

Golem and constructs

sigglytiggly

Navigation

[Getting started](#)

[Different types of golem crafters](#)

- [Necromantic crafters](#)
- [Elemental school](#)
- [Twin Souls School](#)

[The Process of crafting](#)

- [The Loop of making your golem](#)
- [Gathering resources needed to create your golem overview](#)
- [Studying Limbs overview](#)
- [Golem assembly overview](#)
- [Golem power sources overview](#)

[Studying Limbs](#)

- How do I know what a limb's stats are
- How long does it take to study limbs.

[Golem Assembly](#)

[Powering your golem](#)

[Additional Rules S](#)

Spells and other starting items

Getting started

It's time to go through the process of making your Golem. If you are reading this that means you have the Golem grimoire. The golem grimoire comes with a few things you need to make not only to make golems but also spells and resources to make your first golem for free. The golem grimoire is a special item for it cannot be destroyed nor freely given away, this object is forever bound to your soul. To have acquired such a powerful tome means you have cried out to the heavens or hells begging and pleading for this ability and something has answered your pleas.

It is time to select what has heard your pleas, the school that you select will provide you with different starting resources and abilities once this is chosen it cannot be undone, if your Gm wants to allow you to change schools, they should remove any spells that you obtained from schools and items unique to the school as well. Remember you start off with 305 lbs of clay, and the knowledge of a man with 10 in every stat!

Golem Crafters

***Necromantic Golems crafting school***

Dark forces have heard your pleas, have blessed you with the Golem grimoire of Defilement. This Grimoire takes a necromantic approach to creating golems. The spells and tools you have are heavily focused on acquiring and maintain body parts. Necromancy is used as the

start of with items you will be gifted with. primary power source of your golem and grant your

Items	Description
Caro Filum Continens	A magical container that can take the form of a box, jar, or neckless that your character can fit in the palm of their hand. This object can store muscles of slain creatures. The object can store up to 500 pounds of muscles and reduce its weight by 80% while in the container. When retrieving this resource from the container it can shape the collective mass in to whatever length and shape the user needs. Muscles that are put into the jar will become apart of a singular mass.
Defiler's spell book	A list of spells to help you make and command golems
Hack-saw sword	A weapon and tool to remove limbs, that has two magical properties . First this weapon cannot remove limbs from an unwilling creature. The second any dead entity's limbs can be removed in 3 seconds without damaging the parts of the body you wish to study. Same stats as a mace.

golem similar weaknesses. We are going to

#### Additional rules

You can use bones of dead creatures as structural support and the muscles of fallen creatures as the manipulation mechanism. Bones and muscles reduce the raw material cost by 20%. To power your golem, you need to use either bone or muscles, you can use both. If your golem gets to half health a limb will be damaged your Gm will need to roll a 1d4. If a limbs heath reaches zero it will need to be replaced. Muscles on the other hand will need to be replaced after every in-game month.

How much muscles do I need?

That depends on the size of your golem, limbs/torso's all cost the same regardless of what they look like, the only thing that matters is size of them {will be further explained in the assembly section}

How much muscles do I get from a creature?

Creatures' height \* 5 = square cube of muscles. To find a creatures height look at their stats or use the chart below. Each cube square also equal 11lb.

tiny	10 lb
small	20 lb
medium	40 lb
big	80 lb
Large	160 lb

This is a primal dark force that makes lucifer and all other evils seem weak. Unlike other Gods this is more of a force than it is an entity devoid of will, thought, and desire. This entity cannot be betrayed nor can it be please it simply just is.

### Elemental Crafters

The very universe itself has heard your pleas, it sees potential and promising to you and has bequeathed you the Golem grimoire of Elementals. The elemental Golem crafting School heavily focus on finding and binding spirits of your Golem, whether or not they're willing is another question. Using spirits who are willing usually grants your Golems special bonuses. Using unwilling spirits can remove a lot of stat debuffs but you can lose control of your Golem frequently. Down below is your starting items.

conteneur d'embaumement	This is a bag that can store up to 3 bodies of any size and preserve them. The bag can not have more than one of the same creatures. if items that don't belong in the bag are put in the bag they will be spat out {this includes stuff the creature was wearing }
Spell book of elemental	A list of spells to allow you to make and control your golem,
Anneau des élémentaux	4 magical rings that allow to contact elementals from their respective realms. These do not allow one to conjure an elementals body. If you can get an elemental to agree to power the golem, The golem will act as their bodies
Bijoux pour détecter les esprits	A magical jewel that glows red near undead, blue near spirits and ghost, and black near demonic forces. The Gm decides when this item glows and how far away the creature needs to be.

### Additional rules

You require elementals or spirits to power your golem. If you have an unwilling spirit that inhabits your golem there is a chance of you losing control over it which will be explained

further in the **assembly section**. Golems that have spirits that are unwilling to be in it don't suffer from a decrease in stat modifiers, but they also don't get any bonus modifiers either.

While these golems do have spirits of dead powering them, they are not considered undead, demonic, nor supernatural. These golems are considered just magical creatures.

### Creating Elemental golems

If your golem has a willing elemental powering it, after using the spell **Manger navire**, your golem for 3 encounters of your choosing will become an elemental variant of itself. After the 3<sup>rd</sup> encounter your golem will turn into a non-magical variant of the element they embodied, a pile of stone, a mass of water, flames, or wind. If you have a magical item that corresponds with the elemental that inhabits your golem's element, that item can be consumed by your golem thus preventing your golem from being destroyed.

### Benefits of elemental golems

When your golem transforms into a elemental golem it loses any negative stat modifiers it gained due to the elemental inhabiting it, it also gains access to any spells and skills its elemental had. They gain unique benefits depending on the elemental.

Fire Elemental golem	Any attack deal by this creature deals its original damage plus magical damage. {magical slashing} Creatures must pass a saving throw {dm decides} If it fails, it takes 1d4 of damage at the start of it turn for the next five turns. Your golem receive double damage from silver weapons and water base attacks.
Air Elemental golem	Any attack deal by this creature deals its original damage plus magical damage. {magical slashing}. This golem can occupy the same space as a creature its attacking, creatures can only damage this golem with magic based attacks or silver weapons. This golem takes 1d6 of damage if its occupying the same location as a torch or fire, and if an attack has fire this golem receives an extra 1d6 of damage.
Water Elemental golem	Any attack dealt by this creature deals its original damage plus magical damage. {magical slashing}. This golem can occupy the same space as a creature its attacking. This golem can drown enemies if they stay in it for two rounds. If this creature is attacked by cold base attacks, its speed is reduced by half for the next 2 rounds

	and becomes vulnerable to physical attacks. This golem takes no damage from physical attacks but receives double damage from all others
Earth Elemental golem	Any attack dealt by this creature deals its original damage plus magical damage. {magical slashing}. This golem gains +4 on its strength modifier, and +4 on constitution. This golem can phase through anything made of stone, and phase others if they are touching it. If the ground is mostly stone the golem if the user desires it can effectively swim through it. This golem receives half damage from any physical attacks. This golem will always be last in the turn order of combat.

### Twin Soul crafters

Reality itself has bend to your desire for power but without the wanton destruction or dogmatic restrictions, you have been bequeathed with the twin soul grimoire. This school makes use of your own soul to give life to the golem heavily focusing on damage output at the cost of doubling damaged received. This school has few starting items.

Book of preservation	A book instructing on the preservation and dismemberment of dead bodies
Twin soul spell book	A set of spells to help make and control your golem.

### Additional rules

#### The Twin souls skills

Your golem can use any skills or spells you can but with two minor restrictions. You and golem share spell and ability resources so if your golem uses a spell, that uses up your spell slot as well. This includes any abilities that cannot be use indefinitely, that includes once a day ability and the such. The second restriction is if you are unable to use an ability for any reason, your golem will be unable to use it as well.

#### The Twin soul's Mirror Damage

If your golem receives damage, the same amount of damage is dealt to you. If you become unconscious or fall sleep the golem is unable to act. If the golem is attacked by something it has immunities to, you don't receive any damage. The golem does not receive damage if you are damaged.

One body two souls

Only Golems of 2 sizes bigger than your character can be entered if you were some schmuck of any other school, you however have no such restrictions. If a golem is the same size or one size larger you can wear your golem as armor and use their stats instead of yours. While wearing or inhabiting a golem you receive half mirror damage. You can use your golems abilities while inhabiting them.

### The Process of crafting

#### The Loop of making your golem

The loop of creating your own clay behemoth is simple. First you need to collect raw resources needed for making your golem. Raw resources can vary depending on what school of golem crafting you hail from. The second part of the loop is studying the body of dead creatures so you can learn how to make limbs that resemble the creatures. The third part and most fun is the assembly of the golem, which you can feel free to mix and match different body parts of the golem. The last part is giving your golem life which each golem crafting school has their own method.

#### Gathering resources needed to create your golem

There are three major resources you need to make your golem,

1. Raw material for the shell, muscle, and structural support.
2. Limbs from dead creatures to study
3. Place to store the above.

#### Studying Limbs Overview

Why would you want to study limbs? Well, the limbs of your golem determines its stats and studying and copying the limbs of powerful creatures is a way to create powerful limbs. There are some things to keep in mind, you want to preserve the limbs as long as possible and the fresher the better. At a later location of this manual, we will go more in depth on how to do this since different schools have different methods. After you study a limb and put in your golem book you can recreate it any time.

#### Golem assembly Overview

Now that you have raw resources and obtained knowledge on limbs it's time to create your golem! The golem is broken up into four parts, the shell, the manipulators, support structure and power source. In the assembly section you get to choose what the shell, manipulators, and support structures are made of.

During assembly you have to make 3 very important decisions the first is the creature's size which will adjust the amount of material you have to use, the body parts you want craft and the stats that will be gained as a result. The last thing you have to decided what elements do you want to adjust i.e. bone density, hand types, teeth types.

### Golem power sources Overview

Now that your golem is built how do you move it. Every School of golem crafting as their own methods with their own pros and cons. You can use straight magic to power the behemoth or bind something to it. The way this thing powered will determine what kind of weakness it has .

### Studying Limbs

Studying a creature's limbs is the best way to discover new powerful body parts for your Golem. Most Golem Crafters can perfectly recreate any limb they've studied making that limb as powerful as the original and if it was covered in flesh indistinguishable from the original visually.

### What's stats do Golems get from limbs?

Golems can only get three stats from how their limbs were created, that is strength Constitution and dexterity. Golems typically get their wisdom, charisma, and intelligence from their power source.

### How do I know what a limb's stats are?

A creature is composed of six parts, their torso, their head, their arms and legs with each arm and the leg counting as its own limb.

A creature stats (strength, dexterity, and constitution)determine the stats of each limb. Changing the size of the limb also changes some stats as well.

The Torso takes 50% of all the stats of the creature. You then divide the remainder by the remaining limbs and that's how you determine the stats of each limb. You can use a calculator or your phone and just input the following formula to get the result with x being the original stat number.

For torso:  $x/2$

For limbs : $(x/2)/5$

### Egglent Rat

Str	Con	Dex	Int	Wis	Cha
10	25	20	4	50	37

### Rat torso Part



str	con	dex
5	25	20

#### Rat limbs

str	con	dex
1	2.5	2

#### The maths

Stats for strength :

Torso str : 5

$10/2 = 5$

Torso limbs str=

$5/5 = 1$  or  $(10/2)/5 = 1$

Torso con : 25

$25/2 = 12.5$

Torso limbs con = 2.5

$12.5/5 = 2.5$  or  $(25/2)/5 = 2.5$

Torso dex: 20

$20/2 = 10$

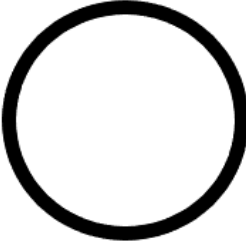

Torso limbs dex = 2

$10/5 = 2$  or  $(20/2)/5 = 2$

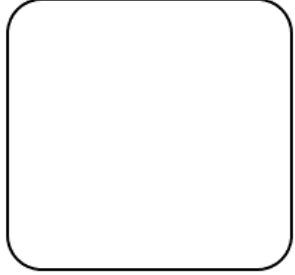
#### How long does it take to study limbs.

Thanks for the power of the Golem grimoire, you can study any limb in an hour. The problem is you only have 2 hours after something dies before Rigor mortis sits in making it impossible to study. Normally this means you can only acquire two limbs from a creature after it dies within a 2-hour window. There are items and spells that can extend how fresh a limb can remain. Check any items or spells that you have access to. That might let you do so.

When writing down a limb part, you don't only keep track of its stats but also its size, hand type and teeth type for heads. print as many as you like to keep track of Limbs.

Limb Name: _____		Strength
Hand/Foot	Arm/Leg	
		
<input type="checkbox"/> Claws <input type="checkbox"/> Fist <input type="checkbox"/> Other		Dexterity
		Constitution

Limb Name: _____		Strength
Head	Teeth type	
	<input type="checkbox"/> Herbivore blunt type <input type="checkbox"/> Omnivore Piercing type <input type="checkbox"/> Carnivore Slashing type	
		Dexterity
		Constitution

Arms, legs, and even the head, can give you a creature's attack abilities if they have something that is necessary for it. Your creature can have a claw attack if the creature you studied had a claw attack, same as true for punching biting or any physical attack that does not rely on a weapon or Magic

A golem can equip and use weapons if it has humanoid hands.

### Assembly time

Now comes for the most fun part of making your Golem, putting it together. There are a few important things to know about putting Golems together. The first and most important thing is you can mix and match limbs and, attached them to any joint you want.

### Size Matters

If you want your Golem to have the legs of a chicken with the body of a goblin, and the head of a dragon you can. **Torsos** can only have **functional limbs** attached that are **either two**

**sizes higher or two sizes lower**, limbs get a penalty for increasing or decreasing their size. The size of your creature is determined by its torso size.

Size Increase/ Decrease	Stat change
one size smaller	-0.5 strength, -0.5 Constitution, +0.5 dexterity.
two sizes smaller	-1 strength, -2 constitution, +1 dexterity
increased by one size	+0.5 strength, +2 constitution, -1 dexterity
increased by two size	+2 strength, -2 constitution, -2 dexterity

Determine what your golem is made of

While you know what limbs you want your golem to have, have you asked what are those limbs made out of? The golem is broken up into four parts, the shell, the manipulators, support structure and power source. The shell can be viewed as the skin, the manipulators as muscle, support structure as bone, and power source can be viewed as the engine. Your limbs can be made of 3 different materials depending on what your shell, manipulators, and support structures are made out of.

What your creature is made from determines its AC. Your creatures' size type also determines how much material you need

Current things you make your golems out of and price per pound

Flesh & Bone	Clay	Iron	Bronzes	Steel	Scales	stone
Harvest from dead	1 cp	1 silver piece	3 sp	1 gp	Harvest from dead	3 cp

#### Shell

Size	Flesh	clay	stone	scale	Iron	Bronze	Steel
Small	25	38	67	30	198	186	198
Medium	100	152	266	120	792	745	790
Large	250	380	666	300	1,980	1,863	1,976
Huge	800	1,217	2,132	960	6,335	5,961	6,323
Gargantuan	8,000	12,174	21,316	9,600	63,355	59,613	63,226
Colossal	60,000	91,304	159,871	72,000	475,161	447,097	474,194
A.C Gain	1	4	6	7	7	8	9

#### Manipulators

size	Flesh	clay	stone	Iron	Bronze	Steel
Small	25	19	33	99	93	99

Size	flesh	Clay	Stone	Scale	Iron	Bronze	Steel
------	-------	------	-------	-------	------	--------	-------

Medium	100	76	133	396	373	395
Large	250	190	333	990	931	988
Huge	800	609	1,066	3,168	2,981	3,161
Gargantuan	8,000	6,087	10,658	31,677	29,806	31,613
Colossal	60,000	45,652	79,935	237,581	223,548	237,097
A.C Gain	1	2.5	3	3.5	4	4.5

### Structural support

size	Flesh	clay	stone	Iron	Bronze	Steel
Small	25	19	33	99	93	99
Medium	100	76	133	396	373	395
Large	250	190	333	990	931	988
Huge	800	609	1,066	3,168	2,981	3,161
Gargantuan	8,000	6,087	10,658	31,677	29,806	31,613
Colossal	60,000	45,652	79,935	237,581	223,548	237,097
A.C Gain	1	2.5	3	3.5	4	4.5

## Making your own custom Material

$X * z$  = amount of material you need in pounds

X represents the creature size which represents its weight if it was made a flesh.

Z

Is how much more or less dense it is than water since a creature made a flesh would have a similar density to that of water.

Water is 62 pounds per cubic feet. So the formula for this is 62/objects pounds per cubic feet. If you feel an object has too much or too little density, it is possible for your dm to assign it according what they feel would be more balanced.

How do I find an objects density?

Alot of things density is listed on omni calculator, you can search omni calculator density or the engineering tool box .

How do I find how much this should cost?

Personally I just say 1gp = 125\$ so find that objects dollar value and divide it by 125 , or just make up whatever price seems right to you and your dm.

What ac should I assign this ,  
your dm should assign it, and I recommend they find an armor or creatures ac that feel the closest to this MATERIAL and just copy theirs.

The shell needs 15% of the material

The muscle need 15% as well

And the support structure should be 40%

You probably notice that does not equal 100 and your right, most creatures have something that your golem lacks , that's organs.

Mock Golem character sheet recommend you draw your parts here

Golem Name: \_\_\_\_\_

	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charmisma	Current Hit Points
Stat	<div style="border: 2px solid black; border-radius: 50%; width: 60px; height: 60px; margin: 0 auto;"></div>	<div style="border: 2px solid black; border-radius: 50%; width: 60px; height: 60px; margin: 0 auto;"></div>	<div style="border: 2px solid black; border-radius: 50%; width: 60px; height: 60px; margin: 0 auto;"></div>	<div style="border: 2px solid black; border-radius: 50%; width: 60px; height: 60px; margin: 0 auto;"></div>	<div style="border: 2px solid black; border-radius: 50%; width: 60px; height: 60px; margin: 0 auto;"></div>	<div style="border: 2px solid black; border-radius: 50%; width: 60px; height: 60px; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 100%; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; width: 100%; height: 40px;"></div>
Modifiers							

Strength

---

Constitution

---

Charisma

---

Teeth Type

Strength

---

Constitution

---

Charisma

---

Strength

---

Constitution

---

Charisma

---

Hand type

Strength

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Constitution

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Charisma

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Feet type

Inventory & Equipment

Material type

Shell

Material type

Manipulator

Material type

structural support

Strength

---

Constitution

---

Charisma

---

Hand type

Attacks & Spells

A.C

A.C Gain

INITIATIVE

Speed

D.C

+11

### Golem Power source

Powering your Golem determines its intellect charisma and wisdom stats each school has their own method of powering their Golems and comes with their own set of downsides and benefits.

#### Twin souls method

You rip a part of your soul and shove it in the Golem making it functionally an extension of

yourself.

The Golem's intellect wisdom and Charisma stats are the same as yours. You are strictly Limited to one Golem .

### Necromantic School

To power your golem you use the spell za

Which allows you to power your golem

For 24 hours, the spell has to be reapplied every 24 hours and the spell takes up a spell slot your golem's wisdom charisma and intelligence is determine by za spell

### Elemental

This is all about getting a spirit to inhabit it, first we will go over unwillingly creatures. If you golem has any unwilling spirit controlling it, it does not gain any special buffs to its modifiers but also doesn't get any negative debuffs. Its cha, wis, and int are half of the original spirits. Once a day the spirit will try to take control of the Golem and destroy the Golem's body to free itself or take revenge on you first. Roll 1d20 if you roll 1 the spirit takes control of your Golem, the DM decides if the Golem tries to run away, attack you, or start a fight with something it believes will be able to destroy its body.

An unwilling elemental has no stat debuffs but retains all buffs. An elemental creature is a spirit that can take on a corporeal form that represents its element. A Elemental that is Forced to power a Golem's body cannot only steal control of the Golem but flat out destroy it and summon the elemental to fight you. Roll a 1d20 and if you get a one the elemental will steal control of your Golem, the DM will determine if the elemental attacks you or attempt to run away. If you roll a 20 on the other hand your Golem is completely destroyed and the elemental that you had bound to the Golem will be summoned at that particular location immediately being hostile.

Willing spirits Grant Buffs and debuffs to your Golem. If you manage to convince a spirit to power your Golem voluntarily, of the three stats that are strength, Constitution, and dexterity, the highest will give your Golem a +2 modifier in that stat but the lowest will give your Golem a -2 in modifier in that stat. Your Golem can also use one ability the spirit has or had in life if your Golem has the necessary equipment, or has magical capabilities determined by its intelligence stat.

Willing elementals are more difficult find but can inhabit the golem. Below are the stat increases these golems give and what might be necessary to get them to willing power it

Elemental	Stat modifier
Fire	-2 strength +4 Dexterity -2 constitution
Earth	+4 strength -2 Dexterity -2 constitution

Air	-2 strength -2 Dexterity +4 constitution
Water	+1 strength +1 Dexterity +1 constitution

Many will want a minor quest or Magic item that corresponds to their elements.  
additional items to bribe elementals

Earth	Gems
Fire	Ichor
Water	A dead creature that worships/summons fire elementals
Air	Cloud in a bottle, a cloud giant's body part, items from the sky

### *additional Rules*

Your Golems do not get a proficiency bonus.

If your Golem gets to half health one of the Golem's body parts will be damaged which one is the dungeon Masters discretion but if the dungeon master wishes, they could roll a 1d6 to determine which body part gets injured, with the one being the Torso, two and three legs, four and five arms, and six the head.

Unless otherwise specified Golems can follow that last orders it was given even if it's owners unconscious or dead.

You can have only one combat Golem unless the dungeon master permits you to have more.

Your Golems do not need to breathe, do not need to eat, nor do they get tired.

Golems are considered objects not living creatures, and can be enchanted.

Most Golems are an exact copy of the limbs of creatures you studied with one exception the organs. That cavity inside your Golem can be used as storage space, place to hold prisoners, or allow you or your party to be in it comfortably if it is at least two sizes larger than you. Creatures of the same size obviously cannot fit inside your Golem.

You can give commands from within your Golem if you happen to be inside.

Golems do not have hit dice, they cannot be healed from healing spells unless part of their body is made from flesh and Bone.

Golems have to be repaired, there are many spells in regular Dungeons and Dragons that can fix



damaged objects and those will work on the golem. If you have at least 5% of the materials necessary to build the part of the Golem that's damaged, you can repair it with that.

If a Golem's hit points are reduced enough that one would normally be considered dead all that happens to the Golem is that all it's limbs are damaged. Any further damage will result in a limb being lost.

Spells for each class

Spell Book of defilement

## Imbue life energy

level One

Cast time : 1 action

Range: touching

Duration : 24 hours

Allows you to give life to your Golem. Your Golem is required to either have muscles for its manipulators or bones for its structural support or nothing will happen. If you used this on a corpse or pile of dead bone, the objects will follow you around typically by crawling or walking but be unable to do anything else including follow commands. This spell only uses up a spell slot if used on your golem.

Your Golems are able to follow complex commands but lacks any will of its own. If a Golem is not given instructions on what to do it generally will not do anything since it lacks common sense.

If a Golem is created with the spell, it's wisdom intelligence and charisma are half of the player who created it.

## Foul exchange

Cantrip

Cast time : 1 action

Range: 10ft

Duration: 3 hours

You can prevent a body or corpse from rotting for 3 hours. Roll a 1d4 and take that much damage each time this spell is used

## Life exchange

Level 2 spell

Cast time one action

Range 50ft

Component v

Duration instant

You can give your Golem some of your hit points, for every two hit points you give it the Golem gets one back.

At fifth level, you can transfer any willing creatures hit points to your Golem. At 11th level you can transfer any creatures hit points to your Golem, the creature has to roll a constitution saving throw.

## Muscle taxation

Level one spell

Cast time one action

Range 15ft

Component v,s

Duration instant

You yell at your opponent's muscles demanding they go into your container of flesh. They take 2D4 damage but if this attack renders them unconscious or they are killed by it, their body will explode, having the muscles inside their body Slither to you like a snake attempting to get into the Container you demanded them to get into.

At level five this spelled deals 3d4 damage

At level 8 it deals 3d6 damage, at level 11 it deals for 4D6 damage

## Living armor

Cast time one action

Range touching the golem

Component m ( 80% of the MATERIAL that is normally required)

Duration instant

Your Golem's muscles, bones, or skin can be transformed into another material so as long as you have 80% of the materials you would normally need the craft that manipulator or support structure. Your Golem still requires at least one part of their body to be made of muscle or bone,

this technique can be viewed as a way to reduce the cost of construction.

## Living attacks

level 1

Cast time one action

Range 35ft

Component v

Duration instant

Your Golem for its next two actions  
Attacks will be considered magical, the Golem will also do double damage during this time to creatures that are Undead.

### Elemental Spell Book

## Elemental transfer

Level one spell

Cast time one action

Range 5ft

Component v

Duration instant

If you contacted an elemental with your ring, at any point in this conversation you can use this spell to transfer the elemental into your Golem. This spell does not bind the Elemental to your will or your commands you will need to use a binding spell in order to get it under control.

## Forceful Call

Level one

Cast time one action

Range 200ft

Component v

Duration instant

This spell forces any lingering Spirits near the area to come forth, and show themselves to you if you ask them a question they will be compelled to speak but that does not mean they will be compelled to say the truth. If you can convince a spirit to voluntarily how are your goal you will not need to use a binding spell. If you use the spell after a battle you will have to roll a wisdom check and if it fails you will summon a ghost who will attack you.

Binding spell

Level one

Cast time one action

Range 15ft  
Component v  
Duration instant

If you are the same level or at least two levels below a creature that can be bound to your golem, they will be forced to power your Golem. Once every 24 hours spirits will attempt to break free, you must roll a 1d20 and if you roll a one, they will either steal your golem by running away or attack you. A elemental that's bounded against its will, will do the same but if you roll a 20 instead of a 1 it will destroy your Golem and be summoned to that exact location and attack you. This spell also works on Fey, Fiends, and celestials and they follow the same rules as the elementals.

## Manger navire,

Level one  
Cast time one action  
Range 200ft  
Component v  
Duration instant

If your golem has a willing elemental powering it, after using the spell Manger navire, your golem for 3 encounters of your choosing will become an elemental variant of itself. After the 3<sup>rd</sup> encounter your golem will turn into a non-magical variant of the element they embodied, a pile of stone, a mass of water, flames, or wind . If you have a magical item that corresponds with the elemental that inhabits your golem's element, that item can be consumed by your golem thus preventing your golem from being destroyed.

### Benefits of elemental golems

When your golem transforms into a elemental golem it loses any negative stat modifiers it gained due to the elemental inhabiting it, it also gains access to any spells and skills its elemental had. They gain unique benefits depending on the elemental.

Fire Elemental golem	Any attack deal by this creature deals its original damage plus magical damage. {magical slashing} Creatures must pass a saving throw {dm decides} If it fails, it takes 1d4 of damage at the start of it turn for the next five turns. Your golem receive double damage from silver weapons and water base attacks.
Air Elemental golem	Any attack deal by this creature deals its original damage plus magical damage. {magical slashing}. This golem can occupy the same space as a

	creature its attacking, creatures can only damage this golem with magic based attacks or silver weapons. This golem takes 1d6 of damage if its occupying the same location as a torch or fire, and if an attack has fire this golem receives an extra 1d6 of damage.
Water Elemental golem	Any attack dealt by this creature deals its original damage plus magical damage. {magical slashing}. This golem can occupy the same space as a creature its attacking .This golem can drown enemies if they stay in it for two rounds. If this creature is attacked by cold base attacks, its speed is reduced by half for the next 2 rounds and becomes vulnerable to physical attacks. This golem takes no damage from physical attacks but receives double damage from all others
Earth Elemental golem	Any attack dealt by this creature deals its original damage plus magical damage. {magical slashing}. This golem gains +4 on its strength modifier, and +4 on constitution. This golem can phase through anything made of stone, and phase others if they are touching it. If the ground is mostly stone the golem if the user desires it can effectively swim through it. This golem receives half damage from any physical attacks. This golem will always be last in the turn order of combat.

## Twin Souls spell Book

# Soul split

Anyone can cast

Cast time one action

Range: Touching

Component v  
Duration instant

You power only one golem with your very soul, giving it life, if your golem is destroyed you can cast this spell again. If you cast this on a golem you take your soul back. If your soul is split you gain the traits Twin soul skills, Mirror Damage, and One body two souls.

#### The Twin souls skills

Your golem can use any skills or spells you can but with two minor restrictions. You and golem share spell and ability resources so if your golem uses a spell, that uses up your spell slot as well. This includes any abilities that cannot be use indefinitely, that includes once a day ability and such. The second restriction is if you are unable to use an ability for any reason, you golem will be un able to use it as well.

#### The Twin soul's Mirror Damage

If your golem receives damage, the same amount of damage is dealt to you. If you become unconscious or fall sleep the golem is unable to act. If the golem is attacked by something it has immunities to, you don't receive any damage. The golem does not receive damage if your are damaged.

#### One body two souls

Only Golems of 2 sizes bigger than your character can be entered if you were some shmuck of any other school, you however have no such restrictions. If a golem is the same size or one size larger you can wear your golem as armor and use their stats instead of yours. While wearing or inhabiting a golem you receive half mirror damage. You can use your golems abilities while inhabiting them.

## Book of preservation

Magical ways to extend a limbs freshness

Cold spells - any cold based spells will preserve a bodied for 4 hours.

Using shock spells will prevent rig a mortise from setting in for 2 hours

Having your party healer , well heal the limb or corpse, this will extend the cells in the body's life for one hour but this does not bring the creature back to life.

Non magical ways

Being in a land that is experiencing cold temperatures will keep the body fresh for3

hours.

Being in freezing temperatures will keep the body fresh for 4 hours.

Likewise being somewhere really hot will keep the body fresh only for 1 hour.

Embalming fluid can keep the body fresh for 6 hours but to make it you need a poison/chemist kit, soap, and salt.

The kit is consumed in the process and a new one will need to be made.