



FLESH GOLEM LABORATORY

Flesh Golem Laboratory is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 3, 5, 8, or 11**. This document offers details for each level and makes adjustments accordingly. A trio of diabolical golem creators and their gruesome servants maintain a laboratory in the center of a major

city.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Flesh Golem Laboratory Hooks table below offers details for introducing this adventure to your players.

Gold Rewards. To further incentivize the party to enter the flesh golem's laboratory and risk the dangers therein, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 500 gp per level of the adventure assuming their patron is wealthy enough to afford such a price.

OMERIA PLACEMENT

This document and accompanying maps assume placement of the flesh golem laboratory in a large town or city. It works especially well in regions of Omeria where undead are common. The northern cities of Desneorus, Knotside, and Murktown make great candidates. You might even place it in the heart of Presson's Enclave right under the Abjurers' noses.

FLESH GOLEM LABORATORY HOOKS

d8	Side Quest Type	Details
1	Fetch Quest	An enemy of the golemancer siblings suspects that there is a copy of a <i>manual of flesh golems</i> hidden somewhere in the home and wants the characters to find it.
2	Recover Stolen Item	Recently, a well-regarded Pexian scholar died. Before his body was cremated, the siblings stole his brain. The brain is kept preserved in a jar in area 12.
3	Receive Information	Local authorities suspect the siblings of illegal magic practice. They want the characters to enter the home and find proof.
4	Rescue Mission	A friend's daughter went missing on the same street as the house. When the characters encounter the flesh golem lurking outside, it should clue them into the despicable nature of the house.
5	Find a Missing NPC	Folks keep vanishing over on Clover Street. Locals want to know what's happening to them.
6	Monster Hunt	Just a few days ago, a half-complete flesh golem was found crawling along Clover Street. The characters must find its source.
7	Supernatural Investigation	Late some nights, blue lights flash from within the house on Clover Street. The blonde-haired woman who lives there swears it's just illusion practice. Her neighbors aren't so sure.
8	Secure Aid	One of the golemancers' rivals wants the characters to sabotage their laboratory. The rival suspects the laboratory is hidden somewhere in the basement of the home.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have these books, you can access a free basic ruleset from the official source.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 3rd, 5th, 8th, or 11th level the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you run this adventure for characters with an average party level greater than 13 as it may not pose enough of a challenge. Similarly, parties composed of 1st- and 2nd-level characters may find the adventure too difficult.

SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	5th-level	Easy
8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy
11	11th-level	Hard
12	11th-level	Medium
13	11th-level	Easy



FLESH GOLEM LABORATORY

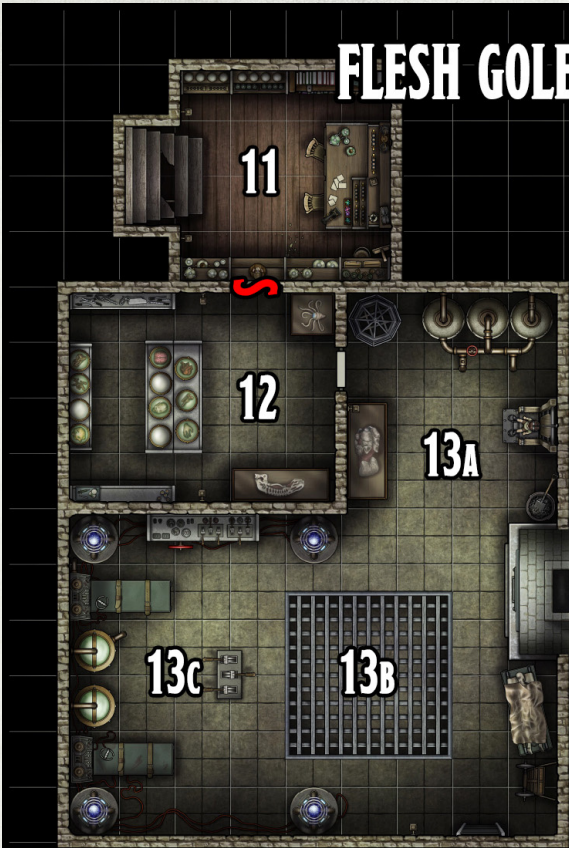
The flesh golem laboratory is hidden in the basement of a residential row house. The house is owned by a trio of siblings, the twin brothers Mazus and Pravok, and their younger sister Vohilde who acts as the siblings' leader. When the characters enter the home, only Mazus, in the form of a child-like golem, is present.

Outwardly, the home looks no different from any other building in the settlement. The building's exterior is built from sturdy bricks. Interior walls are made from wood and plaster. Leaded windows decorate the house on all sides, particularly the front and east side.

Hardwood floors fill the house. Ceilings are 12 feet high on the first floor, but only 8 feet high on the second floor and in the basement.

The building's exterior doors are built from oak blanks hung on iron hinges (AC 15, 18 hp, immunity to poison and psychic damage). When locked, the doors require a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock. Alternatively, a successful DC 20 Strength check will break a door down.

FLESH GOLEM LABORATORY



PATREON | TOM CARTOS

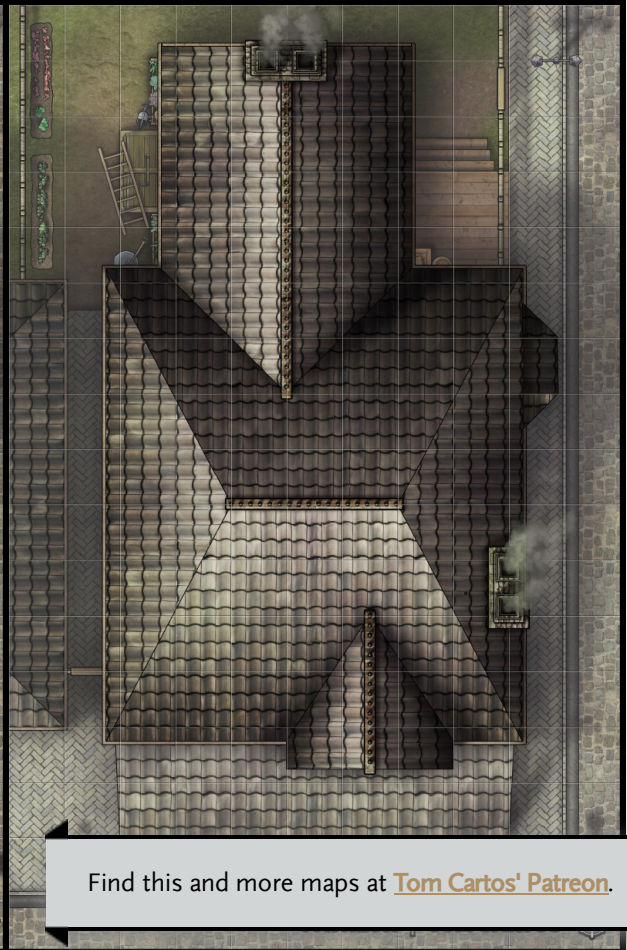


PATREON | TOM CARTOS



1 SQUARE = 5 FEET

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Find this and more maps at [Tom Cartos' Patreon](#).

KEYED LOCATIONS

The following locations are keyed to the maps of the flesh golem laboratory on page 3.

1 - EXTERIOR

A wooden wrap-around porch hugs the front of the building.

Escaped Golem. When the characters first come near this building, a **flesh golem** from the downstairs laboratory escaped into the street through the secret trap door. Missing its legs, the flesh golem is incomplete. It cannot stand from the prone position. It has only 40 hit points and is already berserk when the characters encounter it. Its CR is 3 instead of 5 (for simplicity's sake, don't worry about adjusting its proficiency bonus).

Trap Door. There's a trap door hidden under the southeast corner of the porch. The characters can find it with a successful DC 16 Intelligence (Investigation) check. This is the door through which the flesh golem escaped.

Locked Doors. All doors and windows leading into the home are locked. The doors are always warded against intrusion with an *alarm* spell. If the *alarm* spell isn't dispelled, it telepathically notifies the golemancers who aren't currently in the building, and arms the fireplace trap in area 2.

2 - PARLOR

This exquisite room boasts comfortable furniture and a roaring fireplace. A painting depicting the three owners of the house: two blonde-haired twins flank their younger sister. All three share the same sinister smile. A plaque under the painting offers their names: Mazus, Vohilde, and Pravok.

Fireplace Trap. If the characters entered the home and failed to disarm the alarm trap on the doors, the spell arms a trap on the fireplace against the eastern wall. When an intruder comes within 5 feet of the fireplace, it discharges a 10-foot square of flames directly in front of it. Each creature in the area must make a DC 15 Dexterity saving throw. A creature takes the full amount of fire damage on a failed saving throw, or half as much damage on a successful one. The full amount of fire damage dealt depends on the level of the adventure, as shown on the table below.

FIREPLACE TRAP DAMAGE

Adventure Level	Fire Damage
3rd	14 (4d6)
5th	17 (5d6)
8th	21 (6d6)
11th	28 (8d6)

3 - DINING ROOM

This is a fancy dining room featuring a large table set for six. A piano stands against the northern wall.

4 - KITCHEN

The exterior door to the kitchen is locked and trapped as described in area 1.

This impressive kitchen has everything a capable chef would ever need.

Encounter: Kitchen Golem. A humanoid figure stands in the northwestern corner of the room, a white sheet hiding its identity. A **flesh golem** dressed as a cook hides under the sheet. If the sheet is removed, the flesh golem springs to life and starts preparing a meal. The golem doesn't attack unless it's attacked first.

5 - UPSTAIRS HALL

This sparsely decorated hall runs the length of the upstairs.

Peculiar Odor. A strong smell of human waste lingers here. The bathroom at the end of the hall seems to be the source of the smell's source.

Encounter: Puppet. A golem hides in the closet closest to the stairs. At first glance, this golem appears to be an unconscious child. On closer inspection, a character recognizes it's nothing more than a life-sized doll. The golem remains still as long as it's being observed. But once the characters turn away or attempt to take it, the golem springs to life and attacks. This **marionette golem** is detailed in the Appendix.

Locked Door. The door to area 8 is *arcane locked*.

6 - BATHROOM

A wide, cozy clawfoot tub dominates this large bathroom.

Acid Bath. The tub appears to be filled with pinkish ooze. The ooze is actually the remains of a human dissolved in the bathtub with acid. Any creature that touches the water takes 2 (1d4) acid damage.

Encounter: Clay Golem. A clay golem hides in the bathtub, enjoying the natural acidity. When a humanoid the golem doesn't recognize comes near the tub, it rises and attacks. The clay golem uses the typical **clay golem** stat block in the 8th- and 11th-level versions of this adventure. For the 3rd- and 5th-level versions of this adventure, make the following alterations to its stat block.

- The golem's size is Medium.
- It only has 76 (9d8 + 36) hit points.
- The golem has a CR 5. Its proficiency bonus is +3.
- The golem's slam attack has a +7 to hit and deals 10 (1d10 + 5) damage on a hit.

The golem fights until destroyed.



7 - MAZUS'S CHAMBERS

A character with a passive Wisdom (Perception) score of 13 or better notices that the door knob to this room is dressed with the letter "M".

This looks like a child's bedroom. There appears to be a young boy sleeping under the covers.

Encounter: Mazus. The **flesh golem** Mazus recharges in this room. Mazus uses the flesh golem stat block except with the following changes:

- Mazus' size is Small and his alignment is neutral evil.
- His Intelligence score is 17 (+3), his Charisma score is 13, and he can speak Common, Deep Speech, Elvish, and Giant.
- Mazus does not have the Berserk or Aversion to Fire traits.

The flesh golem boy possesses the mind of an adult. When an intruder enters the room, Mazus pretends to be a corpse. Because of his grisly appearance, he has advantage on Charisma (Deception) checks made to look like he is inanimate. If the characters see through this deception, he then pretends to have the mind of a child. He claims that the other golemmancers that live in the house stole him from his parents and turned him into this abomination. The other two golemmancer are actually his twin brother and his older sister.

Secret Door. A secret door in the north wall conceals a closet (7b). Discovering the door requires a successful DC 20 Wisdom (Perception) check. A character with proficiency in carpenter's or mason's tools makes this check with advantage as they notice that the room seems too shallow north to south.

Treasure. Mazus keeps his valuables inside a large wooden trunk which he hides in the secret closet at the north end of this room. The trunk requires three keys to open which Mazus keeps stashed in his desk in the basement (see area 11).

What treasure the characters find inside the trunk depends on the adventure's level as shown on the table below.

MAZUS' TREASURE

Adventure Level	Treasure
3rd	2,500 gp, a <i>spell scroll of mending</i> , and a <i>staff of the python</i>
5th	5,000 gp, a <i>spell scroll of mending</i> , and a <i>brooch of shielding</i>
8th	1,000 pp, a <i>spell scroll of mending</i> , and a <i>+1 shield</i>
11th	2,000 pp, a <i>spell scroll of mending</i> , and an <i>amulet of proof against detection and location</i>

8 - VOHILDE'S QUARTERS

When she is not present, Vohilde keeps the doors to her chambers *arcane locked*. The *arcane lock* increases the DC to pick or break the lock by 10. A character with a passive Wisdom (Perception) score of 13 or better notices that the door knob to this room is dressed with the letter "V".

Garish furniture decorates this dark bedroom. Only a vase of pink flowers hints at life in this room (like most things in the house, the flowers are artificial).

There is a large black trunk at the foot of the bed. A door in the east wall grants access to a balcony that offers a top view of the eastern garden. The closet to the south holds drab women's clothing.

Locked Trunk. The large black trunk at the foot of the bed is locked. When a creature comes within 5 feet of it, it starts to shake violently. Something inside moans. However, this is just an illusion meant to deter thieves. Seeing past the illusion requires a successful DC 14 Intelligence (Investigation) check. Keys to the trunk are found in the desk in area 10. Otherwise, the trunk requires a successful DC 20 Dexterity check using proficiency in thieves' tools to unlock.

The trunk contains six large wooden wine boxes with slide-open tops. Each wooden box contains a mess of hay in which a human body part hides. Two of the boxes hold human hands, two hold human feet, one holds a human heart, and the final box holds half of a man's head. Electrodes attached to each of the body parts allow the parts to animate once they're removed from the box. All of the parts lack sentience, and instead writhe and twist, eager to get free of the room.

Hidden Compartment. A character that searches the bottom of the trunk and succeeds on a DC 15 Intelligence (Investigation) check discovers that the trunk has a false bottom. In the 3rd-, 5th-, and 8th-level versions of this adventure, the false bottom hides a spellbook containing all of the spells that a **mage** knows. In the 11th-level version of the adventure, the hidden book is a *manual of flesh golems*.

9 - PRAVOK'S QUARTERS

This large, comfortable-looking bedroom contains overpriced furniture and reeks of men's cologne. A brilliant fire burns in the fireplace against the western wall. A key ring hangs from a nail to the left of the fireplace.

Encounter: The Silent Lady. There is a gruesome creature hiding under the bed, a **bloodless one** (see the Appendix). The creature hides under the bed until someone searches under the bed or the characters are busy dealing with another distraction—such as the key ring by the fireplace. Her leg is chained to a bolt on the floor, preventing her from moving more than 10 feet from the bed. The pitiful creature fights until destroyed.

Pravok's Keys. The keyring on the wall holds two keys. The smaller of the two keys unlocks the bloody one's manacle. The second key is made from black steel. It's one of the keys needed to open the secret door connecting areas 11 and 12.

10 - VOHILDE'S STUDY

There is a large "V" carved into the front of the door that leads into this room.

Stacks of books and yellowing scrolls pack this small office. Bizarre trinkets blanket the shelves. Use the Golemancer Trinkets table included with this adventure pack to determine the nature of these trinkets.

Valuable (but Heavy) Books. The books cover a broad range of topics ranging from human anatomy to transmutation to detailed maps of the quasialemental plane of lightning. The full collection is worth 1,000 gp to a knowledgeable collector, but weighs close to 1,000 lbs.

Vohilde's Keys. A thorough search of the desk and a successful DC 15 Intelligence (Investigation) check uncovers an iron ring with five keys. Three of the keys are silver, one is gold, and the last is black iron. There is also a circular brass bow attached to the ring. A DC 10 Intelligence (Investigation) check reveals that the bow once connected to a sixth key, but the key's shank broke.

The gold key opens the door to Vohilde's bedroom and the three silver keys open the trunk in Vohilde's chambers (see area 8). If the iron key is inserted into any door, the person using it becomes cursed. Until the curse is removed, the target suffers a -5 penalty to Intelligent ability checks and saving throws. If a person familiar with the cursed characters sees them perform an Intelligence ability check, they can determine that something is wrong with the character with a successful DC 15 Wisdom (Insight) check.

11 - MAZUS AND PRAVOK'S STUDY

The only way into this basement is through the trapdoors in the alley (1b).

Mazus and Pravok share this dusty basement study. The two chairs facing the desk have letters carved into their backs: "M" and "P." Shelves of bizarre knickknacks and trinkets crowd the southern and northern walls. You may determine the nature of these trinkets using the Flesh Golem Trinket table included in this adventure pack.

Mazus' Keys. Four keys lie on top of the desk. Three of the keys are made from silver and are used to open Mazus' hidden chest in area 7b. The fourth key is made from wood and used to open the secret door.

Secret Door. One of the shelves at the south end of the room masks the presence of a secret door. Spotting the door requires a successful DC 20 Wisdom (Perception) check. The door is *arcane locked*. The DC to break or pick the lock increases by 10 unless the *arcane lock* is dispelled.

There are three keyholes set into the door. Each hole is embellished with a frame and a letter. The central keyhole is made from polished wood and dressed with a "M." The central keyhole's frame is made of brass and dressed with a "V." There is a broken key lodged into this particular lock. Finally, the rightmost keyhole is decorated with black steel and marked with a "P."

The characters need three keys to open this door. The leftmost lock's wooden key lies atop the desk in this room. The central lock requires the broken brass bow found on the keyring in area 10 and a *mending* spell cast upon it and the key's shaft lodged into the door (if the characters lack the *mending* spell or fail to find a *spell scroll* elsewhere in the house, place a scroll or two on one of the shelves in this area). The final steel key can be found hanging from the key ring in Pravok's quarters (area 9).

The three keys must all be turned at the same time. If the characters fail to turn all three keys at once, they spring a trap. Each creature within 5 feet of the door must make a DC 15 Constitution saving throw. On a failed saving throw, a creature takes 1d8 necrotic damage for every level of this adventure and becomes poisoned until it completes a long rest. A creature that succeeds on its saving throw takes half as much damage and isn't poisoned.

12 - SPECIMEN ROOM

Jars filled with severed body parts, bizarre creatures, and other oddities crowd the walls of this bizarre room. The entire area stinks of mold, rust, and chemicals.

Encounter: Flesh Golem Guards. This area is guarded by one or more **flesh golems**. The flesh golems attack any humanoid that enters the area who is not accompanied by one of the three siblings that own the house. The number of flesh golems in this area depends on the level of the adventure, as shown on the table below.

SPECIMEN ROOM ENCOUNTERS

Adventure Level	Encounter
3rd	1 flesh golem
5th	2 flesh golems
8th	3 flesh golems
11th	4 flesh golems

13 - EXPERIMENTATION ROOM

This large chamber is where all of the siblings' experiments take place.

The northern end of the room (13a) is equipped with a functional electric chair. Currently, a spare body for Mazus sits on the chair, its head wired to a nearby machine. The child-sized body has the same statistics as Mazus except its Intelligence, Wisdom, and Charisma scores are 0 and it is inactive. A character who examines the chair and succeeds on a DC 18 Intelligence (Arcana) check understands that the device allows for memory transference into the body.

A cell built into the floor at the center of the chamber currently holds three captive **commoners**, visible through the grate at the top. Each of the commoners have one level of exhaustion and are suffering from short term madness (roll randomly for each to determine the type of madness that plagues them). All are anxious to escape. The grate is held shut by a padlock at the western end of the grate, the key to which hangs from a nail on the south wall near the ladder that leads up to area 1a.

The west end of the room is where the actual construction of golems takes place. If a flesh golem is created in this room using a *manual of flesh golems*, reduce the time and gold cost in half.

HEMCOMING

At some point during the adventure, the two missing siblings, Vohilde or Pravok, might return from their adventures abroad. If they do, the characters will need to find a way to avoid getting caught lest they be forced to combat the two. Both Vohilde and Pravok use the **golemancer** stat block included in the Appendix. In the 8th- and 11th-level versions of the adventure, both golemancers return home at the same time. In the 11th-level version of this adventure, the two are also protected by a **shield guardian** (the siblings store a *dimension store* within it).

AFTERMATH

The contents of areas 12 and 13 contain enough evidence to charge the siblings with multiple inhumane magical practice. There are also signs throughout the house that the siblings use high-level transmutation and enchantment magic in their experiments. Both of these schools of magic were made illegal by the Codes of Ushan.

If the characters' hit points are reduced to 0 during this adventure, they wake to find themselves trapped with the other prisoners in area 13. The siblings strip the heroes of their weapons, armor, and equipment, and even go as far to protect the cage with a *private sanctum* spell. Ω

APPENDIX

FLESH GOLEM TRINKETS

On a golemancer and in their lab, a great many curious things can be found. Roll or choose from the table below when characters are likely to find such a trinket. The items on the list were brainstormed by our lovely Patreons who supplied us with many creepy and macabre ideas!

FLESH GOLEM TRINKETS

d100 Trinket

- 1 A rock of gravity detection
- 2 A preserved orc nose
- 3 Steel hip replacement
- 4 Several spare toes
- 5 A broken scalpel
- 6 A box of toothpicks
- 7 Cheap glass eyes
- 8 An actual heart locket
- 9 A stitched-together hand
- 10 A suture kit
- 11 A jug of wooden teeth
- 12 Cheap engagement rings with fake gems
- 13 A smashed clockwork bird
- 14 A coin that always lands on its edge
- 15 A brain in a jar
- 16 A stone statue of a monkey with dried blood around its mouth
- 17 Preserved tongues
- 18 A sewing kit
- 19 A pinky bone inscribed with runes
- 20 Bone dice that seem to bleed when rolling snake eyes
- 21 Toenail clippings that exude a necromantic aura
- 22 A sculpting chisel

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave

Cartography. Tom Cartos

Art. Fat Goblin Games, Forrest Imel, Shutterstock

Trinkets. DMDave Patreons

Editing, Proofing, Layout. Laura Jordan



d100 Trinket

- 23 A tesla coil that emits occasional lightning flashes
- 24 A fire extinguisher blanket
- 25 A cracked shield guardian amulet
- 26 A pair of eyes in a jar
- 27 A mechanical heart
- 28 A spare rib
- 29 A bloody monocle
- 30 An old bone saw
- 31 A tattoo needle made out of a shark tooth
- 32 A jar full of quills
- 33 An unusually large tooth
- 34 Half a dozen aloe plants
- 35 Assortment of buttons
- 36 A leather apron
- 37 A grapefruit spoon
- 38 A skull carved into a bowl
- 39 A stained anatomy chart
- 40 A paperweight made from flesh



d100 Trinket

- 41 A necklace of xorn teeth
- 42 A blood-stained leather pouch
- 43 A container of iridescent clay
- 44 A single blue-fringed feather
- 45 A pot full of earwax
- 46 Mobius strips of different metals
- 47 A spool of thread made from dwarven beard hair
- 48 Adamantine tweezers
- 49 A lab robe that doesn't stain
- 50 A bloody jagged knife
- 51 A taxidermied pixie
- 52 A locket containing imagines of an ally of the characters
- 53 A wand sheath made from human skin
- 54 Two large metal bolts
- 55 A vial of embalming fluid
- 56 Battery acid
- 57 A chipped obsidian scalpel
- 58 A letter titled, "Alas Poor Igor"
- 59 A never-ending tissue box
- 60 A capacitor for an unknown machine
- 61 Research notes on creature anatomy
- 62 A Tiny house mimic that eats bugs and mice
- 63 Dusty vials labeled "Mislabelled"
- 64 A half-melted book on wax sculpting
- 65 A dog biscuit the size of a crowbar
- 66 A dissertation full of corrections and marked as a failure
- 67 A bug collection with a 7th-place ribbon
- 68 A tin full of cookies shaped like bloody parts

d100 Trinket

- 69 A magnifying glass
- 70 A pocket hourglass
- 71 Black chalk
- 72 Copper cables with metal clamps on either side
- 73 A hamster in a wheel
- 74 Jars of clay, sand, pine needles, and dried moss
- 75 Syringes full of sharp-smelling fluid
- 76 Flasks of alchemical reagents
- 77 A small jar of blood labeled, "Do not drink"
- 78 A jar of beads made from glass, lead, iron, and silver
- 79 An ominous-looking jar labeled, "Elbow Grease"
- 80 A rotting pumpkin with a face carved in its side
- 81 A child's toy
- 82 A metal eyeball
- 83 A coin with both sides being head
- 84 A scrap of parchment with a character's name on it
- 85 A jar of centipedes
- 86 An envelope with a broken seal
- 87 A sketch of a human heart
- 88 A straw doll stuck full of pins
- 89 A charred book
- 90 A centaur's hoof
- 91 A handprint in dried clay
- 92 A small sculpture made from earwax
- 93 A black candle that reveals cleaned-up blood when lit
- 94 A blood-stained apron
- 95 Extendable measuring tape
- 96 An unused ticket for an airship
- 97 A book called *How to Graverob and Get Away With It*
- 98 Petrified fecal matter of an unknown beast
- 99 A dried goblin ear
- 100 A cage holding spice—spider-mouse hybrids



BLOODLESS ONE

Medium undead, chaotic evil

Armor Class 7

Hit Points 26 (4d8 + 8)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	15 (+2)	3 (-4)	10 (+0)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities exhaustion, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Immobilizing Gaze. If a humanoid or giant starts its turn within 30 feet of the bloodless one and the two of them can see each other, the bloodless one can force the creature to make a DC 12 Wisdom saving throw if the bloodless one isn't incapacitated. On a failed save, the creature is cursed with the crawling sickness and loses function of its legs. The cursed target falls prone in its space and cannot stand from the prone position without assistance. If a creature has a flying speed, its flying speed is unaffected. However, burrowing, climbing, and swimming speeds are affected by this condition.

The curse lasts until the target finishes a short or long rest or removed by a *remove curse* spell.

Undead Fortitude. If damage reduces the bloodless one to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the bloodless one drops to 1 hit point instead.

Actions

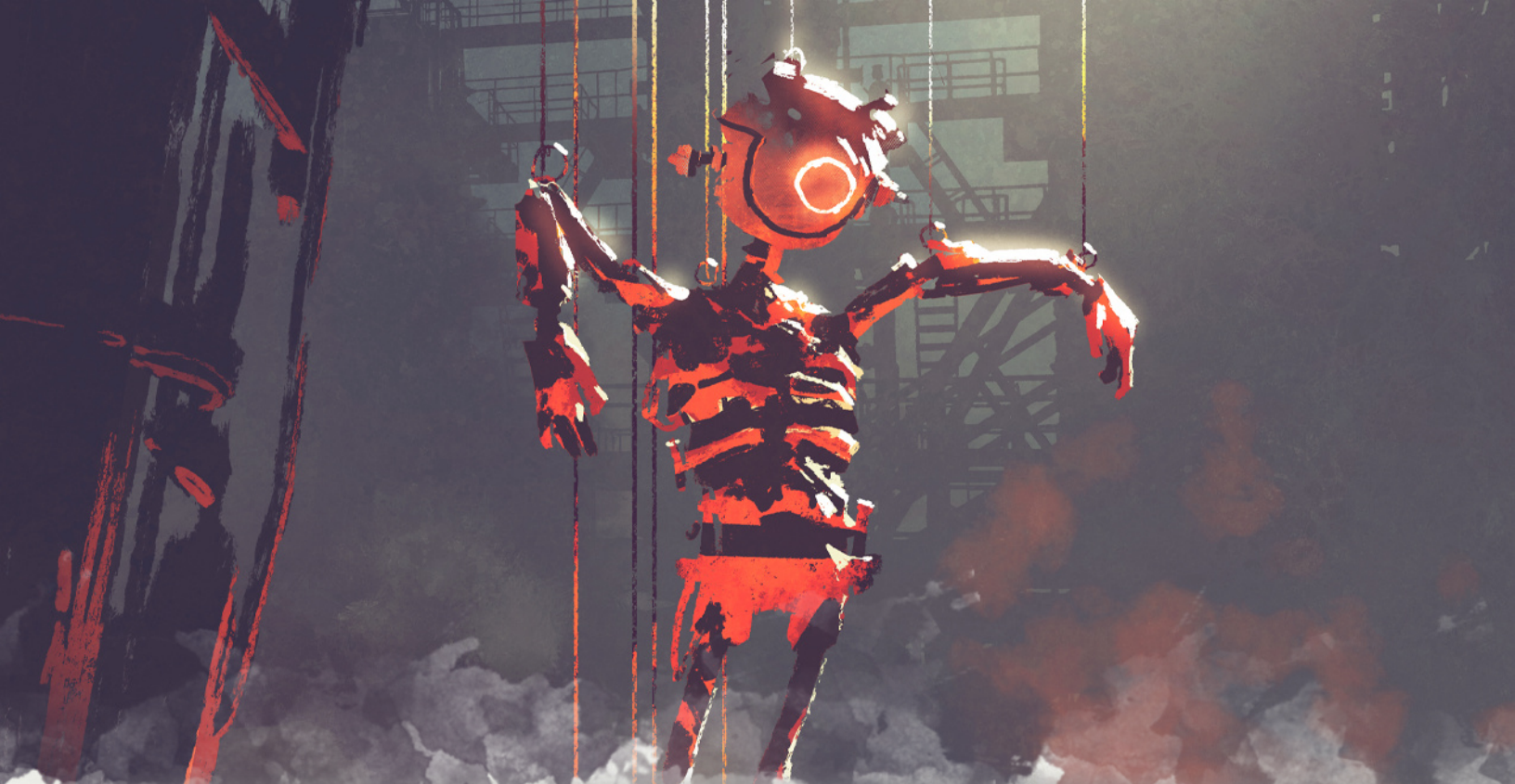
Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The target is grappled (escape DC 13). While grappled, the target is restrained and the bloodless one can't make attacks. Instead, at the start of each of the bloodless one's turns, the grappled target loses 5 (1d4 + 3) hit points due to blood loss. A humanoid slain by this attack dies and rises as a bloodless one 24 hours later.

GOLEMMANCER

A golemmancer is a specialist wizard that focuses on golem creation. It uses the **mage** stat block, except with the following changes:

- **New Feature: Construct Commander.** All constructs of the golemmancer's choice within 30 feet of the golemmancer have advantage on all saving throws and ability checks as long as the golemmancer isn't incapacitated.
- **Alternate Spell List.** The golemmancers knows and prepares the following spells: Cantrips (at will)—*light, mage hand, poison spray, prestidigitation*; 1st-level (4 slots)—*detect magic, expeditious retreat, mage armor*; 2nd-level (3 slots)—*levitate, mirror image, misty step*; 3rd-level (3 slots)—*counterspell, fear, haste*; 4th-level (3 slots)—*greater invisibility, fabricate*; 5th-level (2 slots)—*animate objects, cone of cold*





MARIONETTE GOLEM

Tiny construct, unaligned

Armor Class 14 (natural armor)

Hit Points 36 (8d4 + 16)

Speed 0 ft. or 30 ft. with its strings cut

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	15 (+2)	3 (-4)	13 (+1)	5 (-3)

Skills Sleight of Hand +5, Stealth +5

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

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

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

Magic Weapons. The marionette's weapon attacks are magical.

Strings. All of the marionette's limbs hang from strings connected to a wooden cross. So long as the marionette's strings are attached, its movement speed is 0 and it has disadvantage on Dexterity saving throws.

The strings can be attacked (AC 13; 2 hit points; immunity to bludgeoning, piercing, poison, and psychic damage). The strings can also be broken with a successful DC 10 Strength check. Destroying the strings deals no damage to the marionette, but instead frees it. If the marionette is freed, its movement speed becomes 30 feet.

Actions

Slam. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage

Hypnotic Dance. The marionette performs a dance from which most creatures find it impossible to turn away. Each creature within 30 feet of the marionette that can see it must make a DC 11 Wisdom saving throw. On a failed save, the creature becomes charmed for as long as the marionette continues its dance. While charmed by this effect, the creature is incapacitated and has a speed of 0. The marionette must take a bonus action on its subsequent turns to continue dancing. It can stop dancing at any time.

The effect ends for an affected creature if it takes any damage, if the marionette moves more than 30 feet away from the creature, the target can no longer see the marionette, or if someone else uses an action to shake the creature out of its stupor.

Reactions

No Strings on Me. When a creature the marionette can see targets it with an attack, the marionette chooses its strings to become the target instead. If the marionette's strings are destroyed, it can't use this reaction.

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