

GOLEMANCY



W&A 02

SARDINHA

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GOLEMANCY

The art of golemancy is a tradition that is usually passed down from generation to generation in covens. Unlike wizards of other schools, golemancers are far more inclined to work together and create far more powerful constructs than they could ever hope to achieve alone. However such covens are far from immune to the insatiable desire for power that wizards often succumb to, as a particularly diabolic wizard may seek to claim all that is there for himself and slaughter his rivals for complete control of their creations.

As a result of the very real fear of mutiny, many golemancers have chosen to act away from the covens they once called home. Many more have aided wizards of other schools, warlocks and sorcerers in learning their secrets, in order to earn their assistance in bringing life to their most ambitious projects.

Some golemancers have even turned to less magically inclined assistants, as they are able to aid in construction of the golem husks that act as the foundation for the golemancer's trade, without the great risk of losing both their creations and their lives.

Whatever the origins of a golem enthusiast, whether they be blindly devoted to the craft or merely a hobbyist, they all share the great ambition of bringing life to the world's finest construct. However just as is the case with many things, the grass is always greener and no matter how grand the golem created, any true golemancer will always be on the hunt for further improvements, rendering true satisfaction an impossible goal.

ANIMATING A GOLEM

At first glance, breathing life into a golem seems to be a rather simple task, as there are really only two pieces of the puzzle required.

- A golem husk and
- the magical knowledge required to animate it.

However, this straight-forward process is much more involved than the casual observer could ever know.

Firstly, the magics required to animate the golem husk are far more precise than any other documented spell. The ritual requires an exact amount of energy and an exact amount of time - if either of those aspects are off by more than a moment, the spell will disappear back into the weave and any hopes of animating that particular husk vanish along with it.

Because of the precise relationship between the husk and spell, the husk itself must be crafted with that same attention to detail. If the caster miscalculates just how much magic he will need to animate the golem, then he will have no hope of successfully performing the ritual. It is for that reason that the remains of fallen golems can not simply be reanimated - they must be reforged into a new husk with careful attention to detail as to be certain just how much energy animating the golem would require.

Although there has been at least one documented case where a particularly fortunate golemancer chose to simply test his luck and performed a successful ritual without any real knowledge of the energy required.

CREATING THE HUSK

As one would expect, creating the golem husk is the most time consuming and expensive part of the golem creation process. The process tends to be further delayed by the golemancer's unwillingness to trust this most sensitive aspect to anyone else, as the smallest mistake could be the difference between possessing a new animated minion, and possessing an extremely expensive paper-weight. However crafting some of the more ambitious golem husks is simply an impossible task without assistance. To combat that issue, some particularly innovative golemancers have devised new spells to hasten the process with flawless accuracy, and others have sought assistance from the non-magical golem enthusiasts who are surprisingly capable crafters - almost capable enough to trust.

However the golemancer chooses to go about creating the husk, there are four main aspects to the husk which must be included in the design for it to ever be functional when fully enchanted:

- The material used to create the body.
- The body itself.
- The Intelligence unit.
- The Power source.

Each of the above components can be customized fit within the confines of a caster's imagination, capabilities, wealth, and spare time.

In addition to the above minimum requirements, golem husks can be further customized with any and all of a number of optional special features, each one completely unnecessary but still deeply important to the never-satisfied golemancer.

Each component of the husk effects the capabilities of the final product once it has been successfully animated, and comes with an expense of both gold and Golem Creation Points. Golem Creation Points measure the exact amount of magic energy a spellcaster must inject into a golem husk to bring it life - 1 point too many or too few and the spell will fail. Casters have their own limits on how many Golem Creation Points they are capable of infusing into a husk, making the more ambitious projects completely impossible for even the most powerful geomancers alone, but the efforts of multiple casters can be combined, rendering the ambitions of any golemancer possible, although improbable.



FEATURES COMMON TO ALL GOLEMS

The following features are common to all golems, although some can be considered the "minimum specifications" and can be altered by other aspects of the husk.

Mental Abilities: Intelligence: 3, Wisdom: 11, Charisma: 1
Movement Speed: 20'

Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Damage Immunities: Poison, Bludgeoning, Piercing, and Slashing from nonmagical weapons that aren't adamantite

Berserk: If a golem is in combat and starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

This ability does not apply to golems with no intelligence, and golems currently in a gestalt state.

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Weapons: All of the golem's natural melee weapon attacks are considered magical.

Construct: Golems do not need to eat, drink or sleep, but cannot heal naturally or through healing spells.

Although the Mending cantrip has no effect on the damaged golem's hit points, the Fabricate spell does. It can repair them for 3d8 Hit Point damage or they can be repaired through manual labor at a rate of 1d8 per day spent crafting for those proficient in Goleman's Tools, or 2D8 per day for those with expertise. If a golem is reduced to 0 hit points, it is destroyed and cannot be repaired, although the components can be salvaged for half of their value (reduce value and crafting time of the next golem constructed by half of the value of the destroyed golem). The table named "Monster Manual Golem Values" below shows how much it costs to craft the golems within the Monster Manual, as well as how much salvageable material can be taken from a destroyed golem of each type. Both values assume a perpetual energy power source.

MONSTER MANUAL GOLEM VALUES

Golem Type	Gold Cost to Create	Salvageable Value
Flesh	50,500	25,250
Clay	64,000	32,000
Stone	79,000	39,500
Iron	114,000	57,000

CONSTRUCT BODY

The body of the husk is the foundation that which everything else modifies. The most obvious variation of the different bodies is the size but the reality is that the husk can be constructed to look like anything its creator desires. Many golemancers have their own tendencies that have become a signature look for their creations but the only thing in this category that actually modifies the golem's capabilities is its sheer size. Each size has differing associated costs and bonuses as follows:

- **Tiny**
 - Creation point cost: 1
 - Gold cost: 500
 - Base physical abilities: Str: 10, Dex: 16, Con: 12
 - Size of hit dice: d4
 - Die Size of Melee Weapon Damage: d0 (Inflicts 1 point of damage + Strength modifier)
- **Small**
 - Creation point cost: 2
 - Gold cost: 1,500
 - Base physical abilities: Str: 14, Dex: 14, Con: 14
 - Size of hit dice: d6
 - Die Size of Melee Weapon Damage: d4
- **Medium**
 - Creation point cost: 3
 - Gold cost: 5,000
 - Base physical abilities: Str: 19, Dex: 14, Con: 14
 - Size of hit dice: d8
 - Die Size of Melee Weapon Damage: d6
- **Large**
 - Creation point cost: 5
 - Gold cost: 15,000
 - Base physical abilities: Str: 20, Dex: 9, Con: 18
 - Size of hit dice: d10
 - Number of dice rolled for melee weapon damage: 2
 - Die Size of Melee Weapon Damage: d8
- **Huge**
 - Creation point cost: 7
 - Gold cost: 35,000
 - Base physical abilities: Str: 24, Dex: 8, Con: 20
 - Size of hit dice: d12
 - Die Size of Melee Weapon Damage: d10
 - Other bonuses: Adds Constitution modifier to AC.
- **Gargantuan**
 - Creation point cost: 9
 - Gold cost: 50,000
 - Base physical abilities: Str: 26, Dex: 6, Con: 26
 - Size of hit dice: d20
 - Die Size of Melee Weapon Damage: d12
 - Other bonuses: Adds Constitution modifier to AC.

CONSTRUCT MATERIAL

The material the husk is made out of has a profound effect on the quality of the golem once animated, but it also has a profound effect on the cost. Add the following bonuses to those statistics given by the size of the husk and combine the values of the melee weapon damage and hit dice with those above. The listing under "Multiplies the body's gold cost by" multiplies the gold cost of the Construct Body section by the listed value.

• Flesh

- Creation point cost: 1
- Multiplies the body's gold cost by: 1/2
- Ability bonuses/penalties: -1 Dex, +3 Int, -1 Wis, +4 Cha
- Proficiency bonus: +3
- Number of hit dice: 11
- Number of dice rolled for melee weapon damage: 2
- AC bonus: +0
- Damage immunities: Lightning
- **Lightning absorption:** Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.
- **Aversion of fire:** If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

• Clay

- Creation point cost: 2
- Multiplies the body's gold cost by: 1
- Ability bonuses/penalties: -3 Wis
- Proficiency bonus: +3
- Number of hit dice: 14
- Number of dice rolled for melee weapon damage: 2
- AC bonus: +0
- Damage immunities: Acid, Psychic
- **Acid absorption:** Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

• Stone

- Creation point cost: 3
- Multiplies the body's gold cost by: 2
- Ability bonuses/penalties: +2 Str, +2 Con
- Proficiency bonus: +4
- Number of hit dice: 17
- Number of dice rolled for melee weapon damage: 3
- AC bonus: +3
- Damage immunities: Psychic

• Iron

- Creation point cost: 4
- Multiplies the body's gold cost by: 4
- Ability bonuses/penalties: +4 Str, +2 Con
- Proficiency bonus: +4
- Number of hit dice: 20
- Number of dice rolled for melee weapon damage: 3
- AC bonus: +6
- Damage immunities: Fire, Psychic
- **Fire absorption:** Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

• Adamantine

- Creation point cost: 5
- Multiplies the body's gold cost by: 12
- Ability bonuses/penalties: +4 Str, +4 Con
- Proficiency bonus: +5
- Number of hit dice: 23
- Number of dice rolled for melee weapon damage: 4
- AC bonus: +9
- Damage immunities: Fire, Psychic
- **Fire absorption:** Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.
- **Critical immunity:** Any critical hit against the adamantite golem becomes a normal hit.



CONSTRUCT INTELLIGENCE

Although all golemancers seem to unanimously call this aspect "Intelligence", the truth is that the only means of actually making a golem smarter is by constructing it out of flesh. Dubbing this aspect Intelligence is an ego-centric aspect of the geomancer as they consider it intelligence when merely it only represents the golem's ability to follow orders. The intelligence they speak of is how well their intelligence is reflected in its actions.

- **None**

- *Creation point cost:* 1
- *Gold cost:* 10,000
- **Effects:** The golem has no intelligence and cannot act without a humanoid pilot. Refer to the "Piloting a Golem" sidebar for a full explanation on piloting a golem.

- **Animal:**

- *Creation point cost:* 2
- *Gold cost:* 1,000
- **Effects:** The golem requires constant supervision to maintain activity. In combat it acts on its master's turn and only with instruction. The golem's master can use his action to command the golem to attack. If he has the Extra Attack ability, he can take the Attack action and sacrifice only one of his attacks to have the golem attack.

- **Basic**

- *Creation point cost:* 3
- *Gold cost:* 5,000
- **Effects:** The golem requires constant supervision to maintain activity. In combat it acts on its master's turn and only with instruction. The golem's master can use his bonus action to command the golem to attack.

- **Human**

- *Creation point cost:* 4
- *Gold cost:* 10,000
- **Effects:** The golem can act independently and has one action, bonus action, and reaction.

- **Superior**

- *Creation point cost:* 5
- *Gold cost:* 20,000
- **Effects:** The golem can act independently and has one action, bonus action, and reaction. In addition, it can attack twice, instead of once, whenever it takes the Attack action on its turn.

PILOTING A GOLEM

Minimum Size: A golem must be a minimum of one size larger than the prospective pilot for it to be possible to be piloted. Even so, conditions are cramped, resulting in it being uncomfortable for the pilot and hampering his combat capabilities due to the restricted mobility. When piloting a golem of only one size larger than the pilot, all of the golem's attacks, Dexterity saves and Dexterity checks are made with disadvantage and all enemies have advantage when attacking the golem.

The cramped conditions and penalties can be overcome by piloting a golem two or more size categories larger than the pilot and a golem of that size can also house additional passengers. Depending on the number of additional passengers, the penalties due to cramped conditions may return.

- A golem of two size categories larger than the largest creature within can house up to 1 passenger with penalties or 0 without.
- A golem of three size categories larger than the largest creature within can house up to 4 passengers with penalties or 2 or less without.
- A golem of four size categories larger than the largest creature within can house up to 8 passengers with penalties or 4 without.

Entering and Exiting the golem: As long as the door is open, the golem will not function regardless of how desperate the pilot's plight may be. The closed door is magically sealed and can only be opened by someone that was involved in casting the Animate Golem spell, or has been designated as a pilot by someone that was.

The process of entering the golem requires a full minute for the first (or only) and last person to enter. Any additional passengers require half that time. Each of those times are doubled under cramped conditions (see above). Only one person can enter at a time.

The process of exiting the golem is much the same as entering. The main notable difference is the time to exit can optionally be halved if you are willing to subject yourself to the Prone condition upon exiting.

Golem combat: Using the finicky controls of the golem is far from an easy task at the best of times - even the most experienced pilots have been known to struggle. During the heat of battle, the added stresses compound the issue to the point where the pilot must make a successful DC 10 Wisdom check at the start of each of his turns in order to successfully make the golem take an action at all.

When using the Attack action, the pilot can make the golem attack as many times as the pilot would be able to without the assistance of the golem. Other than the number of attacks per Attack action, all other aspects are rolled with the golem's bonuses, including: weapon attacks, ability checks and saving throws.

While inside the golem, the pilot and all passengers have total cover against attacks from outside, but any hostiles outside also have total cover from those within. The magical energies involved in animating the golem also prevent magic from penetrating the golem chassis, making it impossible for spells cast within the golem to effect those outside and vice versa.



CONSTRUCT POWER SOURCE

This aspect of golem creation is one that most golemancers find uninteresting, yet it is of vital importance. Without the right power source, a golem may prove to be more of a burden than a boon. This aspect is just as mandatory as the first three, but unlike the others it is possible to choose more than one item of this category and combine the effects.

- **Magic Energy**

- *Creation point cost:* 2
- *Gold cost:* 500
- **Effects:** Powered by the magic of any willing spellcaster.

Each spell slot given to the golem will keep it active for 4 hours per level of spell slot used, after that time the energy is expended and the golem shuts down. A golem with this power source that has been shut down can be reactivated by giving it more magic energy. Can store a maximum of 24 hours energy within its body.

- **Soul Gem**

- *Creation point cost:* 4
- *Gold cost:* 1,000
- **Effects:** Powered by the souls of the fallen. Souls are automatically absorbed when a creature dies within 10' of the golem. The creature can only be resurrected prior to the golem consuming the absorbed soul, if the creature is resurrected prior to the golem consuming the absorbed soul, the golem gains no power from it. Once the soul is consumed only a Wish spell can resurrect the dead.

- A soul will power the golem for 4 hours multiplied by the Challenge Rating or level of the dead, after that time the soul is consumed and the golem shuts down. A golem with this power source that has been shut down can be reactivated by killing more creatures within 10' of it. Can store a maximum of 48 hours energy within its body.

- **Lunar/Solar Powered**

- *Creation point cost:* 6
- *Gold cost:* 2,000
- **Effects:** Choose either Solar or Lunar energy as the power source. For every hour with direct exposure to that power source, the golem will run for two hours. For example, a solar powered golem can either remain active in direct sunlight for an hour while storing an additional hour of energy, or enter stasis and store two hours worth of energy while consuming none. A golem that has used more energy than it has available will shut down. A golem with this power source that has been shut down can be reactivated by direct exposure to its power source. Can store a maximum of 24 hours worth of energy within its body.

- **Perpetual Energy**

- *Creation point cost:* 8
- *Gold cost:* 20,000
- **Effects:** A golem with the perpetual energy power source will run indefinitely until it is destroyed.

SPECIAL FEATURES

Although this section is entirely optional, it is also considered to be the most important aspect by many veteran golemancers. The special features section is the difference between having a standard bipedal golem minion, to having a flying, fire breathing, three-headed dragon golem. Most golemancers would consider the latter to be far more prestigious. Each of the below options increase the crafting cost by 1,000 gold per Golem Creation Point cost. Each Special Feature can only be applied once unless the feature states otherwise.

- **Aquatic**

- *Creation point cost:* 2
- **Effects:** The golem gains a swimming speed equal to its movement speed and increases its depth tolerance to 2 miles. Without this special feature a golem takes 1d6 damage per round when at a depth of 800' or greater.

- **Berserk Reduction**

- *Creation point cost:* 1, 2, or 3
- **Effects:** Each creation point spent reduces the maximum amount of hit points a golem must be reduced to before running the risk of going berserk, by 20 hit points, to a minimum of 0. When reduced to 0, the berserk ability is erased entirely.

- **Climber**

- *Creation point cost:* 1
- **Effects:** The golem gains a climbing speed equal to its movement speed.

- **Damage Enhancement**

- *Creation point cost:* 1 per enhancement
- **Effects:** Increases the damage die of the golem's melee weapon attacks by one step per enhancement, up to a maximum of d12.

- **Darkvision**

- *Creation point cost:* 1+
- **Effects:** The golem gains Darkvision to a value of 60' per creation point spent on this feature.

- **Death Burst**

- *Creation point cost:* 3, or 4
- **Effects:** For 3 Golem Creation Points, the golem can spend an action to reduce itself to 0 hit points and self-destruct with the following effects. The effects automatically occur without the need of an action when the golem is reduced to 0 hit points through damage.
 - Each creature within range must succeed on a Constitution saving throw with a DC of 8 + the golem's proficiency bonus + the golem's Constitution modifier, or take 6d6 poison damage. The range of this ability varies based on size as follows. Tiny: 20', Small: 30', Medium: 40', Large: 60', Huge: 100', Gargantuan: 250'
 - When crafting this special feature into a husk, the crafter can choose to increase its cost by an additional Creation Point, in order to choose a different damage type.

- **Form Fitting**

- **Prerequisite:** Golem has Intelligence: none
- **Creation point cost:** 2
- **Effects:** The golem has been custom designed to fit to the contours of one specific person. Choose 1 person, the golem only needs to be 1 size category larger than that person to be piloted without disadvantage. That person can also pilot the golem if they are of the same size category but doing so applies the usual penalties.

- **Gestalted Golem**

- **Prerequisite:** Golem is small or larger
- **Creation point cost:** 4
- **Effects:** For 4 points, a number of golems as shown below in the "Gestalted Golem" table, can each spend their action joining together into a single gestalt golem. Each golem must be of the same size category, be made of the same material, and have this special feature. The gestalt golem can maintain the gestalted state for up to one minute and each of the component golems must complete a long rest before using this ability again. While in the gestalted state, the golem possesses the following abilities and modifications:
 - For every 2 golems involved in a gestalt, the gestalted form is one size category larger than each of the component golems, up to a maximum size of gargantuan.
 - When in a gestalted state, the combined golem can use any and all of the special features possessed by each of the component golems.
 - The gestalted golem has temporary hit points equal to the combined sum of all of the individual component golems, when those temporary hit points are reduced to 0, the gestalt breaks back into the component golems. When the gestalted form ends, any damage to the temporary hit points is halved and then divided by the number of golems that comprise the gestalt, and the result is applied as damage to each of them.
 - The gestalt golem gains +1 die to all weapon attacks per component golem in the gestalt.
 - Golems with no intelligence are automatically considered to have the "Multiple Pilot" special feature while gestalted, regardless of whether or not any of the component golems possess that ability.
 - The most intelligent golem has control of the gestalt, if any of the golems are currently being piloted, that golem is considered to be the most intelligent.
 - In all other respects, the gestalt golem is equal to any one of the Gestalt's component golems.

GESTALTED GOLEM

Individual Golem Size	Maximum number of Golems that can be combined in the Gestalt
Tiny	Can not gestalt
Small	2
Medium	3
Large	5
Huge	7
Gargantuan	9

- **Haste**

- **Creation point cost:** 3
- **Effects:** The golem gains the ability to spend an action to bestow a temporary speed boost upon itself. Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can make an additional attack as a bonus action.
 - This ability can be used a minimum of one time per encounter. If it has been used, at the start of each of the golem's turns the golem can roll a d6, if the value rolled is a 5 or 6, then the ability can be used again.

- **Loyalty**

- **Creation point cost:** 1
- **Effects:** The golem gains the ability to be calmed down when berserk by a DC 15 Charisma (Persuasion) check from the caster.

- **Lazarus Organ**

- **Creation point cost:** 5
- **Effects:** The golem regains 2 hit points at the start of each of its turns as long as it has at least 1 hit point. Additionally, the golem is not immediately destroyed upon reaching 0 hit points, instead it must make death saving throws and is destroyed upon failing three.

- **Legendary Resistance**

- **Creation point cost:** 4, 8, or 12
- **Effects:** For 4 Golem Creation Points, once per day the golem can choose to instead succeed on a saving throw whenever it rolls a failed save. For every 4 additional Golem Creation points spent, the golem gains an additional use of this ability per day, to a maximum of 3 uses.

- **Magic Resistance**

- **Creation point cost:** 2
- **Effects:** The golem gains advantage on all saving throws against spells and other magical effects.

- **Multiple Pilots**

- **Prerequisite:** Golem has Intelligence: none
- **Creation point cost:** 3+
- **Effects:** For 3 points per additional pilot, a golem with no intelligence can be created to host 2 or more pilots. Although only one of the pilots can perform movement, take reactions or bonus actions (Each of these 3 tasks can be given to one pilot or divided up among the pilots as dictated by the crafter at the time of creation), every pilot within the golem can take a standard action as normal. If multiple pilots take the attack action, then the golem will take an attack action for each of them.

- **Poison Breath**

- *Creation point cost:* 3 or 4
- **Effects:** For 3 Golem Creation Points, the golem gains the ability to spend an action to exhale poisonous gas in a 15-foot cone. Each creature in that area must make a Constitution saving throw with a DC of 8 + the golem's proficiency bonus + the golem's Constitution modifier, taking a number of d8 dice equal to half of the golem's total hit dice (rounded down) poison damage on a failed save, or half as much damage on a successful one. When crafting this special feature into a husk, the crafter can choose to increase its cost by an additional Creation Point, in order to choose a different damage type.

- This ability can be used a minimum of one time per encounter. If it has been used, at the start of each of the golem's turns the golem can roll a d6, if the value rolled is a 6, then the ability can be used again. This ability can be taken multiple times, each time choosing a different damage type.

- **Proficiency Enhancement**

- *Creation point cost:* 2 per enhancement
- **Effects:** Increases the golem's proficiency bonus by 1 per enhancement, up to a maximum of +2.

- **Reactive Heads**

- **Prerequisite:** *Golem has the Two Heads Special Feature*
- *Creation point cost:* 1+
- **Effects:** For 1 Golem Creation Point, the golem gains 1 extra reaction per round that can be used for opportunity attacks. For every extra Golem Creation Point spent on this Special Feature, the golem gains both 1 more head and 1 more reaction per round that can be used for opportunity attacks.

- **Reduced Complexity**

- **Prerequisite:** *Golem has Intelligence: none*
- *Creation point cost:* 1, 2, 3, 4, or 5
- **Effects:** Makes the golem far easier to pilot. For 1 Golem Creation Point, the golem is marginally easier to use and the Wisdom checks used to determine if you can make an action have their DC reduced by 2. By investing more Golem Creation points, piloting the golem becomes progressively easier as per the below table named "Reduced Complexity". With 5 Golem Creation Points invested, you no longer need to make Wisdom Checks to determine if you can take an action.

REDUCED COMPLEXITY

Creation Points Invested	Wisdom Check DC
0	10
1	8
2	6
3	4
4	2
5	0

- **Slammer**

- *Creation point cost:* 2
- **Effects:** The golem gains the following ability: whenever the golem successfully hit a target with a melee weapon attack, the target must succeed on a Constitution saving throw with a DC of 8 + the golem's proficiency bonus + the golem's Constitution modifier, or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

- **Slow**

- *Creation point cost:* 3
- **Effects:** The golem gains the ability to spend an action to target one or more creatures it can see within 10 feet of it. Each target must make a Wisdom saving throw with a DC of 8 + the golem's proficiency bonus + the golem's Constitution modifier against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- This ability can be used a minimum of one time per encounter. If it has been used, at the start of each of the golem's turns the golem can roll a d6, if the value rolled is a 5 or 6, then the ability can be used again.

- **Speed Enhancement**

- *Creation point cost:* 1 per enhancement
- **Effects:** Each creation point spent on this feature increases the golem's speed by +5', up to a maximum value of +30'.

- **Two Heads**

- *Creation point cost:* 1
- **Effects:** The golem gains advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, stunned, and knocked unconscious.

- **Winged**

- *Creation point cost:* 4
- **Effects:** The golem gains a flying speed equal to its movement speed.

- **Wounded Fury**

- **Prerequisite:** *Golem does not possess the Berserk ability*
- *Creation point cost:* 2
- **Effects:** When the golem has its hit points reduced to one-quarter of their maximum value or less, the golem has advantage on all attacks and inflicts an additional 2d6 with melee weapon attacks.

NEW CHARACTER OPTIONS

The Golemancy system would be entirely useless if not used in conjunction with the new toolkit and spells that make the construction of golems possible. In this section you can find both the required and optional tools useful for crafting golems, as well as a new feat and two new subclasses that enable players to really make the most use out of the system.

NEW TOOL PROFICIENCY

This new tool option is far from riveting, but it is entirely necessary for crafting golem husks. Alternatively, it isn't necessary at all and your DM can have you craft golem husks with whatever tools he or she sees fit.

TOOLS

Item	Cost	Weight
Golemancy Tools	50 gp	10 lb.

NEW FEAT

COMBAT PILOT

You have mastered the use of animated golems with no intelligence and as a result, whenever you pilot a golem you gain the following benefits:

- You no longer need to make Wisdom checks to determine if you can take an action when piloting a golem in combat.
- You can pilot golems 1 size smaller than than you otherwise could. Equally, golems can be 1 size smaller before you start suffering penalties for piloting them. You can never pilot golems that are a size category smaller than you.



NEW SPELLS

Included is the ever-important Animate Golem spell - a spell required if you ever hope for the fortunes devoted to your golem husk to ever pay dividends. In addition there are two spells which both aid in the crafting of the husk, one of which can be applied to any crafting trade. Finally, there is a fourth spell that was only recently devised by one of the most prominent golemancers, yet his research has already been leaked throughout the majority of the covens.

All of the following spells are found on the Wizard, Sorcerer, and Warlock spell lists.

ANIMATE GOLEM

3rd-level transmutation

Casting Time: Varies

Range: 10 feet

Components: S, V, M (the golem husk to be animated)

Duration: Instantaneous

You perform a ritual, at the conclusion of which you will have animated the chosen golem husk into a fully functional golem. The ritual requires precisely 30 minutes of effort for every Golem Creation Point invested in the husk. If you perform the ritual for a minute longer or less than what is required, the spell fails and that husk can never be animated. You can single-handedly animate a golem that has 6 or less Golem Creation Points invested, or you can perform the spell with other casters that know this spell or have it prepared, and animate a golem that has a number of Golem Creation Points invested equal to, or less than the combined amount of Golem Creation Points each individual caster could animate, halved.

The golem will view every caster involved in the casting of the spell and all of those they designate, as its master. The golem will follow any and all commands issued by its masters, but at the most it can only possibly perform one action, reaction, and bonus action on its turn in combat and will obey whichever master issued a command first.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can animate a golem husk with 2 more Golem Creation Points invested, for every slot level above 3rd.

TIRELESS SERVANT

3rd-level conjuration

Casting Time: 10 minutes

Range: 30 feet

Components: V, M, S (a piece of string and a bit of wood)

Duration: 24 hours

This spell creates an invisible, mindless, shapeless force that is proficient in the same tools as the caster and can work tirelessly for 24 hours per day. Every day that it spends crafting at maximum capacity counts for 3 days of crafting time.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration is extended an additional 24 hours for every slot level above 3rd.

INFUSE GOLEM

4th-level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, M, S (the resources being invested into the golem husk)

Duration: Instantaneous

Each time this spell is cast, 5 days worth of crafting on a golem husk is instantly completed.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, an additional 5 days of crafting is completed for every slot level above 3rd.

FUSE INANIMATE WITH FLESH

8th-level transmutation

Casting Time: varies

Range: 10'

Components: S, V, M (the husk limb to be attached and animated)

Duration: Instantaneous

You can attach a specially designed golem limb to a person as a replacement for their own, and then animate it with this spell. Although the task is far more difficult than simply animating a pure golem, and requires a ritual to be performed with precisely 1 hour of effort for every Golem Creation Point invested in the husk. If you perform the ritual for 30 seconds longer or less than what is required, the spell fails and that husk limb can never be animated. You can single-handedly animate a limb that has 4 or less Golem Creation Points invested, or you can perform the spell with other casters that know this spell or have it prepared, and animate a golem limb that has a number of Golem Creation Points invested equal to, or less than the combined amount of Golem Creation Points each individual caster could animate, halved.

The body of the limb must be of the same size as whomever is receiving it. That one limb has abilities as per the size and material of the limb. Any relevant defensive properties are also carried over but only effect that one limb.

The Gold cost for creating a single limb is 1/5th what it would cost for an entire golem. The intelligence and power source of the limb are irrelevant and add no monetary or Golem Creation Point costs as the humanoid host provides both through their natural means.

Special features that can be made relevant for that particular limb can be added but the process is very difficult and costs triple the usual Golem Creation Points for that special feature.

At Higher Levels. When you cast this spell using a 9th level spell slot, you can animate a golem limb with a total of 6 Golem Creation points invested.

NEW CLASS ARCHETYPES

Although any Sorcerer, Warlock, or Wizard with the right spells, tool proficiency, finances and spare time can craft golems without any trouble, the following two archetypes fully embrace their love of golemancy and devote their lives to that one trade.

ARCANE TRADITIONS

SCHOOL OF GOLEMANCY

As true experts of the trade, golemancers have achieved a mastery over the forces of golem creation that no other spellcaster could hope to emulate.

GOLEMANCY SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to craft a golem is halved.

DESIGN INGENUITY

Beginning when you select this school at 2nd level, you can craft golem husks with an additional 4 Golem Creation Points worth of special features without increasing the time to craft the husk, nor the gold required to do so. In addition, you gain proficiency in Golemancy Tools.

INTUITIVE PILOT

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn while piloting a golem. In addition, you gain advantage on your wisdom checks determine if you are able to act.

COHESIVE BOND

When you reach 10th level, the magical energies of you and a golem you pilot are so in sync that after spending a short rest attuning with it, you and the golem both gain magical regeneration whenever you are within the golem. While inside of the golem, both you and the golem regain 1 hit point at the start of each of its turns as long you both have at least 1 hit point.

If you are piloting a golem as part of a gestalt, the gestalt's temporary hit points will instead increase by 1 per round up to a maximum of the gestalt's starting temporary hit points.

PARTIAL CONSTRUCT

By 14th level, you have spent so much time manipulating the magics connected to golemancy, that some of the magic has become infused in you and turned you into a living construct. You no longer need to eat, sleep or drink and have resistance to non-magical, non-adamantine bludgeoning, piercing and slashing damage. You are not considered a construct with respect to spells and abilities that affect constructs differently to living beings.

MARTIAL ARCHETYPES

ELITE CONTROLLER

Until recently, only a few non-casters had found their way into the welcoming arms of golemancy, however those early pioneers proved their worth not in spite of, but because of their lack of magical aptitude and now the ranks of Fighters within the world of golemancy has swelled to incredible numbers.

Other casters can often prove to be quite a threat to a golemancer but the same is not true of their martial comrades. The Fighter's reliance on the golemancer to animate their husks provides a level of security that golemancers crave. Not only that, but the Fighters have proved themselves to be a surprisingly valuable asset when it comes to crafting golem husks - not only do they seem competent in the trade itself, but against all odds the Fighters seem to be able to find the resources needed to craft the husks at prices that render the golemancers entirely dumbfounded.

GOLEMANCER GROUPIE

Beginning when you select this archetype at 3rd level, you have demonstrated such a profound devotion to the golemancy trade that you have built a network of contacts that allow you to find back-channel means of purchasing already animated golems at only 40% more than their craft price, purchasing the resources required to construct a golem chassis at 50% of their usual market value, or having a golemancer animate a golem husk with a fee of 20% of the gold value of the Husk (Provided that particular golemancer is even capable of animating a husk of that design).

In addition, you have Expertise in Golemancy Tools.

COORDINATED COMMAND

Starting at 7th level, when taking the attack action in combat, you can give up one of your attacks in order to command an intelligent golem to attack once more than it otherwise could, doing so uses the golem's reaction and the golem must have a reaction to use.

ACE PILOT

Beginning at 10th level, When you are piloting a golem, you can make a single melee weapon attack as a bonus action on each of your turns. In addition, you have advantage on your Wisdom checks to determine if you are able to take an action.

THE MIGHT OF MANY

Beginning at 15th level, your weapon attacks and those of all golems under your command now score a critical hit on a roll of 19 or 20.

PEERLESS CONTROL

Beginning at 18th level, when piloting a golem, you have advantage on all weapon attack rolls. Additionally, other creatures have disadvantage on attack rolls against the golem.

