

Golem, Domestic

Domestic golems are used by the rich or reclusive to show off wealth or avoid living servants. They are animated wooden manikins without intelligence, but they are programmed with certain domestic skills and have a limited creativity and initiative within the parameters of those skills. If the creator desires, a golem can speak and understand any languages she knows. The range of creativity and initiative a domestic golem displays often expands as the golem gets older, and very old domestic golems can create beautiful works of art without requiring much supervision.

Generally the golem will be the same size and general appearance as the creator, although it can look like anything. Some domestic golems are little more than stick figures, while others are elaborate carved and decorated and almost look like living beings from a distance.

	Small Construct	Medium Construct	Large Construct
Hit Dice	1d10 +10 (16 hit points)	2d10 +20 (31 hit points)	3d10 +30 (46 hit points),
Initiative	+0	+0	+0
Speed	20 ft	20 ft	30 ft
Armor Class	14 (+1 size, +3 natural)	13 (+3 natural)	14 (-1 size, +5 natural)
Attacks	Slam +0 melee (1d4-1)	Slam +2 melee (1d6+1)	Slam +6 melee (1d8+5)
Space/Reach	5 ft /5 ft	5 ft/5 ft	10 ft/5 ft
Special Attacks	None	None	None
Special Qualities	Construct traits, DR 5/magic	Construct traits, DR 5/magic	Construct traits, DR 5/magic
Saves	Fort +0, Ref +0, Will +1	Fort +0, Ref +0, Will +1	Fort +1, Ref +0, Will +2
Abilities	Str 9, Dex 11, Con –, Int –, Wis 12, Cha 5	Str 13, Dex 11, Con –, Int –, Wis 12, Cha 5	Str 21, Dex 9, Con –, Int –, Wis 12, Cha 5
Skills	Craft (any one) +5, Profession (any one) +6, one other skill +5 ranks	Craft (any one) +5, Profession (any one) +6, one other skill +5 ranks	Craft (any one) +5, Profession (any one) +6, one other skill +5 ranks
Feats	None	None	None
Climate/Terrain	Any	Any	Any
Organization	Solitary (1) or pack (2-5)	Solitary (1) or pack (2-5)	Solitary (1) or pack (2-5)
Challenge Rating	1	1	2
Treasure	None		
Alignment	Always neutral		
Advancement Range	None		

Combat

Domestic golems are not designed for combat and will only raise a hand if their owner orders them to. If ordered, domestic golems slap and pound as a slam attack. Domestic golems specifically programmed with people or location protection skills such as Profession (soldier) or Profession (nursemaid) will demonstrate more initiative in guarding, protecting or evacuating their charges from harm (e.g. a soldier might stand in someone's way to prevent him passing a door, or a nursemaid might scoop up a small child and run).

Construct: A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. A construct is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected.

Construction

A domestic golem costs 25,000 gp to create. It requires a DC 23 Craft (woodworking) skill check to form the body. It requires the following spells: *animate object*, <+2 others>. The creator must have 5 ranks in each of the three skills to be instilled in the golem. The creator can install fewer skills if he does not meet this skill requirement, although skills cannot be installed after the golem is constructed.

LEGAL APPENDIX

Release 1.0

Patric L. Rogers (www.patric.net)

Designation of Open Game Content: All text of this document is OGC.

Designation of Product Identity: The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content:

1. The name "<company name (or author name if no company name)>" as well as all logos and identifying marks of <company name>, including but not limited to <logo>, <brand phrase>;

The <company name> product name "<product name>", except for its use within Section 15 of the Open Game License; All artwork, illustrations, or graphic design including any text contained within such artwork, illustrations, or graphic design.

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten

Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy,

edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title

and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison,

Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker

Creature Collection Volume 1 Copyright ©2000 by Clark Peterson.

Monster Manual II Copyright 2002, Wizards of the Coast, Inc.

Swords of Our Fathers Copyright 2003, The Game Mechanics.

Mutants & Masterminds Copyright 2002, Green Ronin Publishing.

Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman.

The Hypertext d20 SRD Copyright 2004, Jans W Carton.

Domestic Golem Copyright © 2002, 2008

by Patric L. Rogers. All rights reserved. Author Patric L. Rogers.

END OF LICENSE

If you have enjoyed this product, please consider supporting the author's continued development of d20 material by making a PayPal donation of any size to patricr@aol.com.