Shipwreck Golem

Shipwreck Golem Lore

Arcana DC 15: Though flesh is the commonest and most malleable of necromantic media, there are forms of life more strange and esoteric that may be twisted to undeath, one such being the strange vestige of life absorbed by a sailing vessel over many journeys.

Though these simple beings normally lack any true animating force, the magics of undeath can provide exactly that, sculpting a simple wreck into a nigh-invincible necromantic siege hulk, and at a fraction of the magical and material cost that more traditional forms of golemancy require.

Arcana DC 20: Even better, some such wrecks arise to undeath on their own through natural processes; where the sight of a ghost ship in the fog might inspire terror in clueless mariners, a seasoned necromancer knows only avarice, as the death-soaked timbers of such vessels are near ready-made for reshaping into deathless servants, as precious a plunder as any the high seas have to offer.

History DC 15: The shambling siege weapons known as shipwreck golems are frequently deployed by corsair archmagi in their raids against coastal keeps, mobile artillery cobbled from the dredged hulks of fallen warships.

While the evil spells that animate these weapons grant them a measure of protection against most magical assaults, the rotted and splintering timbers from which they are constructed are a point of vulnerability; they will burn readily if first dried with a burst of heat, and they remain as vulnerable as any ship to being dashed upon rocks by a mighty gust or wave.

Shipwreck Golem Tactics

Shipwreck golems begin their assaults from range as they approach, testing their foes' defenses with their Rotary Carronade Six-Pounder by spreading their attacks around, later firing only against those that failed an earlier saving throw.

In melee, they typically attack first with their Sharpened Anchor with an eye toward pushing any creatures away that might make opportunity attacks, then usually replace their second attack with their Keelhaul Crush, using their full movement to drag the creature if it fails its saving throw.

They normally use their Rotary Carronade Six-Pounder at each opportunity unless all available targets have succeeded on a saving throw against it, or in the instance where they are nearing half hit points and have one or more creatures climbing on them, at which point they reserve it for removing them.

When attacking as part of a larger group, they focus their attacks on fortifications, barriers, and emplacements, clearing the way for their allies to advance.

Rotted Hulk
Raymond Swanland

Animate Shipwreck Golem
6th-level necromancy

Casting Time: 8 hours
Range: 120 ft.
Components: V, S, M (A sunken ship that sailed for at least 20 years; cursed, nonartifact objects worth 50,000 gold, which the spell consumes)
Duration: Instantaneous

You raise a sunken wreck to unliving servitude, Choose a shipwreck within range that sailed for at least 20 years. If the shipwreck was recovered from a sunken Ghost Ship, you need to provide only 10,000 gold worth of cursed objects for the spell's material component.

As you cast this spell, the ship warps and breaks, snapping into pieces as it slowly reassembles itself into into a gigantic, roughly humanoid shape, at which point it rises as a Shipwreck Golem that is friendly to you and to any other creatures you designate.

A proficient creature with Carpenter's Tools can use them to restore 1 hit point to the golem for each 10 minutes spent repairing it. If the golem is reduced to 0 hit points, it is destroyed and cannot be reanimated.

With a ritual that takes 10 minutes, you can designate additional friendly creatures, or can issue a simple command of five words or fewer to the golem, which it follows at literally as possible until it completes the task or you issue a new command.

Spell Lists. Artificer, Cleric, Wizard

Shipwreck Golem

Huge construct/undead, chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 200 (Damage Threshold 10)
Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	5 (-3)	13 (+1)	1 (-5)

Damage Resistances Fire; Attacks made without advantage.
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 120 Ft., Passive Perception 10
Challenge 12 (8,400 XP)

Sodden Hull. If the golem takes 10 or more fire damage from a single source, it loses its resistance to fire damage until it is submerged in water.

If it takes 25 or more fire damage from a single source, it additionally gains vulnerability to fire damage for the same duration.

Galley-Torn Deadwood. If the golem is pushed into a Large or larger solid object or surface, it takes 11 (2d10) bludgeoning damage.

Giant Stature. Attacks made against the golem by a creature Attached to it have advantage, and the golem has disadvantage on attacks it makes against creatures Attached to it.

Limited Magic Resistance. The golem has disadvantage on saving throws to resist being pushed by wind or water, and has advantage on saving throws against all other spells and magical effects.

Actions

Multiattack. The golem makes two attacks with its Sharpened Anchor, one of which it can replace with a use of its Keelhaul Crush or its Rotary Carronade Six-Pounder, if available.

Sharpened Anchor. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 28 (4d10 + 7) piercing damage and the target is pushed up to 10 feet away.

This attack deals double damage to objects and structures.

Keelhaul Crush. The golem slams a massive timber down on a creature it can see within 10 feet, forcing it to succeed on a DC 19 Strength saving throw or take 21 (4d6 + 7) bludgeoning damage, or half as much damage on a success.

A creature that fails this saving throw by 5 or more is additionally knocked prone and grappled until the end of the golem's turn, and takes 3 (1d6) bludgeoning damage for each 5 feet it is dragged by the golem this turn.

Rotary Carronade Six-Pounder (Recharge 4-6). The golem sends forth a volley of cannonfire, forcing up to three targets it can see within 120 feet to succeed on a DC 13 Dexterity saving throw or take 18 (4d8) bludgeoning damage.

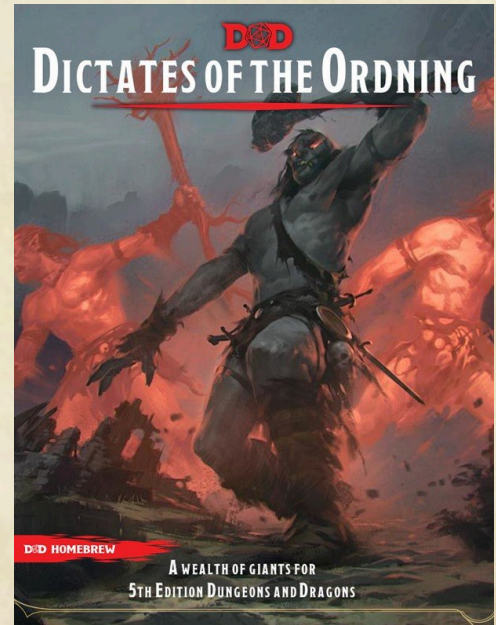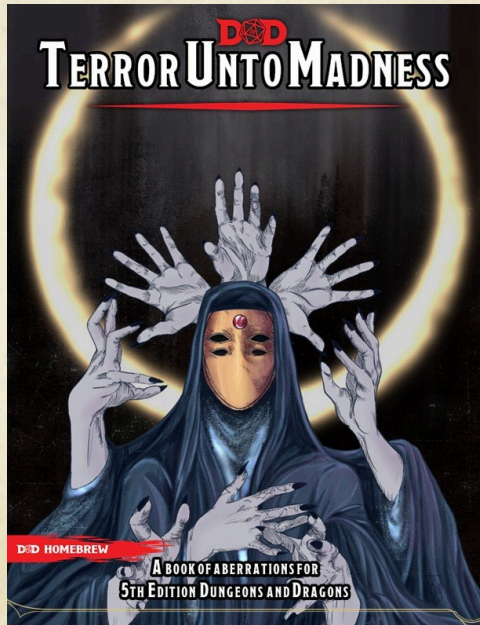The golem can choose the same target multiple times.

Reactions

Point-Blank Volley (1/Day). When the golem is reduced below 101 hit points, it can roll to recharge its Rotary Cannonade, then immediately use it if available, targeting a single creature within 10 feet.

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