems do so through a rigorous process of research and the casting of multiple spells. There are even rumored to be a few manuals holding the secrets of golem creation. This is not to say that these mages and priests do not risk their creation turning upon them, however. The risk is always present, and it grows over the course of time. Despite the research and methodical planning, despite the great intelligence of the creators, the eventuality is much the same. Even a golem created through magic grows to despise its creator. In time, the creator will lose control of the monster and face possible death at the golem's hands.



Telepathic Talent

A flesh golem maintains a unique telepathic bond with its creator. At will, the creature can see through its creator's eyes. This ability, coupled with an uncanny ability to know in which direction the creator is, enables golems to track their makers with a skill no bloodhound could equal. The golem's telepathy is so invasive that the monster, in effect, knows its creator better than the creator knows himself. The creator can keep no desires, fears, dreams, or feelings from his golem. In this sense, the ability resembles empathy, a psionic power, with no limit to range. The golem's telepathic ability also enables it to 'speak' into the creator's mind at will regardless of range.

The telepathic power binding the golem and its creator lies solely with the golem, in other words, the creator cannot sense the thoughts or emotions of the golem. Nor can the creator intentionally send messages to the golem. This bond can only be broken if the creator is shielded by powerful magic (or planar borders). Even when the creator is so shielded, the telepathic 'voice' of the golem can still reach him (maybe delayed), though the golem may lose other benefits of this bond.

Biological concerns

Issues normally addresses when discussing the biology of species includes essential bodily functions, nutritional requirements and the like. Certain basic questions arise. For example is the species mammalian, insectlike, and so forth. Are they air or water breathers? Also a concern in a biological survey are reproductive characteristics including mating rituals, gestational times and the like. Golems do not reproduce (a limitation for which we may be thankful!!), so these issues do not greatly concern us here. If a flesh golem were to seek a mate, it would be for purely psychological reasons, rather than a response to any physical drive.

In general it can be assumed that flesh golems are closer to mammals in nature than any other type of creature, yet it remains a construct.

By all accounts, golems do not experience physical development, nor do they age. It is possible that a golem's life span is so long that we, who live for but a moment by comparison, simply cannot recognize such gradual changes. However, for all practical purposes, we must assume that flesh golems can live forever. (Not surprisingly, this immortality applies equally to golems made of materials others than flesh.) There are legends of individual golems appearing and reappearing in a specific area over the course of centuries. Of course, it is quite possible that more than one flesh golem might be at work in such tales. However, given the rarity of these creatures, and given further similarities noted by the witnesses, it seems likely to me that similar accounts spanning centuries do indeed describe the same creature. This certainly supports the notion of a very long life span. It seems that flesh golems do undergo an initial period of mental development, and are thereafter mature. Fortunately, there is no indication that golems gain power or prowess with age. On the other hand, neither do they seem to lose any power. Golems do not age as a rule. Thus, they live until they're destroyed.

Respiration

It is still questionable whether golems have any true need to breathe. Many observers have claimed that the creatures do; after all, most golems can generally speak and make other vocalizations, so it would appear their lungs are functional. While many golems are able to breathe, few (if any) require air to sustain themselves. In short, they could suspend their breathing indefinitely without any ill effect. All other golems-flesh and otherwise-can survive without breathing. Thus, they cannot be harmed by being choked, buried, immersed in water, or by any other suffocating attack. Additionally, golems are not subject to spells that affect the respiratory system (such as stinking cloud, cloudkill, and so forth).

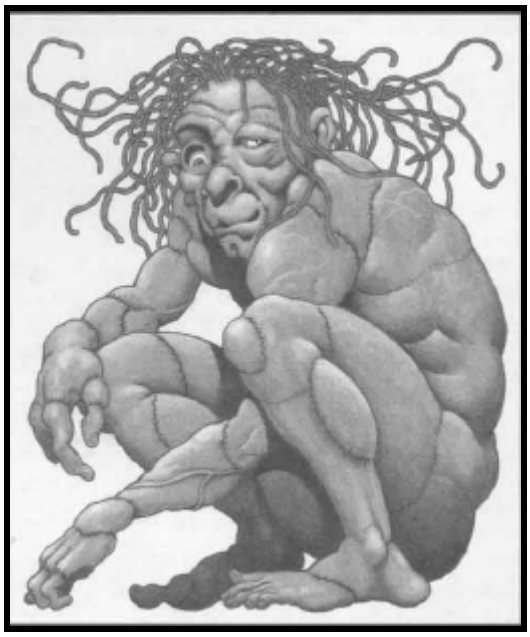
Nutritional Requirements

It is uncertain whether golems have any nutritional requirements whatsoever. If the creature needs no air to sustain its unnatural life, then is it not reasonable to assume it also can forego food? However, some few observers have noted that golems eat of necessity or for sheer pleasure. After all, many of us eat simply because we enjoy the act itself. Perhaps golems feel the same. If they do need food they follow the same rules of deprivation as living creatures,

Resiliency of Golem flesh

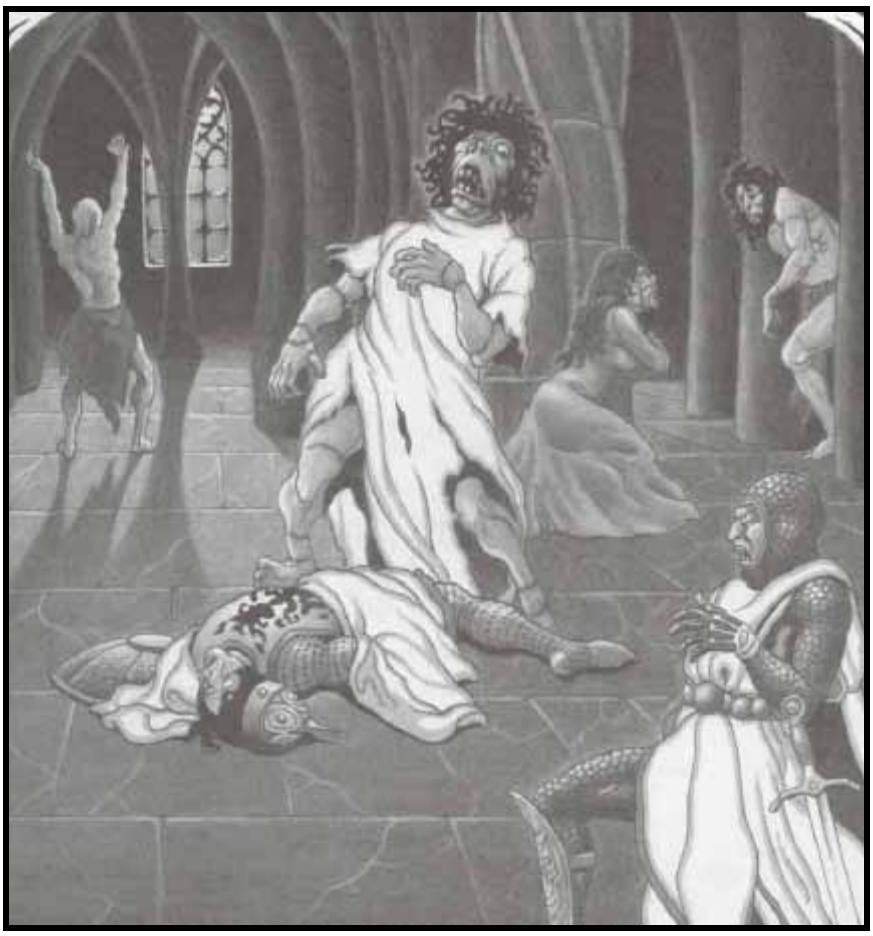
The flesh forming the body of a golem is apparently greatly transformed during the creation process, becoming stronger, denser, and far less porous. It seems probable this is in fact necessary in order for the flesh to maintain its integrity. The vast majority of humans and demihumans find it extremely difficult to function with a dislocated limb. This pain resistance (or lack of the capability to feel pain) is, of course, no boon to golem hunters. Though we may harm a golem, we can never be certain that such damage has impaired its capabilities until the moment the hideous creature actually falls.

Resistance to Toxins
The innards of the flesh golem appear just as rugged as the exterior tissue- as any hunter who has utilized poisonous gas (or poisons of any sort) against their kind can attest, Like all members of the Created, flesh golems are immune to toxins. This immunity serves as a further example that the flesh of the Created no longer functions in anything near its original fashion. Of course, this comes as no real surprise, since the flesh is "deceased" before being violently fused together during the reanimation process.
All golems are utterly immune to poison and cannot be harmed by any toxin. Further, they are completely immune to disease, including magical maladies.



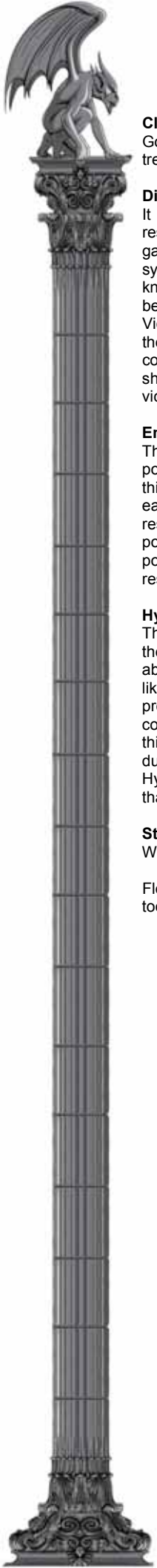
Reassembly
Even if you are fortunate enough to sufficiently damage a golem to the point where it can no longer regenerate, it would not be wise to leave any part of the creature intact. If the golem's creator is still among the living (or, the gods forbid, some other person attempts this!), he may well be able to repair his creation.
This process of repair involves two stages: First, the creator reattaches the golem's body parts. Then, he recharges the golem through a burst of energy, which is normally a lightning bolt. Once reanimated, the golem is as powerful as it was before, showing no signs of the damage you and your comrades fought so hard to inflict!

Extraordinary Abilities
Golems are extraordinarily diverse creatures, each a unique reflection of its creator's obsessions and desires. As such, almost all golems have certain unusual abilities and powers which other creatures of the same type lack. Most golems have no more than two of these unusual or unique abilities, however. This is fortunate, as any power given to the Created beyond that which they already possess is truly frightening. Such abilities can be very dangerous, but most particularly if they come as a total surprise to the golem hunter tore away chunks of its own flesh while moving toward its target. What made this terrible sight even more hideous was the creature's constant smile, as of some circus clown, leering evilly beneath its dead eyes. Victims who succumbed to this despair would find themselves barely able to defend themselves, let alone cast spells or flee. I myself was fortunate enough to stave off this attack long enough to make my escape. Still, a wave of absolute lethargy and apathy came over me, and it nearly drowned my will. Each extraordinary ability will give it an extra * and corresponding Xp when defeated.



Despair
Golems with this power can cause despair up to three times a day. To do so the golem must consciously exert its will while simultaneously moaning, ripping at its own flesh, laughing or performing some other action designed to horrify observers. Anyone looking upon the golem must make a successful saving throw vs. death ray or be overwhelmed by apathy and despair. Unaffected individuals can only defend themselves, and will not take any offensive actions or attempt to flee at a rate faster than a slow walk. This effect lasts as long as the golem remains in the victim's sight.

Cause Horror
No words could describe the chilling sensation that its maniacal laughter produce. Hardened warriors may faint and the most faithful of priests despair upon hearing such a sound, but all who do are sorely put not to give in to its debilitating terror. Anyone hearing the gibbering laugh of the golem must make a successful saving throw vs. spells at -2 penalty or suffer the effects of fear.



Climb wall
Golems with this ability have an 85% chance to climb sheer surfaces (as would a normal thief). Some flesh golems should be treated as 5th level thieves when such abilities are gauged.

Diseased Touch
It is possible for a golem to confer a highly contagious rotting disease with no more than its touch. Such a touch wreaks hideous results upon living flesh; a golem with this ability secretes some sort of virulent pus from its pores. As a result, the creature's skin gains a moist, pustulant coating, which harbors the virus. The golem itself is of course immune to the effects of this disease, whose symptoms included blackened buboes (better known as pustules), high fever, delirium, and eventual death. The only treatment known to be effective is the priest spell cure disease. If you notice that the skin of the golem you fight seems to constantly glisten, be extremely wary of touching the moisture lest you contract this dread affliction!
Victims touched by the golem must make a saving throw vs. death ray. Those who fail this save will be stricken ill, losing 25% of their original hit points per turn. When a victim's hit points reach 0, the character falls unconscious. The victim will then lose 1 constitution per day, until cured (or reaching 0 constitution and death). Constitution loss is permanent. No normal or magical healing short of a Cure Disease or Heal spell (or wish) will cure this terrible magical affliction. The disease will not be transferred from a victim to someone else, and the loss can be restored with a single well worded wish spell.

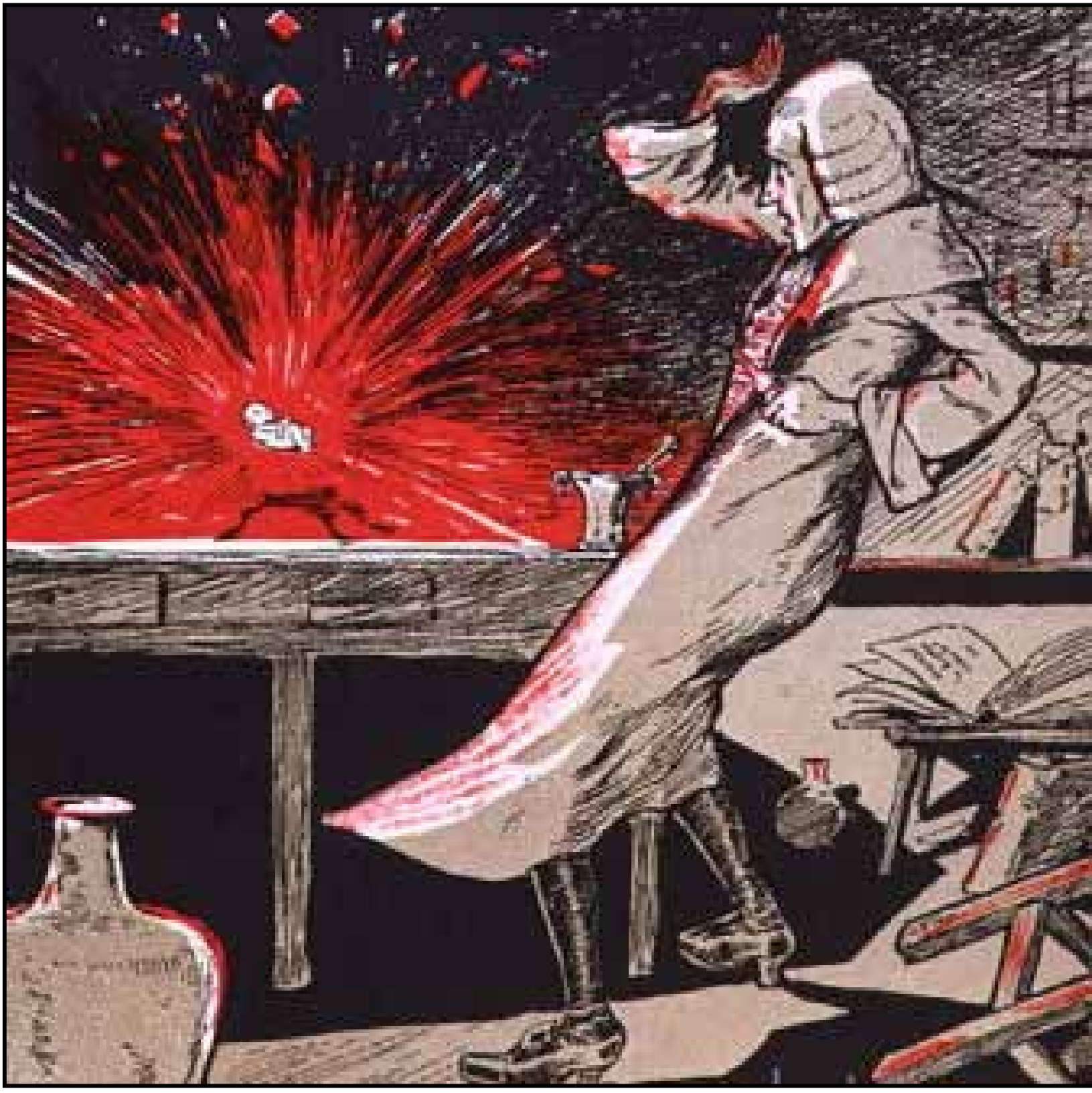
Energy Drain
This is one of many golem abilities that instill weakness and terror in those who face the creature. A golem with such a draining power weakens the victim on touch. The loss reflects a waning of the victim's spirit more than any diminished physical capacity. Yet this touch can be so devastating that the victim never fully recovers from the onslaught. Perhaps he will fall prey to illness more easily in the future, or simply feel a lack of energy and vibrancy. With hard work and tremendous discipline, however, much of the results of this touch can be relieved -as I well know from my own experience. When the golem touches its victim, it can drain 1d6 hit points. There is no saving throw to this effect. Through both normal and magical healing, the victim can recover half the lost hit points (round down). Remaining ht points are permanently lost, only by a wish or those sources like hit point wells or aid spells restore these lost ones. The golem can use this ability up to three times per day.

Hyper-Regeneration
These golems that were supposedly killed only minutes before have risen anew, in perfect health, to strike again. Thank the gods the monsters do not seem capable of this sort of healing at will; it only seems to occur after the creature is felled. If what I surmise about golems is true, at least some of these creatures have a unique ability to "hyper-regenerate." This phenomenon might be best likened to our own bodies' ability to produce a sudden surge of adrenalin in a time of great stress. These surges can, at times, be so profound they enable us to perform heroic feats normally outside our capability. A golem with such abilities under its conscious control would be nigh onto unstoppable. This accelerated rate of regeneration occurs when the golem's hit points drop below 0. At this point the regeneration rate rises to 10 points per round, and lasts until the golem is fully healed. The golem may rise at any time during this process (once its hit points are above 0); however, the creature usually waits until it has fully recovered before doing so. Hyper-regeneration is one of the abilities that can be used for maximum scare effect on players. There is nothing more frightening than having the monster you just "killed" stand up in perfect condition a few moments later!

Stench of decay
When faced with such a stench, victims are allowed a saving throw vs. poison those who fail are affected as per stinking cloud spell.

Flesh Golems were first created by the 1st empire of Morgreth in 4500 BC, from slaves and captives. They were primarily used as tools. Were it not for the expensive process of creating them they would have turned all captives into these obedient 'machines'.

Biological Constructs



Biological constructs



Biological constructs include all creatures created by magic-users, clerics and sometimes other sources. These creatures can be created by magically merging different creatures together. Mostly they are created this way as reproducing creatures, thus able to become a truly new species. Many creatures have thus been created over the timeline of Mystara. Especially immortals created many creatures which often still roam the planet.

Magic-users mostly (and sometimes even clerics) who studied the source and origin of life or the path to immortality often stumbled upon the creation of a creature. Not only the Undead or constructs were in the process of evolution of creation of living species, but living forms of matter soon became to be known. It begun with the creation of the golems for many mages, even if these existed already, it brought them literally upon the study of creating life.

Many creatures have followed since then, either intended as a slave/worker, or as some kind of war machine (as with the Beholder) against some nemesis. These creatures often rebelled against their creators and often slew him. Mostly their individuality sparked and soon they longed to live a free live of their own according to their own ideas and cultural patterns.

These are listed here in the following tables, but can be found detailed in their respective chapters.

The other possibility is that these are created without the possibility to reproduce, like statues or golems. They could be sentient, transformed living creatures or something completely new. Often these not reproducing creatures are a work in progress, which somehow was abolished or just failed. The number of these creatures is limited, and new additions must be created as with any creation.

Biological constructs may count as enchanted creatures, but many do not. They count as normal creatures and are thus not held at bay by a protection from evil spell. Nor are they affected by the Day of Dread (their magical abilities however, may be affected).

Name	Group	Created	Location	Creator	Source	Current Location	
Sphinx	Humanoid	world shaping	unknown	Grammaton (Matter)	unknown	Mystara	yes
Stone Giant	Humanoid	55,000 BC	unknown	Unknown (Matter)	Stone	Mystara	yes
Zombie, Skeleton	Undead	30.000-9000	Carnifex lands	Carnifex	slain enemies	Mystara	no
Undead Monsters	Undead	30.000-9000	Carnifex lands	Carnifex	slain enemies	Mystara	no
other variants Undea	Undead	30.000-9000	Carnifex lands	Carnifex	slain enemies	Mystara	no
Elves	Humanoid	+/-8000BC	Davania	Ordana (matter)	Oak Tree	Mystara	yes
Winged Minotaur	Humanoid	5000-4000BC	Nimmur	Ixion/Idu (Energy)	Beastmen	Arm Immortals	yes
					Human		
					Cow		
Rockmen	Humanoid	5000 BC	unknown	Unknown (Matter)	Stalacmites	Mystara	yes
Magens	Monster	5000BC+	unknown	Carnivex	unknown	Mystara	no
Wight, Wraith	Undead	5500-3500 BC	Mogreth 1	Carnifex Lore	slain enemies	Mystara	yes
Lich	Undead	5500-3500 BC	Mogreth 1	Carnifex Lore	Lizard casters	Mystara	yes
Beastmen	Humanoid	4500-3000 BC	Blackmoor	Nyx (Entropy)	Evil souls	Mystara	yes
Dwarf	Humanoid	+/- 4000 BC	Rockhome	Kagyar (Matter)	Kogolor Dwarves	Mystara	yes
Ghaleb-Duhr	Humanoid	4000 BC	unknown	Unknown (Matter)	Rocks	Mystara	yes
Geonid	Humanoid	3500 BC	unknown	Unknown (Matter)	Boulders	Mystara	yes
Minotaur	Humanoid	+/-3300BC	Blackmoor	Gildesh (Matter)	Winged Minotaurs	Mystara	yes
Beholder	Monster	3300 BC	Blackmoor	Mages	unknown	Mystara	yes
Chimera	Monster	3300 BC	Blackmoor	Mages	Lion	Mystara	yes
					Black Dragon		
					Goat		
Manitcore	Monster	3250 BC	Blackmoor	Mages/Clerics	Lion	Mystara	yes
					Porcupine		
					Demon		
Aquatic Elves	Humanoid	3100 BC	Davania	Manwara (Time)	Elves	Mystara	yes
Rakasta Landstrider	Monster	3100 BC	Skothar	Rakasta Mages	Lion +Horse	Savage Coast	yes
Lizardmen	Humanoid	2850 BC	Herath	Aranean Mages	Humans	Mystara	yes
					Dragon eggs		
Nightshade	Undead	3000-1750 BC	Mogreth 2	Carnifex Lore	slain enemies	Mystara	no
Shazak Lizardmen	Humanoid	2700 BC	Herath	Aranean Mages	Humans	Ator	yes
					Dragon eggs		
Gatormen	Humanoid	2650-2500 BC	Herath	Aranean Mages	Lizard Men	Ator	yes
					Alligator		
Caymen	Humanoid	2500-2450 BC	Herath	Aranean Mages	Lizard Men	Ator	yes
					Lizards		
Vampire	Undead	2500 BC	Taymora	Immortal Nyx	slain enemies	Mystara	yes
Faenare	Humanoid	2500-2000 BC??	West Brun	Elven (Thought)	Elves	West Brun	yes
Undead Dragons	Undead	2000-1500 BC	Nithia	Nithian Sorcerers	slain enemies	Mystara	by species
Ee-aar	Humanoid	2000 BC	Arm Immortals	Illsundal (Thought)	Elves	Arm Immortals	yes
Faedorne	Humanoid	2000-1500BC??	Brun	Elven (Thought)	Elves	Brun	yes
						Shining isles	
Harpy	Humanoid	2000-1500 BC??	West Brun	?? (entropy)	Faenare	Mystara	yes
					Eagle, Vulture		
Elemental Undead	Undead	2000-1500 BC	Nithia	Nithian Sorcerers	slain enemies	Mystara	by species
Spectre	Undead	1750-1500 BC	Nithiia	Nithian Sorcerers	slain enemies	Mystara	yes
Mummy	Undead	1750-1500 BC	Nithia	Nithian Sorcerers	slain enemies	Mystara	special
Hutaakan	Humanoid	1500BC	Nithia	Pflarr (Energy)	Dog	Mystara (extinct?)	yes
					Hyena	Hollow World	
Thoul	Humanoid	1450 BC	Nithia	Nithian Mages	Troll	Mystara	yes
					Ghoul		
					Hobgoblin		
Modrigswerg	Humanoid	1390 BC	Rockhome	Atzanteotl (Entropy)	Dwarf	Mystara	yes
					Shadow Elf		
Gnoll	Humanoid	1050BC	Nithia	Mages	Gnomes	Mystara	yes
					Black Moon Troll		
Lycanthropes	Humanoid	1000BC	Alphatia	Alphatian mages	Human	Mystara	yes
					Animal		
Broken ones	Monster	1000BC+	variable	Alphatian mages	diverse	Mystara	no
Rakasta	Humanoid	+/- 650 BC	Nithia	Ka (Matter)	Basteh (Cat)	Mystara	yes
					Kum-rah (Human)	Myoshima	
Smurf	Humanoid	570BC	Skothar	Peyo	Blue Clay	Skothar	yes (rare)
					Gnome Blood		
Arasheem	Undead	500 BC	Herath	Aranean Mages	Areanean	Mystara	no
Frelon	Monster	500 BC	Herath	Dragon Mages	Dragon, Insects	Mystara	yes



Name	Group	Created	Location	Creator	Source	Current Location	
Kubitt	Humanoids	50 AC	Alphatia	Korubazunth	Woodimp	Hollow World only	yes
					Pixy		
					Human		
N´djatwa	Humanoid	200 AC	Green Bay	Karassh (Matter)	Nujarese Ogre	Green Bay	Yes
				Ilsundal (Though)	Hatwa elves		
Bubbles	Construct	560 AC??	AdriVarma	spontaneous	chemical	Adri Varma	yes
Nagpa	Humanoid	565 AC	Varellya	Unknown (Entropy)	Human	Vulture Peninsula	No
				Nightwalker	Immortal Curse	Mystara	
Ebon Tiger	Construct	710 AC	Myoshima	Rakasta	Tiger/Darkness	Myoshima	no
		802 AC	Ochalea	Rakasta		Ochalea	
			Savage Coast			Savage Coast	
Mugumba	Humanoid	790 AC	Serpent Peninsula	Yav (Thought)	Beaver	Serpent Peninsula	yes
Skul wraith	Construct	790 AC	unknown	Cheiromar	unknown	Mystara	no
Guardian Hand	Construct	790 AC	unknown	Cheiromar	unknown	Mystara	no
Troll Wraith	Humanoid	910 AC	Alphatia	Synn Night Dragon	Troll	Alphatia	no
					Spectres		
Giant Troll	Humanoid	944 AC	Alphatia	Blackheart Mage	Troll	North Mystara	yes
Two-headed Troll	Humanoid	950 AC	Alphatia	Blackheart Mage	Troll, Crocodile,	Bellisaria	yes
Two-headed Croco Troll					Ettin	Alphatia	
Sabreclaw	Construct	956 AC	Sabre River (Denagoth)	unknown	unknown	Mystara	no
Spirit Troll	Humanoid	961AC	Alphatia	Blackheart Mage	Troll	Alphatia	no
					Invisible Stalker		
Fachan	Humanoid	1000 AC	Savage Coast	Herathian	Atach+Cyclops	Savage Coast	yes
Cloaker	Construct	1001AC	Alphatia	Rico Boskov	unknown	Mystara	yes
Gargantuan Carrion Crawler	Construct	942-1016 AC	Norwold	Gargantua	diverse	Brun	yes
Gargantuan Gargoyle	construct	942-1016 AC	Norwold	Gargantua	diverse	Brun	No
Gargantuan Troll	Construct	942-1016 AC	Norwold	Gargantua	diverse	Brun	No
Gargantuan??	Monster	942-1016 AC	Norwold	Gargantua	diverse	Brun	no
unknown Troll variant	Humanoid	1016AC+	variable	Alphatian mages	Troll	Bellisaria	??
					???	Quedhar	
						Skothar	

Homunculus (*Homunculi animea species*)

Animated	Homunculus*				
	Aryth*	Bogan*	Fylgar*	Gretch*	Ulzaq*
Type	Construct/Planar				
Sphere	Thought	Entropy	Matter	Time	Energy
alignment	Good	Evil	Law	Neutral	Chaos
	enchanted				
Climate/Terrain	any				
Frequency	very rare				
Organization	solitary				
Activity Cycle	day	any	day	day	any
Diet	omnivore				
AL	CG, NG, LG	CE, NE, LE	LN, LG, LE	NG, NE, N	CE, CG, CN
NA	1				
Size	T; 1'tall	T; 1'tall	T; 2'tall	T; 2'tall	T; 2'tall
ST	9				
IN	varies				
WI	varies				
DX	11				
CO	13				
CH	14				
Languages	special				
Spellcaster Limits;	na				
AC	0				
AV	0				
HD	3****				
HP	3d8				
MV	90'/30'	120'/40'	60'/20'	150'/50'	60'/20'
FL	180'/60'	300'/100'	240'/80'	180'/60'	
MF	3B	5B	5B	1B	
THAC0	17				
Attacks	1 tail	1 bite			2 claws
Damage	1d4	1d4			1d2 each
Attacks		1 tail			1 bite
Damage		1d3	1d4		1d4
Attacks					1 tail
Damage					1d4
Special Attacks;	Sleep	Charm Poison		Dexterity Drain Slow	Strength Drain Confusion
Special Defenses;	Invisible at will				
	Detect Evil Detect Magic at will				
	Aura 10' Regenerate 1hp/r				
	Telepathy creator 1mile				
Immune to;	Cold, Fire				
	Mindaffecting magic, Insanity, Febblemind, etc.				
Extra Vulnerable to;	nil				
AM	5%				
Save as;	MU21				
ML	12				
XP	95				
TT	L				
Body Weight	4 LBS	5LBS	7LBS	6 LBS	5 LBS
Creation	MU18+				
Preparation Time	28 days				
Assembly Time	28 days				
Enchantment time	28 days				
Construction Time	84 days				
Enchantment cost	26,000				
additional cost	1000				

Although a homunculus appears to be simply a two foot-tall humanoid creature, it is actually the special form taken on the Prime Plane by an Immortal sent there on a special mission or as a penance. As a homunculus, the Immortal serves a mortal master, who may be a cleric or magic-user. Homunculi generally serve their masters out of choice or duty and, although high-level characters occasionally bind homunculi to their service, this is a very risky business involving long, dangerous, and costly magical operations.

There are Five types of homunculi (one for each alignment), and although superficially similar, each type has its own strengths and weaknesses.
All homunculi are immune to nonmagical weapons, as well as all cold- and fire-based attacks. They can become invisible and may detect evil and detect magic at will. They all regenerate damage at the rate of 1 hit point per round, and this ability is passed on to their master, as long as the character is within 10 feet. Homunculi use their magical abilities as if 21st level and make saving throws as if they were magic-users of 21st level.

Although the unique familiars of Mystara look like tiny humanoid creatures, these are actually the normal forms Immortals take when they visit the Prime Material Plane on special missions or to perform acts of penance. As a homunculus, the Immortal serves a mortal master: a wizard of similar alignment. Note that text in this entry refers only to the five special homunculi listed here, not to regular wizard familiars.

The five types of homunculus correspond to the five spheres of the Immortals. Each of these spheres corresponds roughly to a particular alignment. The chart below shows the homunculus type that represents each sphere/alignment.
Immortals do not follow these classifications exclusively; for example, an Immortal of thought might choose to take the form of a Fylgar. As a homunculus, then, it would possess connections to both law (for Fylgar) and good (for its thought sphere), making it a Fylgar of lawful good alignment.

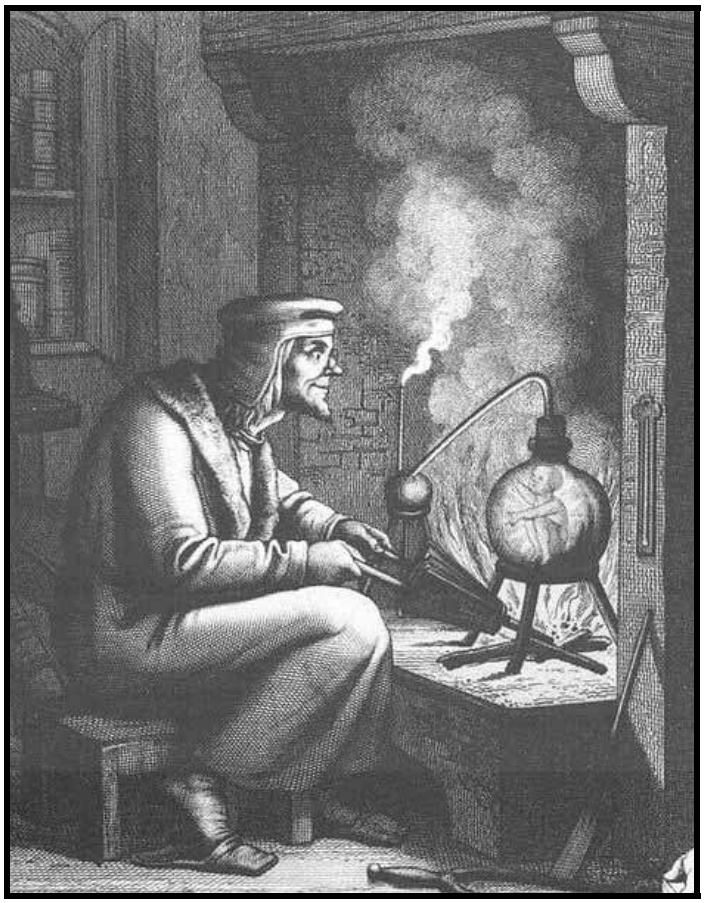
The tiny humanoids all have small wings and an assortment of powers, but each type of homunculus boasts its own unique strengths, weaknesses, and physical features.
As long as it is a willing servant (and magically bound) servant, a homunculus can communicate telepathically with its master for up to 1 mile. In addition, a master within that range can use all the homunculus's senses (including infravision). If the character is in actual physical contact with the homunculus, she or he gains a bonus of +3 to all saving throws. while in physical contact with it. The Homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1 mile. A homunculus never travels beyond this range willingly, though it can be removed forcibly. If this occurs, the creature does everything in its power to regain contact with its master.



Combat:
In battle, a homunculus attacks with its tail and bite. (The Ulzaq may use its claws as well.) Damage varies with the type of homunculus, and each type has special combat abilities.
All homunculus are immune to nonmagical weapons, as well as cold- and fire-based attacks. They can become invisible (per the spell invisibility) and can cast detect evil and detect magic at will. These creatures all have infravision with a 60-foot range. Each can regenerate 1 hit point of damage per round (as with the regenerate spell) and pass this ability on to their masters no more than 10 feet away. Homunculi all use their magical abilities as they were 21^{s} level wizards.
If a homunculus ever falls to 0 hit points, its body on the Prime Material Plane is destroyed, and its life-force returns to its home plane (the plane it originally came from.). If the creature's master is slain, the homunculus also dies, and its body swiftly melts away into a pool of ichor. An attack that destroys a homunculus deals 2d4+2 points of damage to its master. The character whom the creature served will not be granted another homunculus for at least one year and suffers the permanent loss of 1d4+1 hit points due to the shattering of the mystic connection upon the homunculus's death. These permanently lost hit points are part of the 2d4+2 points rolled earlier.


A Gretch

Habitat/Society:
The homunculi of Mystara serve their masters out of either choice or duty, depending on the reason they were sent to the Prime Material Plane. In most cases, a homunculus allows a wizard to bind it into service with a find homunculus spell. Unlike most such creatures, however, Immortal homunculi often choose their masters carefully, either searching out a wizard of the proper alignment who is trying to summon a homunculus, or even presenting themselves to a chosen wizard and telling this character to cast the spell. A completed spell binds Immortal homunculi just as it would any other homunculus.
Certain high-level wizards have been known to bind an unwilling homunculus to their service; only a few know the exact method to perform such a binding. This very risky procedure involves long, dangerous, and costly magical opera1ions and produces a weaker bond than if the candidate were willing. If such a homunculus ever escapes its magical bindings, it will focus all of its abilities on punishing its former captor.
Once per week, a homunculus may use its special Immortal knowledge and insight to help its master make an important decision. The assistance it gives is equivalent to a commune spell.



Ecology:
Although in their Immortal forms, homunculi do not need sustenance, while on the Prime Material Plane they need rest, food, and drink to survive, just like nonmagical creatures.
Homunculi can speak, but rarely choose to communicate with anyone except their masters. They normally assist their masters in all manner of tasks, from magical experiments to epic quests. Their special abilities make them adept at spying and scouting enemy camps. Because of the harm a homunculus's death inflicts on its master, wizards seldom use them as guards or warriors.
Homunculi make their homes wherever their masters live, and the two seldom stray far from each other.

Creation
A homunculus is a miniature servant created by a wizard. These creatures are weak combatants but make effective spies, messengers, and scouts. A homunculus's creator determines its precise features, but the immortal actually decides the overall appearance. Homunculi are little more than tools designed to carry out assigned tasks. They function as extensions of their creators, mostly sharing the same alignment and basic nature. These creatures came into existence long before the Nithians and Alphatians brought their magic to the world. Even the primitive Neathar tribes 10.000 BC had knowledge of these creatures, it is thus uncertain when they first came to be.

A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus is shaped from a mixture of clay, ashes, mandrake root, spring water, and one pint of the creator's own blood. The materials cost 50 gp. The creature's master may assemble the body or hire someone else to do the job. Creating the body requires an Art/sculpting check or a Craft/pottery check.
After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. A drop of the caster's blood is placed on the back near the base of the wings, which causes them to twitch with life on casting a Fly spell. If the creator is personally constructing the creature's body, the building and ritual can be performed together. A Homunculus will never be sold as it is bound to its creator.
Spells needed; Contact Outer plane, Fly, Wizard Eye, mirror image, mending, caster must be at least 9th level;

Aryth (*Homunculi animae Cogitatio*)



Aryths have the most unassuming appearance of any homunculus. These tiny humanoids (1 foot tall) have bright green eyes and translucent skin the color of black pearl. The Aryth's long tail and delicate wings seem thin almost to the point of invisibility.
An Aryth can polymorph into either a spider monkey or a sparrow. In combat, the homunculus attacks with its tail, which contains hundreds of tiny soporific stingers in its tip. Anyone struck by the tail suffers 1d4 points of damage and must make a successful saving throw vs. spell or fall asleep for 2d4 rounds.
The amazingly perceptive Aryth can cast detect lie at will. In addition, it can use a protection from evil 10-foot radius spell three times per day. An Aryth never willingly serves a master not of good alignment.

Bogan (*Homunculi animae Entropia*)



The tiny Bogan has sharp, humanoid features. Its skin and four petite wings bear the mottled blue-green hue of the dragonfly, while its short, scaly tail is either bright blue or green. Its eyes, large and blue, help make this creature remarkably attractive. In fact, many mortals have met their doom after becoming infatuated with—then betrayed by—one of these beauties.
A Bogan can polymorph into a garter snake and a macaw. In combat, it either lashes out with a tail that boasts a knife-sharp edge along two-thirds of its length or it bites with envenomed teeth. Anyone the Bogan bites must make a saving throw vs. paralyzation or shake uncontrollably for 1d4 rounds (-2 penalty to attack). Bogans themselves are immune to poison.
These cunning homunculi can cast charm person three times a day. They will talk to anyone they feel they can manipulate or hurt, occasionally even allowing themselves to be bound to good-aligned wizards in the hopes of eventually bringing about their master's downfall.

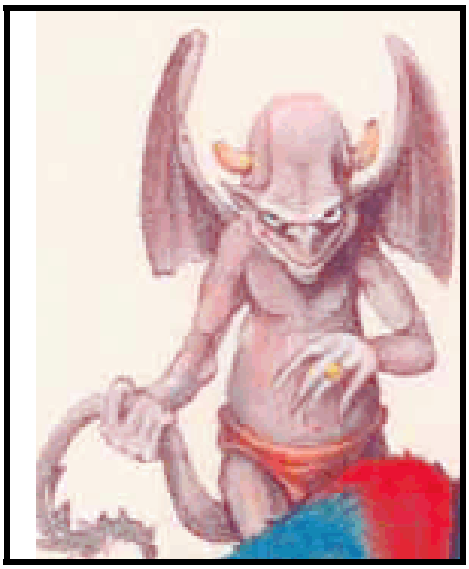
Fylgar (*Homunculi animae Materia*)



These are the most attractive of the homunculi, with rounded, childlike features framed by curly hair, no horns, and large, brightly colored wings. Their catlike tails a coat of pastel, soft, feathery fur. Even in harsh conditions, they wear light, gauzy garments.
Fylgar may polymorph themselves into either black cats or hawks. They have extremely quick reactions (gaining +1 to initiative rolls), and when using their long, whip-like tails (natural form only) attack with a bonus of +4. All Fylgar have the innate ability to detect invisible. Three times per day they can use a protection from evil 10' radius spell, or an invisibility 10-foot radius spell.
They only willingly serve lawful masters; in fact, some have fallen deathly ill when forced to serve one of chaotic alignment. Fylgar despair over the vicious acts of the Ulzaq and attempt to send such creatures back to their home plane whenever possible.



Gretch (*Homunculi animae Tempus*)



The lumpy, grayish Gretch bears small, pointed horns, oversized hands, and a barbed tail. Its short but powerful leathery wings, though functional, do not permit it to fly well.

Gretch can polymorph at will into either ravens or giant rats. If not polymorphed, the creature attacks with its tail which has a cruel and poisonous barb on the end. Victims hit by the tail must make a saving throw vs. poison: Failing means losing 1 point of Dexterity per hit. This drain lasts for 2d4 turns they can regain lost Dexterity at a rate of 1 point per turn, starting one turn after the loss of the last point. A victim whose dexterity drops to 3 falls unconscious and remains so until the ability score returns to at least 4. The Gretch is immune to mind-affecting spells. Once a day it may cast slow on foes.

These homunculi feel less choosy about the alignment of their masters than the other Immortal homunculi do. Although they prefer to serve one of neutral alignment, a Gretch will become bound to the master it thinks will make the fewest demands of it. Gretch enjoy practical jokes, so any wizard who forcible binds one into service is well advised to keep alert, lest one of the homunculus's jokes "accidentally" harms (or kills) the master.

Gretch are also immune to mind-affecting spells. Once per day a Gretch can slow opponents (as the spell).

Ulzaq (*Homunculi anima Energis*)



These are by far the ugliest of the homunculi, with hideous, misshaped features, scaly yellow-brown skin, and gnarled horns sprouting from their small heads. Ulzaq perpetually cover themselves in mud and filth, as one of their main pastimes is diving into dirt, trash, and other forms of refuse. Their vestigial leathery wings do not permit them to fly in their natural form, but have the ability to polymorph themselves (at will) into normal bats or frogs, in which case they move and attack as those creatures. In their normal form, Ulzaq attack by means of their filthy talons and vicious fangs. Whatever form the creature assumes, the wounds caused by its bite will drain the victim's Strength at the rate of 1 point per hit (negated by a successful saving throw vs. poison). Strength loss remains for 2d4 turns, and anyone whose Strength is reduced to 3 or less will fall unconscious and cannot be awakened until the ability score rises to 4. Characters can regain lost Strength at a rate of 1 point per turn starting one turn after the loss of the last point. In addition to the immunities common to all homunculi, Ulzaq are immune to electrical attacks. Once per day, an Ulzaq can cause confusion (as the spell).

Petty and venal creatures, Ulzaq wallow in the misery of others. Many search out weak masters, who often fall prey to their manipulations and end up doing the homunculus's sinister bidding. Ulzaq love to torture or plague a target for weeks before causing this victim's disgrace and violent death.

Ulzaq hate Fylgar as much as Fylgar detest them. An Ulzaq attacks this enemy on sight, taking the time to torture the Fylgar, if possible; the vicious creatures especially like to pluck the feathers from the wings of a Fylgar captive. In general, they destroy the beauty in anything they see.

Homunculi were first created in the 2nd empire of Morgreth. (5000 -4000 BC).

Magen (*Gens Magica species*)

Animated	Magen			
	Hypnos	Demos	Caldron	Galvan
Type	Construct/Planar			
Climate/Terrain	any			
Frequency	very rare			
Organization	solitary			
Activity Cycle	any			
Diet	omnivore			
AL	N			
NA	1	2d6	1d4	1d3
Size	M; 6'tall			
ST	9	14	17	9
IN	9			
WI	12			
DX	9	13	17	12
CO	12	13	18	12
CH	8-11			
Languages	0			
Spellcaster Limits;	na			
AC	7	7	3	7
AV	0	by armor	0	0
HD	2*	3+2	4*	5*
HP	2d8	3d8+2	4d8	5d8
MV	120'/40'			
THAC0	18	17	16	15
Attacks	nil	by weapon	special	by weapon
Damage	nil	by weapon		by weapon
Attacks		2 fists (boxing)		
Damage		1d8 each		
Special Attacks;	Charm	nil	Entanglement	Lightning Bolt
			Acid	3d6
Special Defenses;	Invisible at will			
	Detect Evil Detect Magic at will			
	Aura 10' Regenerate 1hp/r			
	Telepathy creator 1mile			
Immune to;	Cold, Fire			
	Charm, Hold, Illusion, Discord			
	Poison, Death Magic			
	Insanity, Febblemind, etc.			
Extra Vulnerable to;	nil			
AM	20%	30%	40%	50%
Save as;	MU2	F4	F4	F5
ML	12			
XP	25	50	125	300
TT	U	C	V	C
Body Weight	1600cn			
Creation	MU18+			
Preparation Time	16 days	14 days	20 days	22 days
Assembly Time	16 days	14 days	20 days	22 days
Enchantment time	16 days	14 days	20 days	22 days
Construction Time	48 days	42 days	60 ays	66 days
Enchantment cost	9000	6200	13,000	15,000
additional cost	1000	1750	2000	2500

Magen, (pronounced "jens", originally "Gens Magica" or "magical people") are beings created by high level (least 12th level) magic users by means of complex conjurations and strict alchemical formulae. The procedure for creating a Magen varies depending on its type; some Magens require extra work. In general, a wizard must anticipate a large expenditure of time and money.

They will follow the commands of their creator to the death. Although Magen resemble perfectly formed humans, they are not actually living beings. They exist purely through magic and do not need air, water, food or sleep. They do not age. When killed, their bodies dissolve in a burst of flame and smoke. There are four basic types of Magen given here, although the DM may wish to design more. There are no outwardly visible differences in the four types until they reveal their special powers.

Hypnos (*Gens Magica Hypnos*)

These Magen are telepathic and have been given a permanent charm person spell by their creator. They can attempt to charm one victim per round. If the victim fails a Saving Throw vs. Spells, he or she will obey the Magen's telepathic commands. The victim will not obey suicidal commands. Once an individual has successfully saved he or she is immune to the charm power of that particular Magen.

Demos (*Gens Magica Demos*)

These Magen have no special powers and fight with weapons. If they wear armor they will have the armor class of that armor, otherwise their armor class is 7.

Caldron (*Gens Magica Cadrones*)

These Magen have the ability to stretch their arms and legs up to 20'. They attempt to wrap their limbs around a victim and, if successful, secrete an acid which does 1-10 points of damage per round until the victim is freed.

Galvan (*Gens Magica Galvania*)

These Magen have the ability to store static electricity which they discharge as lightning bolts doing 3d6 points of damage. The lightning bolt is 60'long and 5' wide. A successful Saving Throw vs. Dragon Breath reduces the damage by half. Galvan can discharge up to three lightning bolts per day, and may also use weapons.

A Magen follows its creator's commands without question, even to the death: it makes an ideal guard. Unlike most other constructs, these creatures can follow detailed commands and learn complex procedures to the same extent as a human of average intelligence. Magens even can be instructed in making simple decisions, if given criteria by which to judge events.

While the Magens here represent all known types, experimentation continues – powerful wizards might create new types at any time.

Combat:

A Magen can be taught to use one or more weapons and employ them most frequently in attacks. Caldrons, Galvans, and Hypnos also have special attack forms.

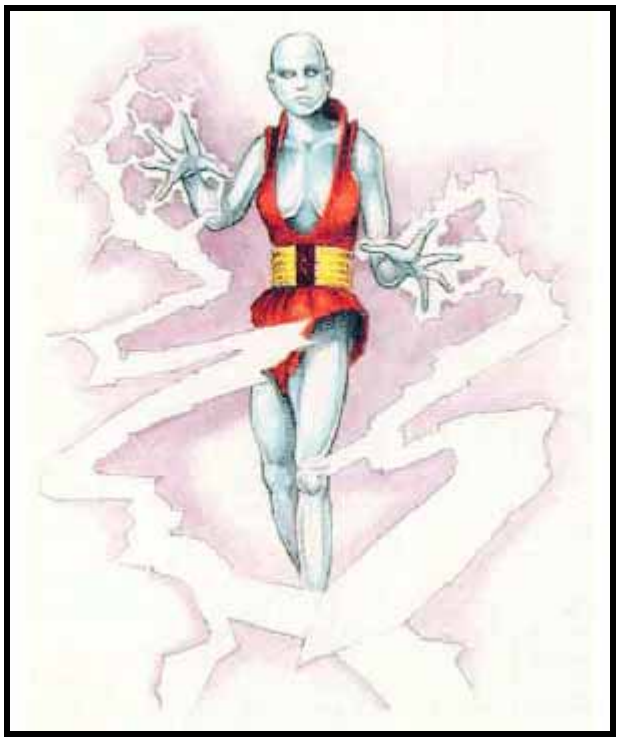
Demos Magens use armor and weapons to serve their masters. Their creators give them the skill to use one type of melee weapon and one type of missile weapon; they can be taught more types later. If they wear armor, they enjoy the benefit of the appropriate Armor Class, provided it exceeds their natural AC 7. No other type of Magen uses armor.



A Caldron Magen

Caldrons have the ability to stretch their arms and legs up to 20 feet. They do not attack with their legs, but can stretch them to reach otherwise inaccessible places. Caldrons attempt to wrap their arms around victims and can use both arms in the same round, attacking one or two opponents. After a successful attack roll, the caldron holds the victim and secretes a powerful acid that causes 1d10 points of damage per round until the victim is freed. Breaking free requires a successful open doors roll or the death of the caldron. Note that the acid can destroy a victim's items unless saving throws are made for them.

Galvans have the ability to store static electricity, which they discharge as lighting bolts 60 feet long and 5 feet wide. Those in the area of effect suffer 3d6 points of damage, though a successful saving throw vs. breath weapon halves the damage. Galvans can discharge up to three bolts a day.



A Galvan Magen

Hypnos, physically the weakest Magen, possess a subtle power that makes them very useful, especially considering how hard it is to tell Magen types apart. Hypnos can attempt to use charm person once per round; a victim who fails a saving throw vs. spells believes the Hypnos to be a valued friend. One who makes a successful saving throw against the enchantment remains forever immune to the charm power of that particular Magen. Once per round, the Hypnos can contact a single charmed victim telepathically and use a suggestion spell; a target may attempt a saving throw vs. spell to avoid following the suggestion, but if the saving throw fails, the victim follows any reasonable course of action the Magen suggests. The Hypnos bases its suggestions only on instructions from its creator.

All Magens are immune to charm and fear spells, as well as to most other mind-affecting spells that affect emotions. The creatures can fall victim to hold and sleep spells.

When a Magen reaches 0 hit points, its body dissolves suddenly in an acid burst of multicolored flame and smoke. One round later, no traces of the creature remain – even the odor has faded. It seems almost as if such a being was never there at all.

Should a Magen's creator die, the construct almost always goes mad, launching itself on a rampage of senseless destruction until it is destroyed.

Habitat/Society:

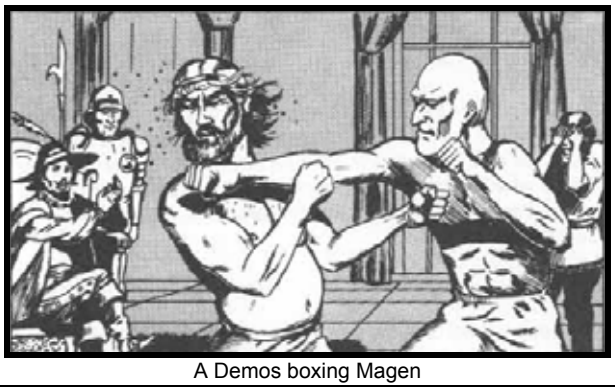
Magens have no society of their own. However, they are reasonably intelligent and can speak; some lonely wizards teach them to respond to conversation and to act in a polite manner, too. Since they have no will of their own, Magens never truly become part of society, except perhaps as slaves. While the constructs have no emotions, they can be taught to emulate them in certain instances.

Demos are the most common type of Magen. Their lack of special powers makes them good choices as aides in polite company; wizards generally use only this type as domestic servants and consider them excellent bodyguards as well.

One hardly ever sees **caldrons** used as messengers or domestic help, because of their slight acidic smell and their unsettling ability to stretch their limbs.

Ecology:

The ageless Magens exist purely through magic and do nor need air, water, food, or sleep. As constructs that consume nothing, Magens have little impact on their surroundings, except as potentially destructive forces.



A Demos boxing Magen

Most scholars and sages agree that Magens were developed by an impatient wizard or wizards who wanted to make a construct, but did not want to wait to gain the considerable power needed to create a golem. Certainly, Magens are not as powerful as golems, and it takes less effort, money, and experience to create them. Some believe wizards developed Magens merely as practice before attempting to create golems. Magens have greater intelligence than golems, however, and sometimes can pass for human.

Some speculate that the Immortals of Mystara handed down the knowledge of creating Magens to early wizards, but this theory cannot be confirmed.

<u>Creation</u>

All Magens are composed of the same basic material: a liquid suspension charged with magic—think of a magically charged gelatin. The liquid's actual composition varies, but all ingredients prove exotic and hard to come by, except in a large city with a well-stocked mage's guild, alchemical college, or components store.

The procedure for creating a Magen varies according to the type required, as the special properties of some Magen require extra work on the part of the magic user. In general a large expenditure of time and money (for the costly and/or magical ingredients) is necessary to create even one or two Magen. Moreover, many high-level spells, scrolls, and spells must be used during the preparations. Even so, there is always a good chance that the incantations involved will fail, sometimes with dramatic consequences.

These creatures came into existence about 5000BC, and are rumored to be a magical creation of the Carnivex.

The wizard creating a Magen must have a fully stocked laboratory at his disposal, including 1000 gold pieces worth of special tools and equipment needed to create Magens. In addition, a mold must be fashioned of electrum; most wizards hire a metal-smith or sculptor to help with it. Building the mold takes at least six weeks (more for finer work) and materials and labor worth 15.000 gold pieces (or as low as 10.000 gold pieces if the wizard has the appropriate facilities and skills to help in the task),
To make a Magen, the wizard also must purchase 3000 gold pieces worth of chemicals and obscure components for the suspension. The liquid takes two weeds to prepare, and during that time the wizard concentrates so steadily on enchanting and mixing it, he can do nothing else save eat, sleep, and rest.
Wizards construct Magens out of a magically charged gelatin using shaped molds. Magens usually resemble perfectly formed humans, though some vain wizards fashion the Magen faces to mirror their own. Wizards never shape them to resemble animals or monsters, but sometimes give them bestial features. The creatures typically look grayish white, unless they are painted or otherwise decorated. Their smooth bodies can gain texture or the semblance of hair through the work of a skilled artisan. Magens feel warm to touch, with a consistency similar to that of human flesh. While these creatures might look alive, sages do not consider them living beings; they do not sleep or eat, nor do they have emotions or free will.
When created, a Magen automatically knows how to speak one language its creator knows and has chosen for it. It can learn one or two other languages later, if taught.
Once the wizard has prepared the suspension, he must add certain unique ingredients, depending on the type of Magen desired.
To prepare a **Demos**, the wizard must add the melee and missile weapons he wants the completed Magen to know how to use.
To form a **Caldron**, the creator adds a pair of tentacles from a roper or choker.
Building a **Galvan** requires a part of any creature that can generate electricity or lightning bolts.
Finally, to create a **Hypnos**, the wizard must liquefy a scroll holding a charm person spell and pour it into the mixture.



A Hypnos Magen in the making

The wizard transfers the prepared liquid to the mold and casts the following spells rapidly in this order: lighting bolt, fabricate, transmute mud to rock, stone to flesh, domination and lightning bolt again. The tremendous energy of the spells interacts with the gel; roll 1d20 and check the following table for the outcome.

Roll	Result
1	Lightning bolt spell reflects back at the caster. Failed.
2-3	Mixture and mold explode, causing 4d6 points of damage to everyone in a 10-foot radius. Failed.
4-6	Nothing happens. Wizard must create a new gelatin. Failed.
7-19	A magen is born! Success!
20	A magen is born! What the wizard does not know, however, is that an evil intelligence from the Outer Planes possessed its body and eventually will turn the creature against the wizard.

The equipment, tools, and mold can be reused after the first construction. If a wizard tries to use the mold to create a different type of Magen than it previously produced, the attempt automatically fails. Each reuse of a mold requires a saving throw vs. lightning. Failure indicates the mold breaks during the final spellcasting. If breakage occurs, yet the 1d20 roll indicates success, there is a slight (5%) chance that the Magen emerges perfectly formed – and fully self-aware, not subject to the wizard's command! But usually, a broken mold results in a misshapen Magen that dissolves into nothing within a few minutes.

Broken Ones (*Hominioides animales Coniungo*)

Animated	Broken One	
	Lesser	Greater
Type	Construct	
Climate/Terrain	any	
Frequency	Rare	very rare
Organization	Pack	
Activity Cycle	any (Night)	
Diet	varies	
AL	NE	
NA	3d4	1d4
Size	M; 4'-7" tall	
ST	11	15
IN	5-7	13-14
WI	5-7	13-14
DX	7-9	8-11
CO	9	9
CH	4-9	
Languages	as normal+chance animal	
Spellcaster Limits;	na	
AC	7 (10)	5 (8)
AV	0 to 4 varies	
HD	3*	5*
HP	3d8	5d8
MV	90'/30'	
THAC0	17	15
Attacks	1(varies)	
Damage	1d6	1d8 each
Attacks	1weapon	
Damage	by weapon	
Special Attacks;	1animal power	1d4 animal power
Special Defenses;	Regeneration	
Immune to;	nil	
Extra Vulnerable to;	nil	
AM	0	
Save as;	F3	F5
ML	10	
XP	50	300
TT	U	C
Body Weight	600-2000cn	
Creation	MU18+	
Preparation Time	18 days	22 days
Assembly Time	18 days	22 days
Enchantment time	18 days	22 days
Construction Time	48 days	66 days
Enchantment cost	11,000	15,000
additional cost	5000	8000



Broken ones (or animal men) are the tragic survivors of scientific and magical experiments gone awry. While they were once human, their beings have become mingled with those of animals and their very nature has been forever altered by the shock of this event. It is rumored that some broken ones are the result of failed attempts at resurrection, reincarnation, or polymorph spells, others say they are cursed by failed teleportation, and yet other say they are deliberately fused creatures by (often Evil) mages or clerics for a multitude of reasons.

While broken ones look more or less human, they are physically warped and twisted by the accidents that made them. The characteristics of their non-human part will be clearly visible to any who see them. For example, a broken one who has been infused with the essence of a rat might have horrific feral features, wiry whiskers, curling clawed fingers, and a long, whip-like tail.

Broken ones know whatever languages they knew as human beings and 10% of them can communicate with their non-human kin as well. It is not uncommon for the speech of a broken one to be heavily accented or slurred by the deformities of its body.

Combat:

Broken ones tend to be reclusive creatures and combat with them is rare. Still, they are strong opponents. Broken ones are almost always blessed with a greater than human stamina, reflected in the fact that they always have at least 5 hit points per Hit Die. Thus, the weakest of broken ones has at least 15 hit points. In addition, broken ones heal at a greatly accelerated rate, regenerating 1 hit point each round.

A broken one will often wield weapons in combat, inflicting damage according to the weapon used. Many broken ones have also developed claws or great strength, which makes them deadly in unarmed combat. Hence, all such creatures inflict 1d6 points of damage in melee. Unusually strong strains might receive bonuses to attack and damage rolls.

Many broken ones have other abilities (night vision, keen hearing, etc.) that are derived from their animal half. As a general rule, each creature will have a single ability of this sort.

Habitat/Society:

Broken ones tend to gather together in bands of between 10 and 60 persons. Since they seldom find acceptance in human societies, they seek out their own kind and dwell in secluded areas of dense woods or rocky wastes far from the homes of men. From time to time they will attack a human village or caravan, either for supplies, in self-defense, or simply out of vengeance for real or imagined wrongs. If possible, they will try to seek out their creator and destroy him for the transformations he has brought upon them.

When a society of these monsters is found, it will always be tribal in nature. There will be from 10-60 typical broken ones with one greater broken one for every 10 individuals. The greater broken ones (described below) will act as leaders and often have absolute power over their subjects.

Ecology:
Broken ones are unnatural combinations of men and animals. Their individual diets and habits are largely dictated by their animal natures. Thus, a broken one who has leonine characteristics would be carnivorous, while one infused with the essence of a horse would be vegetarian. There are no known examples of a broken one who has been formed with the essence of an intelligent nonhuman creature.
Broken ones do manufacture the items they need to survive. These are seldom of exceptional quality, however, and are of little or no interest to outsiders. Occasionally, broken ones may be captured by evil wizards or sages who wish to study them.
While broken ones look more or less human, they are physically warped and twisted by the accidents that made them. The characteristics of their non-human part will be clearly visible to any who see them. For example, a broken one who has been infused with the essence of a rat might have horrific feral features, wiry whiskers, curling clawed fingers, and a long, whip-like tail.

Broken ones know whatever languages they knew as human beings and 10% of them can communicate with their non-human kin as well. It is not uncommon for the speech of a broken one to be heavily accented or slurred by the deformities of its body.

But there is an extremely important distinction between these beings and golems. Broken ones are alive. They do not die in the experiments, and thus the scientists and mages do not create new life in creating broken ones. Although terrible violation of the spirit occurs, no death is involved. This is a critical difference between golem and broken ones.
These creatures came into existence since the arrival of Alphatians on Mystara, it is possibly the tiny differences in their magic that is the cause of their creation, and there existed already Alphatians evil enough to create these creatures on purpose when they arrived in 1000BC. When these creatures reproduce, a normal human (-oid) child equal to one of the parents will come to be.

Greater Broken Ones (*Hominioides animales Coniungo- supremor*)



From time to time, some animal men emerge who are physically superior. While they are still horrible to look upon and cannot dwell among men, they are deadly figures with keen minds and powerful bodies. Their twisted and broken souls, however, often lead them to acts of violence against normal men.
These creatures regenerate at twice the rate of their peers (2 hit points per round) and inflict 1d8 points of damage in unarmed combat. When using weapons, they gain a +3 to +5 bonus on all attack and damage rolls. Like their subjects, they often have special abilities based on their animal natures. Such powers, however, are often more numerous (from 1-4 abilities) and may be even better than those of the animal they are drawn from. For example, a greater broken one who is created from scorpion stock might have a chitinous shell that gives it AC 2 and it might have a poisonous stinger.
Broken ones (or animal men) are the tragic survivors of scientific and magical experiments gone awry. While they were once human, their beings have become mingled with those of animals and their very nature has been forever altered by the shock of this event. It is rumored that some broken ones are the result of failed attempts at resurrection, reincarnation, or polymorph spells.

Mongrelmen (*Hominoides hominoids Conungio*)

Animated	Mongrel Man			
Type	Construct			
Climate/Terrain	any			
Frequency	Rare			
Organization	Tribal			
Activity Cycle	night			
Diet	omnivore			
AL	LN			
NA	1d100			
Size	M; 5'-7' tall			
ST	10			
IN	5-10			
WI	5-10			
DX	9			
CO	12			
CH	6			
Languages	0			
Spellcaster Limits;	na			
AC	5			
AV	0			
HD	1*	2*	3*	4*
HP	1d8	2d8	3d8	4d8
MV	120'/40'			
THAC0	19	18	17	16
Attacks	by weapon			
Damage	by weapon			
Attacks	or 1strike			
Damage	1d4	1d6	1d8	1d10
Special Attacks;	nil			
Special Defenses;	Camouflage			
	Mimicry			
Immune to;	Cold, Fire			
	Charm, Hold, Illusion, Discord			
	Poison, Death Magic			
	Insanity, Febblemind, etc.			
Extra Vulnerable to;	nil			
AM	0			
Save as;	F1	F2	F3	F4
ML	9			
XP	13	25	50	125
TT	C			
Body Weight	800-2400cn			



Mongrelmen are a mixture of the blood of many species: humans, Orcs, Gnolls, ogres, dwarves, hobgoblins, elves, bugbears, Frogmen, and many others. Their appearance varies greatly, combining the worst features of their parent stocks. They are usually clad in dirty rags; they are ashamed of their appearance and try keep their bodies concealed, especially among strangers. They have no distinct tongue of their own, but speak a debased common, mixed with grunts, whistles, growls, and gestures. Their names often mimic animal noises. Because of this mixture, they are seldom welcome in lawful or good societies and are usually abused or enslaved by chaotic and evil groups. Such treatment has forced Mongrelmen to develop special skills for survival. They are clad in dirty rags and try to conceal their appearance from all onlookers.

Combat:
Mongrelmen have three special abilities that help them to survive: mimicry, pick pocketing, and camouflage.
Mimicry enables them to imitate the sounds made by any monster or creature they have encountered except for special attack forms (groaning spirits' death wail, for instance), which they cannot imitate.
Pick pocketing enables them to acquire items that they could not otherwise obtain (they have a 70% chance of success).
Camouflage enables them to hide themselves and their items with great skill. The base chance of being unnoticed is 80%, and it requires one turn for camouflage to be performed. Each additional turn spent preparing the camouflage increases the chance by 1%, to a maximum of 95% (after 16 turns).
Successfully camouflaged persons or items are not noticed unless they are moved or touched (or move themselves, in the case of creatures). Camouflaged buildings are usually unnoticeable or unrecognizable at ranges greater than 50 feet (this varies with size and type of structure).
Mongrelmen normally fight with clubs and swords, but 5% of the members of any group encountered are armed with blowguns and poison or paralyzing darts.

If a character decides to wrestle the leader, the leader will be bound to accept. The rules of the match will then be explained. These are: 1) no spellcasting, 2) no help from others, 3) no rest breaks, 4) no armor or weapons, and 5) fight to the death. To handle the fight, the DM should use the following table for the leader's attacks, Players may also be allowed to use this table if they desire. The initiative is rolled normally.

	Fair		Dirty	
1d6	Action	Effect	Action	Effect
1	Headbut	1d10 damage	Eye gouge	1d3 damage, Blinded 4r, 1on 6 eyeloss
2	Throw	1d4 damage, 1r prone	Kick	1+ST adj. Damage
3	Bearhug	1d4+2xST adj. damage	Dirt Throwing	blinded 1d3r
4	Punch	1+ST adj. Damage	Bite	1+ST adj. Damage +bleeding 1/r 1d4 r
5	Headlock	1d4 damage	Face smash	1+ST adj. Damage +bleeding 1/r 1d4 r
6	Elbow smash	1+ST adj. Damage	Strangle	Paralyzed
	This action will break a hold.		This is a Hold	



When the table is used, the DM or player must first state whether the round will be fought fairly or dirty by that character. Next, a normal “to hit” roll is made. If a player character is fighting dirty, the chance to hit is reduced by -4. If the leader is fighting dirty, the “to hit” roll is only -2. If a hit is scored, roll 1d6 and find the result on the proper table. All damage is 25% real and 75% temporary, causing unconsciousness,

A hold may be maintained until it is broken by the other character. If the hold is not broken, it will do the listed amount of damage at the end of the round.

If the attacker makes a strangle hold, the victim must make a saving throw vs. Death Ray or become immediately paralyzed and die in 1d6+2 rounds unless immune to strangulation or saved. If the victim escapes, he survives but remains “paralyzed” for 2d6 rounds.



Habitat/Society:

For every 10 Mongrelmen encountered, there is at least one with 2 Hit Dice; for every 30, there is one with 3 Hit Dice; and for every 40, there is one with 4 Hit Dice. In a community where they are not held as thralls, there are usually a leader (AC 4, Move 12, HD 5, Dmg 1d12, +1 bonus to attack roll) and five bodyguards (HD 4).

Because of their appearance, Mongrelmen are seldom welcome in any lawful or good society, and are usually enslaved or abused by evil or chaotic groups. Thus Mongrelmen are found as either slaves or serfs, working long hours for evil humans or humanoids in a dismal community, or as refugees living in abandoned ruins. Enslaved Mongrelmen are not willing to rebel, but wait patiently for their masters to be destroyed by outside forces. They prefer to live an orderly day-to-day existence.

A mongrelman prides itself in the ability to survive; they consider the title “The Survivor” to be more esteemed than “The Great”. For them, patience is a greater virtue than being good at the arts of war. A mongrelman performs acts of violence only in self-defense or (in the case of slaves) on the orders of their masters; free Mongrelmen do not hesitate to kill anyone they believe threatens their community. They prefer to avoid contact with other creatures except in times of great need, when they try to steal what they require (food, tools, etc.).



Free Mongrelmen raise domestic game and grow fruits and vegetables. They have a long tradition of art, music, and literature. Their songs are a bizarre cacophony of animal songs mixed with mournful dirges and wails; a few sages consider them to be beautiful, but most disagree.

Ecology:

Mongrelmen are omnivorous, but their teeth are most efficient enough at eating meat. The life span of a free mongrelman is between 25 and 35 years; the average slave lives only 15 to 20 years. Their infant mortality rate is very high. Their major enemies are tribes of wandering humanoids that hunt them for sport.

These creatures were created somewhere soon after the arrival of the Alphatians on Mystara, but a certain date or location is unknown. It is clear that several Alphatians created these creatures (or corrupted normal creatures to this current shape) in an attempt to understand the diversity of the creatures of this new world. The first recorded encounter is from 950 AC somewhere along the Skothar coast. Others were soon to be found on Brun, Davania, Bellisaria and even Dawn. From there these creatures spread and now can be found in nearly every environment, where humans can live. These creatures reproduce, but in a chaotic strain. Due to all the different genes in their buildup, every child appears different on different locations of its body. Any characteristic of humans, Orcs, Gnolls, ogres, dwarves, hobgoblins, elves, bugbears, Frogmen, and many others may be found in these creatures. The secret to create these creatures is lost due to official means, and by magic all traces to recreate these are completely destroyed. The Alphatian wizard board decided soon after the discoveries were made to stop the experiments for they had unwanted results—the creatures became more individualistic and opposed to the Alphatians, and this was not something the Alphatians did expect or desired.

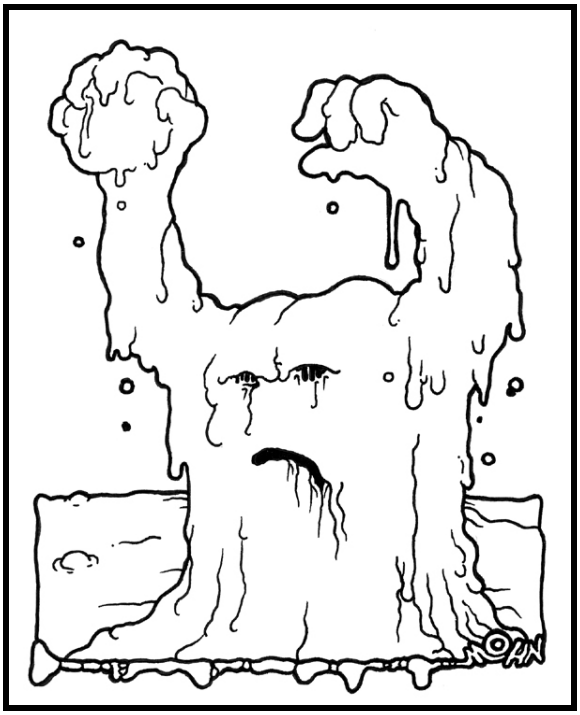
Mudmen *(Lutum animae Magicus)*

Animated	Mudmen
Type	Construct
any pool	Any
Frequency	Very Rare
Organization	pack
Activity Cycle	any
Diet	dweomer
AL	N
NA	2d6
Size	S; 4'tall
ST	17
IN	1
WI	2
DX	9
CO	20
CH	6
Languages	0
Spellcaster Limits;	na
AC	10
AV	0
HD	2*
HP	2d10
MV	30'/10'
THAC0	19,
attacks	1mudthrow
Damage	0 (soecial)
Special Attacks;	Hug Suffocation
Special Defenses;	minimal damage from weapons
Immune to;	edged/piercing
	poison, mind effects
	Charm, Hold, Paralysis
	Death, discord, Sleep
Extra Vulnerable to;	Rock to mud (kills)
	mud to rock (slows 2d6r)
AM	0
Save as;	F8
ML	12
XP	
TT	nil
Body Weight	100LBS



Mudmen are formed in pools of mud where enchanted rivers (even mildly enchanted ones, such as a stream eroding a magical structure) collect and evaporate and concentrate the dweomer. Because they are creatures of magic, Mudmen are sometimes called dweomerlings. Mudmen are unintelligent life forces with but one goal—to protect their pools against intruders.

When aroused into a physical form, Mudmen take on the appearance of animated mud in a stocky humanoid shape, about 4 feet tall. Their coloration varies between a dirty brown and tar black. They have four thick fingers on each hand. Their legs stay submerged within the pool, and are not usually visible. Their eyes are pools of jet black shadow. Mudmen speak no languages and are incapable of communicating with any living creature.



Combat:

In their dormant state, Mudmen wait beneath the surface of the pool, spread on the bottom, feeding on the dweomer. In this state they are immune to all weapons, even magical ones. Spells that normally harm a Mudmen will still affect it, although damage is divided evenly among all the Mudmen in the pool (the entire group counts as one creature for these effects, and fractions are rounded down). When a creature enters the pool the Mudmen immediately sense its presence and take but a single round to draw their substance together and rise to the surface, ready to attack on the following round. Once fully formed and standing, a Mudmen can be harmed by magical weapons.

Mudmen attack by hurling mud at their opponents, who are considered AC 10 (modified by Dexterity and magic) for the purpose of determining hits. Mud hardens on impact and slows the creature's movement rate by 10% if it hits. It also affects Initiative by -1, THAC0 by -1, Saving Throws by -1, Skill checks by -1, jumping by -1', and climb walls by -10%. It increases Armor Value by 1.

While hurling mud, a Mudmen will also advance on its victim at its full movement rate. Once within 10 feet, it will hurl itself (literally) at the victim. A successful hit means the death of the Mudmen, but slows the victim's movement by 50% (all other effects x5). A miss means the Mudmen must spend the next round re-forming in order to attack again.



Once a victim's movement is brought to 0, he becomes immobilized and suffocates, suffering 1d8 points of damage per round until the mouth or nose is clear. The victim will die of suffocation in five consecutive rounds unless rescued. Hardened mud can be cleared from a character's nose and mouth in one round. Movement can be restored at a rate of 10% per five rounds.

If the creature flees the pool, the Mudmen will not pursue, as their senses do not extend beyond the pool. Instead, they sink into the depths, return to their dormant state, and wait until the next time someone enters the pool.

Mudmen are affected by all spells that cause damage to living creatures (e.g., cause light wounds, magic missile, fireball, flame strike). Dispel magic and dig act as fireballs cast at the same level as the mage.

Transmute mud to rock kills all Mudmen within its area of effect, with no saving throw allowed.

Mudmen are immune to all poisons, natural and magical, and are unaffected by spells that affect the mind (e.g., hold, charm, and sleep).

Habitat/Society:

Mudmen have two states: **rest** and **activity**, the latter of which solely involves killing intruders. A mudman's pool varies in size between 20 and 200 feet in diameter. Such pools are often found near waterfalls.

Ecology:

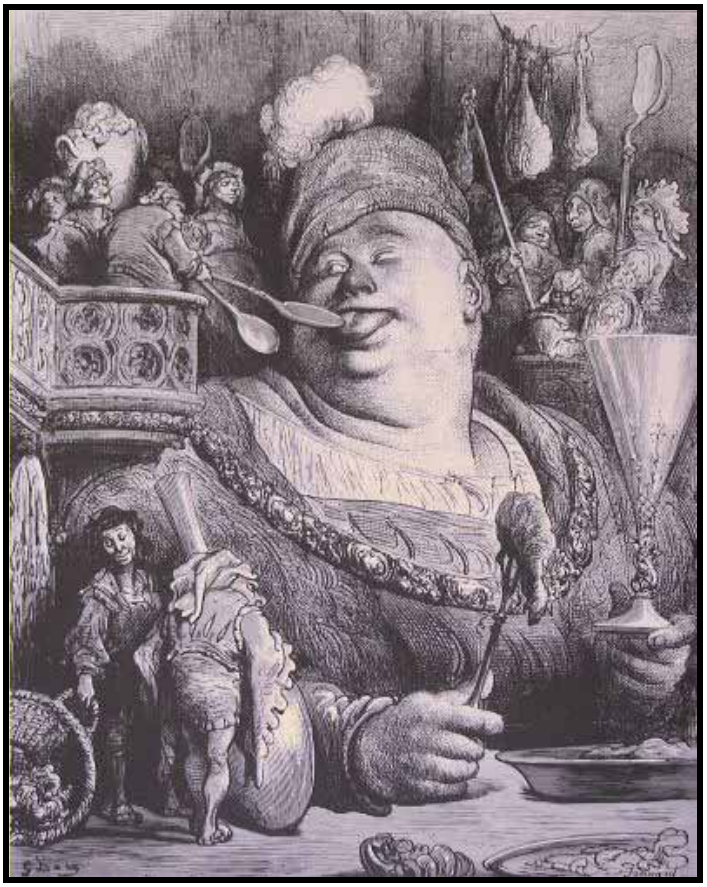
Mudmen are not natural creatures, but accidentally creations (and exist since creatures use magic estimated about 100.000 BC), and not part of the ecosystem. They try to kill all natural creatures that encounter them and have no natural enemies. Over a long period of time they absorb flesh, wood, and bone, extracting whatever dweomer they can get from it, so they rarely possess any treasure—only if they were attacked within the last month by someone who was bearing treasure. Though no uses have been recorded for a mudman's mud, it is logical that mages would not ignore its magical properties.



Gargantuan Creatures (*Species Gargantuaides*)

Biological Construct	Gargantua
Type	Construct
	enchanted or not
Climate/Terrain	as original
Frequency	Very Rare
Organization	as original
Activity Cycle	as original
Diet	x 8 original
AL	as original
NA	1
Size	x 2 original
ST	+4 original
IN	as original
WI	as original
DX	-2 original
CO	+2 original
CH	as original
Languages	as original
Spellcaster Limits;	as original
AC	as original
AV	as original
HD	x 8 original (each+= 1HD)
HP	HD x 1d8
MV	x2 original
Load	x 8 original
THAC0	11
attacks	as original
Damage	x 4 original
Special Attacks;	as original
Special Defenses;	as original
if regeneratiion	x 4 original
Immune to;	as original
Extra Vulnerable to;	as original
AM	as original
Save as;	F HD (unintelligent F HD x 1/2)
ML	11
XP	calculate
TT	x 4 original (double %)
Body Weight	x 16 orginal
Creation	MU24+
Preparation Time	x6 or 21days
Assembly Time	x6 or 21days
Enchantment time	x6 or 21days
Construction Time	total
Enchantment cost	x8 or 250.000
additional cost	x8 or 100.000

A gargantua is a very large variety of some other monster. A gargantua is the same type of monster as its smaller form, thus a gargantuan gargoyle is a construct, and a gargantuan troll is a giant humanoid, and so on. These monsters are extremely rare, the products of the mad wizard Gargantua, who used components from the gargantuan (a fish discovered and named by this wizard decades ago). The name gargantuan since then stands for enormous gigantic humongous creatures.



Gargantua himself is also enlarge, but due to its excessive weight no more able to move, and must be fed by his workmen. Since his own size increase, he no more created other gargantuan creatures, but he has already let many loose on the world. In his current state he is unable to become immortal, as he can't complete the necessary tasks to achieve this goal.
Gargantua is a 30th level mage living somewhere in Norwold or another northern country. There are rumors that he already died due to his excessive weight, and inability to do anything.
Three examples of gargantuan creatures are given above, but more are rumored to exist. These biological construct are able to reproduce, if originally able to do so, but the chance to do find a fitting partner is nigh to nil. Only the carrion crawler seemed successful in it, and that is even extremely rare.
Because of their incredible size, gargantuas are noisy while moving, and cannot surprise anything. They also suffer a -4 penalty to their attack rolls when attacking man-size or smaller opponents.

The statistics for any gargantuan monster are calculated as per table.
Beware; sometimes a truly big creature is called gargantuan, yet it is a normal creature, reproduces as normal, but is only a very large variant of existing species. This does not mean that it is a biological Construct. Example; Gargantuan spider. This spider is just a very very large spider.
These gargantuan creatures have been created anywhere between 942 AC and today 1016AC.
Gargantua are truly monstrous species, both in size and ferocity.
Due to their size they all suffer a -4 on their attack rolls versus any opponent smaller than medium (human) size.
These creatures are very noisy upon approach and as thus they can't surprise any creature due to the sound and vibrations.

Endurance or Life duration. These creatures are in all aspects exactly equal to the creature they have been created from; as such their life would last as long as the original creature would. But since these creatures rarely sustain enough food, shelter, and are hunted, let alone all the other problems, their life would be lucky if it lasts up to 25% of the original creatures life.

Gargantuan Carrion Crawler (*Segmentuus scavensus Gargantua*)

Biological Construct	Gargantuan Carrion Crawler
Type	Construct Lowlife; Insect
Climate/Terrain	Subterranean/Forest
Frequency	Common
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore; Scavenger
AL	N
NA	1
Size	L;16-20'long
ST	10
IN/WI	1
DX,CH	9
CO	10
Languages	0
Spellcaster Limits	0
AC	7 (head 3)
AV	1 (Head 4)
HD	25*
HP	25 d8
MV	240'/80'
BR	6'/2'
THAC0	1
Attacks	8 Tentacles
Damage	1d4+1 each
Attacks	1 Bite
Damage	2d4
Special Attacks;	Paralysis
Special Defenses;	Illusions
Immunities	Hold, Charm
Special Weaknesses	Fire (sv-2)
MR	0
Save as;	F13
ML	11
XP	6500
TT	B x 4
Body Weight	57600 cn
Creation	MU24+
Preparation Time	x6 or 21 days
Assembly Time	x6 or 21 days
Enchantment time	x6 or 21 days
Construction Time	total
Enchantment cost	x8 or 250.000
additional cost	x8 or 100.000



These creatures (about a 1000 in number on Mystara) have slowly been reproducing and could become a new viable species in time. Their main difficulty is the acquisition of enough food.
For the rest this creature is equal to the creature it was created from. It can't reproduce with any other non-gargantuan Carrion Crawler of any kind.
These gargantuan creatures have been created anywhere between 942 AC and today 1016AC.

Gargantuan Gargoyle* (*Statua angula Gargantua*)

Biological Construct	Gargoyle*
	Gargantuan
Type	Construct
	enchanted
Climate/Terrain	any land, syubterranean, ocean
	ruins, caverns preferrred
Frequency	uncommon
Organization	tribe
Activity Cycle	any
Diet	Carnivore
AL	CE, CN
NA	1d6(2d4)
Size	M; 12' tall-16' wingspan
ST	14
IN	5-7
WI	11
DX	13
CO	18
CH	12
Languages	Gargoyle
Spellcaster Limits;	na
AC	5
AV	5
HD	32*
HP	32d8
MV	180'/60
FL	300'/100'
load	16,000-32,000
MF	3B
THAC0	16
Attacks	2 claws
Damage	4d3 each
Attacks	1bite
Damage	4d6
Attacks	1horn
Damage	4d4
Special Attacks;	Surprise Swoop
Special Defenses;	0
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Cold
	Insanity, Febblemind, etc.
Extra Vulnerable to;	0
AM	0
Horror Rating	1
Save as;	F32
ML	11
XP	10,000
TT	Cx4
Body Weight	32,000cn
Creation	MU24+
Preparation Time	x6 or 21days
Assembly Time	x6 or 21days
Enchantment time	x6 or 21days
Construction Time	total
Enchantment cost	x8 or 250.000
additional cost	x8 or 100.000



About 325 if these constructs do exist on Mystara (spread over the whole planet, and some may have even entered the Hollow world.
For the rest this creature is equal to the creature it was created from. It can't reproduce as any other gargoyle.
These gargantuan creatures have been created anywhere between 942 AC and today 1016AC.

Gargantuan Troll (*Monstrum Imbecillus Gargantuas*)

Biological Construct	Troll
	Gargantuan
Type	Construct
Climate/Terrain	any land, syubterranean, ocean
	ruins, caverns preferrred
Frequency	uncommon
Organization	tribe
Activity Cycle	any
Diet	Carnivore
AL	CE, CN
NA	1
Size	(92 + 1d20) x2"
ST	7-23
IN	3-16
WI	3-16
DX	3-14
CO	5-20
CH	3-16
Languages	Troll
Spellcaster Limits;	na
AC	4
AV	0
HD	51**
HP	51d8
MV	240'/80'
THAC0	16
Attacks	2 claws
Damage	4d6 each
Attacks	1bite
Damage	4d10
Special Attacks;	Surprise
Special Defenses;	Regeneration 12/r
Immune to;	0
Extra Vulnerable to;	Fire/Acid
AM	0
Horror Rating	2
Save as;	F36
ML	11(9 vs fire)
XP	29,000
TT	Dx4
Body Weight	(Size x ST / 1d12-2) x 16
Creation	MU24+
Preparation Time	x6 or 21days
Assembly Time	x6 or 21days
Enchantment time	x6 or 21days
Construction Time	total
Enchantment cost	x8 or 250.000
additional cost	x8 or 100.000



Gargantuan Troll's don't use boulder throwing any more, the may however slam with a local tree or alike, instead of claw attacks. The damage will then be 6d10 instead. Each of these giant attacks is able to break bones for each 5 hp damage sustained the character must make a constitution check at -4 or have a random bone broken. These creatures are very solitude (luckily for us) and no females (so far) have been created. Thus reproduction is stagnating.
However, about 120 have been let loose on the world.
For the rest this creature is equal to the creature it was created from. It can't reproduce with any other non-gargantuan Troll of any kind.
These gargantuan creatures have been created anywhere between 942 AC and today 1016AC.

Gargantuan Reptile (*Reptilia Gargantua*)

Biological Construct	Reptile
	Gargantuan
Type	Construct
Climate/Terrain	(Sub-)Tropical islands
Frequency	Rare
Organization	Solitary or mated pair
Activity Cycle	night
Diet	special
AL	CN
NA	1d2
Size	G; 100'-200'tall
ST	24-26
IN	5-7
WI	5-8
DX	10
CO	15
CH	8
Languages	0
Spellcaster Limits;	na
AC	2
AV	5
HD	50*
HP	50d8
MV	180'/60
SW	120'/40'
THAC0	5
Attacks	2 claws
Damage	3d10 each
Attacks	1bite
Damage	6d10
Special Attacks;	Roar Trample (10d10) Tail swing 90'sv DR or 8d10
Special Defenses;	Regeneration 4/r
Immune to;	0
Extra Vulnerable to;	Fire/Acid
AM	0
Horror Rating	2
Save as;	F36
ML	11(9 vs fire)
XP	
TT	0
Body Weight	43.000 LBS
Creation	MU24+
Preparation Time	x6 or 21days
Assembly Time	x6 or 21days
Enchantment time	x6 or 21days
Construction Time	total



Gargantua appear in many different forms, but most resemble gigantic humanoids, insects, and reptiles. Of these three types, the most common is also the largest and most dangerous: the reptilian gargantua. The reptilian gargantua is so immense that it dwarfs virtually all of the world's creatures. Some reptilian gargantua move on all fours. Most, however, are bipedal, supported by two massive legs rivaling the width of the largest tree trunks. The creature's body is thick and bulky. Rocky scales – usually dark green with black accents – cover it from head to toe. Its smooth belly is a lighter shade of green. Certain rare types have mottled scales in shades of brown, gray, and yellow.

Its hands are almost human, though each of its four, long fingers ends in a hooked claw. Its feet are flat and broad, with webbed toes. The toes also end in hooked claws, but they're shorter and thicker than those on its fingers. A bony ridge stretches from the base of its neck, down along its spine, and extending the length of its immense tail.

The head of the reptilian gargantua is somewhat small in proportion to its body. It has two glaring eyes, usually gold or bright red. Its nostrils are flush with its head, and its ears are twin triangular projections resembling tiny wings. Its mouth is a wide slash that nearly bisects its entire head and is lined with rows of long fangs.

The reptilian gargantua cannot speak, but it emits deafening roars that sound like the trumpeting of a bull elephant amplified a thousandfold. It can breathe both air and water.

Combat:

Although it has some degree of intelligence, the actions of the reptilian gargantua – along with the actions of most gargantua – are those of mindless brutes bent on destruction for destruction's sake. It attacks with sweeping rakes of its front claws and lunging bites from its powerful jaws. If moving upright, it can trample victims for 10d10 hit points of damage. It continually sweeps the ground it with its massive tail, swinging 90 feet behind it and to each side. Any creature within range of the tail must make a successful saving throw vs. death or suffer 8d10 hit points of damage.

A rampaging reptilian gargantua is all but oblivious to its surroundings, crushing everything – and everyone – in its path. The ground trembles under its weight when it walks. Since quaking earth always foreshadows its appearance, it never can surprise its prey. When swimming, a reptilian gargantua is similarly handicapped, as its appearance is always preceded by swirling waters or crashing waves. Additionally, its immense size makes it easy to spot from a distance. Furthermore, the squealing roars that accompany its every action make it virtually impossible to ignore.

The reptilian gargantua's tough hide gives it an Armor Class of 2, forming a strong defense against most physical attacks. When it does suffer damage, the creature can regenerate 4 hit points per round. Fortunately, reptilian gargantua seldom bother humans. But their memories are long, and their appetite for revenge is nearly limitless. Humans who attack reptilian gargantua, disturb their lairs, or otherwise provoke the creatures will find themselves relentlessly pursued – even it means the gargantua must cross thousands of miles of ocean. This creature's hunger for revenge is seldom satisfied until it has thoroughly ravaged its attackers' villages. Sometimes, entire provinces will be laid to ruin.

The surest way to provoke the wrath of a reptilian gargantua is to threaten its offspring. Adult gargantua have remarkable mental bonds with their young, enabling them to locate their young with pinpoint accuracy at an unlimited range.

In spite of their reputation as mindless destroyers, reptilian gargantua actually possess a simple empathy that enables them to sense the emotions and desires of others, albeit on a primitive level. They seem to instinctively know which creatures bear them ill will, and direct their attacks accordingly.



Habitat/Society:
A few reptilian guargantua make their home on the floors of subtropical oceans. Most, however, live on remote tropical islands, far from civilized lands. Such islands are mostly uncharted. The most notable exception is the Isle of Gargantua, the large island south of Dober Bay of Esterhold of the Skothar continent. This island is inhabited entirely by gargantua of various types. (See map, Yellow Island).
Any grotto or cave that provides shelter, privacy, and sufficient room to house a reptilian gargantua can serve as its lair. Fiercely territorial, a reptilian gargantua and its family usually claim an area of several square miles as their personal property, defending it against any and all intruders. Since their eyes are sensitive to bright light, the creatures spend most of the day sleeping in their lairs, becoming active at night to search for food and patrol their territory. Their thunderous roars make their presence known to all. Reptilian gargantua do not collect treasure or any other items.
Reptilian gargantua live several decades. They choose mates within a few years of reaching maturity, and remain with them for the rest of their lives. A female reptilian gargantua gives birth to a single egglaying (1d3 eggs). The hatching of a reptilian gargantua is marked by shattering thunderstorms that rock the skies over the territory of its parents for 3 days.
An immature reptilian gargantua stands about 20-40 feet tall. It also has 10 HD (THAC0 11) and a movement rate of 120'/40' (SW 90'/30'). A youngling's claws inflict 1-10 hit points of damage each, and its bite inflicts 2d12 hit points of damage. Its tail – not nearly as formidable as an adult's – sweeps the ground in an arch reaching 20 feet behind and to both sides, inflicting 3d6 points of damage to all victims who fail their save vs. death.



Ecology:
The reptilian gargantua is an omnivore. It primarily eats plants, swallowing whole trees in a single gulp. But it also enjoys living prey of all varieties. It can even dine on minerals, gems, and other inorganic substances in times of scarce vegetation and game.
Reptilian gargantua shun the company of other creatures. They especially dislike other types of gargantua, which sometimes compete with their reptilian cousins for the same territory.
Reptilian gargantua have two properties useful to humans: The petal of any flower that grows in the footprint of a reptilian gargantua can serve as a component for a potion of growth. Such a flower must grow naturally in the footprint; it cannot have been planted there by a human or other intelligent being.
As noted above, thunderstorms occur when a reptilian gargantua is born. If a dead creature of any kind is struck by a lightning bolt from such a storm, the bolt acts as resurrection spell.
These gargantuan creatures have been created anywhere between 942 AC and today 1016AC.

Humanoid Gargantua (*Hominoides Gargantua*)

Biological Construct	Humanoid Gargantuan
Type	Construct
Climate/Terrain	(Sub-)Tropical islands, jungles/mountain
Frequency	very rare
Organization	Solitary or mated pair
Activity Cycle	any
Diet	omnivore
AL	CN
NA	1d2
Size	G; 80'-100'tall
ST	26
IN	5-7
WI	5-7
DX	9
CO	16
CH	9
Languages	0
Spellcaster Limits;	na
AC	4
AV	1
HD	35*
HP	35d8
MV	210'/70'
THAC0	5
Attacks	2 fists
Damage	4d10 each]
Special Attacks;	Roar Trample (10d10)
Special Defenses;	Regeneration 4/r
Immune to;	0
Extra Vulnerable to;	Fire/Acid
AM	0
Horror Rating	2
Save as;	F36
ML	11(9 vs fire)
XP	
TT	0
Body Weight	28,000 LBS
Creation	MU24+
Preparation Time	x6 or 21days
Assembly Time	x6 or 21days
Enchantment time	x6 or 21days
Construction Time	total
Enchantment cost	x8 or 250.000
additional cost	x8 or 100.000



Humanoid gargantua are the least intelligent type. They resemble gigantic humans, somewhat anthropoid facially, with stooped shoulders, long arms, and jutting jaws. Long, greasy hair dangles about their shoulders, though a few humanoid gargantua are completely bald. They stand 80 to 100 feet tall and are sometimes covered with black, brown, or golden fur. Their skin color ranges from pale pink to dull yellow to deep black. They have blunt noses, huge ears, and bright eyes, which are usually brown or red. Single-eyed humanoid gargantua also are rumored to exist.

Humanoid gargantua have no language of their own, but because of their strong empathy with humans, they are able to comprehend short phrases of human languages 25% of the time. The movements and other actions of humanoid gargantua are typically accompanied by thunderous bellowing and grunting.

The creature attacks with its two fists for 4d10 hit points of damage each. It seldom uses weapons or tools, since its blunt fingers manipulate these objects with difficulty. However, reports exist of humanoid gargantua wielding trees like clubs. The creatures also can make trampling attacks on anyone (or anything) that comes underfoot, causing 10d10 points of damage. Humanoid gargantua regenerate hit points at the rate of 4 per round.

Like reptilian gargantua, humanoid gargantua possesses a simple empathy that enables them to sense the basic emotions and desires of others. Unless hungry, they tend to avoid creatures who intend them no harm, while actively seeking out and pursuing those with hostile intentions.

Humanoid gargantua live in valleys, in suitably sized caves in remote, jagged mountains, or on their own islands, far from civilized regions. They collect no treasure, spending most of their time eating and sleeping.

They live for several centuries, and mate for life. Once every hundred years or so as imagined, a female humanoid gargantua gives birth to 1-2 offspring. An immature humanoid gargantua should be about 20-30 feet tall. It has 8 HD (THAC0 13) and a movement rate of 150'/50'. Its fists inflict 1d10 points of damage each. It cannot make trampling attacks.

These monsters peacefully coexist with other creatures in their environment, but humanoid gargantua compete fiercely with rival gargantua, and violent conflicts often result. Many such conflicts continue until one of the gargantua is dead.

Humanoid gargantua eat all types of game and vegetation, preferring deer, bears, horses, and similar game.

These gargantuan creatures have been created anywhere between 942 AC and today 1016AC and are often based upon Ogres or Hill Giants. Whartever source the results are equal.

Insectoid Gargantua (*Insecta gargantuan*)

Biological Construct	Insectoid Gargantuan
Type	Construct
Climate/Terrain	(Sub-)Tropical and temperate mountain
Frequency	rare
Organization	Solitary or mated pair
Activity Cycle	any
Diet	omnivore
AL	CN
NA	1d2
Size	G; 60'-80'long
ST	22
IN	5-7
WI	5-7
DX	8
CO	12
CH	6
Languages	0
Spellcaster Limits;	na
AC	6
AV	2
HD	20*-30*
HP	1d8/HD
MV	60'/20
FL	360'/120
MF	1/5 B
THAC0	5
Attacks	1bite
Damage	3d10
Special Attacks;	Silk or sandstorm Trample (10d10)
Special Defenses;	Regeneration 4/r
Immune to;	0
Extra Vulnerable to;	Fire/Acid
AM	0
Horror Rating	2
Save as;	F HD
ML	11(9 vs fire)
XP	
TT	0
Body Weight	14.000 -24.000 LBS
Creation	MU24+
Preparation Time	x6 or 21days
Assembly Time	x6 or 21days
Enchantment time	x6 or 21days
Construction Time	total

Adult insectoid gargantua resemble immense moths. Their bodies are covered with fine fur, usually gray or black, and their wings bear colorful patterns in brilliant blue, red, yellow, and green. Their movements and other actions are accompanied by a piercing screech that sounds like a warning siren.

The insectoid gargantua begins life as a gigantic egg, which hatches to reveal a gigantic larva. This larval form has 20 HD. As a larva, the insectoid gargantua can shoot a strand of cocoon silk to a range of 60 feet. This silk is exceptionally strong and sticky, adhering to whatever it hits. With this silken strand, the larva can entangle and immobilize victims. A strand can be severed in three ways: with 20 points of damage from an edged weapon, a successful strength check against ST 22, or by monsters of 10 HD or more.

The larval insectoid gargantua grows at a phenomenal rate, increasing 1 HD per week. Upon attaining 25 HD, the larva spins a cocoon and enters the pupal stage. It remains a pupa for 2d4 weeks, finally emerging as an immense moth with 30 HD. In this form, the creature can no longer spin silk. However, by flapping its wings, it can create a huge windstorm, 60 feet wide and extending 240 feet ahead. To remain safe, everyone and everything within the path of the storm must be solidly anchored (e.g., tied to a boulder). Unanchored victims must make a saving throw vs. death with a -4 penalty. Those who fail their saving throw are blown back 10 to 40 feet; suffering 1d6 hit points of damage for every 10 feet blown.

Insectoid gargantua establish lairs in the valleys and caverns of warm, mountainous regions. They live for several hundred years. Females lay a single egg every decade, but there is only a 20% chance that any given egg is fertile.

These mothlike creatures eat all types of game and vegetation. They prefer mulberry trees, and in just a few hours, a hungry insectoid gargantua can consume an entire grove of them.

The silk of insectoid gargantua larvae can be woven into cloth from which magical robes are created.

These gargantuan creatures have been created anywhere between 942 AC and today 1016AC.



Other Gargantuan Creatures

Other Gargantuan Creatures are till today unknown or it would be the rumor of a gargantuan Gorilla (*Gorilla Gargantua*) on some remote prehistoric island. But it is unconfirmed if the creature does at all exist, or who created it and why.



A possibility is that one of Gargantua's apprentices experimented with some stolen formulae from its master Gargantua on a secret and remote location, but even this is unconfirmed as even by magic the person can't be found.

The creature is rumored to coexist with a primitive human tribe who addresses it as a god and give it accordingly regular sacrifices. However, they are afraid of this monster (and the other monster living on that part of the island that they erected a great wall to bar these creatures from coming to their side. These rumors seem to point to the Isle of Dread in the Sea of Dread. But no adventures ever have found traces of such a creature existing, though they did find primitive tribes and dinosaur creatures.
Whatever the truth, the creature does confirm to the standard statistics of gargantuan creatures.

These gargantuan creatures may have been created anywhere between 942 AC and today 1016AC.



Other Gargantuan creatures known to exist (though extremely low in number AND infertile; **Cobra, Pit Viper, Python, Rattler, Gecko, Tuatara, Chameleon and Crocodile**. These were Gargantua's first experiments (as thus created 942AC) and were about half normal gargantuan statistics. Further use Gargantuan Reptile statistics, and the original creature statistics (see chapter Animals). For the crocodile the prehistoric species statistics can be used instead.
Gargantuan Hellhound (*Caninoides Abysmal Gargantua)***:** AC 4; HD 24**; hp100; MV 120'(40'); #AT 1 bite or 1 breath; D 2-24 or special; Save F24; ML 11; AL C; XP 8,750. Further as normal gargantuan…only a few are created. They are infertile.
Gargantuan Fire Elemental (*Elementum Pyrum Gargantua*): AC 2; HD 64*; hp 252; MV 240'(80'); #AT 1; D 4-32; Save F32; ML 11; AL N; XP 26,000. Long ago, the wizard Gargantua summoned a staff elemental(=16 HD normally) from the Plane of Fire. He increased its size, and left it to guard this ledge. This is the only known case of a creature from the Elemental Plane being afflicted by that magic-user's talents. The hapless creature is tortured mightily by its current form and vents its rage on anyone who ventures onto its ledge. The elemental is eager to break the spell but is magically compelled to follow the wishes of its master. This compulsion holds the monster on the ledge as if Gargantua were still concentrating on the elemental's presence. It must seek out all intruders. A dispel magic spell breaks the compulsion to remain, but the monster still attacks savagely. A second dispel magic returns the monster to its own plane. The elemental has no treasure. Large elementals will eventually split up becoming more smaller ones (their natural way of propagation, a gargantuan would eventually do the same, and with this creating more minor normal elemental).
There seem to exist Gargantuan Undead (as per Immortals set) Ghoul, Mummy, Skeleton, Spectre, Wight, Wraith, Zombie. It maybe best to assume these be mortal dead creatures animated by magic (cheaper and easier in sources, money and time to make). It may even be some Immortal (Orcus??) animated these Gargantuan Undead, and Not Gargantua himself.
Use normal Undead statistics, and apply +4 modifier to HD, HP, Physical Damage, Weight x8, Size x4 normal. Recalculate XP. Magical attacks are as normal. Apply all other Gargantuan statistics as given (move, Abilities, weaknesses, etc.)

Other Constructs

Bubbles (*Spuma sepia Magica*)

Animated	Bubbles
Type	Construct
Climate/Terrain	any
Frequency	very rare
Organization	solitary
Activity Cycle	any
Diet	nil
AL	N
NA	3d6
Size	S; L 2'to 9'diameter.
wing span	6'
ST	14
IN	1
WI	2
DX	16
CO	16
CH	9
Languages	Gargoyle
Spellcaster Limits;	na
AC	9
AV	0
HD	1/2
HP	1d4
SW	90'/30'
FL	90'/30
MF	3A
THAC0	20
Attacks	1touch
Damage	1d4 +special
Special Attacks;	Paralyzation
Special Defenses;	near invisibility
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Piercing/Thrusting
AM	15%
Save as;	F1
ML	9
XP	6
TT	J
Body Weight	0
Creation	spontaneous
Preparation Time	24 week
Assembly Time	24 week
Construction Time	48 week
Cost	10.000



Bubbles are giant air pockets that have been given life and intelligence by countless unsuccessful magical potion experiments that were discarded into the water where they were formed. After years of this thoughtless dumping, the potions mixed together to create these bubble monsters, and for the most part bubbles will only be found in nearby their creation (Adri Varma Plateau). (Though it is possible that a few might escape into a stream or river and be carried elsewhere.) They always live near water, (often polluted by magical experiments)

Combat

If a bubble successfully hits and paralyzes its opponent that opponent will be engulfed by the bubble, if the victim falls into the water (30% chance of this happening). An engulfed victim will suffocate in 1d4 + 1 rounds unless someone kills the bubble, thus releasing the victim. This must be done before the bubble sinks back into the depths of the water from which it came. Once the victim is dead the bubble will expel the body, rise to the surface and attack again.

The bubble will later return to the body and consume it by an internal elevated form of rotting process. Any remaining organics are expelled on dry ground, and the bubble has grown 1 hp, and doubled in size. This will be repeated until maximum hit points (4+3 constitution) has been reached. At the end of this procedure, the bubbly splits into several 1 hp bubbles, that first gain their constitutional hit points after their first diet(s).

The body, unless armored, will float to the surface. A bubble, once destroyed, will reform into 2 more bubbles in 36 turns, unless the water it inhabits is drained onto an open flat area and then dried or absorbed into something such as cloth, earth, etc.

These creatures came (recorded) first into existence in the year 560AC, but it could be possible that earlier mages accidentally created these vermin a hundred or so years earlier. Whatever, they (or others) also destroyed them unrecorded in any history.

Cloaker (*Manatellum animae Terrax*)

Animated	Cloaker
Type	Monster (Created)
Climate/Terrain	any subterranean / inside
Frequency	very rare
Organization	solitary
Activity Cycle	Night
Diet	Carnivore
AL	CN
NA	1d4
Size	L; 8'long
wing span	6'
ST	14
IN	1
WI	2
DX	16
CO	16
CH	9
Languages	0
Spellcaster Limits;	na
AC	3 (1)
AV	0
HD	6*
HP	6d8
SW	30'/10'
FL	150'/50'
MF	5B
THAC0	15
Attacks	2 claws
Damage	1d6 each +special
Special Attacks;	Paralyzation
Special Defenses;	Camouflage/surprise
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic, Fire
	Insanity, Febblemind, etc.
Extra Vulnerable to;	Piercing/Thrusting
AM	0
Save as;	F3
ML	10
XP	500
TT	C
Body Weight	3-5 LBS



Cloakers are fiendish horrors, possibly created from trappers that dwell in dark places far beneath the surface of the earth. They generally seek to kill those who enter their lairs, unless they can think up some other, more amusing way to punish interlopers.

When a Cloaker is first seen, it is almost impossible to distinguish this monster from a common black cloak. The monster's back has two rows of black eye spots running down it that look much like buttons, and the two ivory-colored claws on its upper edge can easily be mistaken for bone clasps.



When it unfurls itself and moves to attack, however, its true nature becomes all too obvious. At this point, its white underside is clear and the monster's face is fully visible. This face, with the glow of its two piercing, red eyes and the needle-like fangs that line its mouth, is a truly horrible sight. At this point, the monster also uncurls the whip-like tail at its trailing edge and begins to swish it back and forth in anticipation.

Combat:

When a Cloaker strikes at its victim, it moves with blinding speed. Without warning, the Cloaker flies at its target and, if the attack roll is successful, engulfs its prey within its folds. Any creature that falls victim to this attack is all but helpless and can be bitten easily (no roll required) for 1d4 + 9 - AV points of damage. Thus, an adventurer in chain mail (AV4) suffers 1d4+5 points of damage each round. Shields offer no protection from such attacks.

While it is devouring its chosen victim, the Cloaker uses its two whip-like tail attacks to inflict 1d6 points of damage on those who move in to help rescue the captive. The tail is AC 1 and can be cut off if a total of 16 points of damage are inflicted upon it.



Any attacks made on the Cloaker inflict half their damage to the Cloaker and the other half to the trapped victim. Area effect spells, such as fireball, cause full damage to both the monster and its victim.

The Cloaker can also emit a special subsonic moan of increasing intensities. Although this power is blocked by stone or other dense materials, it can be very effective in an open chamber. Cloakers may not moan and bite during the same round. A Cloaker may emit one of four types of moan each round. The first intensity of moaning causes unease and numbs the minds of those within 80 feet of the Cloaker. The immediate effect of this moan is to cause a -2 penalty to the victims' attack and damage rolls against the Cloaker. Further, any creature that is forced to listen to the moan for six consecutive rounds is temporarily forced into a trance that renders it unable to attack or defend itself as long as the moaning continues.

The second intensity of moaning acts as a fear spell. All creatures within 30 feet of the Cloaker must roll a successful saving throw vs. spell or flee in terror for two rounds.

The third intensity of moaning causes nausea and weakness and affects all those in a cone 30 feet long and 20 feet wide at its open end. Anyone caught in this area must roll a successful saving throw vs. poison or be overcome by nausea and weakness for 1d4+1 rounds. During this time, those who fail their saving throws are unable to act in any manner.

The fourth and final intensity of moaning acts as a hold person spell. This power can be used on only one person at a time, has a range of 30 feet, and lasts for five rounds.

Each of the various effects of the cloaker's moan can be defeated by the use of a neutralize poison spell on a victim.

Cloakers also have the power to manipulate shadows. Known as shadow shifting, this power can be used in a number of ways, but in only one particular manner at any given time. The Cloaker can employ its shadow shifting ability to obscure its opponents' vision, thus bettering its Armor Class to 1. Or the creature can produce precise images from the shadows that can be used to trick its adversaries. One common means of employing these images is to create a duplicate of the Cloaker to draw away enemy attacks. If this method of shadow shifting is employed, it can be treated as a mirror image spell that creates 1d4+2 images.

A light spell cast directly at a specific Cloaker blinds it and prevents it from using its shadow shifting powers.

Habitat/Society:

The thought processes of Cloakers are utterly alien to most other life forms. As such, they can only be communicated with by mages who have devoted long hours to training their minds in the arcane discipline necessary to understand these creatures.

Ecology:

It is believed that Cloakers are asexual, although no definitive proof of this has ever been found. This creature has been created by Rico Boskov, a karameikan mage who lived in Blackheart Alphatia. He created these beasties in 1001 AC, (destroyed the recipes later (so nobody nowadays knows how to create these monsters) and let them loose on the world as an experiment. The experiment went total out of hand, as within the period of 3 years the creatures succeeded to reproduce and spread over the Alphatian and Bellisarian isles, drove havoc in Ochalea, made some ghostly appearances on the Isle of dread, and now is even to be found on Bellisaria and Brun. It is nowhere to tell where this spreading will lead. Greater lowlife (puddings and insects or arachnids) seem to have found a taste for these creatures, so there is a natural form of limiting their number. Probably, they will fall into an ecological niche and find their place in nature as a viable—though weird—species.

Cloakers are bizarre and devious creatures that lurk in the tunnels and warrens beneath the earth. They are intelligent, yet cruel beings with a distinctly alien mindset. Humanoids have yet to comprehend their mysterious goals.

Knowledge (Dungeoneering) or Knowledge (Nature) skills

Characters with ranks in Knowledge (Dungeoneering) or Knowledge (nature) can learn more about Cloakers. When a character makes a successful skill check, the following lore is revealed depending on the amount of success of the die roll, including the information from greater success.

+4 This creature is a Cloaker, a foul creature that prowls the vast caverns beneath the earth. It reveals all aberration traits.

+8 When at rest Cloakers closely resemble large black cloaks, which aids their disguise. They can fly, and they can also unfurl and completely engulf a Medium sized creature.

+10 Cloakers can produce a dangerous subsonic moan that causes shakiness, fear, nausea, or stupor in its victims.

+12 A Cloaker can manipulate the shadows, producing several effects that mimic the following spells -- obscure vision, dancing images, and silent image.

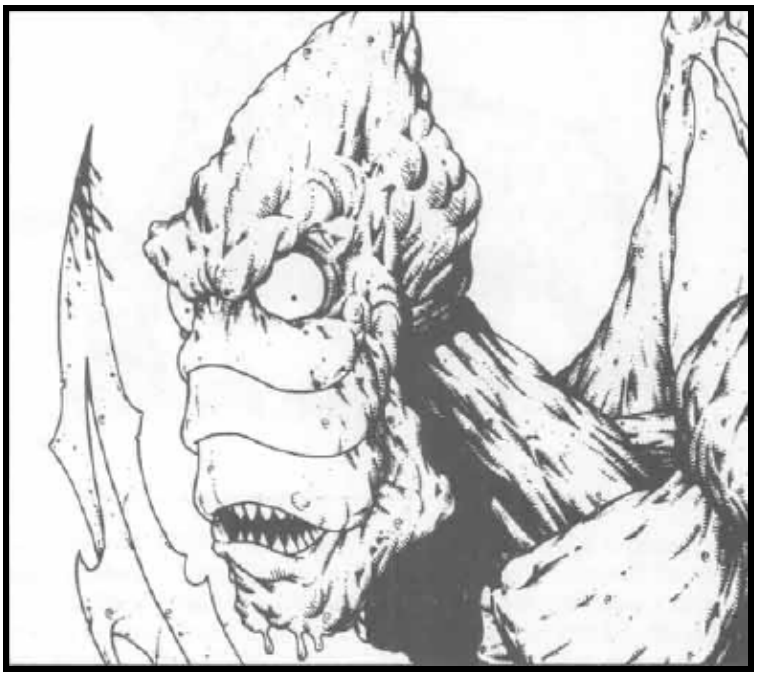
Saberclaw (*Gladius coniungus Volotis*)

Animated	Saberclaw
Type	Monster (Created)
Climate/Terrain	any non arid
Frequency	very rare
Organization	Wing
Activity Cycle	Night
Diet	Carnivore
AL	CE, NE, LE
NA	1d4+1 wings of 1d20 members
Size	M; 6' long
wing span	11'
ST	16
IN	2
WI	4
DX	16
CO	14
CH	9
Languages	telepathy wing
Spellcaster Limits;	na
AC	2 (immobile 6)
AV	2
HD	5**
HP	5d4+5
SW	120'/40'
FL/SW	360'/120'
MF	1B
THAC0	as 9HD 11
Attacks	1 claw
Damage	1d12
Special Attacks;	Dive, Grab
Special Defenses;	Shared hit points
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic
	Insanity, Febblemind, etc.
	air deprivation
Extra Vulnerable to;	0
AM	0
Save as;	varies
ML	10
XP	425
TT	10
Body Weight	90-110 LBS
Creation	MU24+
Preparation Time	14 days
Assembly Time	14 days
Enchantment time	30 days
Construction Time	44 days
Enchantment cost	15.000
additional cost	10.000



Saberclaws are large, hairy, flying creatures magically created from tainted wafers (the befouled water of the Sabre River were renowned for it) with a series of high-level magic-user and clerical spells. These magical creatures act as agents for the evil wizards and priests who create them. Saberclaws have slick, greasy, black fur on their 6-foot-tall bodies. The stench of soggy fur and raw sewage hangs about them. Their wings are hairless leathery membranes of a reddish brown color like a bat's. Saberclaws get their name from the large, sword like, bony extension that grows in place of a single (mostly right (arm. The eyes of a Saberclaw glow a feverishly red. Saberclaws speak no true language, though they can understand the orders of their masters. Saberclaws communicate with each other through loud shrieks of varying pitch and intensity.

Combat:



Saberclaws fight to serve their masters, often acting as bodyguards or hunters. When hunting at the behest of a master, Saberclaws usually attack whatever living creatures they see. Saberclaws are always created in a wing consisting of 2d10 members. Saberclaws always travel in a "wing" because all members of a "wing" share their life force in the form of hit points. Any damage inflicted upon a Saberclaw is magically distributed, so that all wing members suffer a portion of the damage. Each Saberclaw contributes its hit points to a wing's total; no Saberclaw dies und the wing's hit point total has been reduced to 0. For example, a wing of eight Saberclaws has 200 hit points; the members of the wing die only when 200 points of damage have been inflicted to the group, even if all damage is directed at a single creature.

When the wing's hit point total reaches 0, each Saberclaw issues a hideous death shriek and bursts into a foul black cloud of greasy smoke.



In addition to the shared hit points, the unity of the wing also grants Saberclaws increased attack abilities. Saberclaws possess a slight telepathic ability, allowing them to communicate silently with each other in battle. This allows them to anticipate the actions of an opponent; the creatures possess a limited telepathic ability, allowing them to anticipate slightly the actions of a foe. This accounts for their relatively low armor class and +4 bonus to all "to hit" rolls.

A Saberclaw attacks with its sword like arm, attacking as a creature with 9 Hit Dice and causing 1d12 points of damage. A Saberclaw can dive at an opponent; this is considered a charging attack, giving the Saberclaw a +2 bonus to attack rolls and a +1 penalty to Armor Class, while giving opponents a -2 bonus to initiative. A Saberclaw inflicts double damage on an opponent with a successful diving attack.

Saberclaws enjoy grabbing opponents and lifting them into the air. Two Saberclaws can lift (depending on size rather than weight) one fully-equipped adult human, weighing 1000-2000 cn. An opponent of size smaller can be picked up by a single Saberclaw. Size large or huge Creatures require four or six Saberclaws, respectively; the number of Saberclaws needed to pick up a gargantuan creature is at least 10, but might be higher depending on the victim's size and weight.

Once a victim is lifted, Saberclaws attempt to carry it to great heights and drop it. If the Saberclaws' master has instructed the creatures to fetch an individual, the wing will not engage in this sport but will obey its instructions faithfully.

Because of their enchanted origin, Saberclaws are difficult to affect with magic. They are completely immune to all spells of 1st through 3rd level, and all spells that constructs are immune to. They are also immune to poisons.

A Saberclaw's saving throws also benefit from the unity of the wing; each Saberclaw makes saving throws as if it were a 5 Hit Die creature, plus a +1 bonus for every four members of the wing.

Saberclaws can see invisible, ethereal, and hidden creatures and objects as if they possessed the ability of True-seeing.

Saberclaws are equally agile and fast in water as in the air. They need only one round to launch themselves from the water, in which they neither swim nor fly (actually they pull themselves from the water).

These creatures can dive attack, and may use this form even to reach depth below water. They do not suffer any damage from hitting the water in any way. The distance covered is not impeded by the water surface broken. The underwater speed (actually a form of flying/swimming) is the same as normal Flying.

Underwater Saberclaws tend to keep opponent below the water surface as they know most opponents need air to breath and can only be active a limited amount of time without air, and are thus more easily defeated. They may surprise an opponent by diving down, pulling them underwater, or by surfacing and pulling the victim down.

Habitat/Sociey

To a Saberclaw, life is the wing. Individuality is something foreign to these horrid creatures. Saberclaws fight, fly, eat, and sleep as a unit. Creating a wing of Saberclaws requires a fully stocked laboratory, an ancient forbidden spell, and ingredients and components worth a minimum of 60,000 gold pieces. The spell is known only to a few spellcasters who are reluctant to share their power by teaching the spell to others. A wing of Saberclaws can be created by a wizard of at least 12th level and a priest of at least 11th level; the process requires at least a month of preparation before the spell is cast (which takes ld6+12 hours of continuous casting). Once created, the wing obeys the creator. Should the creator die, the wing hunts down the killers, slays them, then dissolves into black mist.

Ecology:

Saberclaws are unnatural, artificial life forms that neither contribute to nor take away from the environment around them. They are created solely to serve a master.

As mentioned before these creatures are created from befouled waters. When one is created half the cost and time are needed for the following ones. A special ritual is needed to bind them together thus creating a wing. It is important that any wing has the swords on the same arm; else this ritual will not work.

This creature came first into existence in the year 956 AC. These creatures do not reproduce.


WATSON

Ebon Tiger (*Nocturem tigres Nox*)

Animated	Ebon Tiger*
Type	Monster (Created)
	enchanted
Climate/Terrain	Ochalea, Myoshima, Savage Coast
Frequency	very rare
Organization	Wing
Activity Cycle	Night
Diet	Carnivore
AL	N
NA	1
Size	L; 9' +Tall
ST	16
IN	2
WI	4
DX	12
CO	9
CH	9
Languages	0
Spellcaster Limits;	na
AC	6
AV	0
HD	6**
HP	6d10
MV	150'(50')
Jump	15'
Run 6 r	180'(60')
SW	60'(20')
CL	30'(10')45%
THAC0	as 9HD 11
Attacks	2 claws
Damage	1d4 each
Attacks	1bite
Damage	2d4
Special Attacks;	2 Rearclaws
	1d2 each
	Suprise/invisible in darkness
Special Defenses;	immaterial
	Surprise only 1on 8
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic
	Insanity, Febblemind, etc.
	air deprivation
Extra Vulnerable to;	0
AM	0
Save as;	varies
ML	10
XP	725
TT	10
Body Weight	250 LBS
Creation	CL 9+/ MU 14+
Preparation Time	7 days
Assembly Time	14 days
Enchantment time	29 days
Construction Time	61days
Enchantment cost	22,000
additional cost	5000



Ebon tigers are magical creatures composed wholly of darkness. They are dangerous creatures that are sometimes used by Rakasta Clerics to protect important places and treasures. Ebon tigers are immaterial and can thus be hit only with magical weapons and spells.

Combat

Anyone bitten by an Ebon Tiger must make a saving throw vs. poison or begin to grow blind (first the colors seem to disappear, and then the whole picture starts to fade. Each round after the one in which the saving throw is failed, the character suffers a cumulative penalty of -1 to all attack rolls, ability or skill checks, and saving throws. At any time before this penalty reaches a total of -4, the blindness sofar can be removed by any manner of magical healing (used solely for this purpose—this means no healing of wounds is additionally done by the spell used). Once the penalty is -4, the blindness is permanent and can only be removed by powerful magic or a high level cleric able to cast the 3rd level Cure Blindness spell. After casting this spell, the blindness will fade away opposite of how it was gained, at first some light is seen, then black and white, and faded colors, and finally all colors. Each step, however, takes 1 week to complete, and removes a -1 penalty from the blindness.

These creatures leave no traces, make no sound and have no smell, they are unhindered by moving through vegetation or see through fences, but do not walk through solid object, even if they could. Paper or bamboo walls are also fully negated, as these can be seen through (even partially).

Ebon tigers are fully invisible in any darkness.

Habitat/Ecology

These creatures live like normal tigres, but more solitary. The prey primarily upon rodents, but never forget their task of protection, and never go further than 300 feet from their object of protection.

These creatures are primarily created by the Rakasta of Myoshima, but their secret (insofar as they see it as a secret—they give it willingly to any friendly to them and their culture and interesting enough in using these creatures).

These creatures are created from the body and soul of a dead tiger, in an effect making this creature alike an undead. Yet the soul is only copied, and not bound to the immaterial body. And the body is only used to be filled with several continual darkness spells, thereafter normally discarded. This creature came into existence on Myoshima already in 710 AC, and was first on Mystara in 802 AC. **These creatures do not reproduce.**

Guardian Hand (*Manus defendus Magia*)

Animated	Guardian Hand
Type	Monster (Created)
	enchanted
Climate/Terrain	any mage lair
Frequency	extremely rare
Organization	Wing
Activity Cycle	Night
Diet	Carnivore
AL	N
NA	1
Size	S; 4'-5' Tall
ST	22
IN	4
WI	5
DX	12
CO	12
CH	9
Languages	as creator
Spellcaster Limits;	na
AC	2 (finger 1, Eye 0)
AV	4
HD	as creator levels+****
HP	by HD x 1d8 (Finger 12, Eye 3)
MV	60'/20'
Levitate;	19'/r
Jump	5'
CL	30'(10')45%
THAC0	as creator
Attacks	2 Punches
Damage	1d6 each
Attacks	or 1Grip
Damage	1d8/r (or 1d4 vs armor)
Special Attacks;	Finger rays 40'
	Fore finger; Energy Drain
	Longfinger; Fiery Beam
	Ringfinger Paralysis
	Babyfinger; Whirlwind
Special Defenses;	Sense life 60'
	Treusight 110'
	Spell reflection if saved.
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic
	Insanity, Febblemind, etc.
	Fire, Heat, Energy Drain
Extra Vulnerable to;	Dispel magic (ko 1d2 r)
	Antimagic shell; slows
AM	0
Save as;	Level creator
ML	12
XP	5000+(varies)
TT	any possible
Body Weight	2 LBS
Creation	MU 14+
Preparation Time	21days
Assembly Time	21days
Enchantment time	30 days
Construction Time	51days
Enchantment cost	22,200
additional cost	2500



This rare construct is of unusual power; it takes the form of a levitating, severed human hand (usually a left hand), long-fingered and of black, gleaming appearance. It has an eye set in the middle of its palm. A guardian hand has as many hp as its creator did at the time of creation, and is AC2 (individual fingers being AC 1, and requiring 12 hp of damage each to be severed. Note that this is a separate hp count from the overall hp of the construct; it may be slain by hp loss before its fingers are severed, and its fingers will not fight on independently).

Guardian hands are created for a specific purpose; as they require one of the creator's own hands, they are rarely prepared until death approaches or death is expected if their protection is lacking. Thus, they are usually found guarding tombs, treasures, refuges, spell books, and the like. (Note that they are magical constructs, not undead creatures, and cannot be turned, etc.)

A guardian hand levitates about with great speed (19'/round), having two attacks per round. These attacks are as follows: the hand can punch, producing a surrounding band of force which makes the actual contact with the target, dealing 1d6 points of damage per strike (no saving throw). The hand can grip (this attack becomes the hand's only attack in any round in which it is used), its grip being corrosive (1d8 hp damage per round of contact; 1d4 only if the grip must eat through armor first), and requiring a combined Strength total of 22 to break).

The hand can point with various fingers; the nail of each will release a thin, beam-like ray which continues in a straight line from the end of the pointing finger up to 40' distant, the effects of those attacks are described below. (Severed fingers do not retain their magical powers of attack.)

All attacks must hit to be successful; the hand attacks as a monster of the same number of HD as its creator had levels (the Cheiromar's attacks as a monster of 27 hit dice).

A guardian hand is not intelligent, but can sense if a target is alive or not, and will continue to attack until the target ceases to live or passes out of its range of guardianship. The range and specific terms of a hand's guardianship is set b y its creator, and by all reports seem to vary widely.

A guardian Hand can so sense life (treat as a form of infravision up to 60' distant), this power being independent of its eye. If damaged, the eye in its palm (which of course closes when the hand grips or punches, and is therefore never so damaged) can see for 110' with Treusight (as in the clerical spell). Thus a hand can tell the level and alignment of opponents, know which mirror image is the real creature, and so on. The eye is AC O, and has 3 hp (of the hand's hp total). All physical attacks do a hand normal damage. It is immune to fire, heat, and cold, and cannot be drained of energy; a dispel magic will cause it to become motionless for 1-2 rounds; an anti-magic shell slows it to 1 attack per round, and nullifies its finger-ray attacks (only) within the area of the Shell. The hand can also be paralyzed by spell or natural ability, monster power; it saves against all attacks as its creator would have done, at the time of the hand's creation. Magical attacks that a hand saves against are reflected back upon the caster or item wielder with full effects-if this is impossible due to the nature of the attack or the situation (e.g., protective Magics on the caster), they will be directed to another living creature within 40' regardless of this victim's wishes or those of the caster, or if no such creature exists merely negated.

The finger-ray attacks of a hand can vary, according to whatever spells the creator selects (such spells must be castable by the creator); the Cheiromar's guardian hand has the following:



Forefinger: Energy drain

Target must roll percentile dice, and be governed by the result.

01-46 '%: Any memorized spell is drained; if none re-roll. (Spells drained are lost from memory; :I hand will always drain the most Powerful spell (level), if two or more of the same level are memorized, determine randomly which is lost.)

47-69 % : carried magical item, if any, is drained (2d4 charges from a chargeable magical item; minor items drained entirely 01-60%, or nullified in all respects for 1-20 turns, 61-00%; artifacts nullified for 1-2 turns).

70-90%: Loss of ld12 hp.

91-00%: Loss of ld4 hp, and faint (treat as instant Sleep) for 1-4 rounds.

Long finger: Fiery Beam:
Beam of fire, dealing 4d6 damage, and igniting (saving throw to avoid) flammable items.

Ring finger: Paralysis:
This is instant (i.e., it halts and ruins spellcasting in the same round as it taker effect) and almost total, permitting breathing but not speech. The first round of paralysis is automatic; thereafter, each round, the victim must save vs. dragon breath at - 2, paralysis being broken whenever such a save is hereupon the victim is immune to further paralysis from that hand for 1d12 further rounds).



Baby finger: Whirlwind
All creatures struck by this ray of turbulence must save vs. dragon breath or be spun around and around with dizzying speed, suffering 1d4 points of damage and losing all items held or carried. To avoid losing a particular item, a victim of the Whirlwind must concentrate on retaining it (thus, only one item may be saved), and save vs. paralysis at - 2 to do so.
One or more items worn by victims (such as scabbarded weapons or backpacks) will also tear free unless a second save vs. dragon breath is made.
AI items tom from a victim are hurled away in al directions by the Whirlwind's violent spinning action; any creature within 60' of the victim (except the Hand or any creature directly behind it, and thus shielded by the force of the ray itself) must save vs. dragon breath or be struck by one or more of these unintentional missiles; small objects do 1d4 damage, and larger ones (e.g., swords, packs, or staves) do 1d6. Small, moveable objects in the area of a Whirlwind effect will also **be** picked up and flung about; man-sized and larger or heavier objects will only be shifted slightly.

(The thumb has no attack; it regulates the hand's burning grip.)

Creation.
The secret of creating this construct is used by the Cheiromar solely, and almost lost to any other. A rare individual, however, could have learned of the Cheiromar, and therefore getting access to the necessary knowledge and materials.
This creature came first into existence in 790AC. This creature does not reproduce.

Skull wraith (*Calva animae Cheiromatris*)

Animated	Skullwraith
Type	Monster (Created)
	enchanted
Climate/Terrain	any mage lair
Frequency	extremely rare
Organization	solitary
Activity Cycle	any mage lair
Diet	nil
AL	N
NA	1d3 (0)
Size	S; 6'-8' Tall
ST	22
IN	4
WI	5
DX	12
CO	12
CH	9
Languages	as creator
Spellcaster Limits;	na
AC	2
AV	6
HD	1+1****
HP	1d10+1
MV	48'/16
THAC0	as creator
Attacks	2 Punches
Damage	1d6 each
Attacks	or 1 Grip
Damage	1d8/r (or 1d4 vs armor)
Special Attacks;	Finger rays 40'
	Fore finger; Energy Drain
	Longfinger; Fiery Beam
	Ringfinger Paralysis
	Babyfinger; Whirlwind
Special Defenses;	Sense life 60'
	Treusight 110'
	Spell reflection if saved.
Immune to;	Charm, Hold, Illusion, Discord
	Poison, Death Magic
	Insanity, Febblemind, etc.
	Fire, Heat, Energy Drain
Extra Vulnerable to;	Dispel magic (ko 1d2 r)
	Antimagic shell; slows
AM	0
Save as;	Level creator
ML	12
XP	31
TT	A-1, M, N
Body Weight	2 LBS
Creation	MU 14+
Preparation Time	21 days
Assembly Time	21 days
Enchantment time	calculate
Construction Time	calculate
Enchantment cost	calculate
additional cost	2500



This magical guardian of the Cheiromar's tomb is not undead, despite its name (although in life Algahund encouraged this belief, and both Lathkoon and Zelazel believe it to be so), but a construct created by the Cheiromar-and hence, unique. It takes the form of a human skull, which "flies" about (16'hound) by means of levitation, and has eyes like glowing flames. It can speak up to seven set phrases (of up to 77 words each), with which it was endowed during its creation; these cannot be spells, and cannot be subsequently changed. Once set, each phrase is linked to a specific set of conditions, which if fulfilled will cause the Skullwraith to speak the phrase. (It does not then forget the phrase, but can repeat it tirelessly each time the conditions are fulfilled.) The Cheiromar's Skullwraith, prepared by Halazar, has the following speeches.

Whenever a living creature or creatures first enters the chambers of the Seat of Power:
"Here lies Algahund the Cheiromar, as in the end must we all. Proceed with great care; great danger awaits the destructive or greedy."
Whenever attacked, by magical or physical means:
"Beware! Tempt not death! From beyond the grave the Cheiromar still can strike!"
Whenever any living creature or creatures touches the globe imprisoning the Eater-of-Magic, or approaches or touches the control sphere:
"You stand now in peril and risk further all magic in these lands ... what lies within the greater sphere is a power to overmatch most wizards, and a threat to all. Do not harm the sphere."
Whenever any living creature or creatures enter the chamber that contains the actual Seat of Power:
"You approach the Seat of Power. A place of great usefulness-and great danger to all who work magic. Use no magic in its presence, and strike it not, or perish."
Whenever any living creature or creatures approaches within l', or touches, the Cheiromar's casket:
"You gaze upon the Cheiromar, mightiest of mages, the Vigilant One, Guardian of us all, as he appeared in life. Disturb him not, for his magic outlives him, and those ain from it should also beware its lasting power."
Whenever any living creature or creatures enters the library:
"Here lies the greatest treasure that this world can give to any: knowledge. Use it accordingly. "

The Skullwraith has the following powers and abilities:
Spell Reflection: One spell per round (if multiple spells are cast at a Skullwraith in the same round, determine the one affected randomly) is reflected back at the caster, with full effects.
Poison Breath: Once per turn, a Skullwraith can breathe a conical cloud of poisonous vapors, which it synthesizes from the air around it as necessary. This cloud is 20' long and 10' in width at its base, 40' wide at its farthest extent, appears as green smoke with a faint, incense-like acrid odor, and has the following effects on all creatures within the cloud:

Creature saves vs. Poison: Creature slowed due to nausea and "dazed" mental confusion/ attitude, for 1d6+1 rounds.

Creature fails to save vs. Poison: Creature suffers 1d6 hp damage, and collapses instantly into convulsions falling asleep after 2 rounds. Sleep lasts for 1d6+1 rounds, and cannot be broken earlier by any means.

Fireburst: Whenever a Skullwraith touches a creature (or that creature's weapons or armor), a tiny gout of flame will spurt from its eyes and burst upon the creature, causing 1-4 points of fire damage. A Skullwraith has no purely physical attack (other than lightly ramming to deal its Fireburst), but can snatch scrolls, keys, garments, and the like in its jaws, and has something of the intelligence and senses of its creator. In this case, the Skullwraith can recognize spellcasting and the approach of potential attackers, attempts to net or grab it and the like, can "see" (with 60' infravision) as though it were a living man, and will avoid direct physical contact by soaring up to the ceiling and remaining there when first menaced. It can dodge and swerve in rapid, intrical aerial acrobatics, is AC3 as a result (AC7 if somehow Held or immobilized), and has 9 hit points. If destroyed, it will shatter-the shards crumble to dust-and a spell (for so Halazar has used the seventh set of conditions, rather than linking a phrase to them) will be unleashed instantly on the creature who destroyed it (Le., struck the last blow if several had a hand in the Skullwraith's destruction):
A lightning bolt, of 20d6 strength (save halves damage).
The Skullwraith will not otherwise attack or molest intruders, but will merely accompany them, floating above their heads, around the chambers of the Seat of Power. It will not leave the extra dimensional complex; it will view any attempts to take it out as attacks. The method of making this powerful type of construct is thought to have died with Halazar, although he may have passed it on to his apprentices. To make one calculate the necessary time and money.



Non-magical Constructs

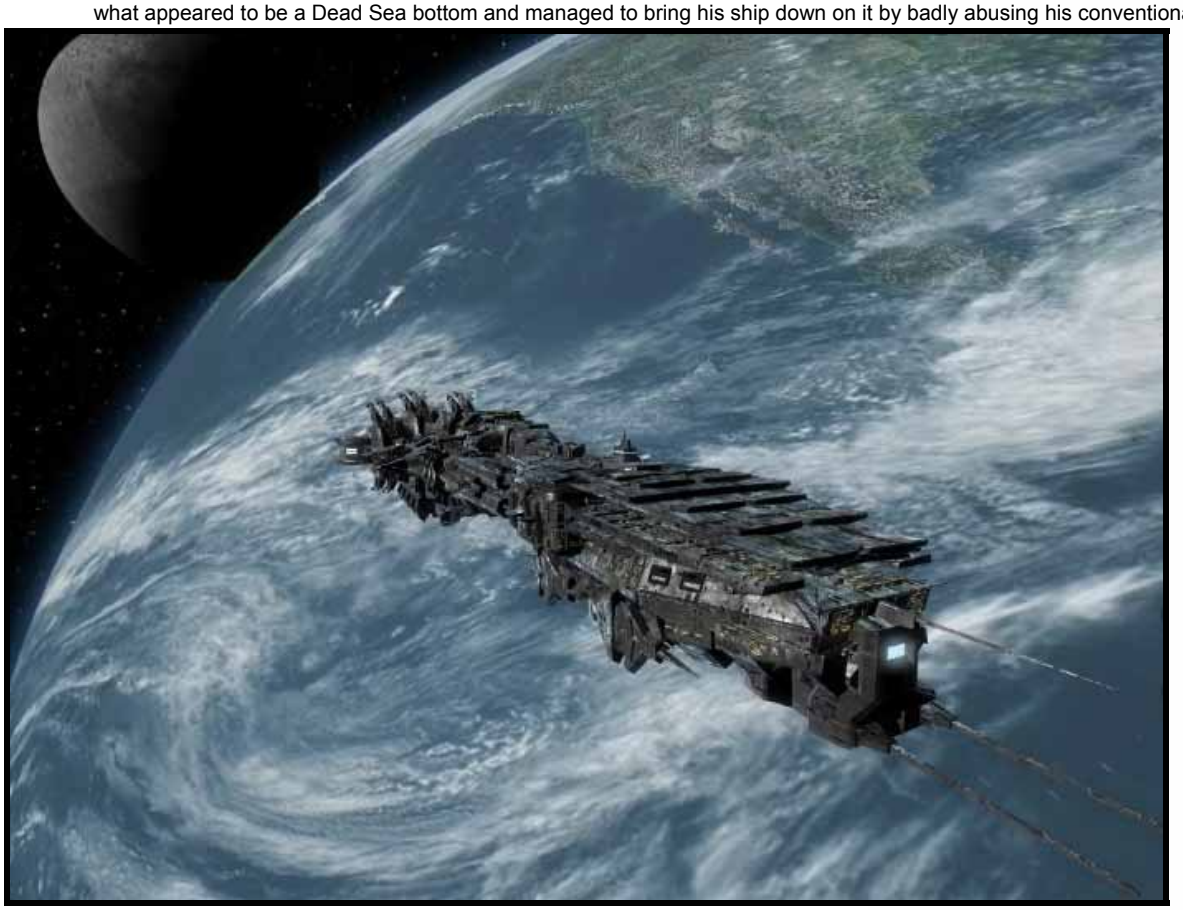
Nonmagical constructs existed only on Mystara in a short period of Blackmoor before 3000 BC. Some examples have survived magically bound to the computers magically protected by immortal magic in the Blacklore valley, and four Dbots have remained in existence in the nucleus of spheres. Between 1700 BC and 3000 BC a few robots and a single Cyborg could be found in the region later to become the broken lands, but Elven explorers accidentally triggered a device with devastating effects in 1750 BC, removing the last robots from the Outer World of Mystara.

History

4005 BC Far from the sun that gives light and warmth to Blackmoor, almost a third of a Galaxy away, (and unknown to them even in another Dimension) was the seat of the so-called Galactic Federation, a loose confederation of planets and peoples dedicated to the preservation of internal order and peace. Within the vast bureaucracy that governs this federation is a small bureau that is a tiny part of a big department that is but a fraction of a huge secretariat. This microscopic organization, the Galactic Survey Bureau (GSB), is charged with the long term mission of exploring and mapping the galaxy, obtaining specimens of its flora and fauna, and maintaining a comprehensive directory of known planets. One of the ways the bureau accomplishes its mission is by sending forth hundreds of Federation Survey Ships to visit and catalogue the stars and their planets. They also had developed a star-drive capable of crossing the void between the planets within a mere moment.

4000 BC Blackmoor (ON Mystara) becomes an independent Kingdom. Year 1014 in Blackmoor timeline.

A little over 5 years ago, one of these survey vessels, the FSS Beagle, was on a mission to explore and map an unknown area of their galaxy (and had caught several unknown dangerous specimens—including the beholder species). A power plant explosion destroyed the ship's spatial discontinuity field and even damaged its conventional drive. It was caught in a freak energy vortex, and the disabled ship was whirled through the dimensional borders, it just pierced. While in orbit around the sole inhabited world in a minor and in the heretofore uncataloged star system, the damages increased, and it suffered a serious malfunction in its drive pod. The whole accident was not supposed to happen. In fact, the engineers flatly maintained that it was impossible. Nevertheless, as a result, the crew of the FSS Beagle found itself in a decaying orbit around a primitive world in a ship that was never meant to enter an atmosphere. Fortunately, Captain Bork Riesling found what appeared to be a Dead Sea bottom and managed to bring his ship down on it by badly abusing his conventional drive.



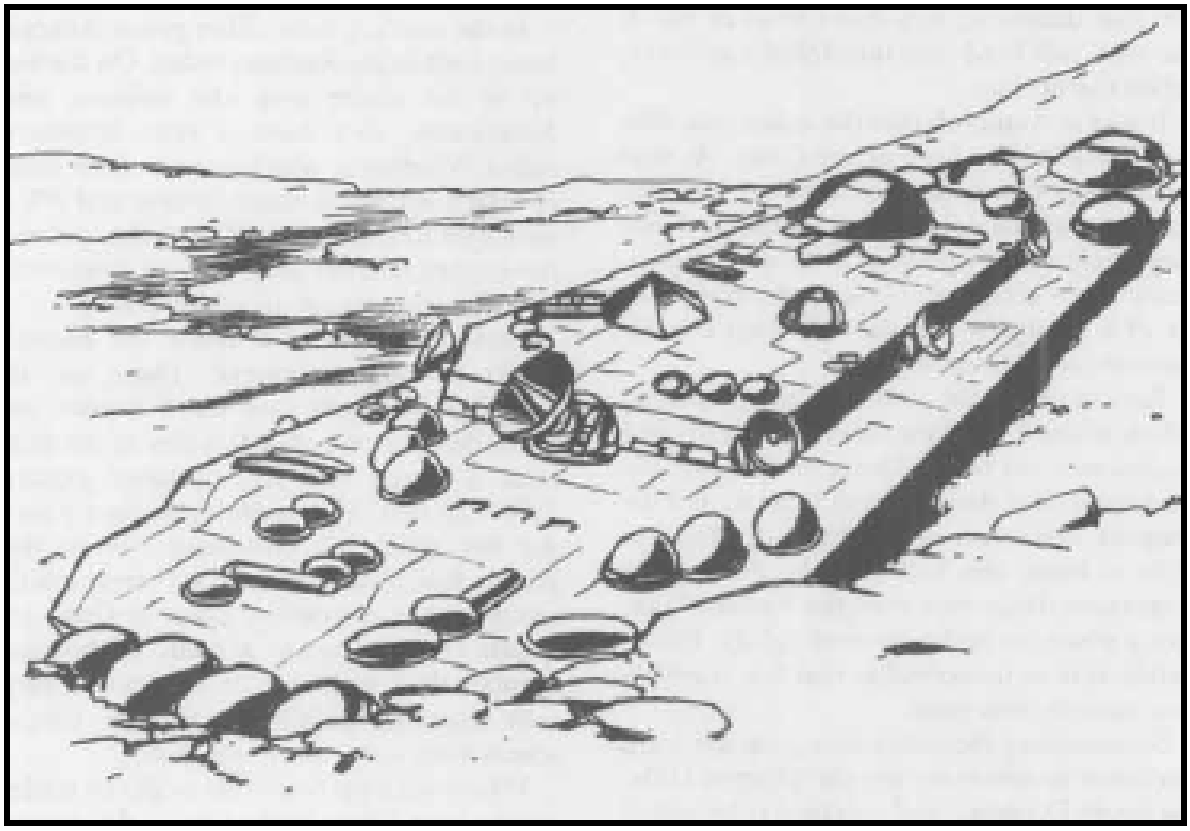
Riesling's maneuver saved both the ship and crew, but Beagle's nuclear propulsion pods were so badly damaged that the vessel would never lift again—at least not without a new drive and power plant. Following the standard operating procedure, the captain sealed the ship and sent out survey robot to examine surface conditions. When their data was processed, there could be but one unhappy conclusion. The FSS Beagle was stuck on a class 9 pre-technological world inhabited by a number of sentient species, of which the dominant species seemed genetically similar to thaw principal species on the federation board of governors. In fact, the members of the FSS beagle's crew, who were drawn from that principle species, could easily be mistaken for the dominant species except that their skin appeared a light greenish cast under the light of the local sun. It would have been extremely easy for the aliens to mix with the locals and gain global dominance within a few decades. But the very backwardedness of the planet was its protection. Federation regulations clearly prohibited cultural intervention in class 9 worlds.

3989 BC Of course, regulations can be bent, and this was an emergency situation. The FSS Beagle could not repair itself, and it could not lift. There was enough power for decades, and perhaps as long as a century with a reduced crew. And, in a few years, the vessel would be missed, and a Federation rescue mission would begin backtracking its planned itinerary. Any vessel that came within a light-year would almost certainly pick up FSS Beagle's distress beacon. There was always the chance, though, that some combination of events would delay the rescue. Budget cuts in 2945-2958 had delayed the rescue, and the ship was forgotten for almost 50 years until a minor bureaucrat noted that the vessel was still reported overdue. But it could never be found because it was not even in the same dimension anymore, beyond boundaries the distress signal could not penetrate.

In weighing these factors, there were still those in FSS Beagle's crew who favored a radical course of action. They wanted to contact the locals, establish cultural ascendancy over them, and mobilize them to create an industrialized civilization. Using the FSS Beagle's technological resources and with an entire planet to draw from, it would be possible to established a comfortable colony on the planet that would remain viable even if rescue was delayed 500 years. The local sand people, who occupied the desert surrounding the FSS Beagle, were already overawed by the aliens, calling them gods and their ship the City of the Gods. If the other planetary cultures were as easily swayed, control of the globe might be established within a few short years and a global industrial base built within two decades.

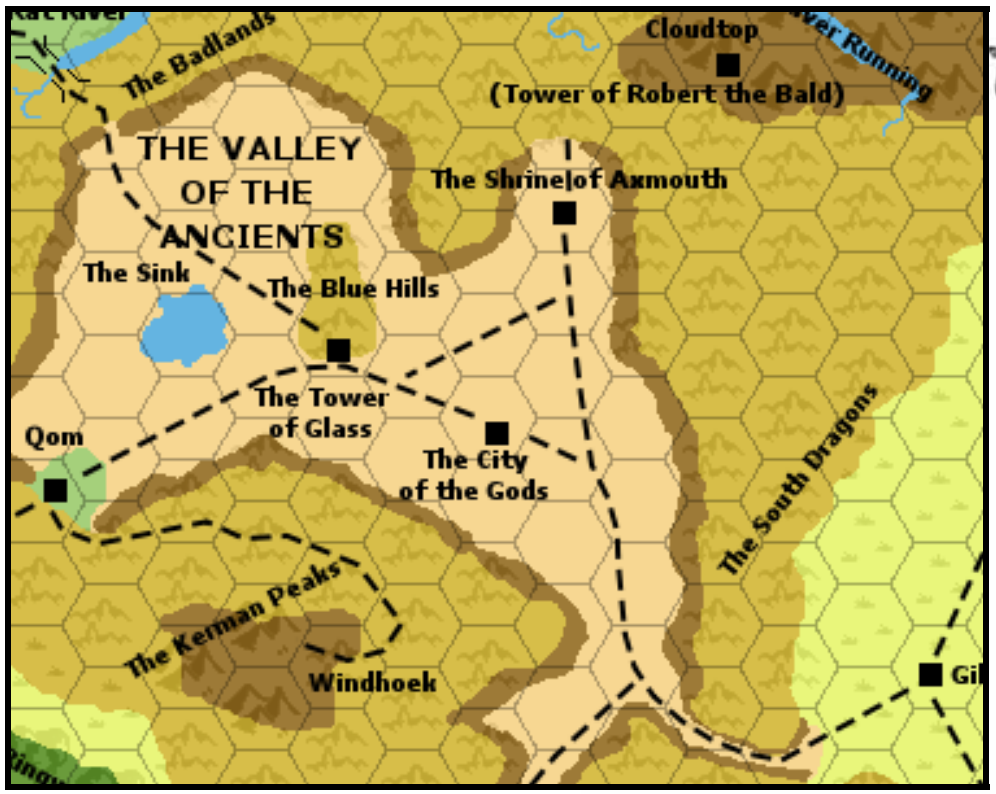
It was a compelling argument, but one which Captain Riesling rejected. Regulations, he felt, could not be so as easily flouted. When the rescue mission did show up, he would be accountable for all action taken, and the last captain to flout the non-intervention regulation had been cashiered and shipped to the ice mines of Freya as an involuntary colonist. So FSS Beagle would adhere to regulations. Most of the crew would be placed in stasis. The robots would utilize the time to gather specimens of this world (thus impressing the superiors who would eventually review Riesling's performance. A watch crew would run the ship until the rescue mission arrived.

One of the crewmen who opposed Riesling's decision was security officer Stephen (the Rock) Rocklin. As a senior line officer, Rockling was part of the watch crew, charged with establishing groundside defenses against the natives. During the course of his duties, Rockling became aware of a very strange aspect to FSS Beagle's new home. Many of the species captured by the Ecology robots (Ebots) used as scouts displayed remarkable characteristics never encountered anywhere in their known part of the galaxy. At first this was thought that these were manifestations of unique parapsychological talents, but further investigation showed that they were related to a strange energy field permeating the planet, but strongest just north of where the FSS Beagle was grounded. Some aspects of this energy fields were so bizarre that Rocklin and others took to referring them as magic (which of course is what they are).



After months of exposure to the bizarre phenomena of this world, Rocklin reached to the conclusion that FSS Beagle's crew absolutely had to explore the planet further. The power represented by its energy field was a unique treasure that could change the lives of countless billions of yet unborn sentients throughout the Galaxy. It must be studied and understood.

Knowing that the captain would never allow the cultural contact needed to accomplish this end, Rockling recruited others to his cause and plotted a mutiny. Some crewmen joined because they agreed that what they had discovered on this planet justified breaking any and all of the regulations. Most, though, were simply scared that they never would be rescued.



As so often happens, the mutiny failed because it was betrayed. When Riesling was informed of the plot, he tried to arrest the ringleaders. Rockling and his people fought back. It was touch-and-go for awhile, but the captain eventually regained control of the ship. Opening all the envio pods (filled with creatures captured on world on the way) in order to create a diversion, Rocklin and a handful of mutineers managed to escape in a stolen lifeboat. Though most of the local crew members were occupied rounding up the specimens who had wandered out of the envio pods (it is rumored this is how some of the monster like the Beholders arrived on Mystara) and into the ship's corridors, one gunnery officer noted the lifeboat's departure and sent a hellbore missile winging after it. The missile eventually caught up with the lifeboat and sent it plunging into Frog Swamp, where Rockling and the survivors made contact with the Order of the Frog, which he eventually took over and turned into a personal power base. He used genetic engineering to create the Frogmen. (See under humanoids).

Meanwhile, back aboard the FSS Beagle, order was restored only after much expenditure of blood and sweat. The specimens gathered on other worlds had mostly died or disappeared when the envoi pods were opened. Those gathered since the crash were recaptured and confined. More crew members were brought out if stasis to replace those which had mutinied or been killed. Thus ended what the sand folk, who observed from a distance, called; "the war of the Gods".

The ship soon resumed its routine. But something was different. The captain was sick—not in his body, but in his kind, emotionally shattered by having part of his crew turn against him, Riesling slid into a grip of paranoid psychosis. He began to express distrust of the crew, making wild accusations, often accompanied by excessive punishments for minor infractions blown out of proportion in his mind. The crew reacted by shunning their captain, until, increasingly, Riesling became a man alone, more convinced with each passing day that some of the mutineers had remained on board FSS Beagle and were in contact with his nemesis, Rocklin. In desperation, Riesling even sent out a Cyborg to terminate his enemy, but Rockling escaped the attentions of his assassin.

Rocklin did not escape the attention of the local Blackmoor King Uther and the Fetch. Agents of Blackmoor wrecked his base in Frog Swamp, and the Kingdom's leaders assumed that the Order of the Frog was destroyed. They were wrong.

During the past two months, Rockling, who escaped the holocaust that destroyed the Temple of the Frog, had been rebuilding the order of the Frog along slightly different lines. While the work has started on the reconstruction of the temple, the order's alien leader has personally concentrated on building a new army for a special purpose.

After much agonizing over his failure to anticipate the destruction of the temple, Rocklin has come to the conclusion that he cannot go on without more help and better equipment. Much of the alien technology that the scavenged from his wrecked lifeboat was destroyed when the temple was wrecked and all of his companions were slain. He can't hope to operate even the machinery that remains without the help of either aliens or robots. The locals aren't sophisticated enough to do the necessary work. Since the only source of aliens, robots and high-tech equipment on the planet is the grounded FSS Beagle, Rocklin has decided to put together a commando force and capture the ship.

One of the most important pieces of technology that Stephen salvaged from the temple was a device that allows him to condition the minds of his followers, making them maniacally loyal to himself and the order at the same time that it makes him immune to the mental effects of Sleep, Charm, Hold, and Confusion spells. Though all Froggies are exposed to the device, Rocklin has been using it most often to condition a new cadre of fighters, called the Soldiers of the Frog. By raiding the city of the Gods for equipment, he has armed and armored his cadre with the finest alien gear. Once the cadre is large enough, he plans a full attack. In the meantime, he has posted scouts all around the FSS Beagle and established a picket line to keep anyone else away from the prize.

Riesling, for his part, is not unaware of Rocklin's interest of the FSS Beagle. Though he is not sure what exactly Rocklin intends, he knows that the Froggies are gathering around his ship and has taken steps to protect it from them. After his old shipmate led some of his Soldiers of the Frog on a successful raid that netted them many blasters and suits of battle armor, Riesling changed his policy of non-intervention in local affairs and made a treaty with the local sandfolk that bound them to help resist the Froggies. In addition, he has established long-range patrols of robot scouts programmed to locate and destroy proverbial enemies before they can even get close to the City of the Gods. Finally, since a crewman recently fled in a stolen scout, Riesling has ordered that all crew members undergo conditioning similar to that used by "Saint" Stephen Rocklin to create his fanatical following of Froggies. So far, almost all of the crew members have been put through the first stages of conditioning (and have thus gained immunity to mind effecting magic). This preliminary conditioning has not yet put a stop to the widespread disaffection among the crew that has resulted from Riesling's Paranoid behavior. (the crew working in the reactor was not conditioned—including Rheddrian Benekander and Rafiel who were working there and later became Immortal).

All of this unexplained military activity on Blackmoor's southern frontier had already drawn the attention of King Uther and his regency council when something happened that caused them to plan an immediate expedition to locate and explore the City of the Gods. Once before, a party of adventurers had penetrated the Valley of the Ancients and entered the City of the Gods, but had been turned back before it could obtain any really useful and to them understandable information. It was known that the City's residents had strong magic, but it was unclear how strong.

Then, one day, a magician in a flying egg landed at a remote outpost of the realm. The magician was killed, but the egg was captured intact. Soon, the area was crawling with Froggies, and Froggie agents were heard to be asking questions about it throughout Blackmoor. When the regency Council of King Uther of Blackmoor learned about the egg, its contents, and the interest of the Order of the Frog, unraveling the mystery got a high priority. When the Fetch's agents reported that the Froggies knew of some connection between the egg and the City of the Gods, planning for an expedition to the Valley of the ancients began. Since most of the King's companions and all of The Fetch's regular agents were already tied up in other work, it was decided to once again seek the help from the heroes of the Future. (Adventurers coming from current Mystara 1010AC to this era by some unknown temporal gate). They were ordered to explore the vessel and bring back what marvels they could. Eventually the sages and mages learned enough about the items recovered from the FSS Beagle to create a technological culture of their own based and copied upon what they found in the City of the Gods.



3370 BC Many, many years later, Ogdoban Treel, one of the FSS Beagle's crewmen in suspended animation, awoke as a part of a routine maintenance schedule. He discovered that some of the crew had disappeared, including the captain, and noted the continued intrusion by men of Blackmoor despite the dogged defense of the ship's robots—and decided to sell out. He greeted a group of adventurers and offered them a bargain; in return for a life of luxury and wealth, he would voluntarily hand over the greatest technological secrets of the ship to the men of Blackmoor, secrets they would never be able to unravel without his help. Since he knew the other men and women of the crew would stop him if they ever became aware of his actions, he sabotaged all other life-support modules to kill them while they slept.

Thonians have acquired Blackmoor level of Technology. Rebellion against Blackmoor. Thonian Wars. New Technology developed through the studies of the FSS Beagle.

3350 BC At first the plan worked well, and under Treel's direction the systematic looting of the ship's core began. Then something Treel hadn't counted on happened; one of the crew members interfered. Unknown to Treel, First assistant Engineer Rheddrian Benekander, a compulsive tinkerer, had made modifications to his own life-support capsule. When power was cut to the capsule, his modifications switched it to backup power and initiated its thawing procedure. Rheddrian awoke to find his fellows murdered and a traitor handing over to the native's technology which would be catastrophically alter their culture.

Unsure what one person alone could do to stop Treel and his allies, Rheddrian used his familiarity with the ship's maintenance ducts to spy out the situation before acting. He then improvised a plan to put halt to Treel's activities and undo as much of the damage as possible. First he reprogrammed the defense robots to attack and repel the intruders, defeating them handily, then he planned to access the damage to the ship itself—but it was already too late.

Treel was a linguist and diplomat, and he had unwittingly allowed the men of Blackmoor to detach crucial elements that stabilized the core of the ship's power system. Rheddrian was horrified to find that a chain reaction capable of setting off an explosion big enough to vaporize the entire planet was already underway. It was too late from stopping the core from going critical, so he focused all the escaping energy inward, turning the explosion into an implosion.

The resulting energy pulses vaporized all of the starship except the engine core itself, which melted through the very rock it rested on and sank hundreds of feet into the earth. Rheddrian, working to the very last minute in a final effort to stave off as much of the disaster, was utterly disintegrated (unbeknownst to him he was infused within a small shield becoming a trapped immortal). What little energy did escape, warped reality in all directions, causing animals, plants and people exposed to it to mutate into strange monster races. By the time investigations from Blackmoor came to investigate, all that was left was a smoking crater with a smooth, glassy bottom; they could only conclude that somehow the ship has taken off, never to return.

3240 BC Skandharians reach the Moon (Patera) with a technomantic vessel. Five years later, Blackmoorians do the same. Khoronus builds his Time Machine.

3200 BC The Second Blackmoor Crusade drives Beastmen into the Hyborean Valley. Moon Colonized by Blackmoor.

3180 BC Space Expedition reaches the uninhabited fourth and inhabited fifth planet. Contact was made with the local Mindflayers, several Mystaran mutates were dumped here, and evolve further. Some interesting species are brought back to Mystara (Grey Ooze for example).

3120 BC Robotics developed.

3105 BC FTL-technology discovered.

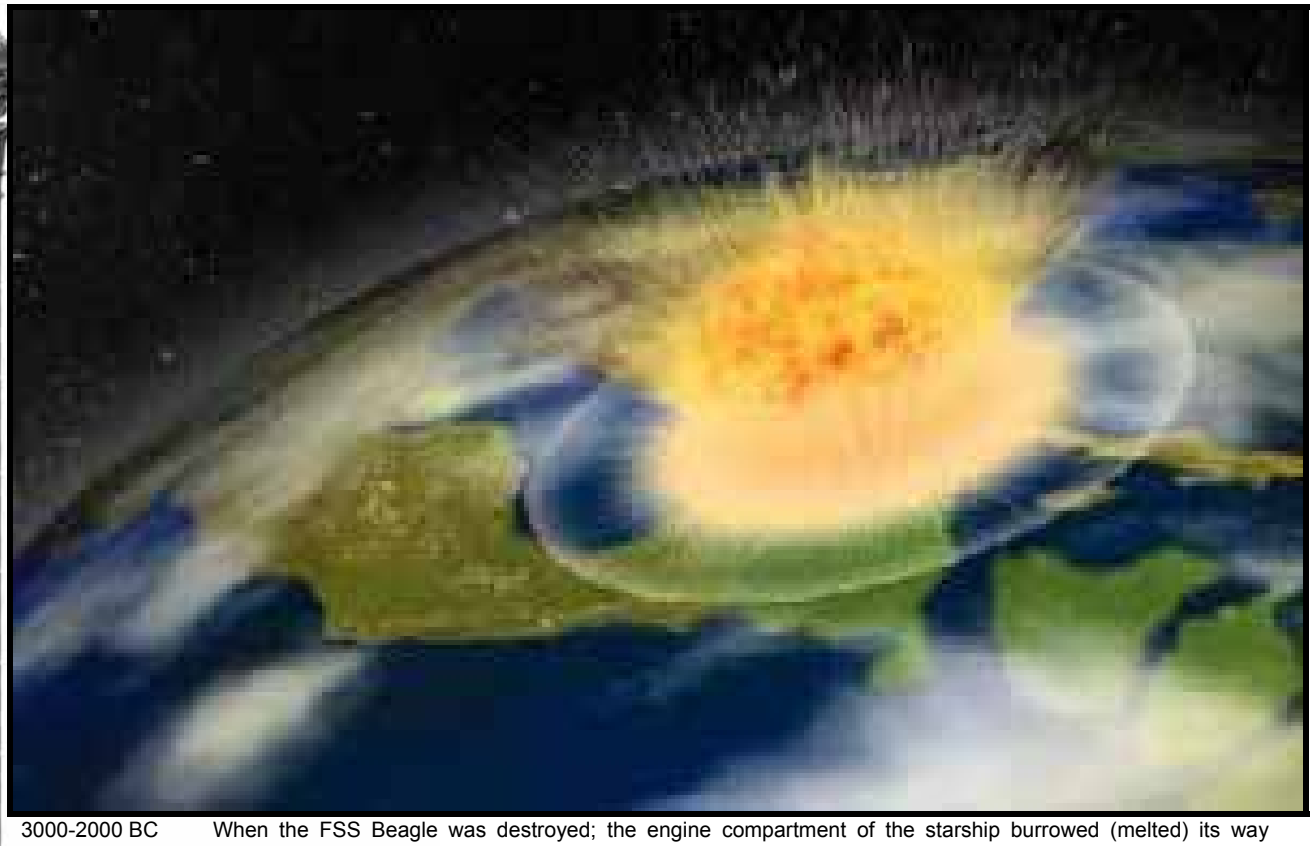
3100 BC FTL-vessel reaches "Epsilon Eridani"

3020 BC By this time, colonies have been established on several solar systems within 20 Light years.

3000 BC A thousand years after Rheddrian's sacrifice, Blackmoor's scientists rediscovered the principles upon which the FSS Beagle's engines had operated, binding it with magic (thus creating techno magic)—only to find out that the highly magical nature of Mystara made such objects volatile. Before they could learn how to control the new found energy, their prototypes exploded with such force that Blackmoor was obliterated in the Great Rain of Fire, an explosion so powerful it shifted the planetary axis. As almost all technology was connected to this new energy plant (directly or indirectly), all these exploded at the same time, in a great blast of Fire, instantly killing all within a two thousand mile radius. Thirteen hundred years later, (1750 BC) a second smaller explosion of the last remaining Blackmoor technology was triggered by curious elves and turned their Elven lands into the Broken Lands, removing the last traces of Blackmoor forever.



The global disaster destroyed whole ecosystems, and literally changed the world. The weaker races soon died out in the radiation wake lasting centuries after the disaster.



3000-2000 BC When the FSS Beagle was destroyed; the engine compartment of the starship burrowed (melted) its way several hundred into the ground in the resulting meltdown. The intense energy field of the implosion altered the engine to create an incredibly powerful artifact, now known as the Nucleus of Spheres.

At some point, an Old one (God of the Gods) discovered the device and became intrigued by it. He or she realized that the strange magical energies emanating from the device, the Radiance, had the potential to enable mortals to achieve immortality in the sphere of Energy without help from an Immortal sponsor. As an experiment in creating a whole new kind of immortal, he or she moved the artifact to its current location under Glantri city (foreseeing the increase in humanoids on that location, by migration, and even partially attracted by the magical energies of the artifact) and changed it to make it capable of granting immortality to those who fully mastered its secrets. Satisfied with the results, he or she left the device to do its work; to this day, no one knows who, or what, he or she was.

The contact between the colonies on other worlds was led through the great computers of Blackmoor (which could contact without time loss), so the colonies had to survive on their own. Although several had their own technology, they had neither the knowledge nor machinery to further spread around their location. Of the twelve colonies two collapse this century under intrigue, four die out due incompatibility with the local environment (disease, creatures, sentient life), and one becomes enslaved by Beholders. The other five colonies adapt to their new world or adapt the world to them and survive so far. Some return to the older non technological ways and some stay as they are. Only one seems to continue to evolve its technological evolution. They lose all contact between each other.

1800-1000 BC About a thousand of years passed before anyone else noticed the artifact, but eventually Noumena, a Hierarch of the Sphere of Time, deduced its existence. Disturbed to learn of its ability to create Immortal of The Sphere of Energy that was not controlled by the current Immortal hierarchy, a full council of Hierarchs agreed that, left unchecked, this artifact would create an unbalance between the Five elemental Spheres, as well as undercutting their own authority. They therefore altered the device so that every time it was used, it leeched power from the Sphere of Energy, diminishing the sum total of magic available to the world of Mystara. It thus became the responsibility of the senior immortals of that Sphere to restrict the radiance's use.

845 AC a Brilliant and eccentric wizard named Ettienne d'Ambreville, one of the princes of Glantri, discovered the Radiance and used it to achieve immortality. He founded an order of mortal sorcerers called the Brotherhood of the Radiance to study it. D'Ambreville was the first to achieve Immortality through its use…and it is he who is known as Rad.

1004-1009 AC Wrath of the Immortals. A great dispute between Rad, Rafiel and other immortals against Ixion and other Immortals, leading in Great War conflicts on Mystara.

1010+ AC. Today.

The City of the Gods

The FSS Beagle is far too large to describe in detail here. This part gives a general configuration and explains how to run an adventure within the city. The split map shows an overview of FSS Beagle and the surrounding terrain. It includes an outline of the shape of FSS Beagle's decks and the location of locks and similar features. In addition, a separate network of red lines shows the pattern of tubes and pods of FSS Beagle's three decks.

FSS Beagle is two miles long and ¾ mile across. Its upper two decks are high security areas where the auxiliary power plant. The computer, the Fire control center, the main bridge, the main control center and the senior officers' quarters are located. The docking bridge and worry hole and the life boat pods (LBPC through LBPH) on C deck are also security areas. The characters lack the necessary access codes and implants to enter these areas, only robots and aliens with valid ID codes can enter them.

C deck alone is the size of a small city and contains FSS Beagle's utility areas and its junior crew quarters. It offers ample opportunities for exploration.

The adventurers have made with Da-Nel, (a local character of some importance) a low, narrow, sandy tunnel that leads under the desert to within a few feet of the city walls, within a few feet of Lock CH08 and inside FSS Beagles' defensive perimeter. Here, some buttons can be pressed in the lock to cause it to cycle open. The lock responds to a specific sequence of keys only (Danel observed an unwary crewman when he was part of a visiting sandfolk delegation. This sequence is the current activation code recognized by the ship's computer (and due to be changed in three months).

When within 6 miles of the FSS Beagle, the 1 on 6 encounter chance is increased by 2 if it is day, by 1 if it is night and by 1 if the characters aren't trying to conceal themselves. All encounters within 6 miles of the FSS Beagle are with two Dbots.

Upon reaching the FSS Beagle, a security field of 60 yards network consisting of a microcomputer brain, with 12 sound and motion sensors and 48 mines is activated. When a field detects an intruder within its 60 yards perimeter of larger than 1 foot in its largest dimensions, it alerts FSS Beagle's computer and detonates two mines within 30 feet of the intruder(s).

Security mines are actually grenades with special fuses that make them explode if they are disturbed or if the field's brain detonates them. Each field has 24 light grenades and 24 sonic grenades; one of each type explodes each time a sensor detects an intruder. Security fields can be treated as traps, a thief can successfully clear a path through a security field by successfully using his remove traps ability for each 10 yards traversed (e.g. 6 times to cross the field entirely). Each unsuccessful use of this ability triggers a detection sensor, which activates the computer.

When FSS Beagle's computer is alerted to the presence of intruders, it dispatches four Dbots to the vicinity, which arrive within 1d4 minutes. With the following order; one Dbot guards the lock, the rest search the local area. Kill any intruders. Return after 1d4 turns, if nothing found or after the intruders have been killed, to the ship.

Alien implants and robots automatically broadcast a code that makes the security field ignore them. Thus aliens other than Stephen Rocklin (whose ID has been cancelled by the FSS Beagle's computer) can cross security fields without being detected as an intruder. Invisibility has no effect on detection, neither has flight lower than 10'.

There is one point at which the security field perimeter around the FSS Beagle is notable weak. Due to the lack of material, the string of security fields in front of the ship is broken for 120 yards around a jumbled pile of boulders. An intruder stealing through this hole could then crawl along a line of boulders to a sand ridge in front of the docking bridge. He could hug the outer slope of this ridge and crawl to another line of boulders near Lock CH14. From this point, the intruder could try to enter the city by magically opening either lock CH14 or CH12.

Auto Blasters; In order to ensure the safety of his grounded vessel, Captain Riesling has deployed portable Autoblasters to guard the approaches of hull breaches and exposed locks. Over 20 of these devices are scattered around FSS Beagle's Hull. A like number have been placed on the desert floor in front of hull breaches and airlocks. In order to ensure better fields of fire, those on the desert floor have been mounted atop 20 foot ramparts of fused sand.

Hull Plating; FSS Beagle is plated in a foot of Duraloy Sheathed in a two-foot thick sandwich of exotic fibers and supertough ceramics. The external surface is armored with two inches of collapsium, neither alien weapons, nor any items available in Blackmoor can damage this hull (except a disintegration spell that works at 10% volume only). Where it is ruptured (due to the impact on Mystara), it took the intense heat and pressure from a power plant explosion to do it. Even FSS Beagle's big bubble domes are made from a transparent Duraloy compound that can't be damaged by nonmagical means, and these are now covered most of the time by their Duraloy shutters that aren't affected by alien weapons are anything found in Blackmoor (except again the disintegration spell at 10% strength). Since the hull can't be breached, any entry is only possible through an air lock or through a hull breach. The hull also prevents teleportation and transportation magic like teleport, dimensional door, etc from breaching or bypassing the plating.

Each of the FSS Beagle's 26 exterior air locks consists of a decompression chamber with an inner and outer door. Locks CH01, CH02, CH03, and CH04 are 60 feet cubes with double doors, 30 feet high and 60'feet wide. The other blocks are 30 feet cubes with doors 10' high and 20' wide. Each inner and outer door has a small view port at eye level next to a 6 inch square alphanumerical keypad used to punch in the access code that opens any one of the locks. The outer door also has a collapsium blast shield that blocks the doorway (and the exterior view port) when the outer door is closed. The blast shield has its own keypad for access.

All locks are tied into the FSS Beagle's computer, which electronically seals them. Locks on C Deck (C1 to C14) unseal and open their doors when the appropriate access code is punched into the keypad. Locks on B Deck (B1 to B10) are sealed both manually and electronically, and can't be opened by access code. Lock doors can't be forced, but can be opened by magic. For this purpose, treat C deck lock doors that don't lead to high security areas as if they were wizard locked by a 7^{Th} level magic user, treat B deck doors and those lock doors in high security areas on C deck as if they were wizard locked by a 20^{th} level magic user. All uses of exterior locks are logged by FSS Beagle's computer, and there is a 5% chance that each use attracts the attention of a crewman who checks the lock via a monitor and raises an alarm.

The crash of the FSS Beagle on Mystara also tore numerous rents in its hull (despite the plating). These hull breaches are now sealed in bubbles of foam insulation that contains the radiation leaks from the damaged power plant. Any entry through this must be done by chopping through the thin ceramic skin around a foam bubble. Only magic and magical weapons can damage this skin. Intruders must inflict 36 points of damage in order to chip a man-sized hole (AC9, AV6). They must take one turn for every 10 feet of foam to chop a tunnel through the thick layer of protective foam (which can be cut by normal weapons). As soon as the ceramic skin is cut, any characters are exposed to radiation with the effects listed in the description of green-lined areas below.

Demanding guest rights

Instead of sneaking into the city like the thieves and rascals they are, the characters can attempt to speak with the lord of the City (Captain Riesling) and explain their diplomatic mission. Their chances of actually talking with Riesling depend on the method used.

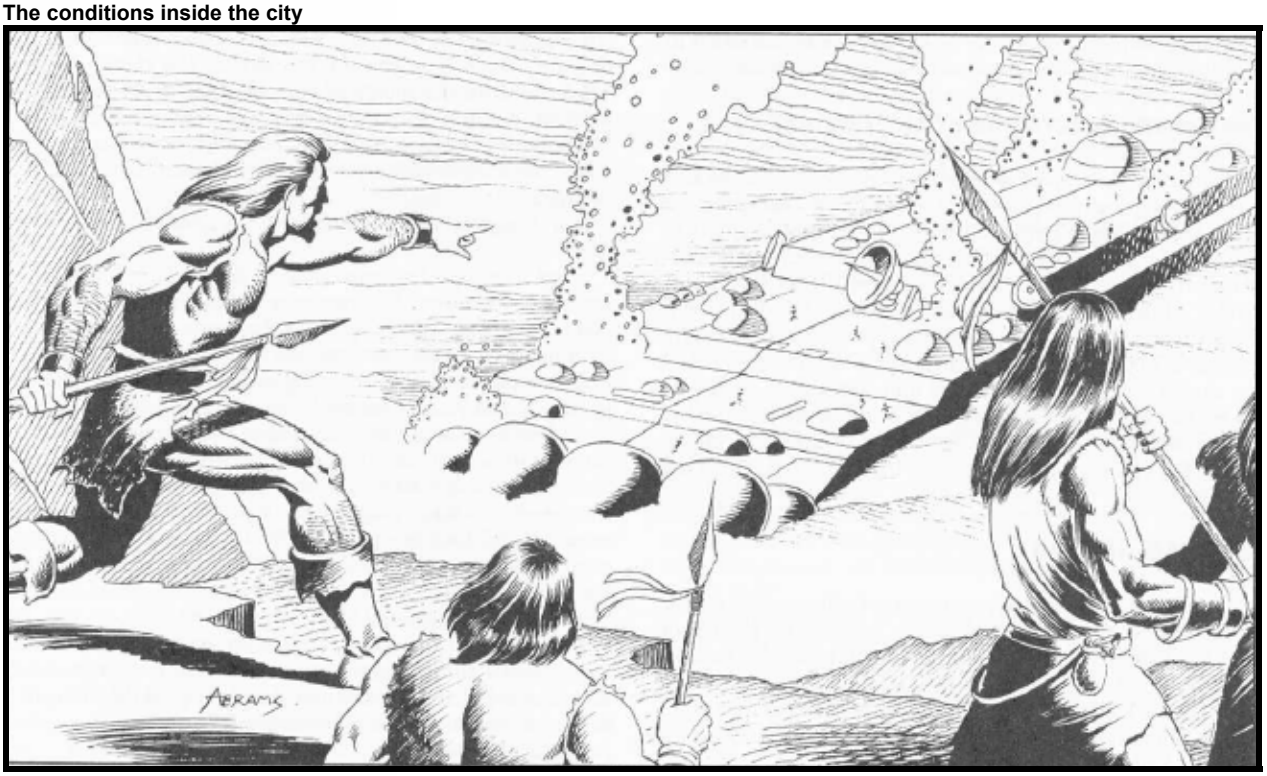
If they use a communicator, there is a 50% chance that they make contact with the FSS Beagle's computer, but only a 10% chance that they can get the computer to grasp their purpose and put them in touch with the captain (this depends of a lot of real role-playing, where the DM is the somewhat direct simpleminded computer.). If they present themselves at an exterior lock (without getting blown up or shot by the Dbots or Autoblasters), they may have better luck. FSS Beagle's intercom system has outside speakers and pickups at each exterior lock. The characters can communicate with the ship via intercom with an 80% chance per hour of contacting a crew member who relays a request for communication with Riesling. Finally, the characters can stand in front of the monitoring device that scans the ground outside each lock and try to communicate by sign language. This has a 10% chance per hour of resulting in contact with Riesling and a 90% chance of causing the computer to dispatch Dbots to destroy the characters just as if a security field had detected them.

If the characters do get to talk to Riesling buy intercom, there is an 80% chance that the captain thinks they are Froggie spies and sends six Dbots to kill them.

There is a 20% chance that Riesling instead agrees to receive a Blackmoor diplomatic mission. He will not, however, receive the characters. Instead, he has the six Dbots deliver two items. The first is a light saber—a gift to king Uther. The second is a small pin that is to be worn by the head of The Blackmoor diplomatic mission. When the mission is ready to talk, its head has only to twist the head of the pin. This causes a trace to begin emitting a signal that alerts Riesling to send a vessel to puck up the delegation and bring it to the FSS Beagle. The pin does not emit sounds. Once the items are in the character's hands, Riesling bids them to depart.

If Brother Richard of Blackmoor is still with the characters, he immediately recognizes the robots as being identical to those that abducted his brother (Bosero), and insists on questioning Riesling as to the whereabouts and condition of the magician. Richard refuses to leave until he rescues him. Richard's probing makes Riesling aware for the first time of the connection of the characters and Bosero. There is a 50% Chance that he releases the magician as a gesture of good will toward Blackmoor. There is also a 50% chance that he instead claims no knowledge of Bosero's whereabouts, having decided to hold onto the magician and pump him for information about Blackmoor. Richard does not believe the alien's denials. Regardless of the outcome of negotiations with Riesling, there is nothing to keep the characters from subsequently breaking into the ship and committing a bit of free lance burglary.

The conditions inside the city



To natives of Blackmoor, the City of the Gods is a strange place indeed. They see the commonplace wonders of technology on every side as a new form of magic. The very structure of the place is intimidating. FSS Beagle is constructed of Prefab 60 feet wide by 180 feet long by 60 feet high modules manufactured from exotic substances that can't be damaged by nonmagical means at the characters disposal. Some modules are linked to form large areas; others are partitioned into smaller areas. Each area formed by the modules is called a pod and is sealed by an internal lock consisting of a single pressure door. Linking these modular areas is a system of circular tubes designed for use by air cars (which the sand folk call steel dragons). There is no provision for pedestrian traffic between the pods. The vast size of FSS Beagle's pods and tubes and especially the 60' height of all areas give the ship the appearance of being built for giants.

The atmosphere inside, the vast, cavernous ship is one of emptiness and desolation, but (except in green-lined areas) not of ruin or disuse. There is also a feeling of identifiable menace as the characters encounter the steel dragons and hear ghostly voices over the intercom speaking in an odd tongue (Galactica). This sense of something mysterious and dangerous behind the echoing emptiness is heightened now and again by sudden terror as the characters encounter some fearsome monster confined in an enviopod, or meet cyborgs, robots or crewmen.

While the characters may legitimately expect to meet many horrors inside the City of the Gods, there is one factor in the situation of which they are unaware. Disturbed by his spies' report of recent events at Benbow's hectare and in the Valley of the Ancients, Saint Stephan Rocklin has stepped up his plans for a raid on the FSS beagle. In fact, he has picked this very time to lead a scouting party into the ship. Shortly after the characters enter the ship, Stephen's scouting party manages to slip through the perimeter around the FSS Beagle and for its own passage through one of the hull breaches.

Though the presence of Froggies inside FSS Beagle complicates the situation, conditions within the ship are still dominated by the way FSS Beagle is constructed and operated. The following features of the alien vessel are especially important.

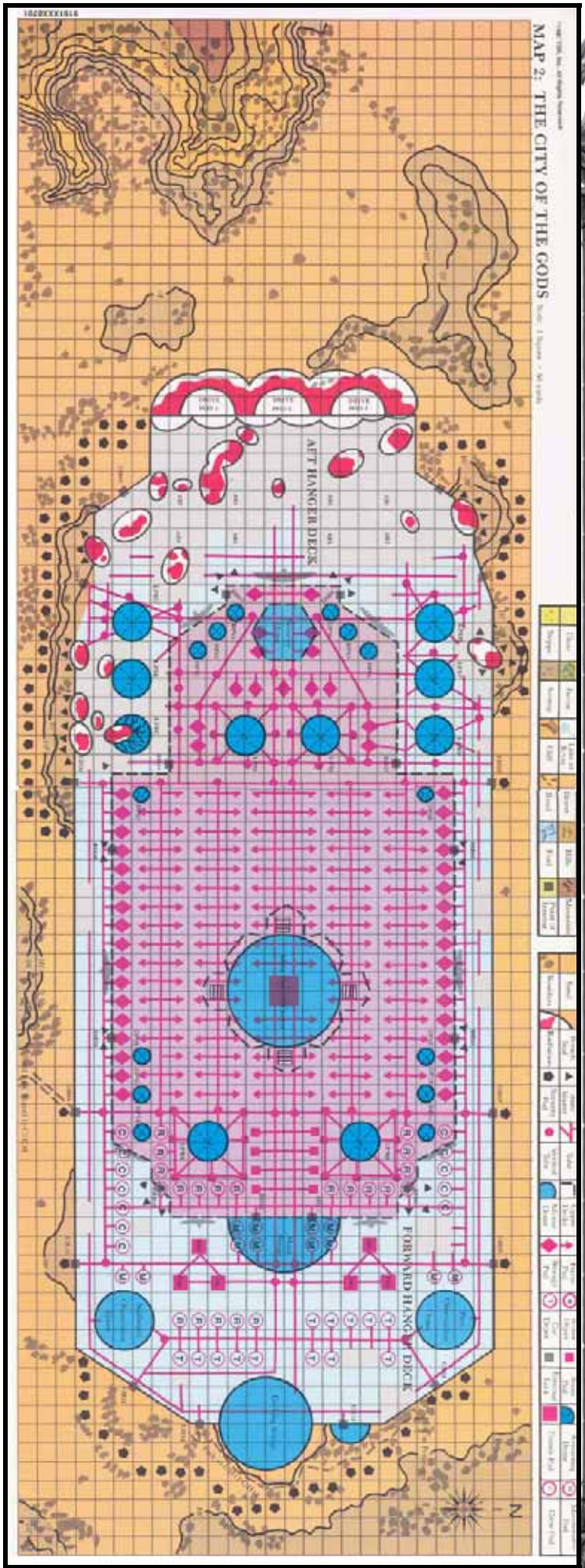
Lighting; all parts of the ship, except the tubes, green-lined areas and some occupied enviopods have powerful square foot glow panels in walls and ceilings that emit a diffused light when activated. The panels contain sensors that tells them when someone is in the room. When they sense a biological presence, they start to operate at a preset level. The room's occupant can change the amount of light the panel emits by verbally instructing in Galactica to dim or brighten up. Equipped with their own power cells, these panels can operate for months without recharging. The presence of alien lighting devices does not prevent the use of darkness spell.

Environment; FSS Beagle's environmental control system keeps all parts of the ship except the green-lined areas and certain occupied enviopods at a constant temperature of 68° F. and a relative humidity of 25%. Since each of the areas has an internal air lock, the environment within an area can be different from the rest of the ship. In most parts of the FSS Beagle, the system can be used as a weapon only if the area is sealed and all of the atmosphere is pumped out by the ship's computer (a process that takes one turn for each 60' x 60' x 60' cube of space within the room). When the atmosphere is completely gone, all entities in the area (except Robots, Undead and constructs) that aren't protected by pressure suits are rendered unconscious for 3d12 rounds. If the area isn't at least party pressurized within one round to normal, they die.

Envoi pods are an exception to this rule. They are specifically designed to contain live specimens existing in a habitat as close to their own as possible. Thus, these pods are equipped to offer extremes of temperature, relative humidity, chemical composition of atmosphere, and amount of radiation required for the comfort of the specimens confined in them.

Within each envoi pod, it is possible to adjust temperature within one turn so as to create extreme cold or heat that does 3d4 points of damage per turn to all unprotected characters within the pod. The atmosphere can be adjusted at the same time as temperature or independently) so as to be poisonous to the characters, doing an extra 1d4 points of damage per round. Finally, the radiation count can be increased so that those unprotected within the pod must save vs. spells at the end of each hour of exposure. Those who make their saving throws are unharmed. Those who fail suffer 1d6 points of radiation damage (bleeding nose, skin rash, hair loss etc.) the computer can also pump all the atmosphere out of an enviopod as described above.

Set in each internal lock is a wall screen that lists the type of environment inside according to a standard federation system of cataloguing. The screen can be read using a read language spell.



Above each screen is a light if it is green, the atmosphere is safe for aliens and thus for characters. If it is red, it is unsafe for unprotected characters.\envio pods also have geological programs and extensionals that can duplicate any desired combination of terrain and soil conditions. If a specimen being confined in an enviopod is native to a mountainous area whose soil has a high iron content, then the geological programs duplicate that specific environment, slowly building up rugged cliffs and spraying on topsoil until the surface geology inside the pod matches that to which the specimen is accustomed. When ground cover is needed, native species are force-grown inside the pod or gathered by Ebots and transplanted. The result of this activity, when combined with the appropriate temperature, atmosphere and radiation, is called by the aliens; an environ. There are scores of them operating.

Communications; A computerized intercom links all parts of the ship (including green-lined areas). All aliens, cyborgs and robots have an ID code that they can use to talk to the computer or to the occupants of any other part of the ship. Conversations are initiated by saying aloud in Galactica "xxxx ID Code initiating communication with….. (name area/person)". These words activate sound pickups in both the area of the speaker occupies and the area he wants to contact. All sounds emanating are projected at their destination through, small, cunningly concealed speakers, they seem to come from the ether. The circuit stays open, and communication continues until someone with a valid ID in one of the two linked areas says xxxID code terminating conversation". The computer can override ID codes in order to permit general announcements or curt off some areas or persons from communication. Magic items and spells that retard or prevent the use of Clairaudience temporarily halt the workings of all parts of the intercom within range.

Monitoring; Hidden visual pickups set into hidden glassed-in recesses in the walls provide a complete view of all parts of the ship and can be accessed from any computer monitor. The pick-ups are randomly scanned by security personnel on a deck. There is a 1% chance each hour that the characters are within the ship (cumulative) that they will be detected. If an alarm is sounded, there is a 10% chance of detection each turn. Once detected, the characters remain detected as long as they are within an area with visual pickups. Magic items and spells that retard or prevent Clairvoyance temporarily halt the workings of all visual pickups within range.

Transportation; The corridor pattern on the map is a system of circular tubes (each 60 feet in diameter, but normal kept dilated to only a 20 feet diameter). Special cars much like capsules (but 20 feet long and 10 feet in diameter) fly down these tubes on a cushion of air. A car is programmed via a numeric keypad beside its circular, 10 feet diameter entry hatch. These cars work only within the FSS Beagle.

Punching in a four digit code gives the car the ID of the destination lock. As each car reaches its destination, its front end is received in the dimpled lock of the pod. A wall screen with venires is mounted next to the keypad and can be used to examine the patterns of tubes and pods inside the ship. It won't display the upper levels to anyone who doesn't have a valid implant.

Cars constantly report their current location and destination to the ships' computer, and the computer can override a car's instructions and sent it to a different destination. Cars can move between decks at vertical tubes, but wont go to A or B decks or to High security areas on C deck unless all car occupants are robots or aliens with a valid ID implant. If instructed to violate these procedures, the car's wall screen flashes the message Invalid destination in Galactica and awaits new instructions.

Cars travel at a speed of 6000 feet per turn (about 11km / hour, and are kept from crashing by a computerized traffic control system. It is possible for the characters to enter the tube ways afoot. However, FSS Beagle's computer assumes that FSS Beagle's crew members are using cars, and it has to make special adjustments to accommodate pedestrian traffic. The computer makes this adjustment only for an alien with a valid ID. If an adjustment hasn't been made there is a 5% chance per turn spend afoot in the tube ways that the party will encounter a car. The movement of the car causes a whooshing sound that gets louder as it approaches and can be heard one round before it arrives. Anyone who is actually struck by the car suffers 11d6 points of damage and 1d12-1 broken bones, and must succeed a constitution check or die instantly. Characters who try to duck under it sustain 5d4 points of damage and are deafened for 6-con. Adjustment Turns as a result of being deafened by its air cushion.

Despite the cars rapid speed, those inside don't experience any sense of motion. Inertia compensators make it seem as if they are standing still. Thus the characters experience travel by car similar to teleportation.

Access; **I**nternal locks are seals between areas. All of them contain a view port at eye level. They also contain an Open button and a close button on each side of their frame. Each lock contains a service button on the inside that summons a car within 1d4 rounds. Thin button light red when no car is next to the lock and green when a car is attached to it. Unless an alarm is in effect C Deck locks that don't lead to high security areas open when their open button is pressed. (Or close automatically after no one has moved through them for one round). If an alarm is in effect, C Deck locks open and close to button presses only if the computer allows them to. Locks leading to A and B Decks and to high security areas on C Deck open only to robots and aliens with a valid ID implant. They close in the face of unauthorized persons who try to enter at the same time as authorized personnel. If unauthorized entities are too close to an authorized entity trying to open a lock, the lock refuses to open and alerts security (causing an alarm if one is not already in effect). Locks can't be forced open. If sealed so that they don't open to button presses, the internal locks on C Deck that don't lead to high security areas are treated as if wizard locked by a 7th level wizard, locks on A or B decks and those leading to high security levels are treated as if they are wizard locked by a 20th level wizard. It is possible to wedge internal locks so that they stay in their open position, and they will remain open even when the computer tries to close them.

Computer control Transportation, lighting, plumping, humidity, temperature, air supply, security, and communications are controlled by FSS Beagle's main computer. Usually, these systems function routinely according to standard programs to ensure the comfort and convenience of the crew. However, the crew can change any of these factors simply by giving the computer special instructions for all or just part of the ship. Since the aliens have to operate in the ship's environment, they use this great power in only a limited fashion. But this almost total control of their environment gives them an edge when it comes to tracking, cornering, and capturing intruders.

As soon as the computer becomes aware of intruders, it sounds an alarm placing the ship on alert until the intruders escape or are captured or killed. The alarm consists of a soft female voice endlessly repeating over the intercom the Galactic words for intruder alert and the name of the area were last detected.

Once the alarm sounds, the computer uses monitors to track the intruders. It refuses to open locks that it detects the intruders are trying to use. If the intruders summon a car, the computer sends it, but instructs it to deliver them to an empty envoi pod where they are imprisoned by 6 Dbots.

The computer also blocks intruder use of the intercom system for any purpose except to offer to surrender or negotiate. Whenever possible, it keeps the areas occupied by the intruders lit to maximum brightness. While the computer is thus inhibiting the intruders' ability to run and hide, it is also vectoring search parties of humans, robots and cyborgs toward them. This is the stands intruder alert procedure that is implemented during an alarm. However, if the alarm lasts more than six hours or the i9ntruders seem about to escape, the crew can activate a Final Option program that causes the computer to seal intruders off in one part of the ship and knock them unconscious by pumping out the atmosphere.

The computer raises an alarm when an intruder is detected while entering an external lock, when a crewman locates the intruder on a monitor, and when a crewman reports contact with an intruder. If the alarm has not been sounded, members of the crew who encounter the intruders use their implant to alert the computer; if they are alive and conscious at the end of one round, they are successful. There is one exception to this procedure. If the characters encounter a party of defecting crew members, these don't report to the computer, but an alarm is instantly in effect anyway because the crewmen are missing. The characters may be discovered in any of these ways. There is also a 5% chance each hour starting on the forth hour after the characters enter the ship that the computer raises the alarm as a result of detecting Saint Stephen and his Froggies inside the ship.

Green-lined areas; With most of the crew in stasis and most of the specimens gathered before the FSS Beagle grounded killed during the mutiny, most of the ship feels hollow and empty. Some areas, especially those that were heavily damaged in the accident and the mutiny have, in effect, been abandoned. These so-called green-lined areas (*grey-shaded on the map*) are shut down and closed to entry. They contain no light, atmosphere, environment control or cars. The locks leading to them and all locks within them are sealed (treat as if wizard locked by a 7th level wizard). Monitors and communications within these areas may (5% chance per 180'square area) still be operational, but are not checked unless an alarm is in effect. These areas have no occupants and contain no equipment or weapons accessible for characters. Make no encounters checks while the characters are in a green-lined area unless an alarm has been raised. If the characters wander into one of these areas from the outside of the ship, the outside atmosphere rushes into each area they enter. Since most green-lined areas are heavily damaged, no effort has been made to show the tube system running through them. In most cases, the tubes are collapsed or blocked by walls or fused components. However, this is somewhat offset by the fact that often paths can be found through breached pods littered with wreckage. Thus the characters must pick their way through green-lined areas just as if they were moving "cross-country" through a rugged forest at half normal movement rates.
The green-lined areas that contain one or more pockets of radiation are hazardous to the health of anyone who enters them unprotected. At the end of each hour spent in the area, each character must make a saving throw vs. spells with a cumulative -1 penalty to the roll for each additional hour within any of these areas the last 24 hours. Those who make their saving throw suffer no adverse effects; those who fail sustain 1d4 points of radiation damage, blood loss, bone weakness, hair loss, blood nose, etc.

Overall viewing expectations
To the characters, all of the systems described are a form of magic, and your words (DM!!!) must reflect this fact. Thus, instead of describing a glow panel in technological terms, you might refer to it as "a smooth, flat stone that gives off a ghostly light like white hot coals, but stays cool to the touch and is not consumed either".
Except as specifically noted above, magic items and spells don't affect the operation of technological devices. Thus, a Dispel magic spell cast over a car doesn't shut it down. Nor is a detect magic spell of much help, since the various forms of energy used throughout the ship are so similar to magical energies that the whole ship reveals as magical, and it is impossible to sort out which magic is being exerted by which item or system. Except where otherwise noted, the exotic materials of which the ship is built are proof against normal weapons, but spells and magical weapons may damage them (as would technological weapons). Generally, magic items and spells work as normally, but any attempt of translocation into a high security area automatically misfires, sending the teleporting character into an occupied envoi pod of DM's choice.



The City Exploration Procedure

The City of the Gods is an unique area, and, as DM. you need to take a unique approach to it. Instead of moving from room to room, mapping as they go, as in a conventional dungeon, the characters can move directly from one area to another by entering a car and punching in a number. When the characters use the cars, they aren't mapping or marching in the conventional sense, and there is no chance of meeting wandering monsters. Instead roll 1d20 to know the type of Pod the characters go to. Once you know this, select the specific pod of that type the car takes them. The modular design of the ships makes most pods fulfill the same function identical to another. Therefore, once you understand the characteristics of a pod type, you can run the players through many pods of that type with little effort.

When the characters visit a pod, mark that pod on the map, so that you know where it is and what the characters encountered there in case they want to visit again. For added flavor, when the characters punch a destination in a car's keypad, you could have them indicate what numbers they are punching and mark those numbers on the map. Then, when they want to return to the pod by car, they'll have to remember which numbers to punch.

1d20	Pod
1-6	Envio Pod
7-9	Crew Pod
10-11	Car Pod
12-13	Robot Depot
14-15	Maintenance Pod
16-17	Storage Pod
18	Transit Pod
19	Stasis Pod
20	Observation Bubble

There is the possibility that the characters can get one or more of the crewmen to help them. If this happens, you should show them the map whenever they want to see it and should let them pick destinations instead of rolling a die.

All pods are entered via a lock. It is impossible to listen to locks to determine what is on the other side, but the characters can observe at least part of the pod through the lock's view port. What they see, what they encounter, and what action you as Dm must take depends on the pod's type.

If the alien crew is unaware that there are intruders in the FSS Beagle, the characters have fewer encounters. If there is no alarm in effect, check for random encounters once per hour by rolling 1d6, an encounter occurs on a result of 6. To find type of encounter roll 1d4 on table.

	Encounter	Reaction		Notify Computer	Alarm
1	4 Ubots	Ignore		No	0%
2	4 Ebots	identify PC's as escaped specimens	recapture	yes	80%
3	4 Crew men	20% disaffected		No	0%
		80% normal	attack	Yes	100%
4	Saint Stephen	70% attack		No	0%
		30% join		No	0%
5	2 SBots	identify PC's as intruders	Capture	yes	100%
6	6 Dbots	identify PC's as intruders	Capture	yes	100%
			kill if endangered or escape		
7	8 Crew men	identify PC's as intruders	Capture	yes	100%
			kill if endangered or escape		
8	2 Cyborgs	attack	Capture	yes	100%
9	4 Sbots	attack	Capture	yes	100%
			kill if endangered or escape		
10	4 Dbots	attack	Capture	yes	100%
			kill if endangered or escape		
11	10 Crew men	identify PC's as intruders	Capture	yes	100%
			kill if endangered or escape		
12	Captain Rieslin	identify PC's as intruders	Capture	yes	100%
			kill if endangered or escape		

If the crew is aware of the presence of intruders, an alarm is raised and they begin to search the ship. This increased the incidence of encounters. If there is an alarm in effect, but the computer doesn't know the character's current location, check every other Turn, an encounter results on a result of 5 or 6. To find type of encounter roll 2d4 on table.

If there is an alarm in effect and the computer knows the character's current location, an encounter results on a 4 to 6 every Turn. To find type of encounter roll 3d4 on table.

Crewmen have AC0 AV1 (battle suit or Pressure Suit), HD 3 Hp 15+1d6, MV 120'/40' Att 1 weapon (needier mostly or hand blaster/riot stick), Save F3, ML 8, AL L or N, XP 35.

There is a 20% chance that these NPC's are a party of disaffected junior crew members which have not yet undergone their conditioning and who are trying to escape the captain's paranoid rule. In this case, each crewman carries a glow wand, med kit, and a communicator, and wears a translator badge. If the characters don't attack them first, the crewmen identify them as intruders and offer to assist them in exchange for help in escaping. These NPC's can be of immense help to the characters, since they know how to operate the ship's equipment, how to read Galactica, how to find their way around the ship, what dangers to avoid, and even where to find the lost wizard Bosero.

Since their escape has already been detected, their implant ID's have been cancelled. In addition, an alarm is in effect from this moment. Since these crewmen aren't conditioned, they don't have the immunities to spells as other crewmen. If the characters have already encountered a party of escaping crewmen, treat this result as an encounter with hostile crewmen

If the crewmen aren't escaping, then they are hostile. They immediately identify the characters as intruders and notify the computer by using their implants. They attack only after contacting the computer. Being alone and afraid, they try to kill, rather than take prisoners.

Saint Stephen (AC0 AV1 (Battle armor), HD 10, Hp 50, MV 120'/40'AT 1 weapon (hand blaster or light sabre, SV F10, ML9, AL N, XP 900. Stephen also carries a communicator and wears snoopers.

Saint Stephen's bodyguards (6) AC0, AV1 (Battle armor), HD 6, Hp 30. MV 120'/40', AT 1 weapon (heavy blaster or N.Sword), SV F6, ML 12, ALC, XP 275.

Soldiers of the Frog (18) AC0 AV1 (Battle armor), HD 4, hp 20, MV 120'/40' At 1 weapon (hand blaster or N sword) SV F4 ML 12, al C, xp 75

Under the circumstances, saint Stephen and his men are inclined to attack the characters immediately on the theory that all hands are against him however, there is a 30% chance that they identify the characters as fellow intruders and decide to join forces with them if this happens and any characters were involved in the destruction of the Temple of the Frog, Saint Stephen recognizes them during the negotiations. Should this happen, he quietly signals his men to attack without warning; they don't take prisoners. If the two parties join forces, the Froggies abandon the characters and try to escape the city once half of them are dead or have lost more than half their hit points.

Cyborgs are class IV and armed with a hand blaster or grenade launcher. Unlike crewmen and robots the characters meet, the cyborgs take no prisoners. They simply kill the any unauthorized personnel they encounter.
Captain Riesling (AC0 AV1 Pressure suit), HD 10, Hp 40, AT 1 Weapon (Hand blaster or light sabre), MV 120'/40'
Always with 2 Cyborg guards and 12 crewmen.

There are nine basic Pod Types. Each is handled in a different way.
Car Depot Each 180'x 180' car depot holds three tiers of tough-like cradles, each of which is surrounded by a bewildering array of robotic maintenance machinery. Most of this machinery is whirring, clicking, and screaming as it routinely checks or conducts preventive maintenance on the 20 to 80 cars in the depot. Each time a character enter a car depot roll 1d6 if the result is 5 to 6, the characters encounter 4 Ubots, who ignore them.

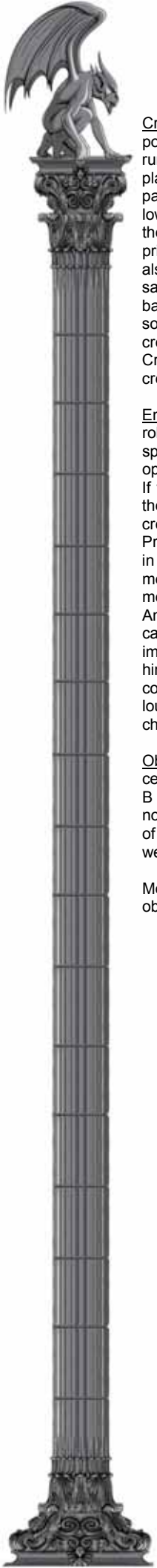
Robot Depot Each 180' x 180' depot looks like a big hangar with tiers of racks filled with robots of all types. Each rack is surrounded by an incredible tangle of maintenance equipment. Damaged robots are being repaired by the robotic maintenance equipment while magnetically secured to their racks. Robots that aren't on duty are undergoing routine check-ups. Robots not yet in service are vacusealed into their racks with heavy duty plastic sheathing (that can only be damaged by magic or magical weapons).
If no alarm is in effect, there are 10d4 active Ubots, 5d4 active Ebots, 1d6 Active Sbots, and 1d6 active Dbot, and there is a 10% chance per round that they identify the characters as intruders. Should this happen, all active robots (e.g. those not sealed in blue plastiforms or undergoing maintenance) leave their racks. This takes one round. Then, the Ebots, Sbots and Dbots try to capture the characters while the Ubots mill around getting in everybody's way.
If there is an alarm in effect, there are 10d4 active Ubots, 1d4 active Ebots, and 1d2 active Sbots in the depot. None are in their racks. The Ebots and Sbots identify the characters as intruders and try to capture them while the Ubots mill around.
Tucked away in dispensers in 10 of the 100 racks in each depot are weapon loaders that hold reloads for all the weapon systems found on the ship's robots. Each loader is double-locked (takes two open locks to get inside). The average loader holds 2d6 of each type of grenade, 2d6 power packs, 1d6 grenade launcher propellant packs and 1d6 ammo packs for needlers.

Maintenance Pod Each of these 180'x 180'pods is a vast robotic machine shop. Huge cranes automatically maneuver overhead to bring heavy structural membranes into contact with automated machinery that machines it to desired shape and size. Here and there, showers of sparks mark where a robotic welder is at work. All of these machines are immobile, and there is no possibility that the characters could understand how to program them (a job that even the aliens reserve to their computer), but, if they knew how, they would find that the machines in this shop could be used to cut the exotic alien materials than they are unable to damage except by magic. Each time the characters enter this type of pod, roll 1d6, the result is the number of Ubots encountered. There is a 90% chance the robots ignore the characters and a 10% chance they notify the computer of their presence. These percentages are reversed if an alarm is in effect.

Transit pod there are seven of these huge pods on C deck. The one under the Main Control Center is just a huge switching area filled with tubes that rush off at all angles. Those under FB1 through FB6 are open hangars. Each hangar contains 1d4+2 scouts identical to the egg found at Benbow's Hectare. All are in perfect order. However, each hangar is guarded by a special team of four class IV Cyborg terminators programmed to kill anyone who enter the hangar without authorization from Captain Riesling. The cyborgs notify the computer of any unauthorized entry before attacking. They never leave their assigned patrol area in the hangar.
The hangar doors can be opened from inside a scout unless the FSS Beagle overrides the scout's instructions. In this case, a knock spell as cast against a wizard of 10th level) opens the hangar door despite the computer's override. If the characters steal a scout and escape, there is a 90% chance that it will be damaged by one of the FSS Beagle's defensive missiles fired from a defense pod. (DP 01 to DP14) during the escape. If this happens, the scout travels 2d6x10 miles before crashing, and each character inside the scout sustains 4d6 point of damage.

Storage Pod: Each of these 180' x 180'areas is lined with gray ceiling-high sealed bins that open just like internal locks (and are treated as such). These areas are organized by a "random access" method so that each storage pod holds many different types of items in no discernable order. Clothing, tools, hardware, drugs, toiletries, I.C. hoards, and replacement parts for most of the ship's elements are just some of what is available. The variety of material is so astounding that only the computer can locate specific items within the storage area. If the PCs have some means of getting the computer's cooperation (forcing a captured crewman to use his I.D., for example), then there is a 90% chance that they can obtain some alien analogy for any items they desire other than weapons or armor (which are, for the most part, stored in an armory on B Deck). Food and potable liquids are synthesized and stored in sealed tanks beneath the floor of C Deck and can't be obtained in storage pods.

Stasis Pod: Most of the crew is "asleep" in stasis chambers, clear 10'cubes of energy that suspend subjective time far those inside. Each cube indefinitely holds one subject in suspended animation, and each 180' X 180' stasis pod holds three tiers of81 chambers per tier. The upper tiers are separated from those below by 10 feet of open space. Access to upper tier chambers is via a lift and catwalk. Set in a thin past at one corner of each chamber is a control panel used to engage or release the stasis field. A similar emergency control panel beside the entrance to the pod can be used to simultaneously control all of the chambers. Engaging a stasis field is a matter of pressing one button. However, it takes an hour and a complex series of key presses to release a subject from a field in such a way as to avoid damaging him. Only the computer and a few experts on the ship know how to do this correctly. If the PCs mess with a keypad without help, there is a 10% chance that they kill the subject inside the chamber and a 40% chance that they induce a state of temporary psychosis causing the subject to immediately attack them. Even when properly done, releasing a stasis field disorients the subject and causes some temporary memory loss. In this disoriented state, subjects are highly tractable (treat as if under a charm person spell), but can barely remember their own names (10% chance of recalling any item of information desired by the PCs). Each stasis pod holds 50-100 naked crew members.
Crew: AC 9; HD 3; hp 15 each; MV 120' (40'); #AT 1; D 1-2 (fists); Save F3; ML8; AL L; XP 35 each.



Crew Pods: The pods where junior crewman live are dreary simple. Each crew pod symbol on Map 2 represents three 60' x 180' pods with their own individual locks. Each pod is dominated by a 20-fwt high wire-mesh platform in its center a narrow 10-font aisle runs around this platform. Atop the first platform is an identical second platform. Atop each platform are three tiers of cubbies. Each platform is cut by many aisles with mesh flown. Two lifts give access to the platforms. Each cubby is a 6'high x 8' wide X 8' long padded platform surrounded on three sides by lockers. The door to each cubby swings up so that the user can slide in. It can be lowered for privacy. Each junior crewman has his own cubby where he sleeps and keeps his few personal possessions. The floor of the crew pod beneath the tiers of cubbies is an open area with plants and waist-high partitions designed to create an illusion of privacy here, there are eating booths where crew members can dial up food served at their table by the ship's computer. There are also holotanks for entertainment, physical training machines, and, in one corner, an open, multi-stall fresher for showers and sanitary needs. Duty lockers beside the lock hold the residents' armor and weapons (1d4+6 suits of battle armor, 1d4 needlers, 1d4 band blasters, and 1d4 riot sticks). If there is no alarm in effect, the PCs encounter 1d10 crewmen in each crew pod. The crewmen sound the alarm via their implants and then try to hide in the maze of cubbies. If there is an alarm in effect, the PCs encounter 1d4 crewmen in each crew pod.
Crew: AC 0 (battle armor); HD 3; hp 15 each; MV 120'(40'); ATl;D6-36(hand blaster); Save F3; ML 8; AL L; XP 35 each. The crewmen sound the alarm via their implants and attack the PCs.

Envio Pod: Each envio pod symbol represents three 60' X 180' pods with their own individual locks. When the PCs look into a pod, roll d% and check the enviopod table. If the result is 50 or less, then the pod has been landscaped to accommodate specimens. The specimens are visible 20% of the time. Check the Envio Pod Encounter Table. In each case, the pod contains the specimen opposite the d% result found on that table. The environ listed opposite each specimen is the type of terrain inside the envio pod.
If the d% result is greater than 50 but less than 100 (00), then the envio pod is empty and bare. If the die roll is exactly 100 (00), then you have found Riesling's makeshift brig. The pod is bare, but not empty Inside are 5d4 naked humanoids (half of whom are crew members arrested for various offenses and the other half of whom are captured Froggies).
Prisoners: AC 9; HD 4; hp 20 each; MV 120' (40');#AT; D1d2(fists); SaveF4;ML6; ALL; XP 75 each; Froggie prisoners join the PCs in order to escape. There is a 20 % chance that each crew member is disaffected and willing to join the PCs. Treat disaffected crew members found in the brig the same as randomly encountered escaping crew members (except that they have no equipment). Crew members who aren't disaffected fight the PCs.
Among the prisoners is a much-chastened Bosero. After being spirited off to the FSS Beagle by the Dbots and dragged before the captain, he was chagrined to learn that he had been kidnapped by mistake and that the "gods" don't even want him. Riesling has imprisoned Bosero while he considers how to profit from the situation. The magician's magic ring with the teleportation spell to get him home is still in the purse of his brother, who never got the chance to give it to him, but his other possessions are gone. He is, of course, delighted to rejoin the party, but has little to contribute since he hasn't seen any of the ship except for one lock, the captain's lounge, the inside of two cars, and the "brig." The brig is under constant monitoring. The alarm is automatically sounded and the characters are located when they enter it.

Observation Bubble: These two huge areas are meeting rooms that also serve as recreation chambers for large celebrations. Both are completely empty A dozen lifts spotted around the rooms take one 60 feet in the air to a promenade level with B Deck. Here, one can look out over the top of C Deck and see the surrounding desert. The domes are too tough to be damaged by nonmagical means, and their shutters can't be damaged by any means available to the PCs. However, a control panel beside each of the locks leading into these areas can be used to open the shutters. Then the bubble can be broken by magic or magical weapons to provide an exit.

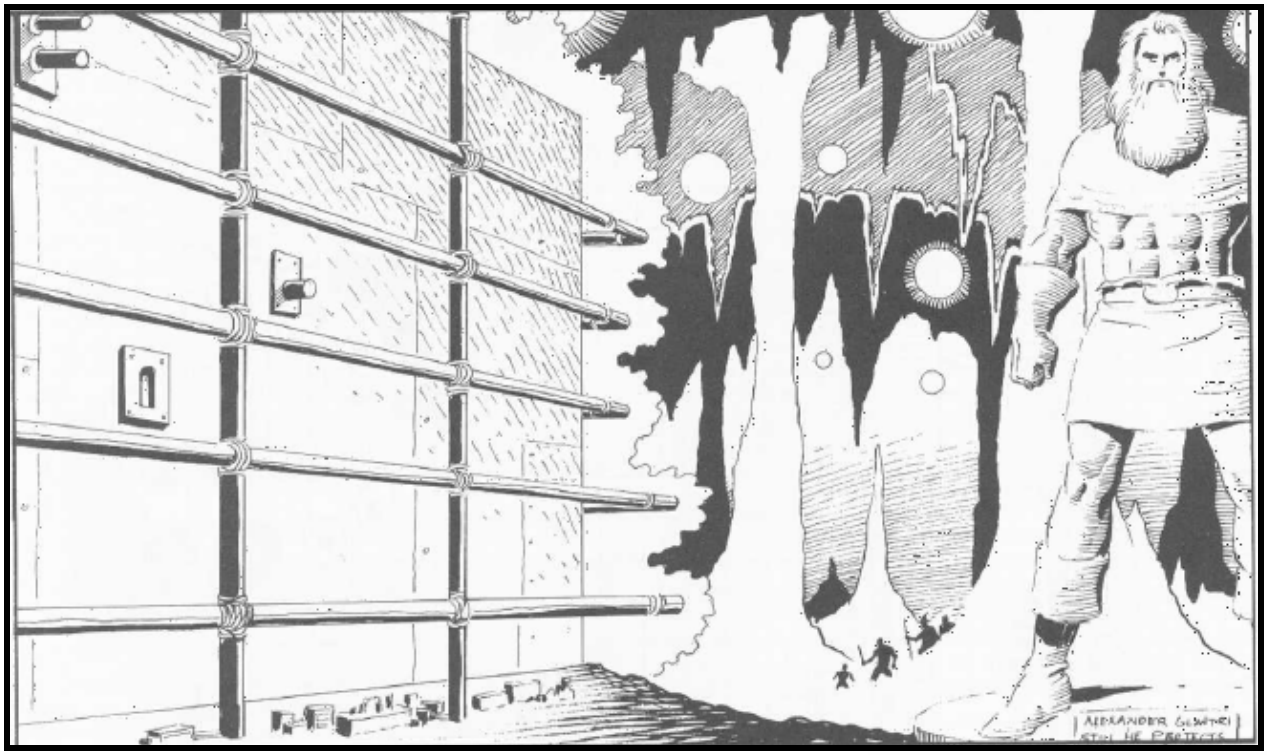
Most of this description could be found also later in Blackmoor cities. But were more open to the public. In 3000 BC they were all obliterated, at most molten remain can be found on the location of former Blackmoor colonies.

Current 1010 AC+ Situation Radiance (reactor pod of the FSS Beagle)

The Nucleus of Spheres is buried in a huge cave ten thousand feet below the Great School of Magic in Glantri City, in hard, molten rock. There is no access tunnel. Because of the high radiations prevailing in the cave, any living being would have to make a saving throw vs. poison each round or die. After leaving this place, a visitor must save at -1 per round of exposure or become permanently affected by the radiation. Should he fail, death occurs after 2d4 weeks. A wish or a high level healing spell like cure-all, heel, or regenerate cures a victim.

The wall of this huge cavern appears to be made of black stone which has been fused by intense heat. The chamber itself is about 500'in diameter and spherical except for the flattened floor. Stalactites and stalagmites and stone columns of molten stone are illuminated by glowing globes which hang by chains from the ceiling, filling the cave with light.

In the center of the chamber is a huge object unlike anything ever seen—a box 60' high, 60' wide and 180' long, made of some dull pitted gray metal. It looks very, very old. Snapped-off ends of metal spars and rivets (sometimes partially molten) stick out in all directions, as if this was torn from an even bigger object. A strange grid work seems to surround the entire box, a does a glow which pulses and fades, pulses and fades in regular 5 second cycles. The air in this chamber hums with energy; even at the low end of the cycle, causing the hair on your back of your neck to stand up. There are a few other items in the chamber as well; a statue on a pedestal and a cluster of tables with what looks like magical paraphernalia on them.



On a pedestal stands a tall 24'bronze statue of a stern, determined-looking man in an archaic dress. His eyes gaze off into the future. Inscribed on the pedestal are the words; Alexander Glantri / Still he protects us.

This is actually a giant Bronze golem Rad placed here to guard the artifact. It will seem to be nothing more than a statue until the Nucleus is entered or the attached items are touched. Three rounds later it will animate, announcing: "The Words of Safety are not spoken. The intruders must die" and attacks. There is no password; this is just Etienne's little joke to distract trespassers long enough for the golem to win initiative in the opening round of combat. It will animate instantly if attacked. (AC0, HD 40** Hp 300 Dm 6d10 +1d10 heat, edged weapons = save DR or 2d6 damage MV 240'/80' Save F 20 IN 13 Xp 20.750 further as normal Bronze Golem). Defeating the golem will summon Rad, who comes within 1d4 rounds immortally invisible.

The Grid

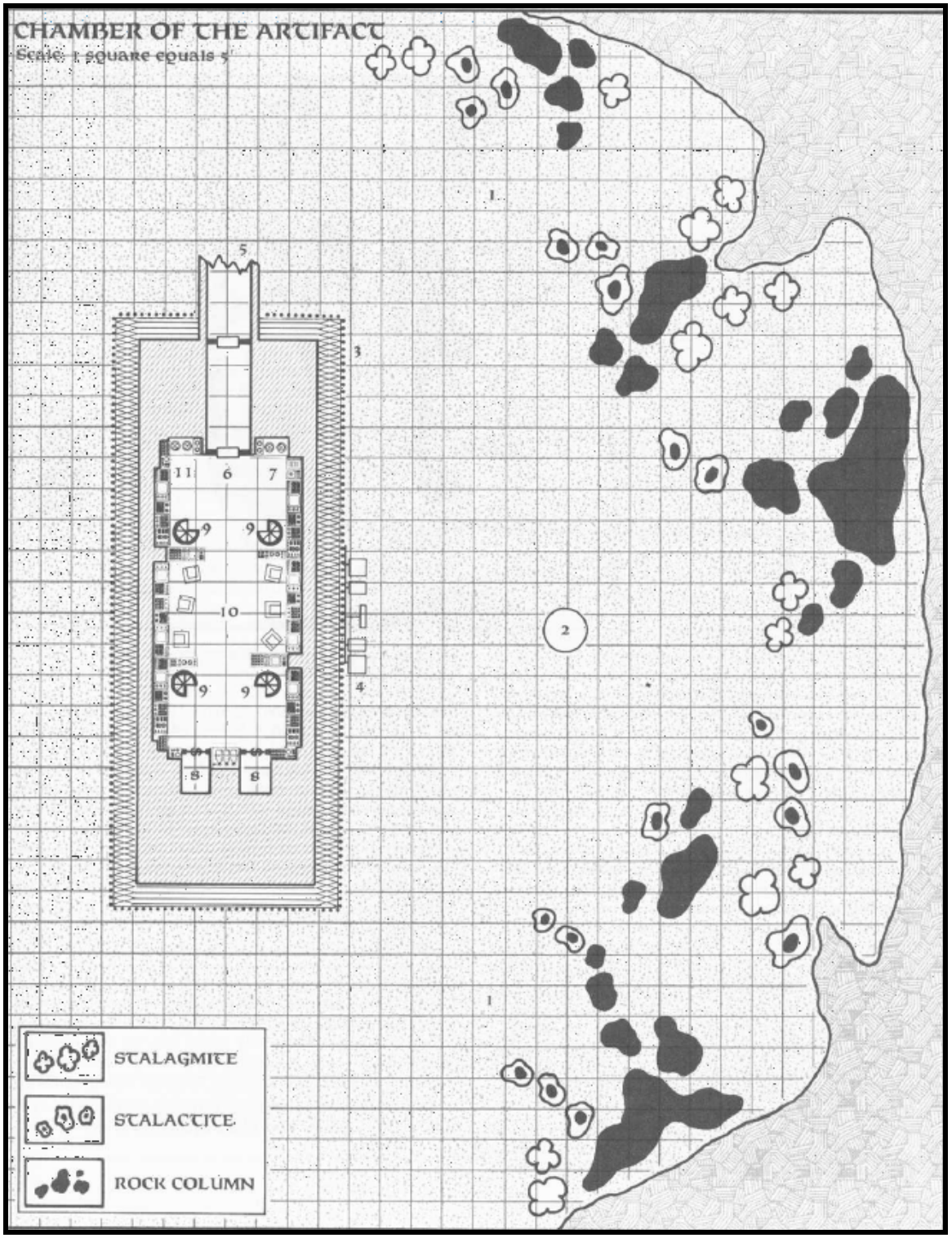
This metal framework completely surrounds the box; it looks like the sort of grid the engineers build around towers and large buildings they are repairing. It seems to be made of copper tubing. Occasionally sparks run up or down its lengths. The grid captures and channels the energy the artifact radiates. It is attached by wires to the table equipment.

Table equipment

This cluster of tables, cabinets, and equipment was clearly a wizard's laboratory—a rather strange wizard's lab. Among the more unusual items were a crystal ball attached to the metal grid with a wire, two poles with electricity constantly sparking between them, a 5'square cube of black lacquered wood, and a multi-collared globe suspended in mid air over a long table. Touching any of this equipment will activate the golem. The crystal ball, wooden box, all parts of Rad's Doomsday weapon, are no more in existence since winter 1009 AC. There is no red spot anywhere on the globe, as the crystal ball no longer exists.

Globe

Hanging suspended in the air directly above one of the empty tables is a multicolored globe, most blue, brown and green, and half the globe (that part turned away from the front side of the table) is the same but all in dark colors with here and there lighted speckles. For such a small thing, (it is only about of 12 inches in diameter, it has an impressive amount of detail. You can see that the globe is hollow, with openings at the top and bottom, you can even glimpse of what looks like a tiny red sun within. Even more impressive is the fact that you can see motion—tiny wisps like clouds drift slowly across its surface, and the whole globe slowly, imperceptibly rotates. Characters who have experience with maps see this as a representation of Mystara as it might appear in fact high above in space (or seen from Matera-Pandius—which in effect it actually does).



Inside are 4 Dbots programmed to kill any intruders. Rheddrian programmed them to defend the reactor. Originally there were also 4 but in 1009 AC some adventurers defeated them. The Old One restored them to full properties and equipment and charges. The globe can now only be used as a mapping device and as a gigantic spying device, with a magnifying glass ships and building can be seen, but no smaller than a 500 by 500 yard area. Thus no individuals can be seen. It does also give no sound. Everything is real time. This is the only magical item remaining after the destruction of the so-called doomsday weapon. This globe can be accessed from the great Library in Glantri City by an equal sized crystal ball needing 8 hours of recharging for each charge being useless if used if used more than 3 times a turn within 24 hours.

Inside the cube:

Strange alien writing can be seen on glowing crystal cubes (computer screens). If a visitor has a way of deciphering unknown writing, he will learn the whole history of the artifact's relation with the era of Blackmoor, and the reads FSS Beagle painted or printed on the equipment. No other information is revealed.

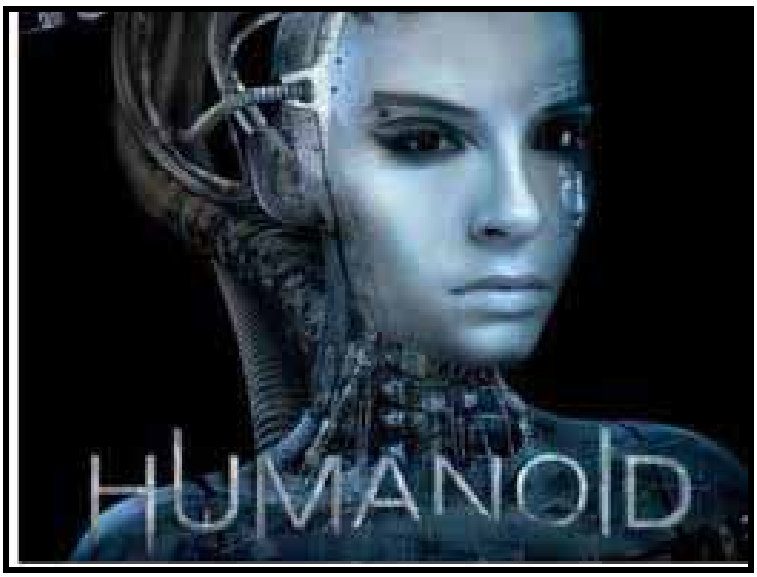
Automaton *(Robotum Automaton)*

Animated	Automaton					
Type	Technological Construct					
Climate/Terrain	Blacklore Valley only					
	OW only 3500 BC to 2800 BC					
Frequency	Common					
Organization	Solitary, Pair, Group					
Activity Cycle	any					
Diet	energy					
AL	N					
NA	6d6					
Size	T; 3" = 1d2" Tall					
ST	19					
IN	9					
WI	5					
DX	13					
CO	18					
CH	10					
Languages	Blacklore Elvish, Neather, Jennite					
	Any other language known to Blacklore Elves					
Spellcaster Limits;	nil					
AC	4					
AV	6					
HD	4	5	6	7	8	9
HP	4d10	5d10	6d10	7d10	8d10	9d10
NV	60'/20' can't run					
Attacks	2 flailing arms					
Damage	1d6 each					
Attacks	or 1weapon					
Damage	by weapon					
Special Attacks;	Torch (flame 30'long) 1d8 dm					
Special Defenses;	Doesnot Breathe, eat, drink					
	Infravision 60'					
	Darkvision					
Immune to;	Charm, Hold, Illusion, Discord					
	Poison, Death Magic, Fire					
	Insanity, Febblemind, etc.					
Extra Vulnerable to;	can't function beyond Blacklore peninsula					
AM	1%	2%	4%	8%	16%	32%
Save as;	MU4					
ML	12					
XP	75	175	275	450	650	900
TT	nil					
Body Weight	3000-5000 cn					
Creation	by Automaton Factory only					
Preparation Time	7 days					
Assembly Time	14 days					

This robot looks vaguely like an elf or human. It and others like it are doing everyday, menial tasks for the elves of the valley.
It has a roughly Human head; articulate arms attached to a body something like a cast-iron stove, and moves on treads. Most are shiny stainless metal; some are painted in various colors not found in nature (hot pastels, artificial orange, fluorescent colors, etc.). Some automatons have oversized treads and a flatbed in the rear, suitable for carrying cargo or passengers; often they're equipped with seats.
Automatons are the magically powered robots of the Blacklore elves. They do all of the labor and menial tasks of the elves, and may act as security tasks as well. Most are man-sized, but larger ones exist that serve as transports for lazy elves. These constructs do not function outside of the Blacklore valley in Hollow World.

Combat
Automatons attack with by flailing their arms. They do not attack unless ordered to by their Elven masters, or if they have security programming and they or the elves are being threatened.
Weapons attached to automatons can be trimmers (1d10 damage), scissors (1d4 damage), welders (1d4 clubbing and 1d8 burn damage), clubs of different sizes (1d4 or 1d6 damage).

The Automaton;
They speak all languages known to the Elves. They're constructed to converse on a variety of topics, and can be attuned to a particular personality (one might be lovingly subservient, one might be sarcastic, one may be giggle, etc). Their voices are metallic but well-modulated. Most are man-sized; some are slightly larger, with large flat-beds for transporting especially lazy Elves. A Detect Magic will reveal that they are magically-powered. They instantly stop functioning when leaving the valley, and first become active again when brought back.



Cyborg (*Homo augmentas roboticum*)

Animated	Cyborg*	
	Common	Type IV
Type	Bio-Technological Construct	
Climate/Terrain	Blacklore Valley only	
Frequency	uncommon City of the Gods /Blackmoor 3100BC+	
	Rare elsewhere (extinct 3000BC)	
Organization	Solitary, Pair, Group	
Activity Cycle	any	
Diet	energy	
AL	N	
NA	1-4(1-4)	
Size	7'-8'tall	
ST	26	
IN	3d6=3-18	
WI	3d6=3-18	
DX	3d6=3-18	
CO	16+1d6=17-22	
CH	3d6=3-18	
Languages	Galactian	
	Any other language known to computer main frame	
Spellcaster Limits;	nil	
AC	0	-1
AV	4	9
HD	20	22
HP	20d10	22d10
NV	120'-80'	
Attacks	1fist	
Damage	3d10	
Attacks	or 1weapon	
Damage	by weapon	
Special Attacks;	Torch (flame 30'long) 1d8 dm	
Special Defenses;	Doesnot Breathe, eat, drink	
	Infravision 60'	
	Darkvision	
Immune to;	Charm, Hold, Illusion, Discord	
	Poison, Death Magic, Fire	
	Insanity, Febblemind, etc.	
Extra Vulnerable to;	nil	
AM	0	
Save as;	F10	F16
ML	12	
XP	2000	2750
TT	1d4 devices	
Body Weight	2500-2800 Cn	
Creation	Creartion City Gods only	
Preparation Time	70 days	



Cyborgs are alien machines built to perform difficult) often suicidal' tasks that are best performed by a human. They appear to exceptionally well/build male or female humans, indistinguishable from normal human beings. But their flesh was grown over a Duraloy skeleton in big biotanks. And, while all of their organs, except for some sense organs, are tank/grown clones, most have technological or computer augmentation)a tiny pacesetter that can be used to push the heart to extreme exertion, for example.



A set if computer chips in the brain accept programming beamed to the Cyborg via any standard communication device. Thanks to a special hard drive feature, cyborgs will even accept self/destruct programming that stops their heart. All programming must be in a special digital code. Like the aliens who made them, cyborgs have a mastoid implant that allows them to use the alien communications network at any time.

Cyborgs have infravision at a range of 60´and can breath underwater. They can be harmed only by magic or magical=technological weapons, but are immune to sleep, charm and hold and other mind controlling effects.

In addition, experimental class IV cyborgs have some special characteristics. First, they have better AC, AV and HD and saves. Secondly, the range and acuity of their vision, smell and hearing is four times the human norm. As a consequence they can't be surprised.

Cyborg programming normally prevents them from harming humans or humanoids (especially aliens from the city of the gods). However, there exist illegal programs that can circumvent the safeguards build into the cyborgs at the factory. Using these, it is possible to modify an existing Cyborg, so that it becomes a terminator Cyborg, a superlative killing machine feared throughout the galaxy. So acute is Riesling's Paranoia that he has bootleg versions of these programs to turn all of the FSS Beagle's cyborgs into terminators despite the fact that this act is a federation capital offense.

Cyborgs always carry 1d4 alien devices or weapons.

After the City of Stars was Plundered 3100 BC, cyborgs were in use in Blackmoor colonies all over the World, and even in elvish Evergrun on Vulcania (Davanian Continent).

Robots (*Robotum species*)

Animated	Robots			
	Dbot*	**Sbot***	**Ebot**	**Ubot**
Type	Bio-Technological Construct			
Climate/Terrain	Blacklore Valley only			
Frequency	uncommon City of the Gods /Blackmoor 3100BC+			
	Rare elsewhere **(extinct 3000BC, extremely rare)**			
	DM; may allow to survive in Blacklore valley HW			
	no	no	yes	yes
Organization	Solitary, Pair, Group			
Activity Cycle	any			
Diet	energy			
AL	L			
NA	1d2(1d3)	1d2(1d4)	1d4(1d6)	1d6(2d4)
Size	7'-15'tall	7'-15'tall	3'-4'tall	3'-4'tall
ST	26	24	22	20
IN	20			
WI	3			
DX	116	14	12	10
CO	20			
CH	5			
Languages	Galactian, Computer			
	any supplied by Computer			
Spellcaster Limits;	nil			
AC	-2	0	0	3
AV	6			
HD	24****	20***	12**	6
HP	192	160	96	48
MV	120'/40'	150'/50'	90'/30'	30'/10'
FL	360'/40' 3A	150'/50' 1/5 A	hover over any surface	
Attacks	2 weapons	1weapon	1needler	1grapple
Damage	by weapon		1d2+Paralysis	1d4
Special Attacks;	weaponry effects			
Special Defenses;	Doesnot Breathe, eat, drink			
	Infravision 60'			
	Darkvision			
Immune to;	Charm, Hold, Illusion, Discord			
	Poison, Death Magic, Fire			
	Insanity, Febblemind, etc.			
Extra Vulnerable to;	nil			
AM	0			
Save as;	F16	F14	F10	F6
ML	12		10	6
XP	14,250	7775	3000	275
TT	nil			
Body Weight	2500-2800 Cn		2000-2500 cn	
Creation	Creartion City Gods/Blackmoor only			

Robots are mobile, programmable machines created by aliens, and used for routine or dangerous tasks. The only robots in Blackmoor are those from the FSS Beagle that crashed in the valley of the gods, or later recreated after the City of the Gods (the space ship) was plundered. To the normal residents they appear as dangerous monsters.

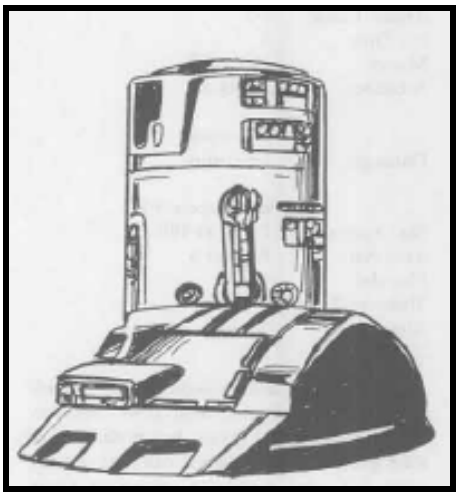
All robots are programmed by sending coded instructions via an implant or communicator. Alternatively, they can be controlled directly by the main computer. Some types of robots only accept instructions in certain language; none accepts instructions in languages from Mystara. Once a robot receives a valid program, it follows its instructions to the letter. Computers (and anyone using a terminal) can operate a robot by remote control and/or use the robot's eyes to see as if the robot were a wizard eye (by camera and monitors on the terminal).

Robots contain their own internal power plant good for up to 24 hours functioning. Once they run out of power, they must be recharged by spending an hour in a rack in one of the robot depots. There is a 5% chance that a robot encountered will be coming to the end of its power cycle when encountered and will shut down after 2 +1d4 rounds.

All robots have infravision to a range of 60'. And can operate underwater or in airless circumstances. They are immune to all mind affecting magic including, sleep, charm, hold, illusions, etc. They always make their saving throws versus poison/death ray and paralysis/turn to stone. Sand D bots can make a sound scan which is powerful enough to detect breathing within 20 feet. (Hear Noise 75%-10%/10 feet distance).

Robots have no treasure. Except for grenades, the built-in technological devices (hand blasters, needlers, etc.) that are part if each robot can't be removed and remain functionally only from that robot, even when it is destroyed.

There are many different types of robots identifiable by color.



The four main types include;

Ubot *(Utility Robot—Orange R. aurantiaco)*

The most common robot is the utility robot, of which there are over a 1000 in dozens of models designated for specialized tasks. Al use the same chassis and have the same characteristics. They look like four foot tall metal drums dotted with small protrusions and flashing lights. They use a type of plenum chamber arrangement to travel a foot above the ground (like a hovercraft) and use a variety of small tools from their torso, but they are unarmed and won't normally attack or even react to other creatures. If kept from performing a specific task, they cease all activity while attempting to contact a human or computer to get their program clarified. If an Ubot is attacked, it extrudes small grippers and uses these to grapple with its assailant in an effort to protect itself. If it fails a morale check, it flees. Ubots heed programs only in Galactica or computer language.

When the DM allows robots of Blackmoor to exist in The Hollow World Blacklore valley in current time, than this robot is allowed, as it could have been used by the elves and in the disaster be transported and adjusted by the immortal to function only on the Blacklore peninsula.

Ebot (*Ecology Robot—Green R. Vertiblis*)

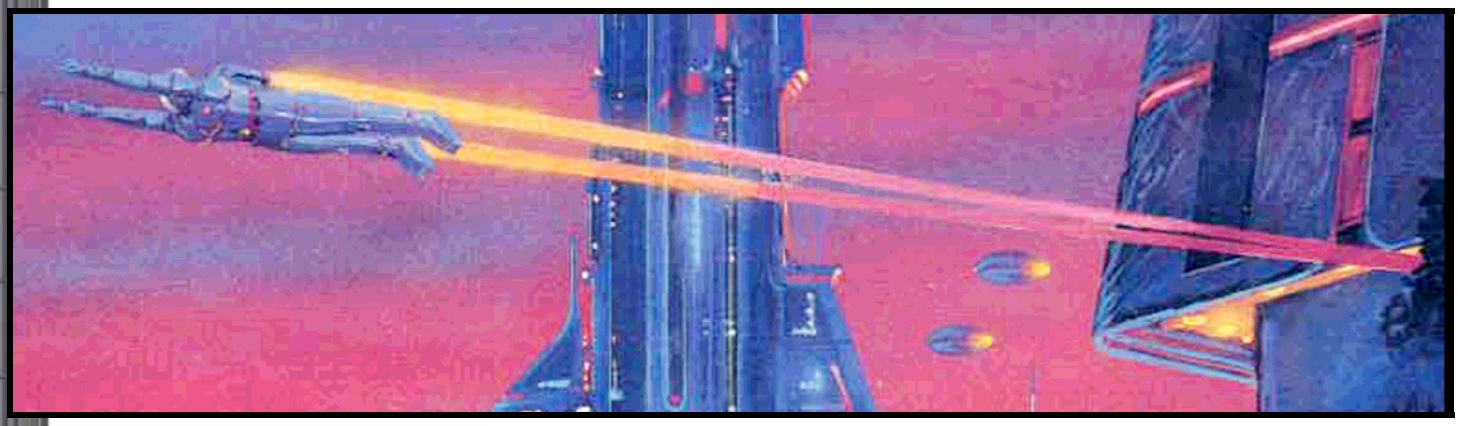
The FSS Beagle carries over 300 specialized robots designated for use in capturing, subduing and caring for specimens. All Ebots are identical. They look exactly like Ubots, except for their color, but they are sheathed in light-gauge Duraloy armor and have special shock-cushioning to protect their components from damage. Like Ubots, they use a Plenum chamber and airscrew arrangement to move (1 to 3 feet of the ground—since they often wander outside). Ebots can extrude a variety of small tools from their torso, including medical sensors and needlers with different types of sleep inducing liquids (poisons) or magic weapons. Ebots heed programs only in Galactica or computer language.

When the DM allows robots of Blackmoor to exist in The Hollow World Blacklore valley in current time, than this robot is allowed, as it could have been used by the elves and in the disaster be transported and adjusted by the immortal to function only on the Blacklore peninsula. Further they may be encountered solely in Old Blackmoor locations, somehow (partially) functioning.
Typical orders; Scouting Mission = identify the party as specimens suitable for capture and act accordingly.



Sbot (*Security Robot—Blue R. Hyacintho*)
When it embarked on its mission, FSS Beagle had hundreds of security robots designed to keep internal order during emergencies. Most Sbots were destroyed during the mutiny, but about 80 remain. All are identical. They look like powerful, seven to 15 feet tall metal armored men, but their blued metal surface is actually a thick sheath of Duraloy armor stretched over a sturdy Duraloy frame. Its interior is tightly packed with shock-cushioning components.
All Sbots have an arsenal of build-in weapons, including a hand blaster, a riot stick, and a needier. Unless they are attacked with weapons capable of doing them damage, Sbots do not normal try to kill. Instead, they use their riot sticks to get their opponent to obey instructions. If an opponent fails to heed the riot stick, they use their needlers. Only if their own existence is threatened or they have special programming will they use their blasters, against humanoids.
They understand any humanoid languages or even speak them if so taught by the main computer.
Sbots are generally found only within the City of the Gods, but after the plunder of the city in 3100 BC they can be found in nearly any population center of Blackmoor colonies. They can only be harmed by magical weapons or magic or technological weapons or weapon effects.
Sbots may be able to fly, but are slow and clumsy in their maneuvers.
If any of these robots was in use in the Elven region of Evergrun when the Great Rain of Fire struck it was destroyed in the same after-effects, and as thus could not be found within the Blacklore valley after the disaster.
Guard patrol = identify characters as intruders, notify main computer of intruders current location, try to capture. Kill only if endangered or escape seems to be about.

Dbots (*Defense Robots—Dark Bleu to Black R.Nigrum*)
FSS Beagle had almost 200 defense robots designated to protect the vessel and its crew from external threats. To the uninitiated, Dbots look exactly like Sbots except for their color, but they are much more powerful.
Their arsenal of built-in weaponry includes a Needler, a heavy blaster, a hand blaster, and a grenade launcher with three light grenades, three smoke grenades, six gamma grenades, six sonic grenades, three neuron grenades, and three tangler grenades. Dbots actions depend on their programming, and are sometimes unpredictable. Generally, though, Dbots on guard duty in or around the city of the gods (or later Blackmoor greater cities and temples) negotiate before attacking, warning characters to stay away from restricted areas instead of just shooting them. Dbots outside the city automatically attack anyone except aliens or their servants. Dbots can only be harmed by magic, magical weapons or technological weapons or effects.
D Bots are able to Fly like Sbots, but much faster and more agile.
They only heed programming in Galactica battle language, but like the Sbot understand any humanoid languages or even speak them if so taught by the main computer.
If any of these robots was in use in the Elven region of Evergrun when the Great Rain of Fire struck it was destroyed in the same after-effects, and as thus could not be found within the Blacklore valley after the disaster.
Typical orders; Scouting mission = programmed to report potential enemies by radio, but to avoid contact. It takes no action unless attacked; then it fights back.
Anti Enemy patrol = programmed to first report potential enemies by radio and then try to destroy them.
Guard patrol = identify characters as intruders, notify main computer of intruders current location, try to capture. Kill only if endangered or escape seems to be about.



Robot Implements and Alien Weaponry

The alien technology use on the FSS Beagle and by their robots (later also used by Blackmoor) includes many powerful devices that can be acquired and used by the PCs. While you, the DM, know that these items are simple tools or mechanical devices, residents of Blackmoor perceive them to be magic items and treat them accordingly, giving each a name that expresses its power in understandable terms. They perceived all technology as magic, and with the plunder and take over of this technology, they thus automatically merged technology with magic.

This section lists all of the common alien devices corresponding to magic items. Each item is listed by its proper name, followed in parentheses by the name by which the item is known to non-aliens. Each listing has a short description of how the item appears to non-aliens, followed by a discussion of its functions. Alien devices are made from super tough ceramics and acrylics and from other exotic substances unless otherwise noted, they can't be harmed by non-magical weapons or tools.

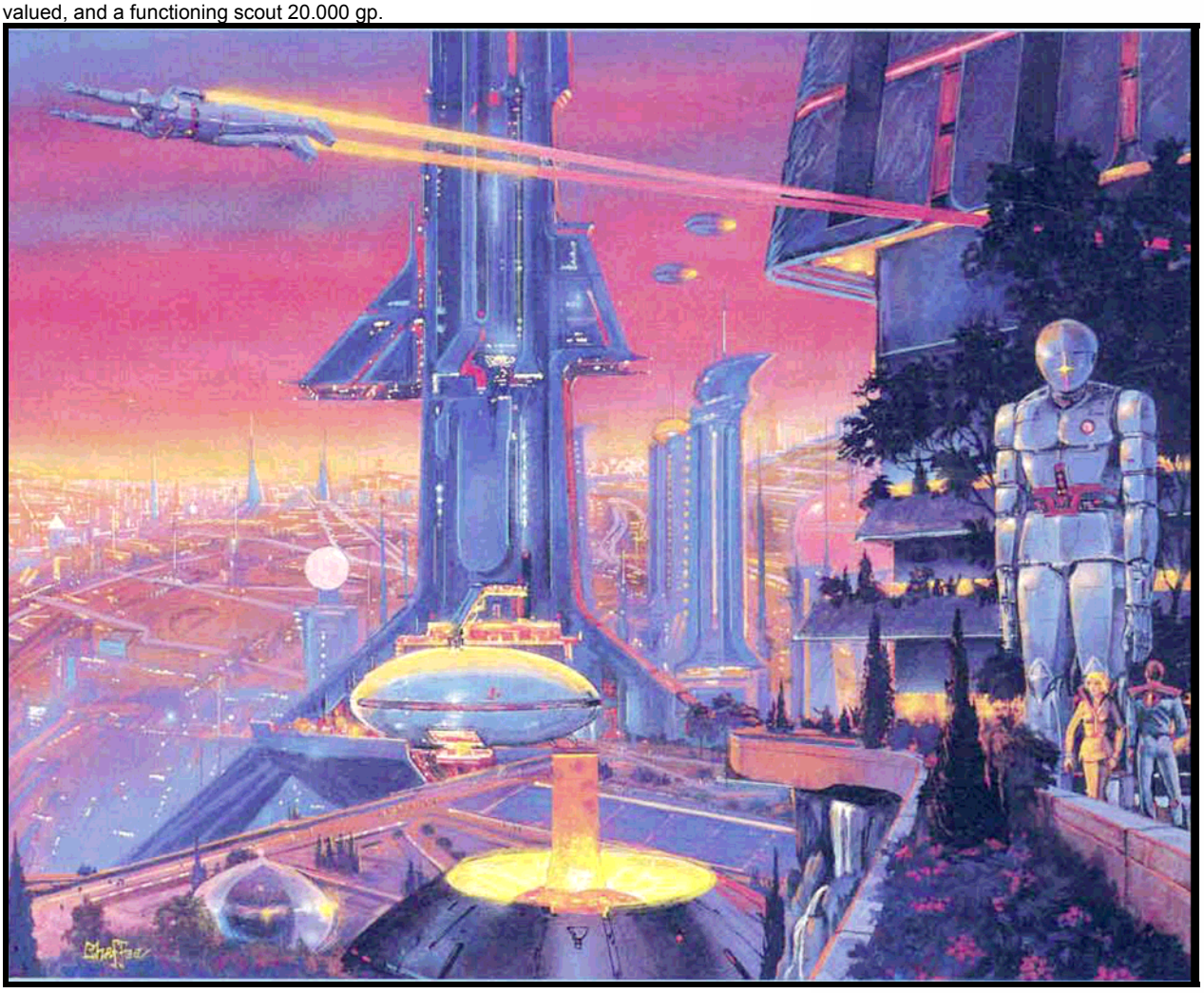
Also, unless otherwise noted, all items that use a power pack are powered by the same type of 1'* x 2" x 'h" pack, and all power packs are fully charged when discovered (minus any charges used during the encounter or melee in which the PCs discover them); all standard power packs arc interchangeable. Used power packs can be recharged in Beagle's (or later Blackmoorians) power plant (which is in a high security area not open to the PC.

In some cases, alien devices are activated or controlled by voice command. Generally, these devices understand only Galactica (The language of the Galactic Federation) and the coded battle languages of the Federation Fleet. They do not respond to any Mystara languages unless specially programmed to do so, or after 3100 BC when they were taken over by Blackmoor. Often, items respond only to special codes given in a battle language.

Alien devices aren't intended for use by nontechnological species. It is especially easy for those not trained in their use (e.g. the PCs) to improperly insert a power pack, thus damaging the item. Each time one of the PCs tries to change a power pack, there is a 50% chance that he damages it so that it no longer functions.

3100 BC The strange items, if functional can have an average value, this can be of up to double the given vale if the characters try to bargain. If they try to refuse to sell the items in Blackmoor, they will be revoked from any services within the city. About 5 years after the initial plundering the City of the Gods, these items are more regularly available and have a value as given.

Each standard power or ammo pack is valued at 100gp if charged, if empty valued only 1 gp. Any propellant pack is also 100 gp valued, and a functioning scout 20.000 gp.



Battle Armor (Godsuit)



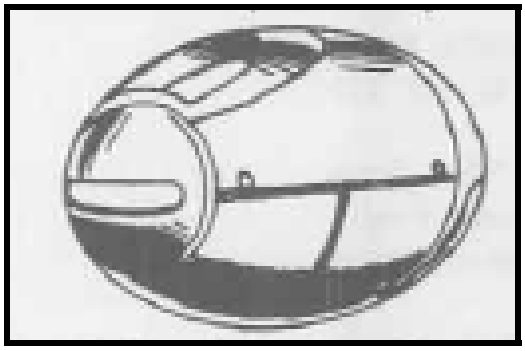
Description: This item looks like a smooth, wondrously light and thin stocking-but one that has been knit with arms and legs to cover the entire body. Woven into the stocking's neck is a small oblong box. The Blackmoor and Soldiers of the Frog used version with relief details on it to give it a reptilian appearance.

Size; fits any humanoid normal fitness size between 4 feet and 7 feet comfortable. Reduce maximum height if fat by 1 foot and increase by 1 foot if skinny. 50 cn (0 if worn)

Functioning: All aliens and Soldiers of the Frog wear this tough battle armor, a type of form-fitting, light-weight acrylic mesh. A sensor in the "oblong box" tells the suit when the power pack is near to empty. A powerful cushion field that gives the wearer AC 0, and AV of 1 without adding to his encumbrance. The "oblong box" contains a standard power pack. Squeezing the box in the palm of the hand causes it to eject its power pack. A new pack can then be slid into the box. Each new pack powers the armor for 4 months. Power packs already in suits discovered by the PCs are good for 1d4 months.

Battle Armor 1200 gp average value

Communicator (Talk Box)



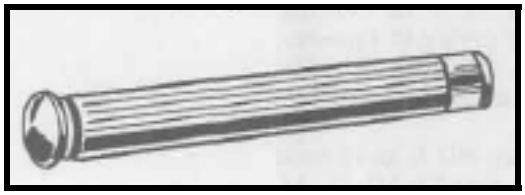
Description: This item is a gray egg shaped device that fits in the palm of the hand. A retractable metal clip extrudes from one end.

Size; 2.5 inch diameter by 3 inch diameter. 5 cn

Functioning: This communicator lets the user have a two-way conversation with anyone who has an implant or communicator or with any device that is plugged into the alien communications network (a computer, for example). Communicators have a range of 48 miles from the character or any transmit pole within this range—making the area of effect nearly limitless along as there exist transmitting poles. They can always receive anything being transmitted on their band. When in transmit mode, they transmit all sounds within 12" inches. A character activates a communicator by giving the transmit signal (a verbally communicated alphanumeric code, in most cases). The small clip is a belt clip that can be thumbed out for carrying or thumped out of the way when the device is in use. If the user tells the communicator to "translate," it automatically translates everything that it receives into whatever language the user is speaking. His own words are not translated. Squeezing the base of the device causes it to eject its power pack. A new power pack can then be slid into the base. Each pack can power the device for six hours of continuous use (about 24 conversations).

Communicator 800 gp average value.

Glow Wand (Magic Torch)



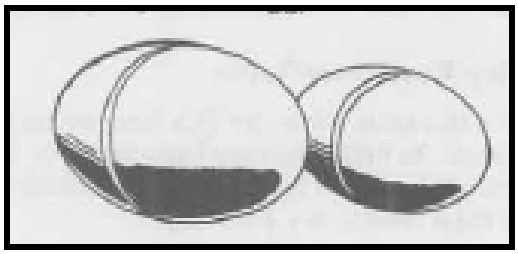
Description: This item is a gray metal tube with a translucent cap of some smooth dense material at one end. The tube has parallel ridges running along its length.

Size; Six-inch long, one-inch diameter 10 cn

Functioning: The item is a sophisticated portable Light source. The ''Cap'' is actually a combination light source. To make it emit light, the user twists it clockwise. The lens immediately begins to cast a diffused glow. The further it is turned, the brighter and more focused the light becomes. Tweaking the lens in the opposite direction decreases and diffuses the light. Turning it all the way in the opposite direction shuts the light off. The glow wand is powered by a standard power pack inside the tube. The pack can be removed or replaced by pressing against one of the tube's ridges, causing an access panel to spring open. The panel snaps shut when pressed hack into place. Each power pack is good for 24 hours of operation.

Glow Wand 200 gp average value.

Grenade (Death Egg)



Description: This item is a smooth, heavy, egg-shaped ball, no more than an inch thick at its widest end. There is a small seam in the middle of the ball. The ball comes in six colors: red, yellow, black, blue, green, and gray.

Size; 1 inch diameter by 1.5 inch diameter. 5cn

Functioning: Each grenade can be thrown (up to 60 feet) or fired from a grenade launcher. However, if the grenade is inactive (its normal state), it can be thrown or fired all day, and nothing will happen. Before it can explode, it must first be active (or live, as the aliens say). To make a grenade active, it is necessary to twist the two ends in opposite directions until there is a click. The grenade then explodes five initiative segments later. The effect of the explosion depends on the grenade's type. The different colors indicate different types. These include:

Gamma (red): This type emits a powerful blast of radiation, AI1 entities within 30 feet must save vs. Death Ray. Those who fail their saving throw sustain 8d6 points of damage. Those who make their saving throw sustain no damage. Gamma grenades do no damage to the surrounding area. But the area is radioactive for 1 day per point of damage and has a 5% chance to cause slight corrupting mutations in animal or plant life.

Light (yellow): This type creates a globe of light 60 feet across. It is similar that created by the magic user spell continual Light, but it Lasts only one turn. Those who are looking directly at the grenade when it first explodes must make a saving throw vs. spells. Those who fail their save are blinded for one round and colorblind for 6 thereafter. Those who make their saves are unaffected, but their initiative is reduced by 1 directly after the blast in the same round.

Opacity (Black); This type creates a globe of Darkness 60' across. It is similar to that created by the Continual Darkness spell, but lasts only one Turn and is not dispelled by any continual light. Opacity grenades can't be used to blind characters, but those within the area of effect are blinded until the effect ends or the leave the affected area.

Sonic (Blue); This type emits a destructive, but focused, blast of sound. All entities within 5 feet must save vs. paralysis. Those who fail their saving throw sustain 4d12 points of damage and are paralyzed (KO) for 6 Turns. Those who make their saving throws are unaffected. The effects lose a dice per 5 feet distance over 5 feet and also its duration and even the save is increased by 1 the blast has no effect beyond 25 feet. The blast will not penetrate wails but curves around it, recalculate distances to depict effects and saves.

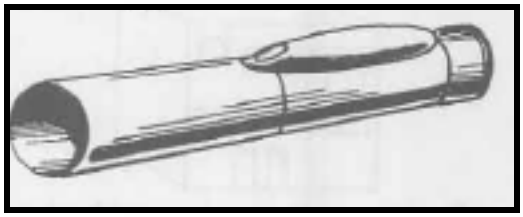
Sonic grenades destroy all furniture and fragile items within range if they fail a saving throw vs. disintegration. If and only if they explode while wedged against a wall or floor, they blow a hole in the surface (one foot thick, if the surface is stone or metal, three feet thick if it is earth or wood.

Neuron (green); This type emits a cloud of mild nerve gas. All entities within 30 feet who aren't wearing a functioning pressure suit (or are otherwise immune to airless circumstances) must make a save vs. breath weapon. Those that fail it sustain 1d4 points of damage and are paralyzed for the next 6 Turns (1 hour). Those who are making their saves are unaffected. The cloud dissipates with wind in 5 round minus 1 round for each wind strength stronger than 4. Otherwise it lasts no more than 10 rounds, with equal effects and saves at -1 cumulative each round must be made each round remaining within the gas, and can be smelled for 1 turn thereafter without effects. Neuron grenades don't affect non-living creatures or inanimate objects. The gas needs not to be breathed to be effective—it just has to touch an exposed surface. However, armor and clothing offer no protection for the gas.

Tangler (Gray); This type emits a dense monofilament web that twists itself around whatever it encounters. All objects and entities within 10 feet must save vs. wands. Those who fail their saves sustain 1d4 points of damage and are entangled in the web. They can't move (thus no skills or spell casting) but can 25% chance speak until they are cut free. Those who make their saving throws are unaffected. It is necessary to inflict 3d6 points of damage on the web in order to free each entangled character or object. Only magical blades and acid affect the web. Since the web responds to resistance by tightening around its source, characters who try to struggle free of the web sustain an additional 1d4 points of damage-AV from the cutting effect of the monofilament during each round in which they struggle.

Grenade 200 gp average value.

Grenade Launcher (Wand of Death Eggs)



Description; This dark, grey, foot-long inch, thick tube is open on one end and closed at the other. There is a red bumb on one side.

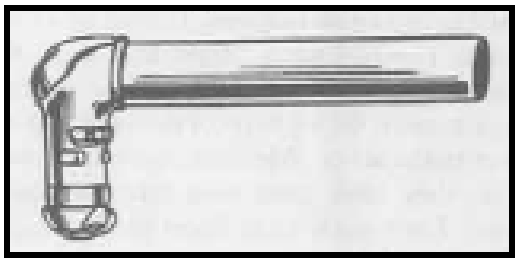
Size; 2.5"diameter, 12 -13"long.150 cn

Functioning; The closed end holds a standard power pack, a propellant pack, and all of the micro circuitry needed to fire the grenade launcher. The cap can be removed by simply unscrewing it. The red bump is the firing button. To use the launcher, drop a live grenade in it n (or any similar sized solid object), aim it where you want the grenade to go, and press the firing button. With a soft plop, the grenade flies towards the aiming point. It takes one round to arm the grenade, load and fire. The launcher has a maximum range horizontally of 300 feet, but is inaccurate above 120 feet (+5 to the hit roll). Otherwise a missed hit will fall 1d3x10 feet left or right (even or uneven on a dice).

Each new propellant and power p\ck inserted in the launcher is good for 24 uses. Those packs already inside a launcher when it is discovered are good for 2d12 uses. If the device is triggered while it contains more than one grenade, it explodes, doing 3d6 points of damage to the user and those within 10 feet plus any damage of the grenades, which also explode. Any unloaded launcher simply will not shoot and thus does not release a charge.

Grenade Launcher 600 average value.

Hand Blaster (Wand of Sunflame)



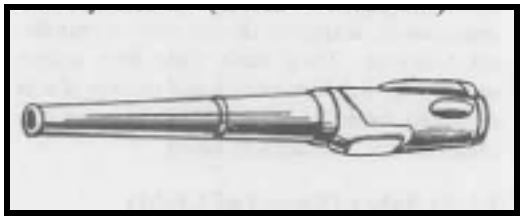
Description; This dark, grey, l-shaped device is made from some smooth, dense substance and is molded to fit the human hand. The part that fits most comfortably in the palm is studded with tiny button gems and protrusions. The other part ends in a thin tube.

Size; 1.5" diameter, grip 4.5" long, 10"long other end. 35 cn

Functioning; This small, easily concealed weapon works like a wand of Magic missiles (ding 6d6 points of damage at a range of 240 feet whenever a small stud in the front of the grip is pressed. The weapon has a standard power pack in the grip. Moving a slide on the grip causes the weapon to eject its power pack; it can then be reloaded by simply sliding a fresh power pack into the bottom of the grip and closing it. Thumbing open a panel in the back of the grip causes a vertical gauge whose red indicator lines shows how many charges are left. The panel snaps shut when released. Each new power pack inserted in the weapon is good for 24 uses. The power pack already in a weapon when it is discovered is good for 5d4 uses.

Hand Blaster 800 gp of average value.

Heavy Blaster (Staff of Sunflame)



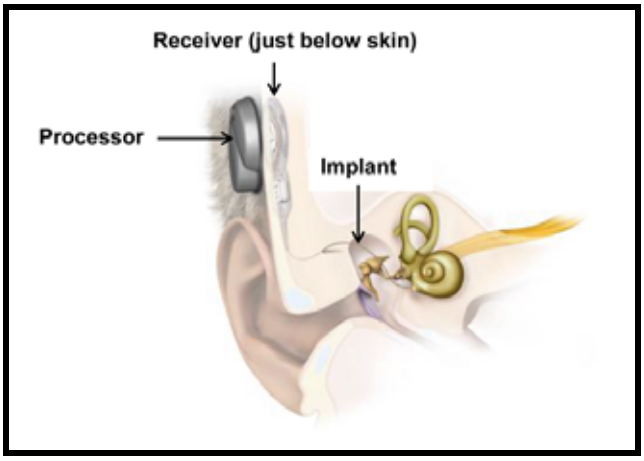
Description; This device actually looks more like an unwieldy club (it can even be used as one) than a staff. The smooth, dense, dark gray substance from which it is manufactured is studded with arcane bumbs and bulges and it is broader and heavier at one end, tapering to a thin tube at the other.

Size; 3'6"long, 4" diameter at thicker end and 1.5"diameter at small end. 100cn

Functioning; This shoulder-fired weapon works exactly like a wand of Fireballs, but it does 8d6 points of damage at 360 feet whenever a small stud in the underside of the stock is pressed. The weapon has a standard power pack in the stock. Moving a slide on the stock causes the weapon to eject its power pack. It can be reloaded by simply sliding a fresh power pack into the butt-end of the stock. Thumbing open a panel in the top of the stock exposes vertical gauze whose red indicator line shows how many charges are left. The panel snaps shut when released. Each new power pack is good for 24 uses. The power pack already in the weapon when it is discovered is good for 5d4 uses.

Heavy Blaster 1600 gp of average value.

Implant (Talk Spell)



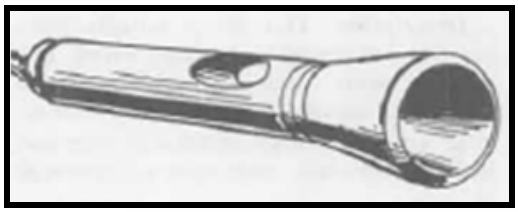
Description; This item of a small and ceramic in the back of the skull, just above the ear. This button is normally hidden under the skin, but may be revealed by a wound or a sufficient healing skill (at -8).

Size; 1" x 0.5" x 0.1" 0cn

Functioning; all aliens (and after 3100 BC all officials and about 10% of the overall population in the first decades, and after 3070 BC about 90% of all population of adult age have a miniature transmitter-receiver implanted in their mastoid bone. The implant lets the user have a two-way communication with any other character who has an implant or a communicator or with any device that is plugged into a communications network (a computer, for example). Implants have a range of just four miles from the character or any transmit pole within this range—making the area of effect nearly limitless along as there exist transmitting poles. They can receive anything being transmitted on their band. They only transmit the sounds made by the character in which they are implanted when he gives the mental transmit signal. Non-aliens commonly interpret the receipt and transmission of signals in this way as some arcane spell, especially since the aliens usually communicate using their own galactic language, which is not understandable by non-aliens. Unlike communicators, implants do not have a translator function. They have their own power source. An implant ceases to function if it is removed from the person in whom it is implanted or if that person is killed. It cannot be implanted in another person without the sufficient surgical and technological skills.

Implant 250 gp purchase value only.

Light saber (Sword of Light)



Description; This item is a gray metal tube with a red lens of some sort at one end. The tube is based with ridges of metal and contains a small plate near the lens. The plate is inset with a variety of studs and small flashing lights.

Size; Six inches long by one inch diameter. 25 cn

Functioning; This is a light saber, a weapon designed for deep-space combat where it is desirable that pressure hulls not be damaged by casual blaster fire. The end with the lens emits a three foot long by two inch diameter controlled beam of laser light bent to form a lethal blade. Treat this weapon like a Sword +4 in all respects. It is activated by pressing one of the studs in the control plate of the lens The other studs are used to regulate the blades width and length (only smaller sizes than those given are possible) to personal tastes and its color (all of the 12 colors—yellow, white, red, orange, light blue, light green, Dark Green, blue, purple, violet, and black) are used as a sign of alliance to a specific group. The flashing lights are used to monitor its status and are for diagnostic purposes only. The light saber is powered by a standard power pack inside the tube. The pack can be removed or replaced by pressing against one of the tube's ridges, causing an access panel to spring open. The panel snaps shut when presses back into place. Each power pack is good for 12 minutes (72 rounds) of continuous operation.

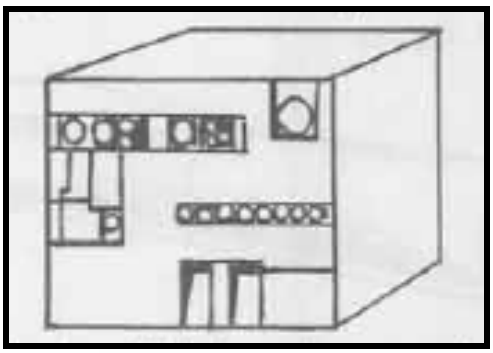


Light Saber 600 gp of average value.

Medkit (Cube of Healing)

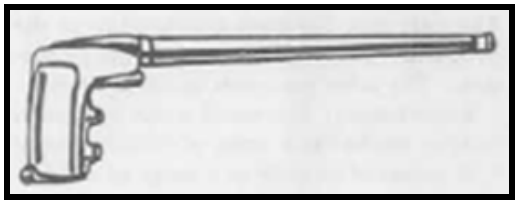
Description; This item is a smooth, 4 inch white cube. One side is covered with flashing lights and strange symbols. There is a small stud in one corner. The opposite side has dozens of shallow indentations. The remaining other sides are blank. 10cn.

Functioning; When the side with the shallow indentations is placed next to a character's (humanoid, demihuman or human species only) and the Medkit is turned on by twisting the stud, the item performs a medical exam on the character exposed to and displays the results (any non humanoid species will give faulty results) (including its diagnosis, if any) by flashing lights and changing the symbols displayed. The results include a readout (which can be printed on something like a cashier check) listing any treatment that it is performing. If the machine is not turned of within 10 seconds of a course of treatment being indicated, the Medkit executes the treatment. This may include debriding and sealing any wound, slathering ointments of various kinds on burns o irritations and/or spray injecting the patient with one or more drugs. The Medkit does not actually heal the patient, but is causes normal healing to proceed at four times the normal pace (thus a character heals normally 1+con adjustment per 24 hours, now it does the same in 6 hours.). The Medkit only works in this fashion if applied to humanoids, humans or demihumans. It is not designed to treat non-humans. If used on a non-humanoid or demihuman, the patient must make a saving throw vs. Poison or sustain 6d4 points of damage as a result of malpractice. Medkit don't use power packs, they have their own power source. Each Medkit can boast the healing of 100 points of damage, after which it must be completely recharged.



Medkit 400 gp average value.

Needler (Wand of Poisonous Dreams)



Description; This dark gray, L-shaped device is made from some smooth, dense substance and one side is molded to fit a human hand. That part has a stud and several tiny protrusions. The other part ends in a thin tube.

Size; 1.5" diameter, grip 4" long, 10"long other end 0.5 inch diameter there. 15 cn

Functioning; This small, easily concealed weapon fires small hollow steel needles containing a paralyzing drug out to a range of 60 feet whenever the stud in front of the grip is pressed. Entities hit by the tiny needles suffer 1-2 points of damage–AV, and must make a saving throw vs. paralysis. Those who fail their saving throws are paralyzed for one hour. The small, light weight needles tend to shatter when they strike heavy armor (- 1 on hit roll for each AV). The weapon has a standard power pack and a tiny ammo pack (the same size as the power pack) in the grip. Moving a slide on the grip causes the weapon to eject these packs; the weapon can be reloaded by simply sliding fresh packs in the bottom of the grip. Each new power pack inserted in a Needler has 24 charges and each ammo pack contains 24 needles. Any discrepancies in these numbers between them results in either an empty shot (-1 charge), or nothing at all (no charge to shoot a needle). The packs already in a Needler when it is discovered are good for 5d4 uses. Thumbing open a panel in the back of the grip exposes a vertical gauge whose rd indicator line shows how many charges are left and the blue indicator line how many needles are left. The panel snaps shut when released.

Needler 400 gp average value.

Pressure Suit (Suit of Lights)



Blackmoor Men in Pressure Suits on Epsilon Eridani

Description; When inactive, this item looks like battle armor with a strange glass hood and a slightly larger box woven into the neck. When it is active, it gives the wearer a multicolored aura, by the multitude of tiny lights.

A person between 4 and 7 feet would fit in the suit, but only persons of 5 to 6 feet would be comfortable. There do exist some suits of smaller size or larger by one foot difference at most. 150 cn (50 if worn)

Functioning; A pressure suit has the same characteristics as Battle armor, but it also creates an atmospheric envelop around the wearer within the suit. Characters wearing a pressure suit are immune to the effects of heat and fire (except blaster weapons and magic missiles), cold and lack of atmosphere. The suit needs to be recharged every 12 hours of use. Recharging consist of replacing the standard power pack that powers it and hooking the box woven into the neck to a keypad in any of the FSS Beagle's locks (or later on similar locations elsewhere—usual factories). In emergency situation it is possible to emplace a power pack from some other equipment, but it will no more create air than a single hour at most, no matter how many packs are used, its component need to be reached in the lock.

Pressure Suit 2000 gp average value.

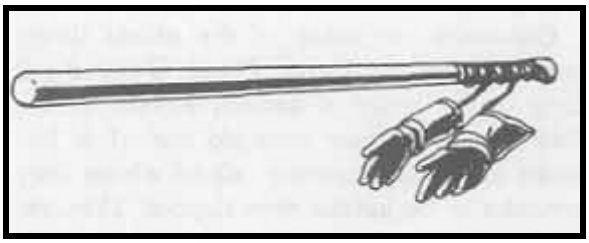
Autoblasters (Sentient Ray catapults)

Description; Autoblasters don't use power packs; they get energy from the ship via a cable. They look much like standard heavy blasters, but are swivel-mounted on a wheeled carriage. The Autoblasters guarding FSS Beagle and later cities or important Blackmoor locations after 31000 BC) have their own computer brain and sensor that tells them to shoot and where (anywhere within their normal range).

Size; 4'x4' carriage with a 3'x5' Blaster on top of it, connected to a long metal flexible tube (AV9, AC5, 200hp to breach, material saves as metal). 3000 cn.

Functioning; Once activated they shoot twice per round (initiative -1 and -4), automatically swiveling to track the target's movements. They are programmed to shoot at anything larger than 1 foot in any dimension, that isn't a robot and doesn't have an implant with a valid ID. Each Autoblasters does 8d6 points of ray damage at a range of 320 feet. Though Autoblasters weigh only 300 pounds a piece and could easily be carried off, they won't fire unless plugged into a compatible power source.

Riotstick (Wand of Pain)



Description; This item is a smooth white stick with a grip at one end. Attached to the center of the butt end by a strap is a pair of odd, shiny, black gauntlets.

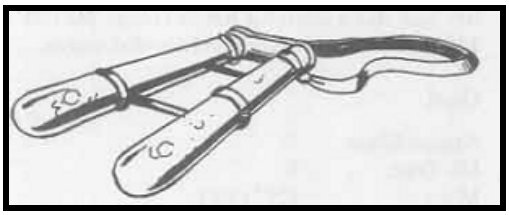
Size; 24 inch long, one inch diameter. Human average sized gloves. 30cn

Functioning; This so-called riot stick is designed for use in controlling shipboard mutinies. Twisting the bud of the grip clockwise sends electrical currents through the stick but not through the insulated grip. The further the butt is twisted, the more current charges the stick. Small alien numerals along the grip allow 10 possible settings. At the lowest setting, an unprotected individual gets a minor jolt of electricity that does no damage; the next settings increase the jolt strength and damages given. The device is powered by a standard power pack inside the grip. The pack can be removed or recharged by twisting the grip counter clockwise from the off position, causing the but of the grip to pop free and reveal the power pack. The but can be closed by twisting it clockwise. Each new power pack inserted in this item is good for 24 uses. Packs already in the item when discovered have 5d4 charges. The stick may also be use as a light club, doing only 1d3 damage at most. This damage may be done in conjunction with releasing a charge.

Setting	Damage
1	0
2	1d2
3	1d4
4	1d4+2
5	1d4+4
6	1d4+6
7	1d4+8
8	1d4+10
9	1d4+12
10	1d4+14

Riot Stick 200gp average value.

Snoopers (Far Seers)



Description; This item consists of a pair of short tubes joined along their sides by some rigid material. The tubes are filled with layers of clear substance and can be seen trough. Connected to the tubes is a strap of some flexible stretchy substance.

Size; 4"x3" 25cn

Functioning; This item is actually a set of goggles that are held in place by had or an elastic strap around the head. The "short tubes" contain lenses through which the user looks. Sensors in the sides of the goggles react to the focus of the user's eyes, multiplying the effect of natural focus so that the harder the user looks at an object, the more it is magnified. At the maximum focus, the user sees four times as clearly and four times as far as normally. When the user stops focusing, the magnification steps back. Similar sensors compare the light requirements of the user's eyes with the amount of ambient light and multiply the brightness of available light like a starscope so that the user always sees as if it is daylight, providing there is any light to be multiplied. In situations were there is no light available, the user need only to toss his head in a certain way to kick in special heat sensors that give him a 60'infravision. Snoopers don't use power packs. However, their delicate lenses are easily broken. There is a 2% chance per use that this item is made useless by damage. Any direct damage will be like require a successful saving throw vs. disintegration as with glass.

Snoopers 400 gp average value.

Translator Badge (Medallion of Speaking)



This item is a one inch button fixed to a pin, so that it can be attached to clothing (not battle or pressure suits). The button has two parts, a stationary center and an outer circle. A metal rim around the center contains a small arrow pointing toward the outer circle. The circle contains runes and resolves when turned. The center of the button contains two glowing runes one of which matches runes on the outer circle. Depressing the center causes the runes to appear or disappear. 1cn

Functioning; This item translates the spoken word into other languages. The words of the wearer (holding the pin in his hands near mouth or on its clothing) are translated into languages represented by the outer circle. All other speech is translated into the languages represented by the center. The arrow in the metal band is an indicator used to show the language into which the wearer wants his words to be translated. The item has a tiny, functional speaker that broadcasts its translation in such a way that the translated words seem to come directly from the mouth of the speaker. Pressing the center of the item turns it on or off or changes the language into which the words of speakers other than the wearer are being translated. The glowing runes in the center correspond to the languages into which various speakers' words are being translated. One of the runes on the outer circle is a 'wild card' that represents the language of the first speaker whose words are heard by the device after it is turned on. If the speaker's language is unknown, the device gradual builds up a vocabulary and grammar for that spoken language by recording and analyzing the speaker's words. In order to assist it in this task, the button contains a small imaging device for use in recording noun referents and body language. Translators can be plugged into computers and can then upload/download the data they contain from the computer and into it. They have their own built in power source and are designed to be thrown away when the power is depleted (after 5d4 months).

Translator Badge 1000 gp average value.



Blackmoor city 3000 BC, The Great Technomagic nuclear control center 5 minutes before the Blast



Blackmoor city 3000 BC, 5 minutes and 0.05 seconds later.