GOLEM

BY VAIDENON OF HUSTAN, WARDEN OF THE INKHORN FELLOWSHIP

the Shek-Pvar's Made Servant

> "The Shek-Pvar do not discuss their servants with scribes. What follows I pieced together from a mason, a potter, a bronze-founder who would not give his name, and a mage who gave me a great deal of wine and very little else."
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> — Vaidenon of Hustan, Warden of the Inkhorn Fellowship, Tashal, Morgat 720 TR

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A golem is an object made in the shape of a man and given motion by enchantment. Columbia Games' core rules list golems among the things a traveller may meet (core: Ethereals, "Possessed Entity/Golem/Zombie"), but no published account says how they are made. The Fellowship makes the golem a Shek-Pvar construct: a major artifact with a mind installed in it and a body that moves. *(Inkhorn)* It is rare and costly, made only by mages of some power, usually to guard a sanctum or a tomb.

THE WARDEN'S NOTE

I have seen one golem, of iron, standing in the doorway of a ruined chantry in the hills above Olokand. It did not move while I watched it, which was some hours, from a respectful distance. A shepherd told me it has stood there since his grandfather's day and that the sheep graze right up to it. The sheep, he said, have never tried to pass.

HOW A GOLEM IS MADE

A golem is built in four stages, after the spells named below. Most of the spells come from Bernhard Bihler's fan *Grand Grimoire of the Pvaric Tradition*, cited here as the Grimoire. *(Inkhorn)*

1. The body. A craftsman makes a jointed figure of high-quality material; a golem can move only where it has joints (Grimoire: Pendran's Animus). Clay is modelled by a potter, stone carved by a mason, iron or bronze cast and riveted by a metalsmith, and wood joined by a woodcrafter. The materials must be in tune with the enchantments (Grimoire: False Soul).

2. The Ego. Esten's Mirror (Neutral IV) makes the body a major artifact by investing the caster's Will: 1d6 Ego per point on a MS, 1d8 on a CS. A CF destroys the artifact and loses the Will (Magic). False Soul (Neutral III, fan) may install an artificial personality instead or as well.

3. Motion. Pendran's Animus (Neutral VI, fan) occupies four points of Ego and makes the figure move: STR 1d6+SI and DEX, AGL, and speed 1d6+SI each (one of them 2d6+SI on a CS). It needs no fatigue, feels no injury, and counts as END 18. Cast while the body is being made, it is permanent. The caster can animate SI × SI × 10 pounds.

4. Strength. Each casting of Pendran's Enhancement (Neutral III, fan) improves one statistic by SI/2 (MS) or SI (CS). Each statistic can be improved only once, and each casting occupies two points of Ego.

WHICH CONVOCATIONS

All the spells are Neutral, so any Shek-Pvar of sufficient skill may make a golem. The material sets the difficulty (Magic: Enchantment Object Element). Clay, wood and straw are Fyvrian; stone, iron and bronze are Jmorvi; ice is Odivshe; glass and crystal are Lyahvi. A Jmorvi mage therefore makes the best iron and stone golems, and a Fyvrian the best of clay and wood. Savoryans, who deal in minds, are said to make the cleverest False Souls. *(Inkhorn)* My mage friend, a Fyvrian, says this last is Savoryan boasting.

COMMANDING A GOLEM

A golem obeys whoever is attuned to it, normally its maker (Magic: artifacts and attunement). It understands simple commands in its maker's tongue: guard, follow, carry, strike, stop. With an Ego of 10 or more and a False Soul, it understands more complex orders. A golem left without a master keeps its last command for ever. "Let no one pass" is the commonest, and the deadliest, and every treasure-hunter should have it carved on his heart.

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TIME AND COST

Each spell takes 15 − SI hours to cast (Magic; Grimoire). With the crafting of the body, a clay golem takes about a month, and an iron one a season. Materials cost from 100d for clay to 3,000d or more for a cast-iron body (Inkhorn, from Pricelist metal prices). The caster also invests his Will, permanently forfeit if the golem is destroyed (Magic: Esten's Mirror).

BREAKING A GOLEM

A golem takes no shock and no fatigue and is not disabled by limb wounds. It stops when its Injury Points exceed END × 5, and a severed part drops lifeless (Grimoire: Pendran's Animus). Its enchantments can be dispelled, unless warded by Suld's Ward (Grimoire). Destroying the artifact releases the maker's invested Will, which is lost to him.

SPECIAL RULES

GOLEM STATS (INKHORN)

STR, DEX, and AGL come from Pendran's Animus plus Enhancement, as above. The blocks show typical results for a mage of SI 6 (STR 1d6+6, one statistic enhanced by SI). Material sets armour and weight. INT equals Ego ÷ 2; AUR equals Ego; WIL equals Ego. Golems have no senses beyond Sensitivity to auras at AUR × 5 feet, and hearing for commands.

UNARMED

Golems strike with fists (Unarmed) at their maker's choice of ML (SB × 4 from DEX DEX WIL, Inkhorn). Impact is STR ÷ 4, plus material: +1 stone, +2 iron.

RELIGIOUS VIEWS

- Most churches view golems as Shek-Pvar business and leave them alone; the Laranian Church distrusts any made thing that moves (Inkhorn).
- Ilvirans call golems poor copies of Ilvir's work and are not impressed (Inkhorn).
- Morgathians use gulmorvrin, which are cheaper (Morvrin).

FOLK TALES

The Doorward of the Shrine

Treasure-hunters who broke into an abandoned Shek-Pvar chantry found an iron man standing in the doorway of the library. Their leader told it, in the old tongue, that its master was dead and it could go. It answered that its master had said that would be said, and to let no one pass.

The Clay Boy

A Fyvrian mage made a clay servant to fetch water for his old age. When the mage died, the clay boy kept fetching water until the house flooded and the walls fell, and then he stood in the ruin, waiting for a new order.

ADVENTURE HOOKS

- A ruined chantry is guarded by a golem whose last order was "guard the door". The PCs want what is behind the door.
- A Jmorvi mage commissions a body from a smith PC and does not say what it is for.
- A clay golem has been found sitting in a field, and it follows the first person to speak to it.

ENCOUNTERS

Underworld (the Fellowship's extended): Construct, in Shek-Pvar chantries, sanctums, Earthmaster ruins, or rich tombs. The Fellowship proposes that a result of "Construct" be resolved on this table:

D100	RESULT
01–35	Clay golem (guardian, last command "guard")
36–60	Stone golem
61–75	Iron golem
76–90	Wood or straw golem (servant)
91–00	A golem whose master lives (and is near)

Core Ethereals (subtable 16), "Possessed Entity/Golem/Zombie", in such places: 1 in 3 a golem.

RUMOURS

RUMOUR	TRUTH	WHERE
An iron man guards the old wizard's tower and has done for a hundred years.	open	any realm
Shek-Pvar make men of clay to work their fields.	false	anywhere
A golem can be stopped by speaking its maker's name.	partly	anywhere

ECONOMIC DATA

ITEM	PRICE	SOURCE
Golem body, clay (materials and potter)	100d	Inkhorn
Golem body, stone (mason)	600d	Inkhorn
Golem body, iron (metalsmith)	3,000d	Inkhorn
Golem body, wood or straw	80d	Inkhorn

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THE FELLOWSHIP'S ADDITIONS

- The golem as a Shek-Pvar construct: body + Esten's Mirror (Columbia) + Pendran's Animus and Enhancement (fan) + False Soul (fan), with material–convocation modifiers from the Enchantment Object Element table (Columbia)
- Typical stats per material, command rules, time, and costs
- Tales and encounter additions

Everything else follows HârnMaster 3 and the Columbia Games articles cited, which the Fellowship commends to every reader.

CREDITS

Writer: Vaidenon of Hustan. Set down by Lesli of Bifel and his homunculus, Claudin.

Sources cited: Columbia Games' *HârnMaster Magic* (#4301: the convocations; Enchantment Object Element; Esten's Mirror, Neutral IV) and the HârnMaster 3 core rules (Ethereals: "Golem"); Bernhard Bihler's fan *Grand Grimoire of the Pvaric Tradition* (Pendran's Animus, Pendran's Enhancement, False Soul, Soul Stealer, Suld's Ward); the fan price list by Fenhorn (metal prices).

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STAT BLOCKS

CLAY GOLEM

Habitat: Sanctums, chantries
Height: 6′ 6″
Weight: 350 lb
Diet: None
Lifespan: Until destroyed
Group: 1
Size: Medium/d6

ATTRIBUTES

16 Str	• Eye	05 Int	18 End
• Sta	08 Hrg	10 Aur	08 Mov
08 Dex	• Sml	10 Wil	
08 Agl			

SKILLS

40 Initiative	30 Dodge
50 Sensitivity	
50 Unarmed 4b	

ARMOUR

B5 E5 P4 F7 GAC 2

STRIKE LOCATIONS

Use standard strike location tables. Animated objects take no shock and no limb disablement unless the part is severed (Grimoire, Pendran's Animus).

- Fyvrian work. Rain softens it: −10 to all skills while wet.
- Injury Points to END × 5 (90); no shock, no fatigue.

STONE GOLEM

Habitat: Tombs, ruins
Height: 7′ 0″
Weight: 1,200 lb
Diet: None
Lifespan: Until destroyed
Group: 1
Size: Large/d8

ATTRIBUTES

20 Str	• Eye	04 Int	18 End
• Sta	08 Hrg	09 Aur	06 Mov
07 Dex	• Sml	09 Wil	
06 Agl			

SKILLS

35 Initiative	20 Dodge
45 Sensitivity	
50 Unarmed 6b	

ARMOUR

B10 E12 P10 F9 GAC 3

STRIKE LOCATIONS

Use standard strike location tables. Animated objects take no shock and no limb disablement unless the part is severed (Grimoire, Pendran's Animus).

- Jmorvi work. Blunt blows chip it: Edge and Point barely mark stone.
- Injury Points to 90; no shock, no fatigue.

IRON GOLEM

Habitat: Sanctums, treasuries
Height: 7′ 0″
Weight: 1,500 lb
Diet: None
Lifespan: Until destroyed
Group: 1
Size: Large/d8

ATTRIBUTES

22 Str	• Eye	06 Int	18 End
• Sta	08 Hrg	12 Aur	08 Mov
10 Dex	• Sml	12 Wil	
09 Agl			

SKILLS

45 Initiative	30 Dodge
55 Weapon[1]	60 Sensitivity
60 Unarmed 7b	

[1] Weapon: if given one

ARMOUR

B12 E14 P12 F6 GAC 4

STRIKE LOCATIONS

Use standard strike location tables. Animated objects take no shock and no limb disablement unless the part is severed (Grimoire, Pendran's Animus).

- Jmorvi work. Rusts: −1 AGL per year untended in damp.
- Injury Points to 90; no shock, no fatigue.

WOOD OR STRAW GOLEM

Habitat: A mage's house
Height: 5′ 6″
Weight: 80 lb
Diet: None
Lifespan: Until destroyed
Group: 1–3
Size: Medium/d6

ATTRIBUTES

10 Str	• Eye	04 Int	18 End
• Sta	08 Hrg	08 Aur	12 Mov
12 Dex	• Sml	08 Wil	
13 Agl			

SKILLS

45 Initiative	55 Dodge
40 Sensitivity	
45 Unarmed 2b	

ARMOUR

B3 E3 P4 F1 GAC 1

STRIKE LOCATIONS

Use standard strike location tables. Animated objects take no shock and no limb disablement unless the part is severed (Grimoire, Pendran's Animus).

- Fyvrian work; a servant, not a guard. Fire does double damage.
- Injury Points to 90; no shock, no fatigue.

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