



GOLCOM

Golcoms are fearsome giants that stand near 70-feet-tall. They are covered in fine orange, green, and yellow fur, have cloven, goat-like feet, and porcine faces. Once a prolific race found throughout most of Casar, golcoms are now an endangered species. Despite their aggressive attitudes, they are protected by Dinzer Preservers and kept safe in the Valley of Dreams in southern Odonburg.

GOLCOM FORTRESS

The Dinzers of Odonburg have discovered a way to equip golcoms with special howdahs called golcom fortresses. The golcoms wear these castles over their heads and shoulders like armor. Then, Dinzer forces occupy the fortresses, using the howdahs as launch ports for remote travelers, gliders, and siege weapons.

A golcom fortress has the following features:

Ceiling. The ceilings throughout the complex are ten feet high.

Communication Panels. Set into the wall beside most of the doors is a screen. The screen has two uses. First, a properly credentialed Dinzer can wave their hand in front of it in order to open the door (see below). Second, the screen creates two-dimensional illusions of the areas of the fortress both providing a map of the tower as well as giving access to a communication system. If a character touches an area on the map, it highlights. From there, they can speak into the panel. In doing so, their voice is broadcast into the area as if by the *magic mouth* spell.

Detect Magic. The entire fortress exudes faint traces of transmutation magic.

Doors. Many of the doors are made from solid steel unlike anything the characters have used or seen. The doors that are still standing automatically slide open when a credentialed Dinzer waves his or her hand in front of the panel. Otherwise, a sealed door requires a successful DC 15 Strength (Athletics) check to pry open. The doors have AC 17, 20 hp, and are immune to poison and psychic damage.

GOLCOM

Gargantuan giant, neutral evil

Armor Class 16 (scale mail)

Hit Points 273 (14d20 + 126)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	13 (+1)	28 (+9)	9 (-1)	12 (+1)	10 (+0)

Saving Throws Str +15, Con +14, Wis +6

Skills Athletics +15, Perception +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 16

Languages Giant

Challenge 14 (11,500 XP)

Golcom Resilience. The golcom has advantage on saving throws against poison.

Siege Monster. The golcom deals double damage to objects and structures.

Actions

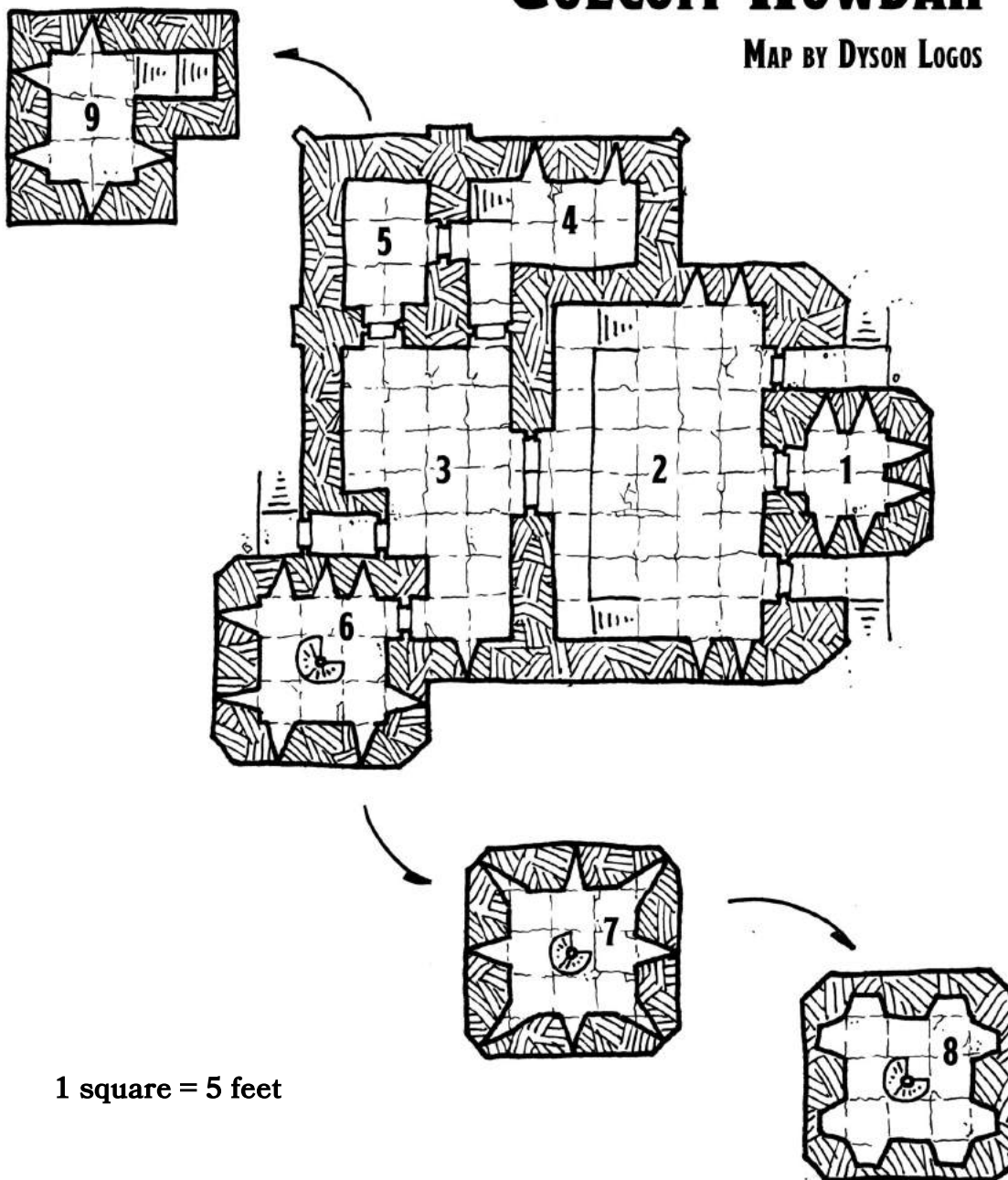
Multiattack. The golcom makes two melee weapon attacks.

Warhammer. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage, or 32 (4d10 + 10) when wielded with two hands.

Rock. *Melee Weapon Attack:* +15 to hit, range 80/320 ft., one target. *Hit:* 49 (6d12 + 10) bludgeoning damage.

GOLCOM HOWDAH

MAP BY DYSON LOGOS



1 square = 5 feet

Furthermore, a creature can spend 1 minute examining the mechanisms to better understand how they work. At the end of the minute, they must make a DC 15 Intelligence (Arcana) check. On a success, the doors open automatically for them for the remainder of their duration in the fortress.

Floors. Like the ceilings, doors, and walls, the floors are made of enchanted stone. Red and blue carpeting is common throughout.

Light. Whenever a creature enters an area, panels in the ceiling automatically light up as if affected by the *light* spell. The panels detect the presence of living things, so undead and constructs won't trigger them. A creature can operate the lights by saying "lights on" or "lights off" aloud. Also, the

lights automatically turn off after 1-minute passes of no living creatures in an area.

Power Cells. Many of the magic features of the tower are powered by a piece of emerald Odonburgite kept in Area 2.

Walls. All of the walls are made from enchanted stones metal alloy that exudes faint transmutation magic.

EXAMPLE CREW

A golcom howdah requires a large crew to man its myriad stations. In addition to the guards that operate the ports, the howdah may carry extra soldiers that can exit the tower via gliders or *burnpacks*. The typical crew of a golcom howdah consists of the following creatures.

- One captain (**knight**).
- Four other officers: one lieutenant, a bosun, a quartermaster (**veterans**), and a healer (**priest**).
- Forty soldiers (**guards**, **archers** or **wand wielders**).

1 - BOW TOWER

The bow tower faces the same direction the golcom moves. There are enough arrow slits in the tower for 4 archers or wand wielders.

2 - COMMAND CENTER

This large room doubles as the engineering room and war room of the golcom howdah. The emerald Odonburgite power supply is kept here. Often, the fortress's leader works from a tactical station here that offers 360 degree views around the tower and direct communication with the golcom.

3 - STORAGE

Extra supplies are kept here.

4 - PORTSIDE VIEW

There are usually 2 guards or wand wielders stationed on the portside of the tower. For longer trips, the portside view hall will host a pair of sleeping sarcophagi (see the sidebar) as well as *portable hole* privies.

5 - ARMORY

All of the weapons and arms available to the howdah's battalion are stored in the armory. The doors are *arcane locked* at all times. Only the fortress's officers have the command word to unlock the doors.

6 - LOWER STERN TOWER

The lower stern tower has enough room for 7 archers or wand wielders.

7 - MIDDLE STERN TOWER

The middle of the stern tower can host 8 archers or wand wielders.

SLEEPING SARCOPHAGIS

A sleeping sarcophagus is a seven-foot-tall, black cylinder with a small window in its face. It can be opened via a pair of hinges. If a Medium or Small creature steps inside, the sarcophagus closes behind the creature and then creates a sleep effect. A creature who does not wish to be affected by the sleep effect must succeed on a DC 10 Constitution saving throw. Otherwise, they fall unconscious for 1 minute. During that minute, the interior of the sarcophagus emits a dull green light. At the end of the minute, the light vanishes, the creature awakens and the sarcophagus opens. The creature then gains the same benefits as if they had just completed a long rest. Plus, the sarcophagus' energy provides the creature as much nourishment as if they consumed 1 day of rations and the required allotment of water. Once a creature uses the chamber, they cannot gain the benefits from the chamber again for 8 hours. Other creatures are still free to use it.

8 - UPPER STERN TOWER

The upper stern tower has enough room for 8 archers or wand wielders, 4 ballistas, or 2 mangonels. Alternatively, it can be used as a launch pad for Dinzer aircraft or remote travelers.

9 - UPPER PORTSIDE TOWER

The upper portside tower has enough room for 5 archers or wand wielders.

