

NetBook  
Of

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# Golems & Gargoyles

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Version 1.2





## The NetBook of Golems and Gargoyles

By Benoit Devost

### Introduction

We often think that Golems and Gargoyles are only these magically created things that protect ancient and powerful mages' treasures. These are not ONLY this. In fact, the word "Golem" is said to describe an humanoid who was created by magic, and made of an unusual material. Rock and iron are only a little bit of all the things that you can see as a golem.

"Gargoyle" is a generic term. In past ages, gargoyles were said to protect temples and castles from evil spirits. For now on, a gargoyle in a AD&D is a human-like creature made of rock, who have wings and an hideous face. Gargoyles are much more...

I made this netbook to untie every little subject about golems and gargoyles I saw in my past. "What? THIS is a gargoyle?" is not said enough. "Can this golem actually DO SOMETHING?" is a unsaid expression. I played the past 3 years as a DM (Warhammer, AD&D and EarthDawn), and if I learned something, it's that you always have to surprise your players, or the interest will go fastly down. For sure, the marshmallow golem or the female gladiator gargoyle of doom are not presented in this book, since every campaign have to keep some sense (if you wanna masterize more than 2 hours).

Maybe you will find this netbook a bit thin compared to the others 300-pages spellbooks. But here, you have to know that this is my first Netbook, and anyway, I think that 300 pages are too long to print and too difficult. I play RPGs at college and a big spellbook on my computer only doesn't serve me anyway. This netbook will be updated every time I will have sufficient infos to make some kind of 5 pages...

A last thing: Even if I'm nearby bilingual, my first language is french. So, don't be surprised if you see some mistakes or bad expressions in this book.

Hope this book will be useful to you!

**Benoit Devost**

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First, the guardian. This golem is created or invoked to protect his creator. It is always active.

Second, the statue. This is much more an ornamentation than just a golem. But, sometimes, it can animate itself to defend someone or something.

Third and last, the creature. This kind of golem is just a failed one. The creator, rather than destroying his mistake, decide to throw him in the nature. Every creature golem have nearly the same statistics, but it can change from wich type it was created.

Don't forget that by any type a golem is, a golem CAN actually think by itself. It is a magical creation, so the gathering of magical power may give him reason.

Every Golem is firstly created. There are no golems that are simply running there, in the nature, just for fun. So, depending on the intelligence of the creator, a golem may be more powerful than another.

There is no standard way to shape a golem. He may seem like an amazon woman as much as like a maerdar. This is the creator's choice.



### • What's a Golem?

A Golem is a magic creature. Created by a mage or a priest, this creature is often taken as a guard or only an ornamentation. The more you can see, the golem is an humanoid. But anyway, every golem is created by someone, so his form is chosen by his creator.

These are three distinctive kinds of golem: the guardian, the statue and the creature.

### • What's a Gargoyle?

A gargoyle is, at the beginning, a statue. By definition, gargoyle is taken from the latin "Gargill". "Garg", in greek, means protector. "Ill" represent the illness, the evil spirit. So, a gargoyle is supposed to be a protector from evil spirits. But in every legend, there's an bad side...

Bards and minstrels of the medieval age related some stories telling that gargoyles of the local temple once woke up and

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destroyed a part of the town. These stories became very popular. But in that times, myths and realities were difficult to separate...

From there born the legend of evil gargoyles, waking up once every 500 years to eat fresh meat and so return to 500 new years of sleep. That's actually the type gargoyles you see in your AD&D campaign.

Usually, everyone represents a gargoyle as a little daemon with wings, made of rock. But a gargoyle, as a term, is much more.

Gargoyle is representing every statue already existing enchanted to defend a place from someone. As long as a golem is an humanoid being that can be given intelligence, a gargoyle can't be sensed at all. It's only a guard who obey to his master.

The gargoyle is a statue. Your actually have to sculpt the statue before beginning to enchant it. At the difference of golems, who are shaped at the same time the spells are casted.

But, as the golem, it's the creator of the gargoyle that sculpt it. So a gargoyle can take any shape.

### • **Make a Golem**

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The making of a golem is really difficult and exigent. Only a mage of level 12 or a priest of level 9 can create such a creature. The procedees described there are the ones for the archtypes of golems of this netbook. Make sure your players have all the components before beginning to build, because the caster have to concentrate every minute since the beginning to the end. Each golem have 90% chance to work at the end of

an incantation. If it fumbles, all materials are unusable. You can make a golem faster, but you risk to fail it. You can stay more time on, too. For exact numbers, see down here.

<b>Golem</b>	Unity	Lose	Gain
Adamantium	1 Week	- 5%	+ 2%
Beast	1 Hour	- 3 %	+ 5%
Brass	1 Day	- 15%	+ 10%
Bone	2 Day	- 13%	+ 8%
Crystal	1 Week	- 7%	+ 5%
Emerald	1 Week	- 20%	+ 10%
False	1 Day	- 10%	+1%
Feather	1 Week	- 15%	+ 8%
Glass	10 Days	- 12%	+ 6%
Gold	6 Days	- 8%	+ 5%
Ice	1 Day	- 6%	+ 10%
Ruby	1 Week	- 20%	+ 12%
Sand	2 Days	- 15%	+ 5%
Silver	1 Day	- 3%	+ 5%
Shadow	3 Days	- 20%	+ 5%

### **Adamantium Golem**

*Caster : Ma 19*

*Type: Gu, St*

*Cost: 1.500.000 gp*

*Time: 1 Year*

It's probably the toughest golem you can try to create. It is the greatest material and the most expensive, too. To create, you have to be in the underdark, near a drow city. The magic that is resting there is the only way to have a good golem. After, get 1 ton of adamantium (1.500.000 gp). The problem with this golem is that you have to shape the adamantium. First, cast *Polymorph other*, wich takes 10 months to take effect. After, cast *Domination*, *Spectral force*, *Tongues* and *Move Earth*. Finish the two months ritual with a *Temporal Stasis* and *Permanency* spell.

### **Beast Golem**

*Caster : Ma 12 / Pr 9*

*Type: Cr*

*Cost: 0 gp*

*Time: 1 Day*

Reunion of animal flesh and skin, this is the easiest golem you can do. Take any animal you want. Cast *Animate dead*, *Charm person* and *Find familiar*. For a priest, cast *Animate dead* and *Charm mammals*. It takes a day. The golem can't be intelligent and doesn't obey at all. It just protect his caster when he is in danger.

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### **Brass Golem**

*Caster : Pr 12*

*Cost: 1.500 gp*

Another easy one. Gather 1 ton of brass (1.500 gp), and cast. *Bless, Stone Shape* and *Free action*.

*Type: Gu, St*

*Time: 9 Days*

### **Bone Golem**

*Caster : Ma 14*

*Cost: 500 gp*

A more difficult one, this time. Gather 2 tons of bones (in a cemetery), and a dragon head skull (500 gp). Cast *Animate dead, Clairvoyance, Spectral Force, Hold undead, Contact other plane* and *Dispel magic*.

*Type: Gu, St*

*Time: 24 Days*

### **Crystal Golem**

*Caster : Pr 15*

*Cost: 100.000 gp*

A really tough and expensive one, this time. Gather 1 tons of crystal (100.000 gp). Cast *Endure Cold, Aid, Glyph of Warding, Negative plane protection, Stone shape, Spell immunity* and *Moonbeam*.

*Type: St*

*Time: 3 Month*

### **Emerald Golem**

*Caster : Ma 14*

*Cost: 50.000 gp*

A good ones for libraries. Beautiful and easy to create. Gather 1,5 tons of emerald. Cast *Light, Fog cloud, Magic mouth, Hold monster* and *Cone of cold*.

*Type: St*

*Time: 2 Month*

### **False Golem**

*Caster : Ma 16*

*Cost: 0 gp*

Beware of this one! Really tough to make. Place in front of a floor and cast. *Charm person, Hypnotism, Ventriloquism, Improved phantasmal force, Nondetection, Wizard eye, Major creation* and *Permanency*.

*Type: Gu, St*

*Time: 5 Months*

### **Feather Golem**

*Caster : Pr 14*

*Cost: 0 gp*

The feather golem is not made of feathers, it's just a name. It's made of elemental air. The Priest (of an air deity) have

*Type: Gu*

*Time: 4 Month*

to be in his temple. He casts: *Bless, Dust devil, Call lightning, Continual light, Control temperature, Control Winds* and *Rainbow*.

### **Glass Golem**

*Caster : Pr 19*

*Cost: 125.000 gp*

It's the most powerful golem a priest can create. It has to be built at the same time that the temple or cathedral he will guard. If the cathedral and the golem don't have the same age, the golem will not wake up to defend his home. It is often incrusted in one of the leaded-glass windows. Gather 3 tons of glass and cast. *Bless, Combine, Endure heat, Continual light, Abjure, Starshine, Spell immunity, Magic Font, Moonbeam, Rainbow* and *Sunray*.

*Type: St*

*Time: 6 Months*

### **Gold Golem**

*Caster : Pr 16*

*Cost: 7.500 gp*

The most difficult of the metal ones. Gather 1 ton of gold (7.500 gp), and cast. *Bless, Stone Shape* and *Free action*.

*Type: Gu, St*

*Time: 29 Days*

### **Ice Golem**

*Caster : Pr 12*

*Cost: 0 gp*

Not tough, but many spells to cast. Near a water source, cast *Bless, Create water, Water breathing, Water walk, Part Water* and *Control Temperature*.

*Type: Gu, St*

*Time: 3 Months*

### **Ruby Golem**

*Caster : Ma 14*

*Cost: 50.000 gp*

Good for libraries too. But beware of his fire powers. Gather 1,5 tons of ruby. Cast *Light, Burning hands, Magic mouth, Hold monster* and *Fireball*.

*Type: St*

*Time: 2 Month*

### **Sand Golem**

*Caster : Ma 12*

*Cost: 0 gp*

In the desert, stay before a dune and cast. *Dancing lights, Fool's gold, Glitterdust, Shatter, Dig* and *Fire Shield*.

*Type: Gu*

*Time: 40 Days*

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**Silver Golem**

*Caster : Pr 14*

*Cost: 3.500 gp*

A little more difficult than brass. Gather 1 ton of silver (3.500 gp), and cast. *Bless, Stone Shape* and *Free action*.

*Type: Gu, St*

*Time: 19 Days*

**Shadow Golem**

*Caster : Ma 17*

*Cost: 0 gp*

A VERY difficult one. Lots of spells and long way to go, but really useful. In a dark cave, cast. *Darkness, Protection from good, Dimension door, Shadow monsters, Chaos, Summon shadows, Shades, Veil, Control undead, Vanish, Wish* and *Permanency*.

*Type: Gu*

*Time: 6 Months*

gargoyle can have one special power. Same thing to add a mage to the circle.

The first spells to cast takes 2 weeks to perform. After, you can give special powers to your Gargoyle. These powers are permanent, but the ones that affect foe (Charm Person, Fireball) can be casted once per day and are marked by a +. The spells with an \* are needed for the initial casting. SA means Special Attack. A £ significate a permanent power. If a power is taken more than once, it signifies that he can use it more times per day. Here's a small list of the powers:

**Mage Powers**

Armor £  
 Charm Person +  
 Detect Magic +  
 Feather Fall £  
 Read Magic £  
 Spider Climb £  
 ESP +  
 Invisibility +  
 Magic Mouth +  
 Know Alignment +  
 Spectral Hands +  
 Clairvoyance £  
 Hold Person +  
 Haste £  
 Slow +  
 Spectral Force +  
 Vampiric Touch (SA)  
 Emotion +  
 Ice Storm +  
 Wizard Eye £  
 Passwall £  
 Telekinesis (1/day)  
 Teleport (1/day)  
 Death Spell +  
 Part Water (1/day)  
 True Seeing £  
 Banishment (SA)  
 Finger of Death (SA)  
 Morden.'s Sword (SA)  
 Power Word, Stun +  
 Vanish (3/day)  
 Energy Drain (SA)

**Priest Powers**

Bless \*  
 Command \*  
 Create Water +  
 Detect Magic +  
 Entangle +  
 Aid \*  
 Dust Devil \*  
 Charm Person +  
 Find Traps £  
 Heat Metal (SA)  
 Hold Person +  
 Know Alignment +  
 Obscurement +  
 Call Lightning (1/day)  
 Cure Disease (1/day)  
 Dispel Magic (1/day)  
 Speak with Animals £  
 Neg. Plane Protect. £  
 Meld into Stone +  
 Speak with Death £  
 Prayer\*  
 Abjure (SA)  
 Control Temp. +  
 Detect Lie +  
 Free Action (can fly)  
 Spell Immunity +  
 Control Wind (1/day)  
 Anim. Object (1/day)  
 Anim. Rock (1/day)  
 Wind Walk £

**• Enchant a Gargoyle**

To enchant a Gargoyle is much more difficult than to simply build a golem. Now, you don't just have to take 1 ton and cast. You have to place your Gargoyle, shape it, enchant it and then pray your god. As you can see, there are only the priest that can enchant a Gargoyle. It's... their advantage. But, for sure, a mage can join the casting circle.

A minimum of 2 priests of level 8 is required to enchant a gargoyle. With this minimum, you can only cast the base spells. For each priest more than the second, the

**PS :** *Polymorph* actually fails on a Gargoyle, but some wizards succeeded to cast a working one.

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Especially Red Mages of Thay, the Seven Sisters and Lady of Silvermoon.

A Gargoyle can be of a maximum height of 8 meters. For this variant, the priest have to pray 12 hours four each meter of the gargoyle. The normal height is 2 meters.

To make a gargoyle flying, you have to cast *Free action* on it. It flies at a speed of 12, with a manoeuvrability of B. Note that not every powers are listed up here. With the agreement of the DM, near any spell (except *Polymorph*) can be cast on a gargoyle. For each special power, a Gargoyle needs 1 day more to pray. But when you pray, you can't eat! So any guy who is praying more than 6 days (144 hours) will die! Beware of this detail...

Like that, a 5 meters gargoyle can't have more than 3 special powers... That's the limit of power.

Also, for each meter, a Gargoyle gain different damages from his natural weapons:

Height	Claws / Fists	Teeth / Legs
1 m	1d3	1d4
2 m	1d6	1d8
3 m	1d8	1d8+2
4 m	1d6+4	1d8+6
5 m	1d12+2	1d12+6
6 m	2d8	3d6
7 m	3d6	3d8
8 m	2d10	3d10
9 m	3d8	3d12
10 m	3d10	2d20

The Strength of the Gargoyle is equal to his height in meters +15. This way, a 2 meters gargoyle will have a strength of 17. It is useful when your gargoyle wears a weapon. Too, the HD of your gargoyle is equal to its height X 3. Many gargoyles have different HD, so the DM can adjust. His THAC0 is calculated per his HDs. The nb of attacks is per the Haste power (1= 2 att, 2=3 att)

For the weapons and armors case, the gargoyle wears the ones she got when she was enchanted. It can't be on the statue, so the priests have to give him before beginning. At



the end of the casting, the pieces turn to rock with the gargoyle. They keep their special purpose, their powers and bonuses. Degenarating power is not a problem, since the item is kept like in a *Temporal Statis*.

A Gargoyle can be cast to guard, where she wake up when any number of specified creatures mentionned by the caster at the casting approach at 50 meters. Or, the caster may pronounce a word at the casting, who will be used to wake the Gargoyle. In any way, no combination of these two techniques can be casted.

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### • Archtypes of Golems

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#### THE GENERALITIES :

Every Golem is different. That's why I decided to use the dragon "age" system, but with another variant. Instead of the age, it'll be the power of the creator that will make the power of the golem you encounter. When you see a golem, roll 1d100. Or you can simply chose the power of your golem, if you want.

Roll	Power of the Creator	Hit Dice	TAC0	Intelligence	Spells
01 - 05	Apprentice	-4 (min. 1)	-6 (min. 20)	0	N/A
06 - 15	Beginner Mage	-2 (min. 1)	-3 (min. 20)	1	N/A
16 - 30	Standard Mage	0	0	4	N/A
31 - 45	Good Mage	+1	+2	6	N/A
46 - 60	Excellent mage	+2	+4	9	1 /1
61 - 70	Powerful Mage	+3	+6	12	1 1 / 2 1
71 - 85	Starmage	+4	+8	14	2 1 / 3 2 1
86 - 95	Archmage	+6	+10	16	3 2 1 / 4 2 1 1
96 - 00	Book of Golems	+8	+16	18	4 3 2 / 6 5 3 1

An intelligent Golem have access to the invocation and conjuration mage schools, and the combat, the healing and the elementary priest spheres. He doesn't have the bonuses to spells for a high wisdom (if you can count them) or bonuses related to high intelligence.

The XP bonus/penalty is equal to (TAC0 X 300). The minimal total XP is 270. The alignment of a Golem is the same as his Creator's.

Now, here are the Archtypes of Golems that are the more often saw:

## Golem, Adamantium

<b>FREQUENCY:</b>	Very Rare
<b>TYPES ENCOUNTERED:</b>	Guardian, Statue
<hr/>	
<b>CA:</b>	-2
<b>MOVE:</b>	4
<b>HIT DICE:</b>	12 (90 hp)
<b>TAC0:</b>	8
<b>Nb ATTACKS:</b>	2
<b>DAMAGE:</b>	2-24 / 2-24
<b>SPECIAL ATTACKS:</b>	None
<b>SPECIAL DEFENSES:</b>	Weapon +2 or better
<b>MAGIC RESISTANCE:</b>	75%
<b>HEIGHT:</b>	G (3,40m)
<b>EXPERIENCE POINTS:</b>	11.500

**Combat :** In combat, the adamantium golem is slow but powerful. He moves very slowly, but his height is compensating. He attacks with his fists that delivers 2d12 damages. His tactic is not very developed. Go and Strike. He has merely no intelligence, even if his creator gave him. His maximum intelligence (and spells) is 14.

**Locations :** The Adamantium Golem is often found near drow cities, in the Underdark. Drow matronesses use them to keep treasures and libraries. They also put them in the middle of their spire to protect them from illithids or duergars.

These Golems can also be found on the Primar Plane, protecting or making a place beautiful. There are also some rare Golems who protect a treasure for a great mage, but it's more rare because the build of this golem is very expensive.

## Golem, Beast

<b>FREQUENCY:</b>	Common
<b>TYPES ENCOUNTERED:</b>	Cr
<hr/>	
<b>CA:</b>	6
<b>MOVE:</b>	18
<b>HIT DICE:</b>	6 (45 hp)
<b>TAC0:</b>	15
<b>Nb ATTACKS:</b>	3
<b>DAMAGE:</b>	1-6 / 1-6 / 1-8
<b>SPECIAL ATTACKS:</b>	None
<b>SPECIAL DEFENSES:</b>	Silver Weapon or better
<b>MAGIC RESISTANCE:</b>	None
<b>HEIGHT:</b>	M (1,90m)
<b>EXPERIENCE POINTS:</b>	650

**Combat :** This golem is fast but doesn't obey to his creator. He defends it with all his might, but can't receive an order and execute it. He attacks with his 2 claws and his mouth that inflict 1d6 and 1d8 damages. Not much powerful, it's a good bodyguard for lonely spellcasters. It can't have more than 2 in intelligence, and can't use any spell.

**Locations :** Anywhere a Spellcaster is. It serves as bodyguard as well as horde of killers. Anywhere an animal is, a Beast Golem can be.

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## Golem, Brass

<b>FREQUENCY:</b>	Uncommon
<b>TYPES ENCOUNTERED:</b>	Guardian, Statue
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<b>CA:</b>	2
<b>MOVE:</b>	6
<b>HIT DICE:</b>	8 (60 hp)
<b>TAC0:</b>	14
<b>Nb ATTACKS:</b>	2
<b>DAMAGE:</b>	1-10 / 1-10
<b>SPECIAL ATTACKS:</b>	None
<b>SPECIAL DEFENSES:</b>	None
<b>MAGIC RESISTANCE:</b>	15%
<b>HEIGHT:</b>	G (3,20m)
<b>EXPERIENCE POINTS:</b>	975

**Combat :** This is another slow golem. It is better than the adamantium on this side, but his damages are a long way worst. He attacks with his fists that inflicts 1d10 damages. This is a good golem, since it's not expensive and easy to build.

**Locations :** Almost everywhere on the primal plane. They serve as guards for treasures or simply be aids of some mage. Even if very slow, these golems can be very intelligent, and priests can build them to serve their church or a specific mage.

## Golem, Bone

<b>FREQUENCY:</b>	Very Rare
<b>TYPES ENCOUNTERED:</b>	Guardian, Statue
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<b>CA:</b>	0
<b>MOVE:</b>	12
<b>HIT DICE:</b>	14 (80 hp)
<b>TAC0:</b>	8
<b>Nb ATTACKS:</b>	1
<b>DAMAGE:</b>	4-24
<b>SPECIAL ATTACKS:</b>	None
<b>SPECIAL DEFENSES:</b>	½ dam from S,P Weapons
<b>MAGIC RESISTANCE:</b>	100%
<b>HEIGHT:</b>	M (1,80m)
<b>EXPERIENCE POINTS:</b>	12.400

**Combat :** This Golem is very dangerous. Made by necromancers, it's difficult to say if it's an undead creature or a golem. He's immuned to every spell, except for *Shatter* that affects it and double every damages made to him thereafter. He attacks with his dragon teeth, inflicting 4d6 damages.

**Locations :** Near tours or villages having a necromancer. They never get at more than 1 km of their creator, so if you see a Bone Golem, don't say "There's just this undead giant, there". Necromancers are the focal creators of these golems, but other rebel mages could make one, too.

## Golem, Crystal

<b>FREQUENCY:</b>	Very Rare
<b>TYPES ENCOUNTERED:</b>	Statue
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<b>CA:</b>	-6
<b>MOVE:</b>	10
<b>HIT DICE:</b>	18 (140 hp)
<b>TAC0:</b>	4
<b>Nb ATTACKS:</b>	1
<b>DAMAGE:</b>	1-10
<b>SPECIAL ATTACKS:</b>	None
<b>SPECIAL DEFENSES:</b>	Crystal Plates
<b>MAGIC RESISTANCE:</b>	None
<b>HEIGHT:</b>	M (1,90m)
<b>EXPERIENCE POINTS:</b>	15.800

**Combat :** This golem is really not harmful, but his power are his crystal plates. They reflect spells as the Tarrasque's Plates do. On a 6 on 1d6, the ray or discharge spell is return directly to the caster. On other rolls, the ray simply curve and goes into a random direction.

**Locations :** Any rich house or town. Paysans don't have the money to pay 1 ton of crystal. The local priest must be of a "building" deity. In some places, some nature gods could accept to give power to these golems.

## Golem, Emerald

<b>FREQUENCY:</b>	Uncommon
<b>TYPES ENCOUNTERED:</b>	Statue
<hr/>	
<b>CA:</b>	0
<b>MOVE:</b>	8
<b>HIT DICE:</b>	12 (90 hp)
<b>TAC0:</b>	10
<b>Nb ATTACKS:</b>	2 + special
<b>DAMAGE:</b>	1-6 / 1-6
<b>SPECIAL ATTACKS:</b>	Bubble Breath
<b>SPECIAL DEFENSES:</b>	Weapons +1 or more
<b>MAGIC RESISTANCE:</b>	25%
<b>HEIGHT:</b>	G (3,00m)
<b>EXPERIENCE POINTS:</b>	7.900

**Combat :** This Golem is dangerous due to his Bubble Breath. Once every 3 rounds, he can blow a jet of bubbles of his torso. This jet is a cone of 12' long, with a great diameter of 6'. It inflict 3d6 damages to normal creature or 8d6 to fire ones. More, everyone who is touched by the breath must save vs breath or be imprisoned in one of the bubbles for 2d6 rounds. When in the bubble, no one can hurt the victim besides the golem. For sure, the victim can't do anything either. During the imprisonment, the victim floats at 3 meters of the ground. The golem attacks with his fists.

**Locations :** A library is a good place to put an emerald golem. It's not dangerous for the books, and there's just mages who can make them. Otherwise, it's difficult to see one. They are very rare anywhere else.

## Golem, False

<b>FREQUENCY:</b>	Very rare
<b>TYPES ENCOUNTERED:</b>	Guardian, Statue
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<b>CA:</b>	0
<b>MOVE:</b>	3d6
<b>HIT DICE:</b>	6 (45 hp)
<b>TAC0:</b>	1
<b>Nb ATTACKS:</b>	2 + special
<b>DAMAGE:</b>	1-4 / 1-4 / 3-24
<b>SPECIAL ATTACKS:</b>	Hallucinatory Terrain
<b>SPECIAL DEFENSES:</b>	Magic Immunity, Weapons +3 or more
<b>MAGIC RESISTANCE:</b>	None
<b>HEIGHT:</b>	Varies
<b>EXPERIENCE POINTS:</b>	6.900

**Combat :** This golem is no more than a giant illusion. He prefers to cast *Hallucinatory Terrain* (which he can cast three times a day) before joining combat. He attacks with his fists (or any weapon he wants to be viewed), that always inflict 1d4 damages. He can't be hurt by weapons +2 or less. He's immuned to every Phantasmal/Illusionnary spell. If one of his physical attacks touch, he can try to absorb his foe's magical energy. It does 3d8 damages to the victim, that are recuperated by the golem (if he does 17 dmg, he gains 17hp). His move varies by the force he puts in his speed. To represent, the golem have 3d6 move, re-rolled at every round. Anyway it is, the form of the golem at the creation, and can't be changed after.

**Locations :** Anywhere. It can serve as a bodyguard or simply a statue to guard a treasure. That says, it's very rare. This golem is long and difficult to build, and only the most powerful and resistant illusionnist can create it.

## Golem, Feather

<b>FREQUENCY:</b>	Very rare
<b>TYPES ENCOUNTERED:</b>	Guardian
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<b>CA:</b>	-4
<b>MOVE:</b>	fl 24
<b>HIT DICE:</b>	4 (30 hp)
<b>TAC0:</b>	12
<b>Nb ATTACKS:</b>	2
<b>DAMAGE:</b>	1-6 / 1-6
<b>SPECIAL ATTACKS:</b>	Confusing Dance
<b>SPECIAL DEFENSES:</b>	Weapons +3 or more
<b>MAGIC RESISTANCE:</b>	None
<b>HEIGHT:</b>	M (1,90m)
<b>EXPERIENCE POINTS:</b>	3.780

**Combat :** This golem is not made of feathers, it's just a generic term. In fact, this is an air elemental. It can only be cast by a priest of an air deity. It is kindly rare, and more boring than powerful. It flies really fast (24), and can confuse anyone by dancing in the airs and spinning on himself. Everyone who see him become confused for 2d4 rounds and suffers penalty of -4 to every saving throw, attack roll an AC. It attacks with his two windy fists, which deal 1d6 damage by fist.

**Locations :** Air deity temples. Can be sometimes found in other religious temples, but more rarely. Any god who have a friendship link with a air-elemental deity may have one of them.

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## Golem, Glass

<b>FREQUENCY:</b>	Very rare
<b>TYPES ENCOUNTERED:</b>	Statue
<hr/>	
<b>CA:</b>	4
<b>MOVE:</b>	12
<b>HIT DICE:</b>	9 (40 hp)
<b>TAC0:</b>	11
<b>Nb ATTACKS:</b>	1
<b>DAMAGE:</b>	2-24
<b>SPECIAL ATTACKS:</b>	See down here
<b>SPECIAL DEFENSES:</b>	See down here
<b>MAGIC RESISTANCE:</b>	None
<b>HEIGHT:</b>	M (1,80m)
<b>EXPERIENCE POINTS:</b>	5.000

**Combat :** This cathedral guard is the most powerful golem a cleric can create. When they get off their leaded-glass window, their enemies suffer a -3 penalty to their surprise roll. This golem, which always represent a knight, attack with a glass sword that inflict 2d12 hp damages. Once on three rounds, the golem can cast a *prismatic spray* in a 7,5 meters ray around him. Every ennemy and item is affected. Every blunt weapon that can affect them (at least +2) inflict double damages. A *shatter* spell make them having 2% risk of exploding for each damage point dealt in a blow.

**Locations :** Any cathedral of 500 clerics or more. For each 400 clerics slice up than 500, the cathedral may have one more glass golem. Anywhere other, it's impossible to find.

## Golem, Gold

<b>FREQUENCY:</b>	Very Rare
<b>TYPES ENCOUNTERED:</b>	Guardian, Statue
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<b>CA:</b>	4
<b>MOVE:</b>	10
<b>HIT DICE:</b>	10 (75 hp)
<b>TAC0:</b>	12
<b>Nb ATTACKS:</b>	2
<b>DAMAGE:</b>	2-16 / 2-16
<b>SPECIAL ATTACKS:</b>	None
<b>SPECIAL DEFENSES:</b>	Reshaping
<b>MAGIC RESISTANCE:</b>	45%
<b>HEIGHT:</b>	G (3,20m)
<b>EXPERIENCE POINTS:</b>	4.980

**Combat :** The most powerful metal golem. Once more, it isn't really fast (even more than the two others), but his strenght resides in his reshaping power. Gold is an easy-woked metal. Every physical damage (dealt by a weapon) can be regenerated. At any round, the golem can spend his round to reshape his body. It works as a *stoneskin*. The last two attacks are simply ignored and considered unexistent. It attacks with his two fists, which inflict 2d8 hp damages each.

**Locations :** Can be seen anywhere there can be a brass golem but, only, there's a 10% chance to be a gold golem instead of a brass golem.

## Golem, Ice

<b>FREQUENCY:</b>	Very Rare
<b>TYPES ENCOUNTERED:</b>	Guardian, Statue
<hr/>	
<b>CA:</b>	0
<b>MOVE:</b>	12
<b>HIT DICE:</b>	9 (68 hp)
<b>TAC0:</b>	12
<b>Nb ATTACKS:</b>	2 + special
<b>DAMAGE:</b>	1-10 / 1-10 / 3 - 24
<b>SPECIAL ATTACKS:</b>	Icestorm, Icepike
<b>SPECIAL DEFENSES:</b>	None
<b>MAGIC RESISTANCE:</b>	65%
<b>HEIGHT:</b>	G (2,40m)
<b>EXPERIENCE POINTS:</b>	9.890

**Combat :** A kindly rare one. Even if he is rare, he is really powerful. He attacks with his two ice fists, that delivers 1d10 of cold damage. He can also, once per day, create a ice pike on his right hand. It lasts for 5d6 rounds, and inflicts 3d8 hp damages. He, too, can cast a Icestorm. It lasts for 3d4 rounds, and inflicts 1d6 damage by round on a 12' radius around the golem. Every creature but the golem who are caught in the area is blinded 1d4 rounds, in which the creature suffers a -4 penalty to all rolls and AC.

**Locations :** Any arctic place. A cold cave or even in a ice castle. Everywhere there is ice and at least -10°C.

## Golem, Ruby

<b>FREQUENCY:</b>	Uncommon
<b>TYPES ENCOUNTERED:</b>	Statue
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<b>CA:</b>	0
<b>MOVE:</b>	8
<b>HIT DICE:</b>	12 (90 hp)
<b>TAC0:</b>	10
<b>Nb ATTACKS:</b>	2 + special
<b>DAMAGE:</b>	1-6 / 1-6
<b>SPECIAL ATTACKS:</b>	SpitFire Breath
<b>SPECIAL DEFENSES:</b>	Weapons +1 or more
<b>MAGIC RESISTANCE:</b>	25%
<b>HEIGHT:</b>	G (3,00m)
<b>EXPERIENCE POINTS:</b>	7.900

**Combat :** The greatest danger of this golem is his SpitFire Breath. When used, the golem open his mouth wide, and spit a large cone of fire spurts. This cone is 15' large at bottom, and 18' long. Inside it, every clothe have to succeed a saving throw vs breath or burn up, dealing 1d6 fire damage to his wearer. More, the breath deals 4d6 fire damage to everyone in the range. Every ice melt immediately, and so for ice golems and daemons or creatures. Water creatures take 10d6 damages.

**Locations :** Mages often put them in libraries, even if their fire power can burn books. He is incredibly powerful if the books are protected against fire. Otherwise, it's really rare.

## Golem, Sand

<b>FREQUENCY:</b>	Rare
<b>TYPES ENCOUNTERED:</b>	Guardian
<b>CA:</b>	2
<b>MOVE:</b>	16
<b>HIT DICE:</b>	6 (45 hp)
<b>TAC0:</b>	15
<b>Nb ATTACKS:</b>	2 + special
<b>DAMAGE:</b>	1-6 / 1-6
<b>SPECIAL ATTACKS:</b>	Moving Sands
<b>SPECIAL DEFENSES:</b>	None
<b>MAGIC RESISTANCE:</b>	None
<b>HEIGHT:</b>	G (2,20m)
<b>EXPERIENCE POINTS:</b>	10.230

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**Combat :** A desert-keeping one. Beware, it can absorb you at all. His moving sands attack can be performed once every day. The victim begins to fall in sands, and his life is slowly sapped by the golem. It can absorb 2d6 hps by round. When the victim fall to 0 hp, it is thrown out of the sands. When performed, the golem can attack, but can't perform another moving sands attack. The victim cannot do anything but cast verbal spells. It hits his foes with big sand balls that can be thrown up to 6', as the moving sands attack.

**Locations :** Any desert inhabited by mages. Red mages of Thay often use these golems. Really dangerous if goodly used byn them. If the golem is a Thay one, consider it as built by a Powerful mage.

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## Golem, Silver

<b>FREQUENCY:</b>	Rare
<b>TYPES ENCOUNTERED:</b>	Guardian, Statue
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<b>CA:</b>	5
<b>MOVE:</b>	8
<b>HIT DICE:</b>	8 (65 hp)
<b>TAC0:</b>	12
<b>Nb ATTACKS:</b>	2
<b>DAMAGE:</b>	2-12 / 2-12
<b>SPECIAL ATTACKS:</b>	None
<b>SPECIAL DEFENSES:</b>	Silver Dust
<b>MAGIC RESISTANCE:</b>	35 %
<b>HEIGHT:</b>	G (3,20m)
<b>EXPERIENCE POINTS:</b>	2.560

**Combat :** A more powerful version of the brass golem. He, neither, is not very powerful, but has an interesting advantage over the brass one. His silver dust can be spitted out of his mouth once by three turn. Everyone caught in the 9' X 9' is lost in the cloud. It takes 1 round to get out of the cloud, and the next can be used as normal. When in the cloud, the ennemy can't do anything but stand here or search for the edge. The cloud lasts 3 rounds after it is spitted.

**Locations :** Can be seen anywhere there can be a brass golem but, only, there's a 25% chance to be a silver golem instead of a brass golem.

## Golem, Shadow

<b>FREQUENCY:</b>	Very Rarer
<b>TYPES ENCOUNTERED:</b>	Guardian
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<b>CA:</b>	8
<b>MOVE:</b>	fl 24
<b>HIT DICE:</b>	8 (60 hp)
<b>TAC0:</b>	18
<b>Nb ATTACKS:</b>	0
<b>DAMAGE:</b>	None
<b>SPECIAL ATTACKS:</b>	Energy Absorb
<b>SPECIAL DEFENSES:</b>	None
<b>MAGIC RESISTANCE:</b>	90 %
<b>HEIGHT:</b>	M (1,40m)
<b>EXPERIENCE POINTS:</b>	2.560

**Combat :** This golem can't attack, but has a much better ability. He can Absorb energy of the primal plane creatures. Every time a golem touches, it deals 4d8 hp damages to its foe, that are absorbed by the negative plane. When it has absorbed 60 hps, the golem duplicate. It has the same remaining hp, the same XP cost and the same abilities.

**Locations :** Any dark place inhabited by a powerful mage. The worst shadow golem is created by a powerful mage.

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## The NetBook of Golems and Gargoyles

By Benoit Devost



- **Archtypes of Gargoyles**

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### THE GENERALITIES :

There is not real generality about gargoyles, mainly because they are all different. Building a gargoyle is so random that we can't establish any standard. But, anyhow, every gargoyle has a natural AC of 8.

Now, here are the Archtypes of Gargoyles that are the most known by peoples:

## Gargoyle, Gate

<b>FREQUENCY:</b>	Uncommon
<b>REACTION PHASE:</b>	People at 15'
<b>CA:</b>	4 (Scale Armor)
<b>MOVE:</b>	8
<b>HIT DICE:</b>	8 (65 hp)
<b>TAC0:</b>	12
<b>Nb ATTACKS:</b>	1
<b>DAMAGE:</b>	3-18 (Spear)
<b>SPECIAL ATTACKS:</b>	None
<b>SPECIAL DEFENSES:</b>	None
<b>MAGIC RESISTANCE:</b>	35 %
<b>HEIGHT:</b>	G (3m)
<b>EXPERIENCE POINTS:</b>	3.490

**Appearance :** A 3 meters tall human guy with a scale armor. He wears a great spear that is often pointed to the sky. All of stone, he can be of the image of a dwarf or a gnome, too. Elves don't use many of these gargoyles, so these elven versions are much rare.

**Combat :** A Gate Gargoyle will begin the battle by casting *Know Alignment* (1/day) and *Detect Magic* (1/day). If the foes are not welcome, he asks the reason of this presence, and the foes have to deal with a *Detect Lie* spell (1/day). If foes ignore every injunction, he will cast *Hold Person* (2/day) on magic-users, and "take care" of the fighters.

**Usual Powers :** [Bless, Command, Aid, Dust Devil, Prayer], *Know Alignment*, *Detect Lie*, *Hold person* and *Detect Magic*

**Usual Location :** Each side of a Gate.

## Gargoyle, Gladiator

<b>FREQUENCY:</b>	Rare
<b>REACTION PHASE:</b>	Command Word
<b>CA:</b>	4 (Scale Armor)
<b>MOVE:</b>	12
<b>HIT DICE:</b>	10 (75 hp)
<b>TAC0:</b>	10
<b>Nb ATTACKS:</b>	2
<b>DAMAGE:</b>	1-12 (Long Sword)
<b>SPECIAL ATTACKS:</b>	Sword Trust
<b>SPECIAL DEFENSES:</b>	None
<b>MAGIC RESISTANCE:</b>	None
<b>HEIGHT:</b>	G (2m)
<b>EXPERIENCE POINTS:</b>	7.560

**Appearance :** A 2 meters tall humanoid. Can be of any age or any sex, as long as it has 2 meters tall. Human and dwarves are the most seen gargoyles, but we often see orcs or even batrasogs. The important is that the gargoyle has a combative appearance.

**Combat :** A Gladiator Gargoyle is created to distract people. Their main task is to fight in an arena. Upon a word command, the gargoyle animates herself. He begins a fight by activate his permanent *Armor* (which gives him a AC 2), and his *Haste* power. Sometimes, he casts *Spectral Hands* (1/day) to steal his foe's attention, and suddently disappear with his *Invisibility* spell (1/day). Twice per day, he can, too, *Animate Objects*, for combat purpose (animate his sword, or even an arena tool). Once per day, he can Sword Trust, adding +8 to his damage dealt, but -4 to is THAC0.

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**Usual Powers :** [Bless, Command, Aid, Dust Devil, Prayer], Armor, Invisibility, Haste, Spectral Hands, Animate object.

**Usual Location :** In an arena, or guarding the arena.

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## Gargoyle, Living

<b>FREQUENCY:</b>	Very Rare
<b>REACTION PHASE:</b>	Self-Activating
<b>CA:</b>	8
<b>MOVE:</b>	8, fl 12
<b>HIT DICE:</b>	8 (62 hp)
<b>TAC0:</b>	14
<b>Nb ATTACKS:</b>	2
<b>DAMAGE:</b>	1-8 / 1-8 (Fists)
<b>SPECIAL ATTACKS:</b>	None
<b>SPECIAL DEFENSES:</b>	None
<b>MAGIC RESISTANCE:</b>	35%
<b>HEIGHT:</b>	G (3m)
<b>EXPERIENCE POINTS:</b>	3.260

**Appearance :** Any. Can be of the daemon or of any race or class.

**Combat :** This Gargoyle is the one that can animate by itself anytime it wants. Strange, no? The three unusable powers are to make the gargoyle do what it can do. It can speak with animals and fly. Sometimes, they have some more capacities but we can't list them here. This gargoyle try to avoid combats.

**Usual Powers :** [Bless, Command, Aid, Dust Devil, Prayer], [Magic Mouth (unusable), Emotion (unusable), Wizard Eye (unusable)], Speak with Animals, Free Action.

**Usual Location :** Almost anywhere, but don't forget they are very rare!

## Gargoyle, Shifter

<b>FREQUENCY:</b>	Very Rare
<b>REACTION PHASE:</b>	Command Word
<b>CA:</b>	2 (Skin)
<b>MOVE:</b>	8, fl 12/sw 12
<b>HIT DICE:</b>	6 (45 hp)
<b>TAC0:</b>	14
<b>Nb ATTACKS:</b>	2
<b>DAMAGE:</b>	1-6 / 1-6 (Fists)
<b>SPECIAL ATTACKS:</b>	None
<b>SPECIAL DEFENSES:</b>	None
<b>MAGIC RESISTANCE:</b>	None
<b>HEIGHT:</b>	M (2m)
<b>EXPERIENCE POINTS:</b>	6.790

**Appearance :** Depends of his form.

**Combat :** This Gargoyle is really rare. In fact, it has been casted a *polymorph* spell on him. Once per day, he can *polymorph* as the spell. On his natural form, he has the stats mentionned up there. He can also create wings or palms on his body. His body is not really material, so he as a low AC.

**Usual Powers :** [Bless, Command, Aid, Dust Devil, Prayer], Polymorph

**Usual Location :** Accompanying one of the Seven Sisters, a Wizard of Thay, Lady of SilveryMoon, or any other powerful mage.

## Gargoyle, Sorcerer

<b>FREQUENCY:</b>	Very Rare
<b>REACTION PHASE:</b>	Command Word
<b>CA:</b>	8
<b>MOVE:</b>	12
<b>HIT DICE:</b>	4 (30 hp)
<b>TAC0:</b>	18
<b>Nb ATTACKS:</b>	1
<b>DAMAGE:</b>	1-3 (Fist)
<b>SPECIAL ATTACKS:</b>	Spells
<b>SPECIAL DEFENSES:</b>	None
<b>MAGIC RESISTANCE:</b>	35%
<b>HEIGHT:</b>	L (1m)
<b>EXPERIENCE POINTS:</b>	4.890

**Appearance :** Often little and wearing a long robe and a large hat. His rock color can be of many colors.

**Combat :** Repugnant to combat. He prefers to use his spells to neutralise his foes. But if obligated, he will keep far and empty his spell pool. His *Armor* spell gives him an AC 6

**Usual Powers :** [Bless, Command, Aid, Dust Devil, Prayer], Armor, Detect Magic, Invisibility, Spectral Force, Ice Storm, Telekinesis, Teleport, Death Spell, Power word, Stun.

**Usual Location :** Useful to every mage. A priest can, too, need it. But everyone can have one. If they are very rare, they are very researched, because of their utility.

## Gargoyle, Spy

<b>FREQUENCY:</b>	Uncommon
<b>REACTION PHASE:</b>	People at 45'
<b>CA:</b>	8
<b>MOVE:</b>	12
<b>HIT DICE:</b>	4 (30 hp)
<b>TAC0:</b>	14
<b>Nb ATTACKS:</b>	1
<b>DAMAGE:</b>	1-6 (Fist)
<b>SPECIAL ATTACKS:</b>	None
<b>SPECIAL DEFENSES:</b>	None
<b>MAGIC RESISTANCE:</b>	None
<b>HEIGHT:</b>	M (1m)
<b>EXPERIENCE POINTS:</b>	860

**Appearance :** It often have an innocent shape, melting with the background, cause he doesn't have to be seen. Often simply a art sculpture or anything other that is not shouting "I'm there!".

**Combat :** It is not very dangerous in combat, as he is only there to spy his foes. If discovered, he will cast his *Hold Person* (3/day) and attack the nearest ennemy.

**Usual Powers :** [Bless, Command, Aid, Dust Devil, Prayer], Hold Person, Invisibility, Clairvoyance, Wizard Eye, True Seeing, Detect Magic, Magic Mouth.

**Usual Location :** Any place that want to be seen at every minute. Any place that has a high risk of being visited by ennemies, or simply places that want to be guarded from unwelcomed people.

## Gargoyle, Temple

See your **MONSTROUS MANUAL's Gargoyle Statistics.**

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Look like it's the end now.

I am currently working on version 1.4, which will contain a complete and detailed list of all the powers a gargoyle can have.

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