

# Rr'Dzi Animator

Scion of an ancient, broken order of mages who learned how to splinter their souls. For what mad purpose? To bind those soul-splinters to stone, wood, and flesh, animating them into powerful servants!

**Weapons:** Choose four that deal 1d4 damage (or less)

**Armor:** Leather

**Hit Points:** 1d4 per level

**Languages.** You know two additional common languages.

**Soulbound Golem.** You have a soulbound golem that is totally obedient to your commands, which may be delivered to it verbally or mentally. This golem may be flesh, earth, or wood—see the stat blocks for each below. You can only have one such golem at a time. Your golem gains additional levels equal to half your level (round down), gaining an additional die of hit points each level.

If you die, your golem dies. If your golem dies, you take damage equal to 1d4 + your golem's level. You may use your downtime to restore a slain golem to full functionality, or to craft a new golem if you are able to

acquire sufficient materials to create a body for it; your new golem does not have to be of the same type as your original golem and it must reroll its soulbound golem talents (if it has any).

If you have the resources to craft multiple golem bodies suitable for animation, you may only have one animate at a time. You may attempt to switch the animating power of your donated life force from one golem to the next (DC 15 CHA check) as a downtime activity.

**Spellcasting.** You can cast Rr'Dzi Animator spells you know.

You know one tier 1 spell of your choice from the Rr'Dzi Animator spell list. Each time you gain a level, you choose a new Rr'Dzi Animator spell to learn according to the Rr'Dzi Animator Spells Known table.

You use your Intelligence stat to cast Rr'Dzi Animator spells. The DC is 10 + the spell's tier. If you fail that spellcasting check, you can't cast that spell again until you complete a rest.

If you roll a natural 1 on a spellcasting check, you must also roll on the corresponding Rr'Dzi Animator Mishaps table for the spell's tier.

## Rr'Dzi Animator Spells Known

### Spells Known By Spell Tier

| Level | 1 | 2 | 3 | 4 | 5 |
|-------|---|---|---|---|---|
| 1     | 1 | — | — | — | — |
| 2     | 2 | — | — | — | — |
| 3     | 2 | 1 | — | — | — |
| 4     | 2 | 2 | — | — | — |
| 5     | 2 | 2 | 1 | — | — |
| 6     | 2 | 2 | 2 | — | — |
| 7     | 2 | 2 | 2 | 1 | — |
| 8     | 2 | 2 | 2 | 2 | — |
| 9     | 2 | 2 | 2 | 2 | 1 |
| 10    | 2 | 2 | 2 | 2 | 2 |

## Rr'Dzi Animator Talents

| 2d6   | Effect   |
|-------|--|
| 2     | When you die, you may transfer your life force to your soulbound golem; you replace your stats with its but retain your mind and personality; use its talent table when you gain a talent from levelling up<br>Reroll if duplicate |
| 3–7   | Breakthrough! Roll on the Soulbound Golem Talents table to grant your golem a unique talent  |
| 8–9   | +2 Intelligence or Dexterity stat, or +1 to Rr'Dzi Animator spellcasting checks  |
| 10–11 | Gain advantage on casting one Rr'Dzi Animator spell you know   |
| 12    | Choose a talent; alternatively, choose you or your soulbound golem to gain +2 points to distribute to stats or +3 hit points   |

## Soulbound Golem Talents

| 1d12 | Effect (gain additional uses or choose another option for duplicates, otherwise reroll)  |
|------|--|
| 1    | <b>Eureka!</b> Roll twice and gain two talents (reroll 1s)   |
| 2    | <b>Gemmed Forehead.</b> A clear gem is fixed in the soulbound golem's forehead; 1/day this gem can glow as bright and long as a torch  |
| 3    | <b>Distant Presence.</b> Magically paired flecks of gold are placed in the eyes and tongue of you and the soulbound golem, allowing you to see what your golem sees (if you wish) when you close your eyes, and speak through the golem's mouth  |
| 4    | <b>Spare Compartments.</b> The soulbound golem becomes bulkier and gains the ability to carry 3 additional gear slots; in addition, it is able to store up to half of its carried items within its body  |
| 5    | <b>Utility Modifications.</b> The soulbound golem becomes modifiable, allowing you to attach tools, weapons, or armor (choose one) to a suitable location on it as a downtime activity; this equipment still cost gear slots.<br>The soulbound golem may only have one such attachment per limb, head, or torso. Armor may only be attached to the torso. Weapons and shields must be one-handed and replace the hand (or, if appropriate, foot) of the limb they are attached to. Tools are integrated so as to leave the appendage fully functional.<br>If you die and your soul fully possesses your soulbound golem, you may modify yourself as a downtime activity. |
| 6    | <b>Powerful Limbs.</b> The soulbound golem has advantage on checks (including attacks) to move, manipulate, or damage objects, and deals double damage to such things  |
| 7    | <b>Precise Strikes.</b> Improved limb manipulation allows the soulbound golem to add half its level (round down) to attacks and damage   |
| 8    | <b>General Stress Testing.</b> When the soulbound golem takes damage, that damage is reduced by an amount equal to 1 + half its level (round down, minimum 1)  |
| 9    | <b>Damage Proofing.</b> The soulbound golem becomes immune to fire, cold, or electricity damage (choose one)   |
| 10   | <b>General Reinforcement.</b> +2 points to distribute to the soulbound golem's stats   |
| 11   | <b>Locomotive Upgrade.</b> The soulbound golem gains the ability to climb or swim at the same speed it is able to walk or run, or it gains the ability to jump double near (choose one)  |
| 12   | <b>Targeted Invention.</b> Choose a soulbound golem talent; you may not choose to gain two talents   |

## Soulbound Golem Stats

### Soulbound Earth Golem

*Humanoid of dirt, stone, clay, or metal, often statuesque or like a suit of armor.*

**AC** 16 **HP** Roll 2d6, add CON modifier  
**ATK** 1 slam +3 (1d4) **MV** Near **S** 16 (+3)  
**D** 8 (-1) **C** 12 (+1) **I** 8 (-1) **W** 12 (+1)  
**Ch** 10 (+0) **AL** N **LV** 2

**Statue.** When standing still, looks exactly like a statue, sculpture, or suit of armor, depending on the building materials.

### Soulbound Flesh Golem

*Monstrosity composed of sewn-together corpses, obvious for its nature up close, but perhaps passable as living from a distance.*

**AC** 12 **HP** roll 2d8, add CON modifier  
**ATK** 1 slam +3 (1d6) **MV** Near **S** 16 (+3)  
**D** 10 (+0) **C** 18 (+4) **I** 6 (-2) **W** 8 (-1)  
**Ch** 10 (+0) **AL** N **LV** 2

**Macabre Appearance.** When standing still, looks like a mannequin or giant doll of a humanoid composed of preserved parts from many corpses.

### Soulbound Wood Golem

*Scarecrow-like creation composed of flexible wood covered in fabric.*

**AC** 14 **HP** Roll 2d6 **ATK** 1 slam +3 (1d4) or 1 stone +3 (near, 1d4) **MV** Near  
**S** 8 (-1) **D** 16 (+3) **C** 14 (+2) **I** 8 (-1)  
**W** 14 (+2) **Ch** 10 (+0) **AL** N **LV** 2

**Scarecrow.** When standing still, looks exactly like a scarecrow.

**Loosely Built.** Can detach and reattach its appendages, and fully control detached appendages. Detached appendages have a movement of close and 1 hit point.

### Levelling Spellbound Golems

When leveling a spellbound golem, roll the hit point die once and add it to the spellbound golem's maximum hit points.

Spellbound golems do not automatically gain talents, or receive other benefits, from levelling up.

## Rr'Dzi Animator Mishaps

### Rr'Dzi Animator Mishaps Tiers 1–3

| d12 | Effect   |
|-----|--|
| 1   | <b>Critical System Failure!</b> Roll twice and combine both effects (reroll 1s)  |
| 2   | <b>Misidentified Target!</b> For 1d6 rounds the soulbound golem relentlessly attacks the nearest creature to it; if there are two equally close creatures, it chooses randomly   |
| 3   | <b>Agony!</b> You and the soulbound golem take 1d4 damage per spell tier   |
| 4   | <b>Dissolution!</b> You melt into a harmless, immobile pile of flesh with 1 hit point for 1d6 rounds; the soulbound golem is unable to move during this time, but may use its action   |
| 5   | <b>Mental Fog!</b> You lose the ability to cast an additional random spell until you complete a rest   |
| 6   | <b>Poor Memorization!</b> You cast all spells of the cast tier with DIS for one week   |
| 7   | <b>Over-synchronization!</b> You and your soulbound golem match actions exactly for 1d8 rounds (e.g. if you cast a spell, your golem attempts—and fails—to cast a spell for its turn; if you make a melee attack, or move, the golem also makes a melee attack in the same direction, or moves in the same ways, for its turn) |
| 8   | <b>Disconnect!</b> Your soulbound golem is paralyzed for 1d8 rounds  |
| 9   | <b>Heat Damage!</b> Magical energies destroy a random piece of gear  |
| 10  | <b>Frazzled!</b> You or your spellbound golem—determine randomly—have DIS on all checks for the next 1d6 rounds  |
| 11  | <b>Chemical Spill!</b> Concoctions used to prepare your spellbound golem's body break and spill, creating an area with a near radius centered on you; everything that starts its turn within this radius must make a DEX 12 check or fall over   |
| 12  | <b>Inversion!</b> All positive effects of the spell become negative, and the spell lasts at least 1d4 rounds (overriding Focus)  |

### Rr'Dzi Animator Mishaps Tiers 4–5

| d12 | Effect  |
|-----|---|
| 1   | <b>Critical System Failure!</b> Roll twice and combine both effects (reroll 1s)   |
| 2   | <b>Misidentified Target!</b> For 1d10 rounds the soulbound golem relentlessly attacks the nearest creature to it; if there are two equally close creatures, it misidentifies ally as foe and attacks allies first |

|    |   |
|----|---|
| 3  | <b>Agonizing Connection!</b> For 10 rounds, you take damage equal to the damage the soulbound golem takes, and visa versa   |
| 4  | <b>Altered Memory!</b> A random spell (higher than tier 1) is forgotten and replaced with a random spell of a lower tier, which may not be cast until you take a rest   |
| 5  | <b>Fusion!</b> A magical singularity fuses you to your soulbound golem's back; splitting you off of the golem would require dealing 5d10 points of damage (in total) with the specific intent of separating your bodies |
| 6  | <b>Damage Redirection!</b> For the twenty-four hours, whenever you or your golem takes damage there is a 50% chance that damage is dealt equally to the other   |
| 7  | <b>Red Ring of Death!</b> Your spellbound golem's eyes turn red and it immediately dies   |
| 8  | <b>Unintentional Insulation!</b> You are separated from magical energy, rendering you unable to cast any spells for the next hour   |
| 9  | <b>Kill Code!</b> A kill command hidden within your spellbound golem by an enemy activates, causing it to permanently turn on you   |
| 10 | <b>Faulty Parts!</b> Two of your spellbound golem's limbs permanently cease to function; choose randomly  |
| 11 | <b>Massive Mental Blank!</b> You lost the ability to cast 1d8 random spells until you take a rest   |
| 12 | <b>Inversion!</b> All positive effects of the spell become negative, and the spell lasts at least 1d8 rounds (overriding Focus)   |

## Rr'Dzi Animator Spell List

### Tier 1

- Attack Order
- Damage Transfer
- Defense Order
- Repair
- Reshape

### Tier 2

- Bullish
- Catlike
- Hasten

- Transposition

### Tier 3

- Self-Destruction
- Living Armor
- Reanimate, Lesser
- Toss

### Tier 4

- Assault
- Defensive Wall
- Duplicate

- Whirlwind Strikes

**Tier 5**

- Formless

- Infernal Meltdown
- Juggernaut
- Reanimate, Greater

## Rr'Dzi Spells

### Assault

*Tier 4, animator*

**Duration:** Focus

**Range:** Near

You order a creature to attack ferociously, also empowering nearby allies.

The target receives all the effects of the Attack Order spell. In addition, once per round, one ally that comes within close of the target receives the same benefits as the target until the beginning of their next turn.

If the target is your soulbound golem, *all* allied creatures that come within close of your soulbound golem receive the effects of the Attack Order spell, per the above.

### Attack Order

*Tier 1, animator*

**Duration:** Focus

**Range:** Close

You order a creature to attack ferociously, filling it with power.

One willing humanoid you touch briefly becomes a fighting machine. The target has ADV on morale checks, melee attacks, and ranged attacks, and deals +1d4 damage for the spell's duration.

If the target is your soulbound golem, you have ADV to maintain your focus.

### Bullish

*Tier 2, animator*

**Duration:** Focus

**Range:** Close

You cause a creature to take on bull-like traits.

The target creature gains a STR of 18 and a CON of 18 for the duration of the spell. If either is already 18 or higher, its modifier increases by 1 for the duration. In addition, the creature increases its total number of gear slots by half and has ADV on STR checks.

If the target creature is your golem, you have ADV to maintain your focus.

### Catlike

*Tier 2, animator*

**Duration:** Focus

**Range:** Close

You cause a creature to take on cat-like traits.

The target creature gains a DEX of 18 and a WIS of 18 for the duration of the spell. If either is already 18 or higher, its modifier increases by 1 for the duration. In addition, the creature can easily fit through spaces a quarter its size and has ADV on DEX checks.

If the target creature is your golem, you have ADV to maintain your focus.



**Damage Transfer***Tier 1, animator***Duration:** 1d6 rounds**Range:** Near

You transfer injury from yourself to a humanoid.

For the spell's duration, all damage that you take is instead received by the spell's target. If the target is the your soulbound golem, the damage is also reduced by an amount equal to half your soulbound golem's level (round down).

If the target is unwilling, it must succeed on a INT check equal to your spellcasting check or take damage for you. If it succeeds, you instead take damage for it.

**Defense Order***Tier 1, animator***Duration:** Focus**Range:** Close

You order a creature to hold the line.

One willing humanoid you touch briefly becomes a defensive behemoth. Attacks and against that creature are made with DIS, and the creature has ADV on DEX and STR checks to resist effects. In addition, if the target hits another creature not more than twice its size with a melee attack, the creature must make a CON check equal to your initial spellcasting check or have its movement reduced to 0 until the start of the target's next turn. (If the target of the spell moves, any creature it is preventing from moving regains its movement.)

If the target creature is your soulbound golem, you have ADV to maintain your focus.

**Defensive Wall***Tier 4, animator***Duration:** Focus**Range:** Near

You order a creature to hold the line, also empowering nearby allies.

The target creature receives all the effects of the Defense Order spell. In addition, one ally to you within half of near to the target creature receives the same effects as the target creature until the beginning of its next turn.

If the target creature is your soulbound golem, all allies to you within half of near to your golem may receive the effects of this spell.

**Duplicate***Tier 4, animator***Duration:** Focus**Range:** Close

You cause your soulbound golem to split into two or three.

Your split soulbound golems act separately. They share a pool of hit points, but otherwise are treated as entirely different creatures while split. When the spell ends, you choose which duplicates crumble away and which remains as the one, true soulbound golem.

### Formless

*Tier 5, animator*

**Duration:** 1 hour

**Range:** Near

You cause your soulbound golem to be able to shift its form freely.

For the duration of the spell, your soulbound golem is able to change its form to make it as large as an elephant or as small as a mouse; it can change its appearance in all ways, including color and texture; it can change its limbs so that its attacks deal 1d12 damage and can attack creatures up to near distance, or mimic the function of specific tools and equipment; it can grow wings and fly, or gills and fins and swim; and so forth. The soulbound golem may also transform to indistinguishably mimic the appearance of a specific creature you are familiar with.

In addition, your soulbound golem's INT, WIS, and CHA increase to 16 for the duration of the spell. While under the effects of this spell it is able to think and reason, but it still totally obeys your commands and may communicate with you mentally.

### Hasten

*Tier 2, animator*

**Duration:** 1d6 rounds

**Range:** Close

You touch a creature and it is filled with vigor and a desire to move.

All movement options available to the target creature double (near to twice near, etc). This spell ends if the creature does not move on its turn.

If the target creature is your soulbound golem, this spell always lasts 6 rounds.

### Infernal Meltdown

*Tier 5, animator*

**Duration:** Instantaneous

**Range:** Far

You don't just sever your connection with your soulbound golem—you will it destroyed in a fiery explosion.

Your soulbound golem explodes in a near radius. All creatures within the radius must succeed on a DEX check equal to your spellcasting check or take damage equal to three times your golem's total health.

The only thing left of your soulbound golem afterward is a tiny lump fused to the ground where it once stood.

### Juggernaut

*Tier 5, animator*

**Duration:** 2d4 rounds

**Range:** Touch

You cause your soulbound golem to turn into a hulking behemoth.

Your soulbound golem grows in size, breaking constraints; it stops growing when it is the size of a mammoth, or when the space it is in will not allow it to grow further.

As long as the spell lasts, your soulbound golem has STR and CON of 20 with +5 bonuses, which are added to both attack and damage. In addition, its AC increases to 20 and it has ADV on all STR, DEX, and CON checks (including attacks), and creatures hit by its melee attacks must make a DC 18 STR check or suffer one of the following consequences: be sent flying up to twenty feet (if smaller than the juggernaut

soulbound golem), or knocked prone (if around the same size).

Finally, your soulbound golem deals double damage to objects while a juggernaut.

### Living Armor

*Tier 3, animator*

**Duration:** 1d10 rounds

**Range:** Far

You cause your golem to become a living suit of armor for a willing humanoid.

You cause your golem to open up and engulf a willing humanoid that is close to it. While in the golem, all external effects target the golem. When the golem reaches 0 hit points, it crumbles away, exposing the creature inside.

The humanoid has full control of the golem within it, using its STR, DEX, and CON for its actions; if the humanoid is incapacitated, the golem is in control. The humanoid's gear is inaccessible while within the golem.

### Reshape

*Tier 1, animator*

**Duration:** 1 hour

**Range:** Near

You command a willing humanoid to change shape.

The target creature's body physically changes shape to have the appearance of another generic humanoid. This process is painful and causes 1d4 damage; changing back when the spell ends does not cause damage. Despite changing physical

appearance, the creature's stats do not change.

If the target creature is your golem, it does not take damage, and you may permanently reshape the golem's appearance; if you roll an 18 or higher on your spellcasting check, you may make your golem look like a specific creature that you are familiar with. This spell does not change the materials that your golem is composed of, nor their texture, but may change their color.

### Self-Destruction

*Tier 3, animator*

**Duration:** Instantaneous

**Range:** Far

You sever the connection with your soulbound golem, causing it to melt down.

Your soulbound golem erupts into flame and is destroyed, killing it (its death does not cause you injury). All near creatures take damage equal to the golem's total hit points if they fail a DEX check equal to your spellcasting check (you may be injured by this effect).

Nothing is left of your soulbound golem's body after casting this spell.

### Toss

*Tier 3, animator*

**Duration:** Instantaneous

**Range:** Near

You briefly empower a creature with enormous strength and weight, allowing it to throw something larger than it.

The target creature immediately picks up an object or creature up to the size of a horse and throws it up to far. It may attack another

creature this way, dealing 3d8 damage if successful (treating the object as a thrown weapon)—the object also takes this damage if reasonable.

If the thing being thrown is unwilling, it may attempt a DEX check equal to the spellcasting check to avoid being grabbed.

If your spellbound golem is targeted by this spell, the object or creature it throws does not take damage if the golem doesn't want it to.

### Transposition

*Tier 2, animator*

**Duration:** Instantaneous

**Range:** Self or Close

You and your golem teleport, switching places. Alternatively, you may teleport to your golem, or have it teleport to you. Your golem may be no further than twice near to do this.

You may touch a single creature and have that creature teleport with you or in your place. If the creature is unwilling, it must make a DEX check equal to your spell casting check or be teleported forcibly.

### Reanimate, Greater

*Tier 5, animator*

**Duration:** Instantaneous

**Range:** Varies

You instill animating force into a dead creature using a splinter of your soul.

If the target is your soulbound golem, you focus on a piece of your dead golem and cause it to entirely reform as it was before, fully functional and at full hit points. You

only need a small piece of your golem to perform this spell.

If you cast this spell on your soulbound golem more than once between rests, each spell casting check after the first is DIS, even if you have ADV.

If the target is another creature that once lived, you forcibly animate their corpse using power similar to that which animated your soulbound golem. Over the course of an hour the creature subtly transforms, then returns to life with full hit points; it forever after is recognizable by all creatures as a golem, not alive, not undead, but some strange alternative. You must have at least two-thirds of the target's corpse to perform this spell. The creature retains control of itself.

You may never target the same creature with this spell again, even if it is somehow restored to its natural state.

### Reanimate, Lesser

*Tier 3, animator*

**Duration:** Instantaneous

**Range:** Close

You instill animating force into a dying creature.

One dying creature that you touch instantly stabilizes. In addition, roll a number of d4s equal to your level (rounded down); the target regains that many hit points.

If the target is your soulbound golem, it is restored to full functionality and hit points.

If you cast this spell on a creature more than once between rests, each spell casting check after the first is DIS, even if you have ADV.

**Repair**

*Tier 1, animator*

**Duration:** Instant

**Range:** Close

Your touch causes damage to be undone.

Roll a number of d6s equal to 1 + half your level (rounded down). One target you touch regains that many hit points. If the target is your soulbound golem, use d8s instead.

**Whirlwind Strikes**

*Tier 4, animator*

**Duration:** 1d4 rounds

**Range:** Near

You instill a creature with violent speed.

The target creature may attack on its turn a number of times equal to half your level (round down).

If the target creature is your soulbound golem, it has ADV on these attacks.