



MORE HALF-GOLEMS!

A *Monster Manual II* Web Enhancement

The *MONSTER MANUAL*® II emphasizes play at higher levels and serves up 200-odd creatures suitable for challenging player characters (PCs) who have gotten a little too big for their britches. In this web enhancement, developer Skip Williams offers an expansion of the book's half-golem template, featuring three all-new types not found in the book! For ease of reference, the template's general statistics and descriptions are reprinted here.

To use this web enhancement, you should already have the *MONSTER MANUAL II* by Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, and Steve Winter. This bonus material is brought to you by the official DUNGEONS & DRAGONS® website: <www.wizards.com/dnd>.

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Half-golems are the results of good-intentioned actions taken too far. While the application of a poultice infused with curative herbs or the casting of a spell can save the life of an injured or diseased person, only powerful magic can replace a missing limb. Such magic is often beyond the reach of the ordinary person working in a quarry or a mill, or scything a field of grain, who suffers the loss of one or more limbs.

Arcane artisans applied their knowledge of golem construction to come up with a way to restore such a person to wholeness. While the initial results seemed promising, there was a limit to the effectiveness of the technique—many people who received one or more new limbs through this process proved unable to withstand the trauma of the transformation and became permanently evil as a result. Individuals of evil intent now exploit this limitation, purposely creating ravening, unholy crosses between living beings and golems.

Dragonflesh Half-Golem Medium-Size Construct

Hit Dice: 1d10 (5 hp)
Initiative: +0
Speed: 30 ft. (can't run), fly 120 ft. (poor)
AC: 20 (+3 masterwork studded leather armor +7 natural), touch 10, flat-footed 20
Attacks: Battleaxe +7 melee, or claw +6 melee
Damage: Battleaxe 1d8+7/x3, claw 1d4+7
Special Attacks: Frightful presence
Special Qualities: Blindsight 60 ft., construct traits, darkvision 60 ft., DR 10/+1, magic immunity
Saves: Fort +4, Ref +0, Will +0
Abilities: Str 21, Dex 10, Con —, Int 1, Wis 11, Cha 1
Skills: Climb +7, Jump +7
Feats: Power Attack, Weapon Focus (battleaxe)

	Stained Glass Half-Golem Medium-Size Construct	Brass Half-Golem Medium-Size Construct
Hit Dice:	1d10 (5 hp)	1d10 (5 hp)
Initiative:	+0	+0
Speed:	30 ft. (can't run)	30 ft. (can't run)
AC:	15 (+2 natural, +3 masterwork studded leather armor), touch 10, flat-footed 15	25 (+11 natural, +3 masterwork studded leather armor, +1 masterwork small steel shield), touch 10, flat-footed 25
Attacks:	Battleaxe +5 melee, or claw +4 melee	Battleaxe +10 melee
Damage:	Battleaxe 1d8+4/x3, claw 1d4+4/19–20	Battleaxe 1d8+8/x3
Special Attacks:		Maze
Special Qualities:	Construct traits, darkvision 60 ft., fast healing 2, keen, magic immunity	Construct traits, darkvision 60 ft., DR 25/+2, magic immunity, scent
Saves:	Fort +4, Ref +0, Will +0	Fort +4, Ref +0, Will +0
Abilities:	Str 17, Dex 10, Con —, Int 1, Wis 11, Cha 1	Str 27, Dex 10, Con —, Int 1, Wis 11, Cha 1
Skills:	Climb +5, Hide +0*, Jump +5	Climb +10, Jump +10, Wilderness Lore +0*
Feats:	Power Attack, Weapon Focus (battleaxe)	Power Attack, Weapon Focus (battleaxe)

Climate/Terrain: Any land and underground
Organization: Solitary, pair, or squad (5–20)
Challenge Rating: 5 (brass), 3 (stained glass), 4 (dragonflesh)
Treasure: Standard (the sample creatures all have masterwork studded leather armor, and battleaxes; the brass half-golem also has a masterwork small steel shield)
Alignment: Same as character (if all Will saves succeed) or always neutral evil (if any Will save fails)
Advancement: By character class (fighter)

CONSTRUCTION

There are two steps to making a half-golem. The first is constructing the limbs, and the second is attaching the limbs.

Molding a limb from brass, preparing one made of dragonflesh, or shaping it from stained glass requires an appropriate skill (see the specific half-golem descriptions that follow for details) and can be done by anyone. Infusing a formed limb with magic requires the Craft Wondrous Item and Craft Magic Arms and Armor feats. It takes one month to complete the magical rituals. The creator must labor for at least eight hours each day in a specially prepared laboratory or workroom. The chamber resembles an alchemist's laboratory and costs 500 gp to establish.

When not working on the rituals, the creator must rest and can perform no other activities, just as if he or she were creating a golem. As with a golem, if the creator is personally constructing the limbs, he or she can

perform the building and the rituals together.

Once created, the limbs are treated as spell completion items. Any character capable of casting the appropriate level of spell (see specific descriptions) can attach a limb. All that's left to do is perform the final gestures and speak the words needed to imbue the limb with magic. All the limbs to be attached to a particular body must be of the same type—it's not possible, for instance, to attach a limb made of brass to a half-golem that already has a new limb made of dragonflesh. Any such attempt automatically fails, leaving the second type of limb unattached.

The Danger

Each time a limb is attached to his or her body, the character makes a Will save. The DC of the save varies according to the number of new limbs the character has received:

Save DC	Required Result
First new limb	15
Second new limb	19
Third new limb	25
Fourth new limb	33
Fifth new limb	43
Sixth new limb	55

If the character succeeds at all the required saves, he or she takes on the attributes of a half-golem as described below—except that the character retains his or her alignment, gains a +4 bonus to his or her Constitution score, and does not gain construct traits. As soon as the character fails one of these required saves, he or she

becomes a half-golem of neutral evil alignment. A neutral evil half-golem retains the memories and knowledge of its former life, but its personality becomes murderous and cruel. It demonstrates the hatred of flesh creatures common to elementals, and it seeks methods appropriate to its class to slaughter as many flesh creatures as possible. Upon failing the Will save, the character has no Constitution score and gains construct traits.

CREATING A HALF-GOLEM

“Half-golem” is a template you can add to any animal, beast, giant, humanoid creature, magical beast, or monstrous humanoid (referred to hereafter as “the character”). There is no minimum level or Hit Dice requirement to become a half-golem. The character’s type changes to construct. Each half-golem takes on the characteristics of a particular type of golem (dragonflesh, stained glass, or brass) as described later in this enhancement.

A half-golem’s abilities are primarily those of the character, with the following exceptions.

Hit Dice: Same as character.

Initiative: Same as character –1, to account for the half-golem’s reduced Dexterity (see Abilities, below).

Speed: Same as character, but a half-golem cannot run.

AC: A half-golem replaces any natural armor bonus it may have had with a new natural armor bonus that varies according to its type (see the table above). The change to Dexterity (see Abilities, below) also affects the half-golem’s Armor Class.

Attacks: Same as character.

Damage: Same as character.

Face/Reach: Same as character.

Special Attacks: Same as character (and see the table above).

Special Qualities: Same as character; plus construct traits (with a failed Will save), damage resistance (see table above), and others by type (see table above).

Saves: Half-golems gain a +2 racial bonus on Fortitude saves; otherwise same as character.

Abilities: Half-golems have –2 Dex, +4 Con (or Con — with a failed Will save), –6 Int, +0 Wis, and –6 Cha. Except for Constitution, all ability scores have a minimum of 1, regardless of penalties. Strength varies by type (see the table above). The number of limbs attached does not alter a half-golem’s Strength score.

Skills: Same as character, modified by new Intelligence score.

Feats: Same as character.

Climate/Terrain: Same as character.

Organization: Solitary, pair, or squad (5–20).

Challenge Rating:

Stained Glass: As character +2.

Brass: As character +4.

Dragonflesh: As character +3.

Treasure: Standard.

Alignment: Same as character (if all Will saves succeed) or always neutral evil (if any Will save fails).

Advancement: By character class.

Additional Half-Golems

	Stained Glass	Brass	Dragonflesh
Natural Armor	+2	+11	+7
Special Attacks	—	Maze	Frightful Presence
Damage Reduction	—	25/+2	10/+1
Special Qualities	Fast Healing 2,	Scent keen	Blindsight
Strength	+2	+12	+6
Challenge Rating	Character +2	Character +4	Character +3

COMBAT

A half-golem fights as the character from which it is created. Straightforward, unsubtle combatants, half-golems usually rely on their great strength to win the day. They rarely use teamwork or cooperation, even when banded together.

All half-golems have magic immunity, and one that has failed a Will save also has construct traits.

Construct Traits: A half-golem is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A half-golem has darkvision (60-foot range).

Magic Immunity (Ex): Half-golems completely resist most magical and supernatural effects, except as noted in the individual half-golem descriptions below.

HALF-GOLEM CHARACTERS

Half-golem characters are shunned by society, so they either seek revenge against the world around them or retreat from it. Those who seek revenge generally become fighters or rogues. Those who retreat from it

become barbarians, rangers, or druids. A rare few become, or remain, evil clerics.

A half-golem looks like a bizarre and horrifying melding of a golem and the character it once was. The materials of its golem limbs twine and crawl across its flesh, like ivy growing across a building or tree. In many cases, a half-golem's flesh is horribly scarred and has the pale gray color of death. Half-golems speak whatever languages they spoke before their transformation, but their voices sound harsh and strangled.

Each of the three half-golems presented here uses a 1st-level half-orc fighter who has failed a Will save as the character.

Stained Glass Half-Golem

Stained glass half-golems seem weirdly attractive. They have flattened, varicolored limbs with razor-sharp edges that gleam and sparkle when light strikes them.

A stained glass half-golem gains one claw attack for each glass arm it has. Claw damage varies by size, as follows:

Size	Claw Damage
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium-size	1d4
Large	1d6
Huge	2d8
Gargantuan	2d6
Colossal	2d8

Keen (Su): A stained glass half-golem's claw attack threatens a critical hit on a natural attack roll of 19–20.

Magic Immunity (Ex): A stained glass half-golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows: A *shatter* spell affects it normally; a *mending* spell heals 2d6 points of damage the golem has taken; and sonic attacks affect it normally.

Skills: *A stained glass half-golem receives a +10 competence bonus on Hide checks when standing motionless in a window frame.

Construction

A stained glass limb must be fashioned from 10 lb. of glass shards and lead. Assembling the body requires a successful Craft (glassmaking) check (DC 25). The rituals cost 2,000 gp and 40 xp, and require *animate objects* and *geas/quest*. Attaching the limb requires the ability to cast 6th-level divine spells.

Brass Half-Golem

The limbs of a brass half-golem appear bolted or riveted to the flesh. Irregular and haphazard brass plates join flesh and metal limbs. The limbs can be fashioned in any manner, just like those of a stone or iron half-golem, although they usually appear armored.

Maze (Sp): Once per day, a brass half-golem can target a *maze* effect (caster level 15th) against a single quarry. The half-golem is immune to the effects of its own *maze* ability and that of others of its kind (including those of brass golems and vice versa), and it can freely enter its own maze to track a target.

Magic Immunity (Ex): A brass half-golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows: An electricity effect slows it (as the *slow* spell) for 3 rounds, with no saving throw; and a fire effect breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. (For example, a brass half-golem hit by a *fireball* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18.) The half-golem does not get a saving throw against fire effects.

Skills: *A brass half-golem is a relentless tracker. It gains a +5 competence bonus on Wilderness Lore checks for the purpose of tracking when tracking by scent.

Construction


A brass limb is sculpted from 100 lb. of brass. The sculpting requires a successful Craft (armor smithing) or Craft (weapon smithing) check (DC 20). The rituals cost 20,000 gp and 400 xp and require *maze* and *geas/quest*. Attaching the limb requires the ability to cast 6th-level arcane spells.

Dragonflesh Half-Golem

A dragonflesh half-golem is a tortured soul whose replacement limbs were stolen from dead dragons. Dragonflesh golems' scaly replacement limbs are either rudely stitched to their bodies or joined by haphazard scales, or both.

If a dragonflesh half-golem has two wings, it can fly with a speed of 120 ft. (poor).

A dragonflesh half-golem gains one claw attack for each dragon arm it has. Claw damage varies by size, as follows:



Size	Claw Damage
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium-size	1d4
Large	1d6
Huge	2d8
Gargantuan	2d6
Colossal	2d8

Frightful Presence (Ex): When a dragonflesh half-golem charges, attacks, or flies overhead, it inspires terror in all creatures within 30 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 10 + half the half-golem's Hit Dice + the half-golem's Charisma bonus, if any) or the opponent becomes shaken for 5d6 rounds. A successful save leaves that opponent immune to that half-golem's frightful presence for 24 hours.

Blindsight (Ex): A dragonflesh half-golem can ascertain its surroundings by nonvisual means (mostly hearing and scent, but vibrations and other environmental clues). This ability enables it to discern objects and creatures within 60 feet. The dragonflesh half-golem usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Magic Immunity (Ex): A dragonflesh half-golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows: Fire- and cold-based effects slow the monster (as the *slow* spell) for 2d6 rounds, with no saving throw; and an electricity effect breaks any *slow* effect on the half-golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. (For example, a dragonflesh half-golem hit by a *lightning bolt* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18.) The half-golem does not get a saving throw against electricity effects.

Construction

The pieces of a dragonflesh half-golem must come from corpses of the same size as the recipient (for instance, a Medium-size humanoid character cannot use Large dragon limbs). The limbs must not have decayed significantly. "Construction" of the limb requires a successful Craft (leatherworking) or Heal check (DC 20). The rituals cost 2,000 gp and 40 xp and require *bull's strength* and *geas/quest*. Attaching the limb requires the ability to cast 6th-level arcane spells.

ABOUT THE AUTHOR

A senior roleplaying game designer at Wizards of the Coast, Skip Williams is a game industry veteran who started behind the cash register at TSR's Dungeon Hobby Shop in 1976. He was part of the team that created the newest edition of the D&D game, was the primary author of the new *MONSTER MANUAL*, coauthor of the new *FORGOTTEN REALMS® Campaign Setting*, and is *DRAGON® Magazine's Sage*. Skip is fond of old movies, old airplanes, and old books, but not necessarily in that order. He lives with his wife Penny in the Puget Sound area with their Siamese cat and several birds.