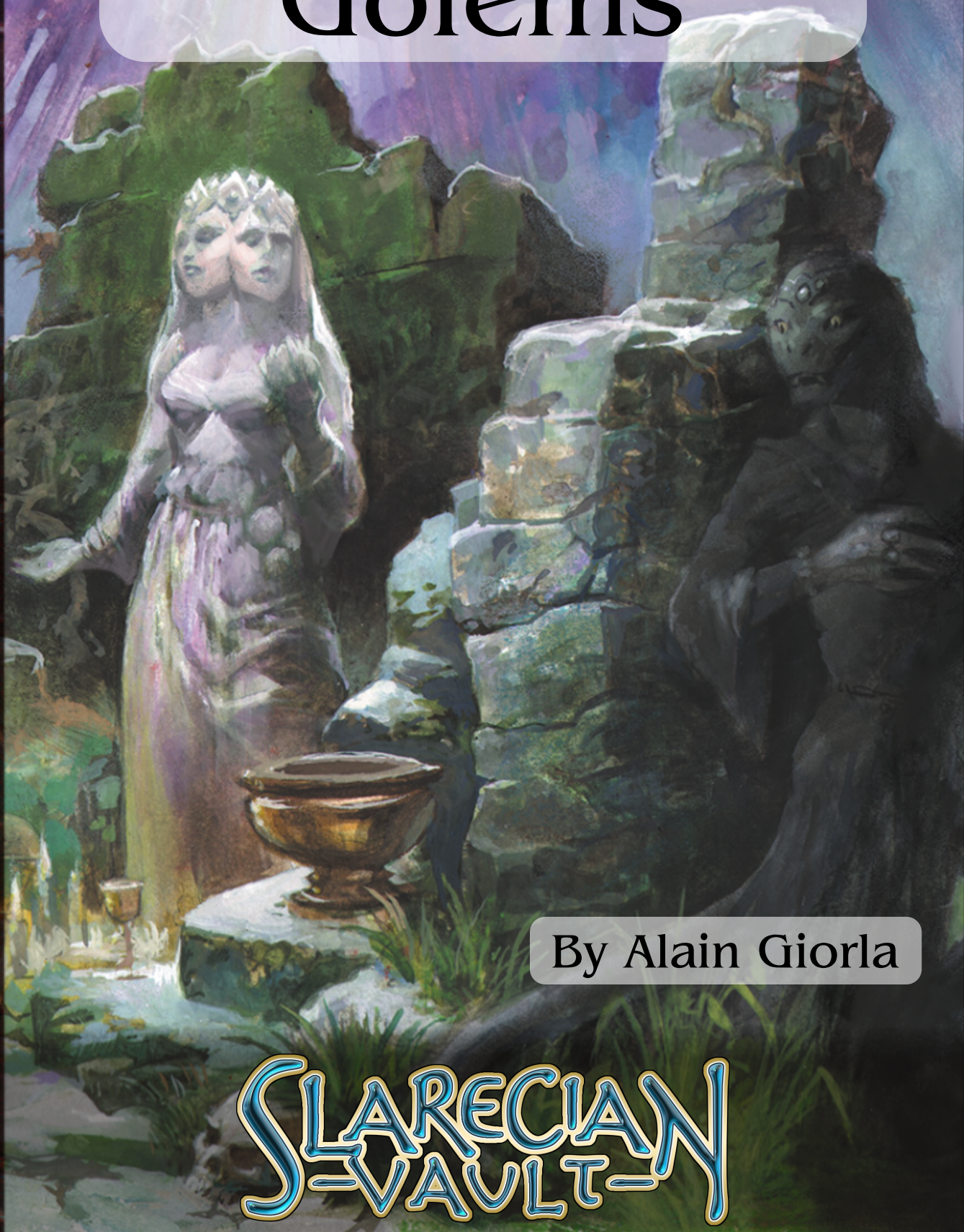


# Spontaneous Golems



By Alain Giorla

SLARECIAN  
-VAULT-

# CREDITS

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# SPONTANEOUS GOLEMS

While most golems are crafted by expert spellcasters using esoteric spells and formulae, some arise spontaneously from magical events throughout the world.

**Born of Tragedy.** More often than not, spontaneous golems are birthed in places of great pain, fear, or sorrow. Powerful emotions seem to act as a catalyst for their creation, even though it may only be one of the many factors required for a spontaneous golem to rise.

Due to their nature and the process by which they are created, spontaneous golems are extremely rare, and most if not all of them are unique, shaped by specific series of events and coincidences. Spontaneous golems seem to be more common in Termana than in Ghelspad, probably due to the more primal environment on that continent, but even there they remain very rare.

**Unruled Spirit.** Since a spontaneous golem has not been created by a well-defined formula, it cannot be controlled as easily as other golems. No creature can claim to be the creator or the possessor of a golem, and no creature can give it commands or instructions.

In his treatise on the subject, the archmage Gest Ganest proposed the hypothesis that if a spontaneous golem could be restrained, an amulet could theoretically be crafted to allow control over the spirit that animates the golem. However, such a ritual might require to reproduce the conditions in which the spontaneous golem rose, which might prove difficult if not impossible for some of these creatures.

**Unstoppable Force.** Even though spontaneous golems are not sentient creatures, they are inhabited with a very strong driving or impulse related to the events of their creation. They do have some degree of cunning, and are able to prioritize threats or find ways to overcome obstacles when brute force is not sufficient, but they can't be reasoned with, and most don't seem to understand any language.

**Construct Nature.** A spontaneous golem doesn't require air, food, drink or sleep.

## Dream Golem

**Lore:** The drug that is extracted from the blue lotus is probably the most potent hallucinogen on Ghelspad, and many seek it to evade reality, at least for short periods of time. Redis Asuras was such a man, and used his family wealth to live a life of pleasure and decadence in Urlisian, in New Venir, where he was appointed to promote the family business. Instead of managing his contracts and clients, Redis preferred to stay with his close friends in his mansion, in which he would let continuously burn blue lotus flowers, inhaling the drug for as much as he could.

One day, the neighbors noticed that the mansion was unusually quiet and sent a party to investigate. It soon appeared that Redis Asuras and his guests died trapped in a blue lotus-fueled dream, having apparently forgotten to sustain themselves from something more substantial than smoke. Yet a brasero was still burning, and soon the mist started to attack the intruders. The creature was ultimately driven off, but the Urlisian citizen felt its influence long after it was gone.

**Of Smoke and Dreams.** The dream golem consists of a mist of blueish smoke that can permeate through the tiniest of opening. Creatures that inhale the smoke are subject to particularly vivid hallucinations that draw on their worst nightmares, and the golem seems to feed on the dreams it inflicts.

**A Desperate Hunger.** The golem feels a strong urge to force its visions upon sentient creatures. It favors sleeping creatures in priority as these are easy prey, and prefers to remain out of sight whenever possible. If it is unable to satisfy its needs, the golem becomes restless and more aggressive and will attack the closest conscious creature it can see.

## Figurehead Golem

**Lore:** During the Divine War, the elvish ship the *Summer Maid* sailed back and forth between Termana and Ghelspad numerous times, carrying news from the war as well as ferrying troops, weapons, and magical artifacts. The *Summer Maid* was midway through the ocean, its hold filled with elvish swords and armors, when Vangal the Ravager threw Kadum into the see. Struck by the massive titan and drenched in its blood, the *Summer Maid* shattered and sank with its treasure. Only the figurehead remained.

As many elvish ships built in Ehitovael in Termana, the *Summer Maid's* figurehead was enchanted and had acquired a sentience of its own long before the war. However, being split from its vessel and covered in Kadum's blood corrupted its mind and filled it with rage. The figurehead suddenly realized that it had been a slave since its very creation, and sent itself on a quest for revenge, attacking ships crossing the Blood Sea bound to or coming from the elven realms. The *Summer Maid* was not the only sentient ship built by the elves, and the figurehead has vowed to free its sisters from the shackles of their ships.

**Of Wood and Blood.** The golem consists of the wooden figurehead of a female elf, soaked in blood and torn from its ship. As opposed to most golems, the figurehead can talk and is knowledgeable on a certain number of topics, but it generally refuses to speak to those it considers its enemies.

**A Breaker of Ships.** The spirit that inhabits it is highly aggressive and seeks to destroy ships as well as magical items of elvish manufacture. It prefers to attack from beneath the water, using its magical abilities to break through the hull and sink the ship. The golem is rarely found alone, as other sea monsters usually gather around it to benefit from its plunder.

## Glass Golem

**Lore:** After the fourth Hollowfaust siege and the defeat of the sutak sorcerer Pherakka, the necromancers lead a punitive expedition into the Ukrudan desert to end the sutak threat once and for all. In a desperate attempt to save their people, sutak druids, shamans and pyromancers gathered to call Thulkas to their help. They devised a ritual that would harness the power of the titan trapped within the sun and collect it in creatures made of sand, thus raising an army that would match Hollowfaust's legions of the dead. The necromancers interrupted the ritual and slaughtered the spellcasters one by one. Soon after, the sutak defeat was total.

What the necromancers had not realized is that the sutaks' cry for help was heard, and was answered a few days later. Columns of fire fell from the sun onto the desert, creating large craters of vitrified glass. By chance, one of the beams hit a sand statue that the sutaks had prepared for their ritual, instantly transforming it into crystal. Touched by the very essence of a titan, the statue animated, and started looking for its creators.

**Of Sand and Sun.** The golem consists of a large humanoid shape made of glass, and seems to reflect and refract the light around it. It is highly brittle, but uses this particularity to its advantage, and anyone who attacks it might quickly regret it.

**A Soul in Searching.** The golem was created during a ritual that could not be completed. It wanders the world, looking for its master or any clue about its mission or purpose. As opposed to most golems, it is rarely hostile (though it will defend itself if attacked) and avoids any unnecessary confrontation. It doesn't hesitate to flee from fights that it cannot win, so that it can live another day and get a new chance of finding its master.

## Library Golem

**Lore:** Lindar of Darakeene dreamed of being a wizard, but it soon became clear to his master Thariak the Gregarious of the Phylacteric Vault that the young man didn't have the skill, the talent, or the patience required for the study of magic. After Lindar knocked a candle instead of delicately grabbing it with a *mage hand* cantrip, starting a small fire in Thariak's library, the master dismissed the apprentice.

Lindar felt humiliated and enraged, and stole the following night books and magic items from his former master's laboratory. He wanted to prove Thariak that he was a better wizard than him, and started to try casting every spell contained in the stolen grimoires. Each and every spell failed. Eventually, the young man grew tired and angry, and started tearing apart and burning the tomes that didn't follow his commands. After hours and hours of verbal and physical abuse, the books rebelled and pummeled on the apprentice, killing him on the spot.

**Of Scroll and Spell.** The golem consists of a collection of books, tomes, and sheets of parchment slowly floating over the ground. It is able to cast some of the spells contained in its own spellbooks, but will not hesitate to use brute force when necessary. It has no distinctive features, and simply charges its enemies when surrounded and outnumbered.

**A Curious Reader.** The golem seeks to collect knowledge of all kind, and to prevent that knowledge from falling in the wrong hands. It can grow in size and powers by absorbing new books and scrolls into its shape, and is particularly interested in spellbooks and tomes of arcane knowledge. It dislikes physical confrontation, and will attempt to escape if it cannot overcome its foes.

## Runesmith Golem

**Lore:** By any account, Baereth Marn should have been a beacon of peace and prosperity between the drendali and the dwarves. The city was built a few years before the Divine War broke out, and was destroyed by Chern, the Plague that Walks, before the ill-fated Battle of Gambedel's Bridge. The titan's presence corrupted everything he touched, from the lead golems of the drendali to the forges and smithies of the dwarves.

As Chern approached in Baereth Marn, drendali artificers and dwarves runecasters gathered their resources to craft a weapon that would be able destroy the titan. The blade was engraved with both dwarven runes and elvish symbols, and was nearly ready when the titan poured itself in the city as a giant wave of filth and sickness. Quenched in the titan's corruption, and inhabited with a malicious presence, the sword animated itself, gathering pieces of armor around it to form a body, and started hunting down dwarves and elves alike.

**Of Steel and Filth.** The golem consists of a greatsword and unassorted pieces of armor vaguely bound together and from which a sick greenish fluid slowly oozes. The weapon and the armor are engraved with runic and arcane symbols of all kind that glow when the golem uses its powerful magical abilities.

**A Magical Hatred.** The golem has a profound hatred for anything magical, and will seek to destroy anything that it perceives as such. It is able to identify threats quite accurately, and will avoid confrontations that it cannot win. The golem is aware on the effects it has on the environment around itself, and does not hesitate to wait until its foes are weakened by disease before attacking them.

# DREAM GOLEM

## Spontaneous Golem, Dream

Large construct, unaligned

Armor Class 13

Hit Points 104 (11d10 + 44)

Speed 0 ft., fly 40 ft. (hover)

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 12 (+1) | 17 (+3) | 18 (+4) | 7 (-2) | 13 (+1) | 16 (+3) |

**Skills** Stealth +9

**Damage Immunities** poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks not made with adamantine weapons

**Conditions Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands one common language (typically Shelzari) but can't speak

**Challenge** 8 (3,900 XP)

**Detect Dream.** When it is not incapacitated, the golem magically knows the location of the closest sleeping creature within 1 mile.

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

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

**Smoke Form.** The golem can occupy another creature's space and vice-versa. The golem can move through any space as narrow as 1 inch wide without squeezing, but it can't penetrate liquids.

## Actions

**Multiattack.** The golem makes two slam attacks. If both attacks hit the same creature and the creature occupies the same space as the golem, the golem uses its Waking Nightmare on it.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage plus 9 (2d8) psychic damage.

**Waking Nightmare.** The golem magically induces hallucinations in one creature located within the same space as the golem. The target must succeed a DC 14 Wisdom saving throw. On a failed save, the target becomes subject to terrible hallucinations for 1 minute. While this effect persists, the target becomes stunned, blinded and deafened and takes 21 (6d6) psychic damage at the start of each of its turn.

The target can make a new saving throw at the end of each of its turn, ending the effect on itself on a success. When the target doesn't occupy the same space as the golem, the effect also ends if the target takes damage or if another creature takes its action to shake the target awake.

When the target succeeds on its saving throw or the effect ends for the target, the target becomes immune to the golem's Waking Nightmare for the next 24 hours. This effect doesn't affect creatures that don't sleep or don't breathe air.

## Reactions

**Fade From Reality (Recharge 5-6).** When the golem takes damage and can see its attacker, the golem only takes half damage and can move by 40 ft without provoking attacks of opportunities.

## Regional Effects

The golem's presence wraps the dreams of all creatures within 1 mile of it in the following ways:

- Dreams are more vivid and creatures are generally more likely to remember them. Dreams induced by the golem tend to be related to personal insecurities and fears, and often turn into nightmares. This affects particularly the children and the sick.
- Spells and magical effects related to sleep or dreams become much more powerful. Creatures have disadvantage on all saving throws against *dream*, *sleep*, or similar spells, and these spells are considered as being cast using a spell slot two levels higher.
- Hallucinogen and narcotic plants such as juklka weed or blue lotus grow faster, and produce twice as much leaves, flowers or fruits as usual.

When the golem is destroyed, these regional effects fade away after 1d4 weeks.

# FIGUREHEAD GOLEM

## Spontaneous Golem, Figurehead

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 40 ft., swim 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 15 (+2) | 18 (+4) | 16 (+3) | 15 (+2) | 14 (+2) |

**Skills** Arcana +6, History +6

**Damage Immunities** necrotic, poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks not made with adamantite weapons

**Conditions Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Elvish, High Elvish, Ledeian, Termanean

**Challenge** 10 (5,900 XP)

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

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

**Siege Monster.** The golem deals double damage to objects and structures.

**Titansblood Aura.** The golem emits a 60-foot magical emanation around itself. Each creature in the area that has the titanspawn tag benefits from the golem's Magic Resistance and Magic Weapons traits and gains advantage on all saving throws against being charmed or frightened.

**Water Walk.** The golem can magically walk on water unless it is incapacitated.

## Actions

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage plus 9 (2d8) necrotic damage. If the target is a plant creature or a wooden object, the golem regains as many hit points as the amount of necrotic damage taken by the target.

**Force Blast (recharge 6).** The golem produces a blast of magical force in a 30-foot cone. Each creature and object in that area must make a DC 14 Strength saving throw, taking 52 (15d6) force damage on a failed save, or half as much on a successful one. On a failed save, the creature is also pushed by 30 ft away from the golem and is knocked prone. If the creature was swimming, it immediately starts falling underwater.

The blast also dispels magical effects of 3rd-level or lower, as with a *dispel magic* spell. It can't dispel magical effects of 4th-level or higher.

## Regional Effects

When the golem is at sea or within 10 miles of a shore, its influence can be felt in a 10 miles radius around it.

- Plants and wooden objects rot and decay at a much faster rate, and algae and similar lifeforms don't grow in the region. In particular, ships require constant care and maintenance and are prone to random accidents if left without surveillance.
- Titanspawn creatures in the region are more aggressive than usual, and attack ships and preys they would not attack normally.
- Sentient magical items are emboldened by the golem's presence, and are more likely to attempt to take control of their wielder in a situation of conflict. Sentient magical items in the region gain advantage on all contested Charisma checks against their wielder.

When the golem is destroyed, these regional effects fade away after 1d4 weeks.

# GLASS GOLEM

## Spontaneous Golem, Glass

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., burrow 20 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 13 (+1) | 20 (+5) | 3 (-4) | 11 (+0) | 1 (-5) |

**Damage Resistances** thunder

**Damage Immunities** poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks not made with adamantite weapons

**Conditions Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands one common language (typically Ukrudan) but can't speak

**Challenge** 12 (8,400 XP)

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

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

**Sand Glide.** The golem can only burrow through nonmagical sand. While doing so, the golem doesn't disturb the material it moves through. The golem ignores difficult terrain caused by sand and doesn't leave tracks when walking on sand.

## Actions

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage, or 18 (3d8+5) slashing damage if the golem has half its maximum hit points or lower.

**Prismatic Beam.** *Ranged Weapon Attack:* +9 to hit, range 60 ft., one target. *Hit:* 21 (6d6) damage and the target is blinded until the end of its next turn. The golem rolls 1d6 to determine the type of damage using the following table.

| 1d6 | Type        | 1d6 | Type   |
|-----|-------------|-----|--------|
| 1   | Fire        | 4   | Acid   |
| 2   | Electricity | 5   | Poison |
| 3   | Radiant     | 6   | Cold   |

## Reactions

**Prismatic Glow (Recharge 6).** When the golem makes a saving throw against a spell or magical effect or is targeted by a magic attack, it refracts the magical energy and can make a prismatic beam attack against up to three creatures it can see within range.

**Shattered Glass (Recharge 6).** When the golem takes bludgeoning, force, piercing or slashing damage, it can spread shards of shattered glass in a 10 ft radius around it. Each creature in the area must succeed on a DC 17 Dexterity saving throw, taking 36 (8d8) piercing damage on a failed save, or half as much on a successful one. The golem can use this reaction if the attack reduces it to 0 hit points.

## Regional Effects

The golem's presence changes the very fabric of glass in a 1 mile radius around itself.

- Sand melts at a lower temperature and becomes more malleable, making it easier to manipulate. Making objects made of glass during downtime activities take half the usual time, and any ability check related to the crafting process has advantage.
- Objects made of glass become nearly unbreakable. Their hardness is increased by 10 points, and they gain resistance to thunder damage.
- The light of the sun seems warmer and more unbearable as the day goes on. During the day, the temperature is increased by 20 degrees Fahrenheit (or 10 degree Celsius) compared to the seasonal average. The DC of the Constitution saving throw to resist the effects of extreme heat in the region increases by 2 for each additional hour instead of 1.

When the golem is destroyed, these regional effects fade away after 1d4 weeks.



# LIBRARY GOLEM

## Spontaneous Golem, Library

Medium construct, unaligned

Armor Class 12

Hit Points 93 (11d8 + 44)

Speed 0 ft., fly 30 ft. (hover)

| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 15 (+2) | 15 (+2) | 18 (+4) | 15 (+2) | 11 (+0) | 1 (-5) |

**Skills** Arcana +5, History +8, Religion +5

**Damage Immunities** poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks not made with adamantite weapons

**Conditions Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands two common language (typically Darakeene and Ledean) but can't speak

**Challenge** 6 (2,300 XP)

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

**Spellcasting.** The golem is a 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks) and it doesn't require verbal or material components. It has the following wizard spells prepared.

Cantrips (at-will): *mage hand*, *mending*, *minor illusion*

1st level (4 slots): *flash\**, *mage armor*, *thunderwave*

2nd level (3 slots): *mirror image*, *shadow bolt\**

3rd level (3 slots): *fireball*, *sleet storm*

4th level (2 slots): *mana spear\**

Spells marked with a star \* are described in the **Scarred Lands Player's Guide**.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

## Actions

**Multiattack.** The golem makes two slam or two arcane rays attacks.

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Arcane Ray.** *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (3d6) acid, cold, fire, lightning or thunder damage. The golem chooses the type of damage before making the attack.

**Pummel (Recharge 5-6).** The golem flies by 60 ft without provoking attacks of opportunity. During this movement, the golem can move through creatures and make one slam attack against each creature it passes through. The golem must end its movement in an empty space.

## Reactions

**Absorb Spell (Recharge 6.** When the golem sees a creature cast a spell within 30 ft of it, the golem can attempt to absorb the spell. The golem makes an Intelligence ability check against a DC equal to 10 + the level of the spell. On a success, the spell fails as per the *counterspell*, and the golem can replace any of its prepared spells with the absorbed spell if it is on the wizard spell list and of 4th level or lower.

## Regional Effects

The golem alters books and libraries within 1 mile of it.

- Libraries are more difficult to navigate. Books don't seem to be in the right place, their titles could be scrambled or erased, or entire tomes could be translated in another language. Researching in a library in the region takes twice as much time as usual, and any associated ability check is made with disadvantage.
- Books, tomes and scrolls become more resilient to the passage of time, even in very humid environments. Ink doesn't fade away, and paper doesn't rot and isn't eaten by vermin.
- Written riddles, puzzles, or secret codes become more obfuscated, increasing by 2 the DC of any ability check made to solve them.

When the golem is destroyed, these regional effects fade away after 1d4 weeks.

# RUNESMITH GOLEM

## Spontaneous Golem, Runesmith

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 24 (+7) | 14 (+2) | 20 (+5) | 7 (-2) | 11 (+0) | 1 (-5) |

**Damage Immunities** poison, psychic; bludgeoning, piercing and slashing from nonmagical attacks not made with adamantite weapons

**Conditions Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands one common language (typically Drendali or Dwarvish) but can't speak

**Challenge** 14 (11,500 XP)

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

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

**Runic Passage.** The golem doesn't trigger magical traps, including spells such as *glyph of warding* or *symbol*, and has resistance against all damage from magical traps.

**Runic Suppression.** The golem emits a magical aura that prevents the use of magic items within 60 ft of it. Each creature in the aura that tries to activate a magic item must succeed on a DC 17 Wisdom saving throw. On a failed save, the creature cannot activate the item and loses its action. This aura doesn't prevent creatures to benefit from passive effects from magical items, including bonus to attack rolls, skill checks or saving throws.

## Actions

**Multiattack.** The golem makes two melee attacks. If the golem hits the same creature twice during the same turn, the creature must succeed on a DC 11 Constitution saving throw. On a failed save, the creature becomes exposed to the sewer plague disease. On a successful save, the creature becomes immune to this ability for the next 24 hours.

**Slam.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (3d8+7) bludgeoning damage.

**Greatsword.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 23 (3d10+7) slashing damage.

**Runic Call (Recharge 6).** The golem's runes glow with dim light and irradiate magic in a 60 ft radius around itself until the end of its next turn. While this effect is active, the golem's movement speed is reduced to 0 ft. The golem chooses one option from the *symbol* spell. Each creature in the area when the golem uses this action is targeted by the effect selected, as is a creature that enters the area for the first time or ends its turn there. The spell save DC for this effect is 17.

## Regional Effects

The golem impedes runic magic within 1 miles of it. If the golem is underground, it affects a 10 miles radius instead.

- Spells such as *glyph of warding*, *symbol*, or similar spells have a chance to dissipate harmlessly after being cast. Every day at midnight, roll 1d20 for every such spell within 10 miles of the golem. On a roll of 1, the spell ends without any further effect.

This also affects spells inscribed as runes by a rune caster. The rune caster prestige class is described in the **Scarred Lands Player's Guide**.

- Magic items primarily made of metal are more difficult to enchant and attune to. The time and resources required to enchant such a magic item is multiplied by two, and a creature needs to spend a long rest to attune to such a magic item instead of a short rest.
- Metal objects become vectors for diseases. Whenever a diseased creature touches an item primarily made of metal with its bare skin, the object becomes contaminated for the next 24 hours, and any creature touching it with its bare skin during that period becomes exposed to the same disease. Any piece of metal touched by the golem becomes contaminated with the sewer plague disease for the next 24 hours.

When the golem is destroyed, these regional effects fade away after 1d4 weeks.

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