

GOLEM BIOLOGY

Description

Golems are statues, built in the New World, that have animated over the last five years. Some of these statues are hundreds of years old, others were sculpted after the settlers arrived from the Known World. All of them are fashioned from the same dull-grey granite that is commonplace across the continent, so their colouration is similar, but their shapes vary wildly. Many of the settlers chose to create statues to their deities, carved in the likeness of a smith or a weaver. The older statues created by the natives are very different however. Some look like ophidians or myrmidons, but some look like no creature that has ever been seen.

No one knows what is causing sculpted stone statues to animate. If there is some hidden agent at work then it has not yet revealed itself or its purpose. The golems themselves are born conscious and sentient, fully awake with comprehension and understanding. A newly awakened golem cannot speak, but learns to do so at an exceptional rate, as if remembering something forgotten, rather than learning something new.

Golems, as best anyone can tell, are made of solid stone; whatever magic animates them does not change the stuff of which they are made. They have no blood or organs as a living creature does. As such, blows that would mortally wound a normal creature appear to have no effect at all upon a golem.

Golems have no reproductive systems and, although they may be sculpted with the primary and secondary sexual characteristics of other races, they have no known means of reproduction. Golem bodies are fashioned from stone; their flesh is hard and they are not physically compatible with other races without exceptional difficulties. They do not appear to experience a strong reproductive urge, although some have a philosophical interest in such matters.

Despite their magical nature, golems still require sleep and still feel pain and tiredness in the same manner as other sentient races.

Racial rules

- You should not pass these rules on to other players

Please note that the following rules have not been released to the general player base and are only given to those players playing, or intending to play, avian characters. The Maelstrom campaign is enhanced if players are able to discover information about the game through purely IC sources so we ask players not to pass these sheets to other players. We believe that some of the advantages available to you will be lost if these rules become widely known.

Stone Body

- You treat the SHATTER call as DOUBLE THROUGH

If you are the target of a SHATTER call then you are affected as if you had been hit with a DOUBLE THROUGH. You are not harmed by a SHATTER call that targets an item that you carrying, only one that is directed at you personally.

Veins of Stone

- You cannot be mortally wounded
- You must call RESIST if you are targeted by any mortal blow that would normally mortally wound you
- You cannot acquire the fortitude skill

Golems do not have blood or internal organs and cannot be mortally wounded. You must call RESIST if you are hit by a COUP DE GRACE, or any mortal blow that is not stopped by your armour if you have any. You suffer all the other effects of the mortal blow, thus a ZERO STRIKEDOWN will knock you over; a SINGLE CLEAVE will cause one point of damage and render a limb unusable.

For example, you have one point of armour when you are hit on the arm by a character calling SINGLE CLEAVE. Your armour protects you against this mortal blow so you must not call RESIST. A second SINGLE CLEAVE on your arm will cause the loss of one body hit and render your arm useless. You must call RESIST to show that you are not mortally wounded.

As you cannot be mortally wounded, you cannot have your wounds staunched nor be the recipient of any power or ability that transfers a mortal wound to you. Any attempt to do so will automatically fail and you must call RESIST.

If you suffer a CLEAVE on a limb then the limb is rendered useless as normal, although you are not mortally wounded. You cannot use the limb again until you have regained at least one lost body hit.

If you have purchased fortitude or great fortitude, you will receive additional body hits instead. You cannot learn fortitude in play.

Creature of Magic

- You are affected by calls that target a GOLEM
- You are not affected by calls that target LIVING beings or any abilities that only work on LIVING beings

You exist due to the sorcerous energies that suffuse your body; you DETECT as a GOLEM and are affected by calls that target a GOLEM such as PARALYSE GOLEM. You do not DETECT as LIVING and are not affected by calls that target LIVING beings.

Golems are sustained by the power of the Maelstrom and lost hits cannot be restored by magic intended to heal a LIVING character.

No Digestion

- You should ignore any rip-open lammy that does not have an 'A' substance code written it
- You cannot acquire the constitution skill

You can eat although you have no need to do so and have no perceptible digestion. A standard poison or drug will not affect you. Substances are coded on their lammy interior with a letter/number combination. Only substances beginning with an 'A' code can potentially affect you; all other substances will have no effect, and you should ignore any instructions on these lammies.

While golems are technically unaffected by alcohol, caffeine, and so on, we recognize that this may be difficult to phys-rep and suggest that you may roleplay these as having a psychosomatic effect.

If you have purchased the constitution or great constitution skills, you will receive additional body hits instead. You cannot learn the constitution skill in play.

Sculpted Body

- You regain one body hit from The Smith's Mystic Anvil

If you are targeted by the sorcerous cantrip The Smith's Mystic Anvil, this will restore one lost body hit with each casting. The caster must speak your true name in an audible voice to cast this spell on you. This cantrip can also be used to restore the permanent damage inflicted by torture and mutilation.

Unchanging Form

- You cannot learn the endurance skills in play

Golems cannot learn the endurance skill in play. You may begin with the endurance or great endurance skill but you may not gain skills that grant you additional body hits in downtime. The quality of stone construction determines how many body hits a golem has and this cannot change.

Carved Weaponry

- You may have inbuilt weaponry

If you phys-rep a non-detachable stone weapon as part of your costume because your golem was IC carved with one then these must follow all the rules for claws described in chapter four of the Event Rules. There is no maximum length restriction to the size of the weapon provided it is passed for use by a weapon checker. The weapon part of the golem's limb can be removed using the mutilation rules.

Combat Rules Summary

Mortal Blows Affected by all as normal except does not cause a mortal wound (i.e. no death count)

Death Count N/A – the only way to kill a golem is to execute it

Staunch / Treat Wounds No / No

Debilitated Yes as normal (i.e. until body hit healed)

Incapacitated Yes as normal for 5 minutes

Talismans / powders Healing related ones have no effect

Drugs No perceptible digestion or breathing

Creature Type Sorcerous (not living)

Other Shatter = DOUBLE THROUGH

Smiths Mystic Anvil cantrip heals one body hit per casting (30 seconds) and can also be used to repair a disabled limb (from a CLEAVE)

COUP DE GRACE has no effect