



# 106 RARE GOLEMS

"Is it true, master? That a golem's instinct is only as rigid as the materials used to create it?"



1. **[Bell Golem]** Constructed by wealthy temples in need of constant monitoring and protection / When beckoned, the bell's excess bronze liquifies in order to form the golem / It's immense weight gives it supernatural strength {wields bell like a flail} but causes it to lumber about slowly / Anything caught under the golem when it drops from its tower is smashed into a bloody paste / Hitting the golem causes a random hymn to ring out from the bell {still takes damage} / Dealing enough damage dents the bell and prevents it from playing one of its hymns {CP Alexander}\*
2. **[Medic Golem]** Ancient constructs built to serve in place of clerics on dangerous battlefields where wounded soldiers need immediate medical attention / Typically equipped with 6 spindly arms ending in saws, syringes, clamps, and other medical equipment / If not routinely blessed and cleansed of tarnished blood, these golems have a tendency to go into a mindless battle rages / Can inject a limited quantity of healing blood tonics with its syringe arms {if tonics are spoiled/poisoned, they instead deal necrotic damage + lower max health caps} {Golden Sajtli}\*
3. **[Meteor Golem]** Carved from an in-tact meteorite to serve as a mobile observatory for a star-obsessed mage / Telescopic eyes allow it to track multiple astral bodies simultaneously / Went mad after accidentally gazing into the eyes of an alien god / Golem can now control gravity in 4 dimensions + covered in alien bacteria / alien beings have a chance of emerging from the golem's fractured body whenever it takes damage {Golden Sajtli}\*
4. **[Prisoner Golem]** This spiked, spherical golem is specifically designed to torture prisoners of war by converting them into weapons of war / Prisoners are trapped inside the golem's hollow interior which is lined with glyphs that compel the prisoners to never stop running / Massive grinning faces decorate the golems' entrances allowing gore, treasure, and new prisoners to become trapped inside as it rolls overhead / The screams of agony emanating from the golem's face plate send most mortal soldiers fleeing in terror {JDRDoesAbsolutelyNothing}\*
5. **[Siege Golem]** Constructed and sold by war mongers to aid in castle sieges / Both arms are massive battering rams with 1d6 explosive charges stored inside / Can load individual charges into ram before making a slam attack / Crit fails by it to hit risk detonating all of its remaining explosive charges at once / Ape-like frame is made from cheap and disposable wood that offers little protection but allows for surprisingly quick movement {St Delirium}\*
6. **[Tooth Golem]** Tiny golems constructed for espionage / Golems are carried in small pouches by spies who leave them under the pillows of their targets / When target falls asleep, tooth golem magically swaps itself with one of the target's own teeth / Tooth golem can hear anything the target says but not what it hears / While removing one can be quite painful, tooth golems are otherwise harmless {CP Alexander}\*  
  
\*The initial inspiration for this idea was provided by this individual in the live chat of a past Sunday Sermon



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**VISUAL AID  
INDEX CARDS  
/ MAPS**

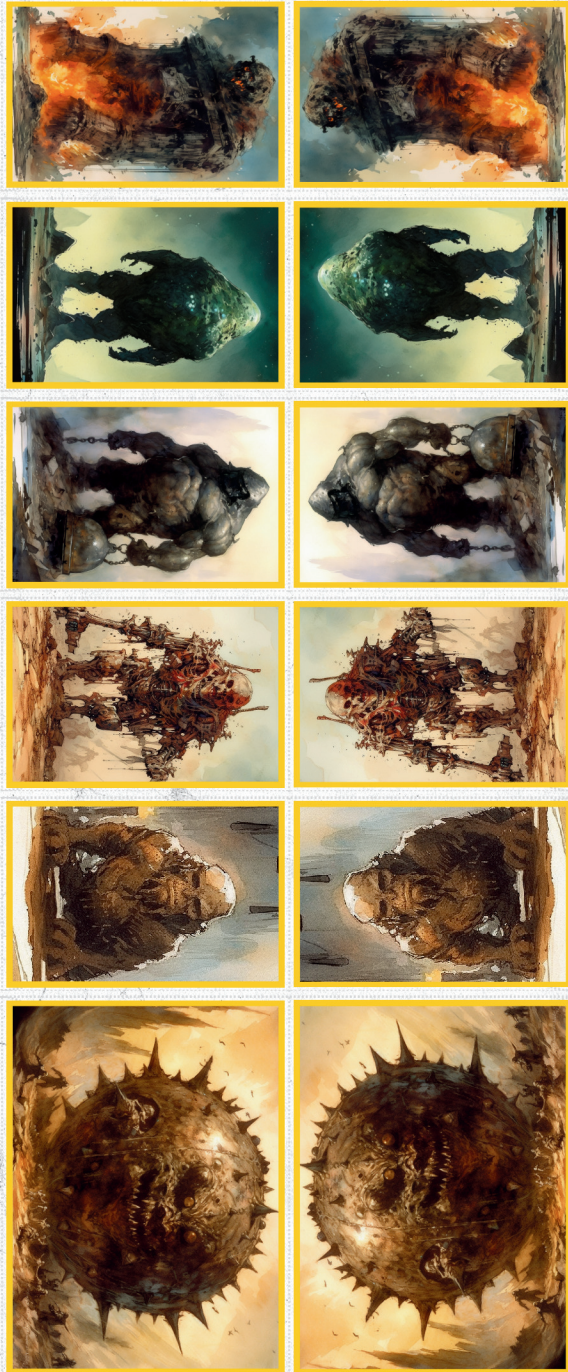
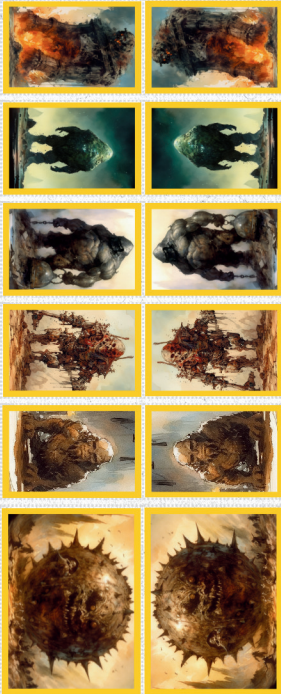




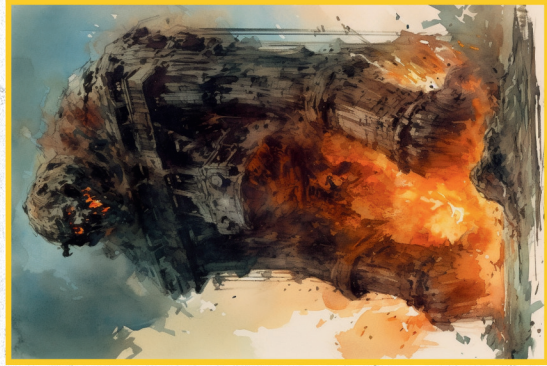
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/ MAPS**

**MEDIUM MINIS**  
**1" / 2" BASE**

**SMALL MINIS**  
**0.5" / 1" BASE**



LARGE MINIS  
2" / 3" BASE



LARGE MINIS  
2" / 3" BASE



**HUGE MINIS  
3" BASE**





**HUGE MINIS  
3" BASE**



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3" BASE**



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3" BASE**



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3" BASE**



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