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• THE CREATED – LESSER GOLEMS •



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BLACKDIRGE'S **Bargain!** BESTIARIES

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BLACKDIRGE'S BARGAIN BESTIARIES
THE CREATED: LESSER GOLEMS
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THE CREATED: LESSER GOLEMS

Not all golems are created equal, and spellcasters that lack the skill or resources to create a stone or iron golem are forced to use lesser materials to craft their automatons. However, these "lesser golems" can still be quite effective guardians and combatants, and despite their sometimes unsavory composition, they serve the same basic function as their more powerful kin.

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DUNG GOLEM

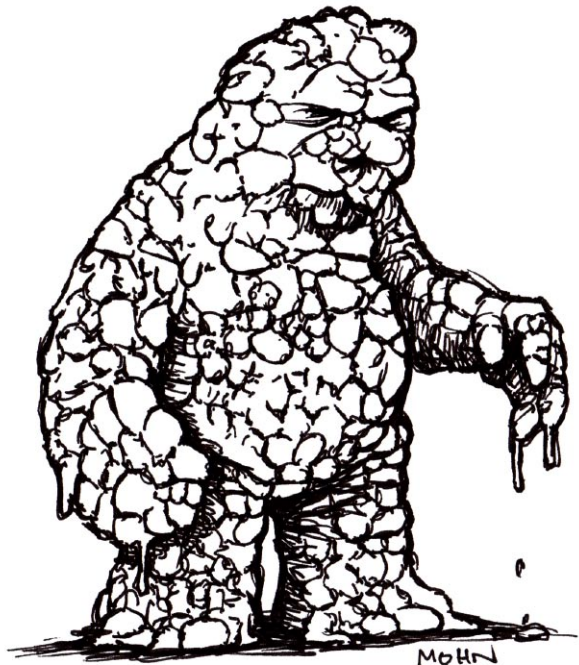
Hardly the first choice of materials when it comes to making golems, dung is nevertheless a widely available resource and one that contains enough organic energy to animate a golem. Cheap, effective, and available to even novice divine spellcasters, dung golems are fairly common among savage humanoids.

DUNG GOLEM LORE

Arcana or Nature DC 12: Constructed by divine magic wielders without the skill or available materials to create more powerful golems, dung golems can be crafted from a readily available resource to serve as formidable guardians. However, the stench of a dung golem typically ensures that all but the most desperate or degenerate clerics would attempt to construct one.

DUNG GOLEM TACTICS

A dung golem attacks with its slam attack, using *stinking onslaught* each round when possible. It tends to focus its attacks on creatures blinded by *disgusting splatter*, relying on its amorphous body to move through and around enemies and rough terrain to get to its target.



Dung Golem Level 3 Elite Brute
Medium natural animate (construct) XP 300

Initiative +1 **Senses** Perception +2; darkvision
Sickening Stench aura 1; living creatures in the aura take a -2 penalty to attack rolls.
HP 112; **Bloodied** 56
AC 15; **Fortitude** 17, **Reflex** 13, **Will** 14
Immune disease, poison, sleep; **Resist** 5 against attacks that target AC
Saving Throws +2
Speed 6 (cannot shift)
Action Points 1

⬇ **Slam** (standard; at-will)
+6 vs. AC; 1d10 + 4 damage.

⬇ **Stinking Onslaught** (standard; at-will)
The dung golem makes two slam attacks against the same target. If both attacks hit, the target exudes an aura identical to the dung golem's sickening stench (save ends).

⚡ **Disgusting Splatter** (immediate reaction, when the dung golem is hit with a melee attack; recharge ⚡⚡⚡⚡)
Close blast 1; +3 vs. Reflex; the target takes is blinded until the start of the dung golem's next turn.

Amorphous Form
The dung golem ignores difficult terrain and can move through enemy spaces without provoking opportunity attacks.

Alignment Unaligned	Languages —	
Str 19 (+5)	Dex 10 (+1)	Wis 12 (+2)
Con 16 (+4)	Int 3 (-3)	Cha 3 (-3)

Description *This roughly humanoid creature is composed of brownish, semi-solid matter. The stink coming off the thing is truly foul, leaving you little question as to what that matter might be.*

ENCOUNTER GROUPS

Dung is a readily available resource, and clerics of savage humanoids, lacking the power to make more potent golems, have little issue with using the smelly substance to create a formidable guardian for themselves and their tribes.

- Level 4 Encounter (XP 900)**
- 1 dung golem (level 3 elite brute)
 - 1 goblin hexer (level 3 controller)
 - 2 goblin sharpshooters (level 2 artillery)
 - 2 goblin warriors (level 1 skirmisher)



ENCOUNTER GROUPS

Glass golems, like most automatons, are commonly encountered with their makers. However, glass golems often outlive their masters, and may be found guarding ancient tombs and crumbling ruins, carrying out their final orders into eternity.

Level 11 Encounter (XP 3,100)

- 1 glass golem (level 8 elite soldier)
- 4 ogre skirmishers (level 8 skirmisher)
- 1 oni mage (level 10 elite lurker)

GLASS GOLEM

Glass golems, also called shard golems, are constructed from thousands of pieces of glass or mirror. They serve their masters as deadly guardians and executioners, slicing enemies to ribbons with their razored appendages.

GLASS GOLEM LORE

Arcana or Nature DC 19: A glass golem can be constructed by an arcane caster of middling power. Any type of glass can be used in golem's construction, from shattered mirrors to volcanic glass. Glass golems are less guardian and more mobile weapon to their masters, and can be deadly effective against groups of lesser enemies.

GLASS GOLEM TACTICS

A glass golem begins combat with *shard spray*, and then wades into melee. It targets the nearest enemy with *shredding assault* each round, and uses its action point to combine *shredding assault* with *shard spray* when the latter power recharges. It attempts to move at least 2 squares every round, if possible, to make use of *slashing stride*.

Glass Golem

Level 8 Elite Soldier

Large natural animate (construct)

XP 700

Initiative +10

Senses Perception +7; darkvision

HP 176; **Bloodied** 88

AC 24; **Fortitude** 21, **Reflex** 18, **Will** 17

Immune disease, poison, sleep; **Vulnerable** 5 thunder

Saving Throws +2

Speed 6 (cannot shift)

Action Points 1

⬇ **Lacerating Slam** (standard; at-will)

Reach 2; +15 vs. AC; 1d8 + 5 damage, and ongoing 5 damage (save ends).

⬇ **Shredding Assault** (standard; at-will)

The glass golem makes two lacerating slam attacks against the same target. If both attacks hit, the target takes ongoing 10 damage (save ends). *Aftereffect:* Ongoing 5 damage (save ends).

↶ **Shard Spray** (standard action; recharge ☹☹☹)

Close blast 3; +11 vs. Reflex; 2d6 + 5 damage, and ongoing 5 damage (save ends).

↶ **Shattering Demise** (immediate reaction; when the glass golem is reduced to 0 hit points)

Close burst 3; +11 vs. Reflex; 2d8 + 5 damage, and ongoing 5 damage (save ends).

Slashing Stride (move; at-will)

When the glass golem moves 2 or more squares, all enemies adjacent to the squares where it ends its movement take 5 damage.

Alignment Unaligned

Languages —

Str 21 (+9)

Dex 18 (+8)

Wis 16 (+7)

Con 16 (+7)

Int 3 (+0)

Cha 3 (+0)

Description *This towering automaton is composed of thousands of shards of razor-edged glass. It makes a discordant grating noise as it moves toward you, like glass scraping on stone.*

STRAW GOLEM

Among the weakest of golems, straw golems are nonetheless valuable guardians and combatants to their masters. Unlike other golems, straw golems are quick and agile, and can make effective skirmishers.

STRAW GOLEM LORE

Arcana or Nature DC 13: Straw golems are created by arcane casters with little experience or those that do not have access to material needed to make more powerful golems. Despite their relative weakness, the speed and agility of straw golems make them effective skirmishers. They are often constructed in pairs or trios to guard their masters' domains.

STRAW GOLEM TACTICS

A straw golem attacks enemies with *abrasive assault*, distracting enemies with a terrible itch caused by its scratchy straw limbs. When surrounded by multiple opponents, the straw golem uses *itching cloud* to reduce the effectiveness of its foes' attacks. A straw golem uses *nimble automaton* to maneuver itself into advantageous positions in combat.



Straw Golem Level 1 Elite Skirmisher
Medium natural animate (construct) XP 200

Initiative +5 **Senses** Perception +1; darkvision

HP 60; **Bloodied** 30

AC 15; **Fortitude** 15, **Reflex** 15, **Will** 12

Immune disease, poison, sleep; **Vulnerable** 5 fire

Saving Throws +2

Speed 7

Action Points 1

⊕ **Slam** (standard; at-will)
+6 vs. AC; 1d6 + 5 damage.

‡ **Abrasive Assault** (standard; at-will)
The straw golem makes two slam attacks against the same target. If both attacks hit, the target is overcome with a terrible itching (save ends). Until the target saves against the itch, the target must spend a minor action each round vigorously scratching itself.

↶ **Itching Cloud** (standard action; sustain minor; encounter)
♦ **Fire, Zone**

Close burst 2; this power creates a cloud of stinging straw that remains in place until the end of the straw golem's next turn. Any creature entirely within the area (except the straw golem) takes a -2 penalty to attack rolls. If any creature entirely within the cloud takes fire damage, all creatures within the cloud, including the straw golem, take 10 fire damage as an immediate reaction, and the zone ends.

◆ **Nimble Automaton** (immediate reaction, when the straw golem is missed with a melee attack; at-will)
The straw golem shifts 1 square and gains a +1 bonus to attack rolls against the triggering creature until the end of its next turn.

Alignment Unaligned

Languages —

Str 16 (+3)

Dex 16 (+3)

Wis 12 (+1)

Con 14 (+2)

Int 3 (-4)

Cha 3 (-4)

Description *This ragged golem is composed of loosely bound bundles of straw stuffed into old peasant garb. Despite its simplistic manufacture, it moves with both speed and purpose.*

ENCOUNTER GROUPS

Straw golems are often encountered with the wizards, warlocks, and other arcane casters that created them.

Level 4 Encounter (XP 875)

- 1 human mage (level 4 artillery)
- 2 human guards (level 3 soldier)
- 2 straw golem (level 1 elite skirmisher)

WAX GOLEM

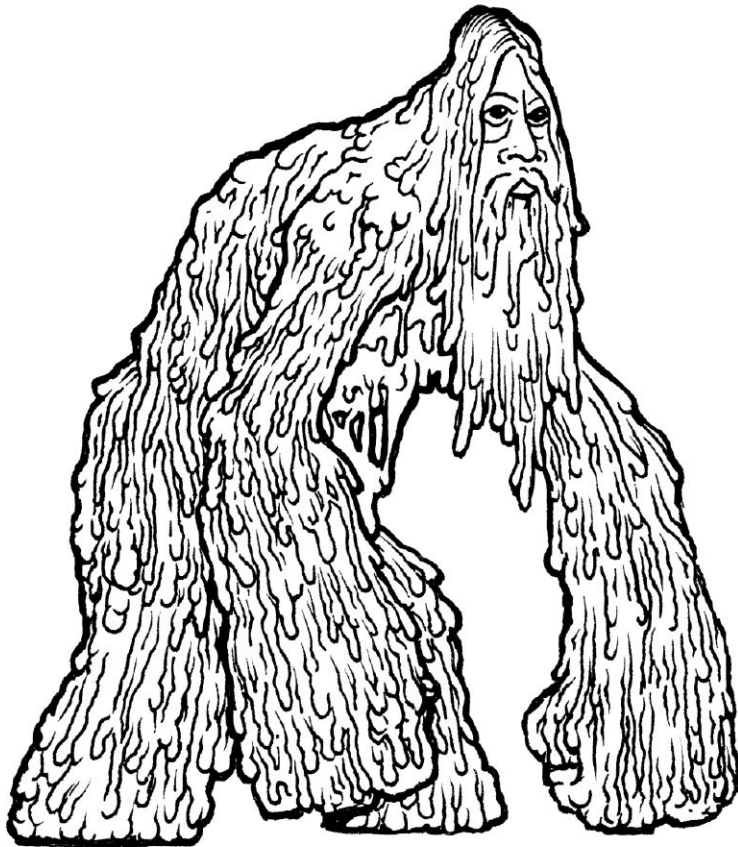
Wax golems are created by primal casters from massive amounts of natural occurring wax, such as beeswax. They specialize in slowing and immobilizing enemies, but are large and strong enough to simply smash foes to pieces.

WAX GOLEM LORE

Arcana or Nature DC 17: Wax golems are typically created by druids and other primal casters to serve as guardians for sacred primal sites. They are often crafted from beeswax, but any natural wax can be used in their construction. Because of their connection to the primal, elves, eladrin, and other fey races favor wax golems over other automatons.

WAX GOLEM TACTICS

A wax golem is an effective guardian and is often used to hamper the movement of its master's enemies. It attacks the nearest foe with *double slam*, and then focuses its attacks on any immobilized targets. Although it is vulnerable to fire, such attacks turn the golem into a super-heated column of wax that sticks to and burns enemies struck with its slam attacks.



Wax Golem

Level 6 Elite Controller

Large natural animate (construct)

XP 500

Initiative +4

Senses Perception +5; darkvision

HP 150; **Bloodied** 75

AC 20; **Fortitude** 21, **Reflex** 15, **Will** 16

Immune disease, poison, sleep; **Vulnerable** 5 fire

Saving Throws +2

Speed 6 (cannot shift)

Action Points 1

⊕ **Sticky Slam** (standard; at-will)

Reach 2; +11 vs. AC; 2d6 + 5 damage, and the target cannot shift until the end of the wax golem's next turn.

⊕ **Double Slam** (standard; at-will)

The wax golem makes two sticky slam attacks against the same target. If both attacks hit, the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).

⊕ **Grasping Wax** (immediate reaction; the wax golem is hit with a melee attack with the weapon keyword; recharge [3])

The golem makes an attack against the triggering creature; +10 vs. Fortitude; the weapon is wrenched out of the target's grasp and remains lodged in the wax golem. In order to retrieve the weapon, the target must be adjacent to the wax golem and make a Strength vs. Fortitude attack (standard action) against it. On a hit, the target retrieves the weapon. This attack draws an opportunity attack from the wax golem.

Melted Misery (when the wax golem takes 10 or more fire damage; at-will) ♦ **Fire**

Until the end of its next turn, the wax golem's melee attacks deal ongoing 5 fire damage (save ends).

Alignment Unaligned

Languages —

Str 20 (+8)

Dex 12 (+4)

Wis 15 (+5)

Con 19 (+7)

Int 3 (-1)

Cha 3 (-1)

Description *This large humanoid automaton appears to be entirely composed of semi-solid wax. Rivulets of the sticky substance run down the golem's body, pooling on the floor around it.*

ENCOUNTER GROUPS

Wax golems are often created by fey druids and may be encountered with eladrin, elves, gnomes, and even more obscure fey, such as dryads.

Level 8 Encounter (XP 1,800)

- 1 dryad (level 9 skirmisher)
- 3 eladrin fey knights (level 7 soldier)
- 1 wax golem (level 6 elite controller)

WOOD GOLEM

Wood golems are meticulously crafted automatons, carved from multiple pieces of solid hardwood. They are created by primal casters and infused with the natural energy of life and growth.

WOOD GOLEM LORE

Arcana or Nature DC 21: Wood golems are often created by druids and other primal casters to act as bodyguards and harbingers of natural destruction. Because of the primal spark that wood golems are invested with, they can be repaired by the application of primal energies, making them easy to maintain. Unlike many other types of golems, wood golems rarely outlive their masters, succumbing to the natural forces of decay and rot over the years.

WOOD GOLEM TACTICS

A wood golem begins combat with *smashing rampage*, charging an enemy with its mallet and smashing all foes along the way with its massive shield. Once in melee, it uses *bash and slam* each round until *smashing rampage* recharges, at which point it spends its action point to charge a distant enemy.



Wood Golem Level 10 Elite Brute
Large natural animate (construct) XP 1,000

Initiative +7 **Senses** Perception +9; darkvision

HP 260; **Bloodied** 130

AC 22; **Fortitude** 23, **Reflex** 18, **Will** 20

Immune disease, poison, sleep

Saving Throws +2

Speed 6 (cannot shift)

Action Points 1

⊕ **Mallet** (standard; at-will)
Reach 2; +13 vs. AC; 2d10 + 6 damage, and the target is pushed 1 square.

⊕ **Shield Slam** (standard; at-will)
Reach 2; +13 vs. AC; 2d6 + 6 damage, and the target is knocked prone.

⊕ **Bash and Slam** (standard; at-will)
The wood golem makes a *mallet* and a *shield slam* attack, each against a different target.

⊕ **Smashing Rampage** (standard action, recharge ☹️)
The wood golem makes a charge attack against an enemy at least 3 squares away. It can make a shield slam attack against each enemy other than the target that it passes adjacent to during the charge. The wood golem does not provoke opportunity attacks from enemies that it hits with a shield slam attack when moving away from such targets.

Primal Resurgence (immediate reaction, when a power with the primal or healing keyword is used within 2 squares of the wood golem when it is bloodied; encounter) **◆ Healing**
The wood golem regains 65 hit points and gains a +2 bonus to all defenses until the end of its next turn.

Alignment Unaligned **Languages** —
Str 22 (+11) **Dex** 14 (+7) **Wis** 18 (+9)
Con 20 (+10) **Int** 3 (+1) **Cha** 3 (+1)

Description *This large golem is carved with great skill from multiple pieces of wood. It is constructed to resemble an armored warrior, and is armed with a large wooden mallet and a round shield of solid hardwood.*

ENCOUNTER GROUPS

Wood golems are usually encountered with druids or other primal casters, which includes many types of fey.

Level 13 Encounter (XP 4,200)

- 2 centaur hunters (level 12 artillery)
- 1 centaur mystic (level 13 controller)
- 2 wood golems (level 10 elite brute)

