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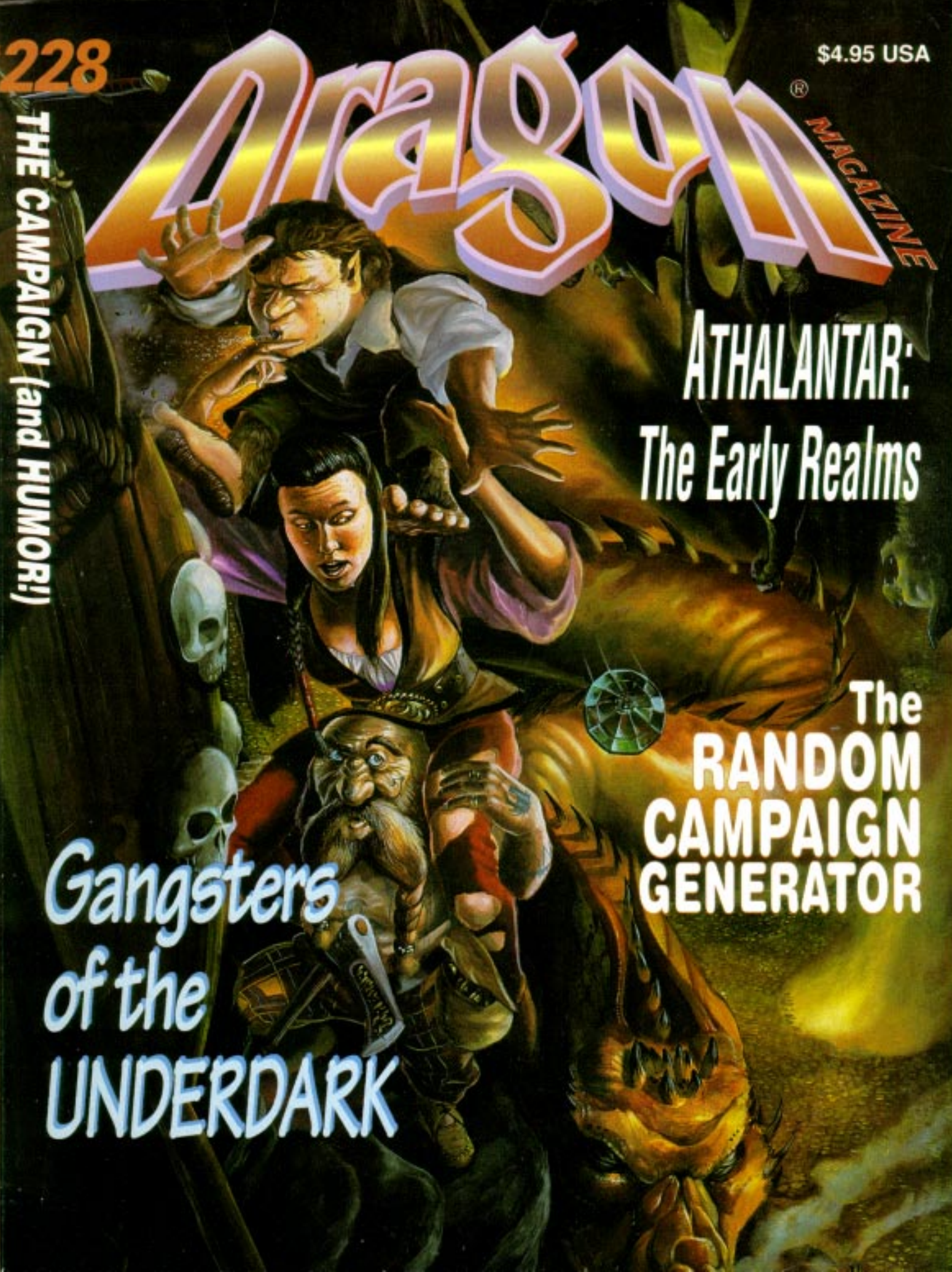
Dragon[®] MAGAZINE

THE CAMPAIGN (and HUMOR!)

ATHALANTAR:
The Early Realms

The
RANDOM
CAMPAIGN
GENERATOR

Gangsters
of the
UNDERDARK





The Dragon's Worstriary

GOLEMS

Golems are potent symbols of just what high-powered magics can do. They are at once terrifying and awe-inspiring.

Sometimes the powerful mages and priests who create these monstrosities try their hands at making something different, and a new class of golems comes into being.

Sometimes, in disgust, they throw away their notes.

Unfortunately, these notes are sometimes found.

Witness the chia golem, chocolate golem, and the horrid plush golem.

by Anne Brown

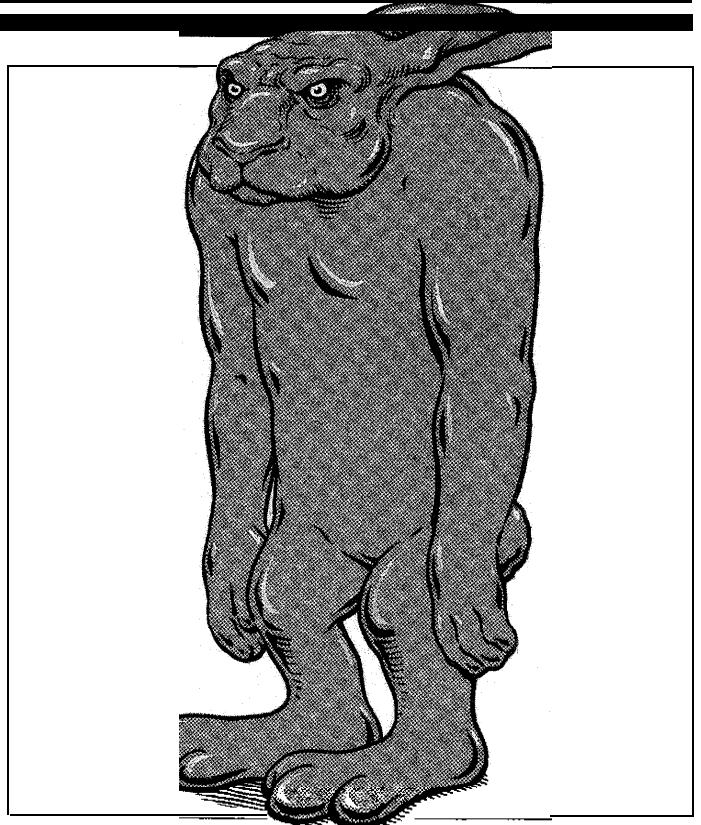
illustrated by Dan Burr



Chocolate Golem

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	Special
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	6
HIT DICE:	6 or 1
THACO:	15 or Nil
NO. OF ATTACKS:	2 or 0
DAMAGE/ATTACK:	1d4/1d4
SPECIAL ATTACKS:	Breath weapon
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (7' tall)
MORALE:	Fearless (19)
XP VALUE:	650 or 0



A chocolate golem is a sight never to be forgotten. Stories describe chocolate golems of every size and shape, including giant rabbits, chicks, dragons, reindeer, scarecrows, humans, humanoids, vampires, and other fantastic creatures.

Two types are known: hollow and solid. Bittersweet, milk, or even white or flavored chocolate may be used in construction. The hollow chocolate golem requires at least 500 lbs. of the finest quality chocolate. The chocolate may be poured into a specially created mold or may be sculpted and the middle hollowed out. Making the solid chocolate golem requires at least a 1,000 lb. block of fine chocolate. The golem is then sculpted from the single block.

Either golem may be embellished with edible paints, frosting, or small candies.

Combat: The deluxe chocolate golem (6 HD) typically serves similar purposes as other golems – as sentry or guard. They are sometimes used as security for large parties thrown by kings and other royalty. They appear to be nothing more than edible room decorations but can be ordered to attack. Thus, the golems offer a more innocuous presence than armed guards.

The deluxe golem attacks with both fists for 1d4 hp damage each. Approximately 25% of deluxe golems also have a breath weapon of sorts. Such golems are filled with fruit-flavored liqueur, whipped cream, peanut butter, or marshmallow. The golem can spew forth one gallon of filling every three rounds until its supply (typically 1d6 +6 gallons of filling) is exhausted.

A golem's THACO is 10 for purposes of spraying filling and it can hit one victim. The golem's spray causes no damage (although golems filled with chunky peanut butter cause 1 hp damage) but blinds a victim for 1d4 rounds. There is no saving throw.

The lesser chocolate golems (1 HD), often called "party golems," are typically commissioned at great expense for children's parties by royalty. The party golems are capable of nothing more than walking, sitting, or standing. They never attack.

Party golems are always hollow and are filled with small trin-

kets and candies. Children make a game of whacking the golem with a stick or pole until it shatters, spilling its treasure and shards of chocolate for partygoers to scoop up.

Chocolate golems exhibit varied reactions to spell effects. Electricity affects them normally. *Hold*, *paralysis*, and *sleep* spells have no effect. Cold-based spells improve a chocolate golem's Armor Class by 2 (making them AC 8) for 1d4 rounds. Cumulative cold-based spells have no additional effect.

Any heat-based or fire spells function fully against a chocolate golem, but with a dangerous side effect. The blast of heat instantly causes a spray of hot melted chocolate in a 15' radius. Any creatures within this area suffer 1 hp damage per die of damage caused by the spell. Thus, a golem struck by a six-die fireball causes 6 hp damage to all creatures within 15'.

Ecology: Like all golems, the chocolate golem is a manufactured creature and has no place in nature. They are created only through magical means.

A priest of at least 11th level can create a chocolate golem through extensive ritual, preparation of the chocolate figure, and use of the following spells: *purify food & drink*, *prayer*, *commune*, and *animate object*.

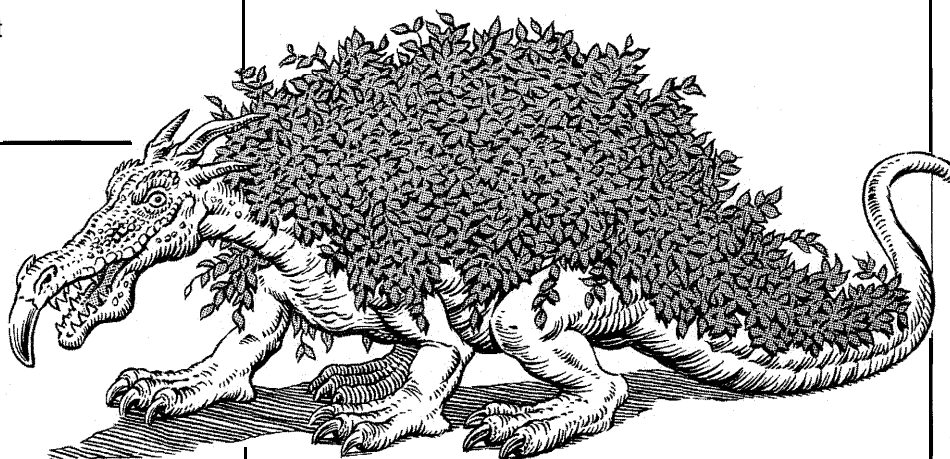
A wizard of at least 14th level must cast *fabricate*, *geas*, and *limited wish* following the construction of the chocolate figure and extensive preparatory rituals.

As part of their enchantment, chocolate golems are stable at temperatures up to 125°F. Enduring any temperature beyond that causes them to lose 1 hp per turn. When a golem loses 50% of its hit points from melting (whether magical or mundane), it is affected as if by a slow spell.

Anyone wishing to purchase a chocolate golem can expect to pay a minimum of 700 gp for a hollow golem, 1,000 gp for a solid golem, and 1,200 gp for a filled golem. The wizard's labor costs and additional 2,000–3,000 gp.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Soil, water, compost
INTELLIGENCE:	Non- (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2d4/2d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (6'-8' tall)
MORALE:	Fearless (19)
XP VALUE:	1,400



Chia golems span the full range from beautiful, elegant topiary creations to hideous, diseased, overgrown plantings. On royal estates, one might detect chia golems in the form of giant rabbits, mice, lions, camels, dragons, or even uniformed armed guards. Near an abandoned wizard's tower or in the courtyards of evil temples, chia golems may be present in the form of vampires, werebeasts, minotaurs, various giants, insects, or other horrid creatures.

A chia golem is a terra cotta or other baked stone sculpture that serves as a surface for plant growth. The chia golem is typically soaked in water and spread with seeds to await sprouting. They have a truly bizarre appearance until the plants have fully matured.

Chia golems may be planted with nearly any type of seeds, such as grass, resulting in a thick green coat; a creeping flowering plant such as phlox or alyssum, resulting in a fluffy pastel mat; a poisonous plant such as poison ivy or oxalis; or a vine plant such as morning glory, ivy, or grape (vines may cause damage in melee; see *Combat*). A combination of plants may be used to achieve a particular aesthetic effect.

No one has ever been known to have created a chia golem for himself; all known examples have been received as gifts.

Chia golems typically range in size from 6'-8'. Smaller golems are somehow unable to maintain the enchantments.

The creation of a chia golem begins with a sculpture in the form of the desired creature. The sculpture requires at least 1,000 lbs. of material. The material must be porous when it is hard to allow for rooting and water seepage; thus, a golem could not be sculpted of granite, but it could be sculpted of limestone or of clay and then baked.

Combat: Chia golems act primarily as sentries. They may be stationed in a particular place to stand guard or they may be ordered to creep slowly around the perimeter of an estate to keep watch. Their lack of intelligence and capability for imperceptibly slow movement makes them ideal for this type of watch duty.

A chia golem attacks with both fists for 2d4 hp damage each. If the golem is planted with a vine whose tendrils might slap at an opponent, +1 hp is added to each fist strike. If the creator of the golem chose to plant it with a thorny or otherwise noxious plant, other bonuses may be assessed as well.

Chia golems are immune to *sleep*, *hold*, and *paralysis* spells. Cold-based and heat-based spells may wither the foliage of a chia golem but cause normal damage. Spells such as *entangle*, *warp wood*, and *plant growth* have no effect. *Hold plant* and *anti-plant shell* work on chia golems as per the spell descriptions. *Transmute rock to mud* destroys a chia golem, but the plants will live in the resulting mud as long as conditions are right.

Habitat/Society: Chia golems may be planted with perennial plants and kept outdoors year round or, if planted with more tender plants, may be moved indoors with the onset of cold weather. Chia golems may also live indoors year round.

The golems, which are hollow, must contain a small amount of soil at all times, and they must be watered according to the requirements of the particular plant. A quantity of compost must also be added to the golem about once per month.

Ecology: Like all golems, the chia golem is a manufactured creature and has no place in nature. They are created only through magical means.

A priest of at least 11th level can create a chia golem through extensive ritual, preparation of the terra cotta figure, and use of the following spells: *plant growth*, *prayer*, *commune*, and *animate object*.

A wizard of at least 14th level must cast *fabricate*, *geas*, *charm plants*, and *limited wish* following the construction of the baked clay figure and extensive preparatory rituals.

A druid of at least 14th level may create a chia golem using *animate rock* and *plant growth* and a month-long process of fertility and other rituals that must culminate on the eve of the winter solstice.

Plush Golem

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Non- (0)
TREASURE:	None
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	9
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d2/1d2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Surprise
MAGIC RESISTANCE:	Nil
SIZE:	L (6' tall)
MORALE:	Fearless (19)
XP VALUE:	650

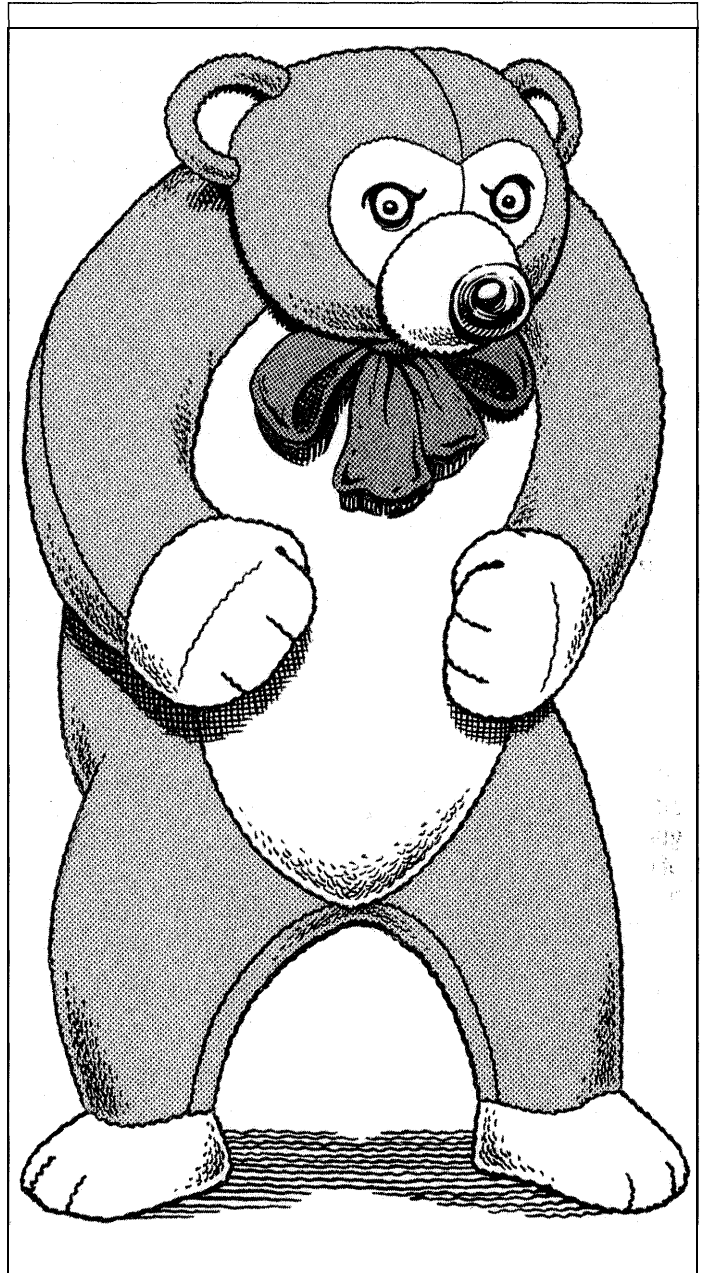
Plush golems are every parents nightmare. They are typically given as gifts to young children, usually by obnoxious aunts or uncles. Plush golems seem like ordinary stuffed animals at first, but eventually reveal their animated state of being to the children who own them. As the children treat their toy animals more and more like live creatures, the parents' frustration increases as the child insists that the toy be allowed to eat at the dinner table, go along on outings, and take part in other family activities to the nuisance of everyone.

Plush golems are finely crafted stuffed animals and may be made of velvet, cotton, or wool. They are usually stuffed with cotton batting, but are sometimes partly filled with dried beans. They may be created in realistic colors to represent a real bear, panda, lion, or tiger, or they may be fabricated into fantastic creatures such as pink elephants, purple rabbits, or lime green monkeys.

Of particular note are plush golems in the form of a large purple-and-green dinosaur. For some unknown reason, these have been seen in great numbers in recent years, and have an affect of aversion and fear in individuals over 12 years of age. Upon viewing such a creature, persons over 12 must roll a saving throw vs. paralyzation or be struck dumb for 2 rounds.

Also of note are plush golems in the form of a small striped tiger. These are far more rare than the purple dinosaurs. Children who receive the tigers as gifts suddenly seem to find themselves in more trouble with their parents than normal, find that no amount of cleaning will keep their bedrooms neat, and that they have trouble concentrating on schoolwork.

Combat: Plush golems never attack individuals under 16 years of age. They attack only when provoked or when the children of the household are threatened. They gain the element of surprise, since most adults never suspect the possibility of the creature's animation. Although they are weak in combat, they often provide enough distraction for a child to escape a dangerous situation.



These creatures are immune to *sleep*, *hold*, *paralysis*, and cold-based spells. They are immune to heat-based spells but suffer normal damage from fire-based spells. Plush golems suffer only half damage from bludgeoning weapons. They instinctively react to the commands of the children who receive them as gifts.

Ecology: Like all golems, the plush golem is a manufactured creature and has no place in nature. They are created only through magical means.

A priest of at least 11th level can create a plush golem through extensive ritual, preparation of the stuffed figure, and use of the following spells: *prayer*, *commune*, and *animate object*.

A wizard of at least 14th level must cast *fabricate*, *geas*, and *limited wish* following the construction of the stuffed figure and extensive preparatory rituals.