

any object, and contagion. This creation also drains 1,600 XP from the caster.

Obsidian Golem

One large 10-foot humanoid form made of sharp-edged, rough-cut obsidian stood in the middle of the courtyard. Its glassy gaze seeming to watch over the smashed statuary all about it, silent testimony to the power of its rough-hewn fists.

Large Construct
Hit Dice: 12d10 (66 hp)
Initiative: -1 (Dex)
Speed: 20 ft (can't run)
Armor Class: 25 (-1 Size, -1 Dex, +17 Natural Armor)
Attacks: 2 Slams +16 (melee)
Damage: Slam 2d10+8 and Petrification
Face/Reach: 5 ft x 5 ft / 10 ft
Special Attacks: Petrification
Special Qualities: Construct, Darkvision 60 ft, Magic Immunity, Damage Reduction 25/+2
Saves: Fort +4, Ref +3, Will +4
Abilities: Str 26, Dex 9, Con -, Int -, Wis 11, Cha 1
Climate / Terrain: Any Land
Organization: Solitary or Gang (2-4)
Challenge Rating: 13
Treasure: None
Alignment: Always neutral
Advancement: 13-19 HD (Large), 20-40 HD (Huge)

The obsidian golem is a rare variant of the stone golem. Gar'Udok's lieutenant Sahinn is said to have invented the process of its creation, although it is quite likely that the method was actually discovered during one of his digs in the buried city of Tarkid. It is 8 feet tall and weighs around 2,000 pounds. Its body is of roughly formed stone with jutting protrusions.

COMBAT

The obsidian golem is a formidable and terrifying monstrosity: physically powerful, difficult to harm, and able to dispatch foes in a single blow through petrification.

Construct: Immune to mind-influencing effects, poison, disease and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Petrification (Su): The touch of the obsidian golem turns its victim to stone permanently. It can be resisted with a Fortitude save (DC 12). Each touch requires a separate save to resist.

Magic Immunity (Ex): An Obsidian Golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds with no saving throw, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell makes it vulnerable to any normal attack for the next 1d4 rounds (this does not include spells, except those that cause damage).

CONSTRUCTION

An Obsidian Golem's body is chipped from a single block of purest volcanic obsidian, weighing at least 3,000 pounds. The golem costs 100,000 gp to



create, which includes 2,000 gp for the body. Assembling the body requires a successful Craft (sculpting) check (DC 20). The creator must be 16th level and able to cast arcane spells. Completing the ritual drains 1,600 XP from the creator and requires *geas/quest*, *limited wish*, *polymorph any object* and *flesh to stone*.

Poison Golem

Gar'udok smiled a horrific rictus grin as each thrust of the assassin's poison-coated dagger arced towards his long dead throat - inspired now, those fools that sent thisretch in this failed coup would soon have their own worries to contend with....

Large Construct
Hit Dice: 12d10 (66 hp)
Initiative: +1 (Dex)
Speed: 30 ft (can't run)
Armor Class: 22 (-1 Size, +1 Dex, +12 natural)
Attacks: 2 Slams +15 (melee)
Damage: Slam 2d8+7
Face/Reach: 5 ft x 5 ft / 10 ft
Special Attacks: Berserk, Improved Grab, Poison Breath, Wound
Special Qualities: Construct, Darkvision 60 ft, Magic Immunity, Damage Reduction 15/+1, Poison, Fear
Saves: Fort +4, Ref +5, Will +4
Abilities: Str 25, Dex 12, Con -, Int -, Wis 11, Cha 1
Climate / Terrain: Any land or underground
Organization: Solitary
Challenge Rating: 12
Treasure: None
Alignment: Always neutral
Advancement: 13-18 HD (Large), 19-33 HD (Huge)

A poison golem is a combination of the rarest poisons and the unholy (and highly toxic) blood of fiends. This horrid construct normally stands 7 feet tall and weighs roughly 1,200 pounds. The exact dimensions and general shape of the golem may vary, depending on the whims of its creator. Most favor a humanoid appearance, but the golem



may resemble any creature-type the creator has seen or even take a form born from the creator's twisted imagination. Unlike the size and shape of the construct, the color cannot be altered. The "flesh" of the golem is of the darkest green, with wild surges of black coursing through the body. The various poisons and fiend-blood used in the creation of the golem overpower any chance of changing this appearance. Its hide smells of rotted meat, while wisps of smoke dance across the frame of the construct -- two ways of easily discerning the major components used in its creation.

The sight and terrible smell of the creature will repel any creature or humanoid of 7 HD or less. If the creator deigns to place any adornments upon the golem, they become ruined within one week and will only add to the natural fear effect the construct possesses. The poison golem has no possessions, weapons, or treasure. It is unable to speak and is in fact incapable of any sound whatsoever.

The golem moves with a fluid-like motion and natural swiftness unlike its other-typed brethren. The reason for this lies in the composition of the golem: the material components essential in its creation are the most rare and dangerous poisons and fiendish blood. The golem retains the fluid-like substance and doesn't possess any solid parts at all. Dark magics keep the stability of the golem, but also allow for the better ease of movement.

COMBAT

Poison golems are in a league of their own in terms of combat. They are somewhat difficult to harm and can be very intimidating, even to the most hardy of adventurers.

Construct: Immune to mind-influencing effects, poison, disease and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Berserk (Ex): When a poison golem enters combat, there is a cumulative 1% chance each round that the fiendish nature of the construct breaks free and goes berserk. Treat this berserk state as that of a clay golem in the System Resource Document.

Magic Immunity (Ex): Poison golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *purify food and drink* spell drives the golem back 120 feet and deals 3d6 points of damage to it. A *delay poison* spell slows the golem for 1d6 rounds and deals 1d10 points of damage. A *neutralize poison* cast directly at a poison golem stops it from moving that round and deals 5d10 points of damage. On a side note, if a *poison* spell is cast directly on the golem, the construct heals 5d10 points of damage.

Improved Grab (Ex): After a successful slam attack, the poison golem can attempt to initiate a grapple as a free action without provoking an attack of opportunity. Anyone grappled by or grappling a poison golem is pressed against its poisonous "flesh" and must make a Fort save (DC 16) or suffer primary and secondary damage of 2d3 Con.

Poison Breath Weapon (Su): The poison golem can exhale a noxious blast of deadly poisons in a 40 foot cone. Each time the construct utilizes its breath weapon, the golem loses 10 hp - a sacrifice of its body that can only be healed by its creator. Victims of the breath weapon take 6d6 damage (Reflex save DC 17 reduces damage by half) and must make a Fort save (DC 16) against the deadly bouquet of toxins or suffer primary and secondary damage of 3d6 Con and 1d6 Strength. The body of a person slain by the breath weapon directly or its poisonous damage will, unless quickly treated or disposed of, act as a repository for the poison, and any future contact with the exposed flesh of the dead body will constitute a poison attack under the Improved Grab listed above.

Wound (Ex): The damage a poison golem deals doesn't heal naturally. Only a heal spell or a healing spell of 6th level or higher can heal it.

Fear (Su): The sight of a poison golem with its roiling body of toxins causes all those who view it for the first time to roll a Will saving throw (DC 11) or flee for 1d4 rounds.

CONSTRUCTION

A poison golem's body is comprised of poisons and fiendish blood. A 5 ft. by 5 ft. by 10 ft. pit must be filled with the mixture and the following spells must be used to finish the process: *geas/quest*, *lim-*

