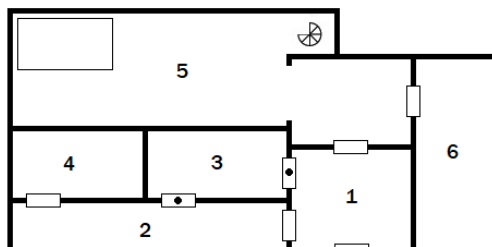


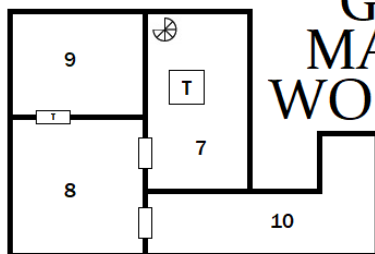
# The Golem-Master's Workshop by Tamás Kisbali, adapted for Forge Out Of Chaos

**Background:** The Golem Master, Bezalal, creator of pricey artificial servants, hasn't been seen around for some time. His house stands dark and silent. Dare you enter?

## House



## Cellar



## THE GOLEM MASTER'S WORKSHOP

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**1 – Foyer:** On a desk lies a ledger with records of the Golem Master's dealings. The balance is positive. The last transactions are from about 2 weeks ago: “*Medium all-around servant, sold to Master Güntz, for 300 gold*”, “*Shipment of raw clay, for new personal project, 500 gold*”. The key to the **Office (3)** is in a secret compartment.

**2 – Corridor with mud streaks:** Dry mud streaks leading to **4**, as if something big and dirty was dragged there. The windows towards the street are boarded up.

**3 – Office, overtaken by animated body parts:** The doors to this room (5 structural points) are locked. When PCs enter, 3d8 (or 4 per PC) animated **Clay Hands** (HP 1 each, AR 0, AV 0, Grab for 1 actual damage, squeeze for 1 actual damage each round after, ST 16+, SPD 2) jump off the shelves, climb forth from under furniture, and attack any intruder. They always attack DV2 but spend the first round scuttling towards PCs. There is a **Scroll of Golem-Lore** in the desk drawer. Any PC with the *Read/Write* skill will understand that a Golem can be deactivated by removing the word TRUTH carved on its brow in invisible Runes. Treat this as a spell that can be cast by anyone with *Magic* skill using 10 SPTS and forcing the Golem to Save vs Death or become inanimate clay. The ‘spell’ can only be cast while reading from the scroll, which is rather fragile.

**4 – Storage room with injured golem:** The mound of clay in the corner is actually a golem – a tall, muscular man, with his legs torn off. His name is **Jakov** (HP 25, AR 4, AV 0, no attacks, ST 12+, SPD None). He tells the story of the Golem Master experimenting with the creation of two “golem brothers”, and how his brother Boax went mad, killed the Master and mutilated him. Boax either left or is hiding somewhere in the house. Jakov is a wretched creature and merciful PCs will use the

Golem-Lore in the **Office (3)** to return him to insensate clay. He could be sold for 100gp.

**5 – Golem showcase and hiding place of Boax:** Statues have been set up on a small podium – the Golem Master’s showcase. There are three full-sized clay statues depicting one man and two women. If the players have visited **3**, they recognize the male statue as being from the same mould as Jakov. Opposite the podium there are 4 clay statues of 3’ tall wingless gargoyles.

The statue of the man is **Boax, the murderous golem** (HP 35, AR 4, AV 4, terracotta punch for 2d4 damage, ST 10+, SPD 3, half damage from blunt weapons). Boax has wanted **Lizbjjet**, the female golem in the **Bedroom (6)**, to be his wife and became maddened when the Golem-Master refused. He hopes the Master will surrender and grant him his desire, which is why he has not left the Workshop.

Boax will wait until the PCs go down the spiral stairs and then shut the trapdoor and move the heavy podium over it. This requires combined 25 STR to lift from below. If found, confronted or attacked, Boax defends himself, and also commands the four **Clay Gargoyles** (HP 12, AR 2, AV 2, Claw for 1d4, ST 16+, SPD 3).

**6 – Bedroom & Kitchen:** Under the bed, there is a sack with 450sp. A female golem (**Lizbjjet**) is here but the Golem-Master has not yet imbued her with life. She is very beautiful.

**7 – Dark cellar room with clay pits:** There is a strong smell of wet clay and mud. The floorboards are creaky. When crossing the room, each PC has a 1-in-6 chance to fall through the old floorboards and into the 10’ deep clay pits, taking 1d3 damage. The walls are so slippery that *Climbing* skill is required to escape. If much noise is made, 1d4 Clay Abominations from the Workshop (**8**) rush in to investigate.

**8 – Workshop, the hiding place of the Golem Master: Belazal, the Golem Master** wasn’t killed, but hid here, half-mad from his injuries (HP 3, AR 0, AV 0, Desperate Bite for 1d2, ST 10+, SPD None). As his final defence, he created **4 Abominations** (HP 10, AR 4, AV 2, Claw for 1d6, ST 18+, SPD 1) from whatever lumps of clay he had around. Belazal is quite deranged and obsessed with seeing his “personal project” brought to life: the Quantum Golem in the **Ritual Area (10)**. He will promise anything to persuade the PCs to animate it (if trapped down her by Boax, they might require little persuasion). If the Quantum Golem animates, Belazal will command it to slay the PCs for being thieves and intruders.

**9 – Vault with trapped entrance:** The doorknob is trapped with a poison needle (Save vs Poison or be reduced to 0HP). There is 150gp in clay jars and masterfully executed figurine moulds worth 100gp.

**10 – Ritual area:** A complete golem body lies on a marble slab. A codex and ritual implements are laying nearby – everything is ready to bring this golem to life. The golem is massive. PCs could animate it by spending 20 SPTS between them. It will be an obedient servant and can easily lift the trapdoor to **5**. However, it has inherited the Golem-Master’s madness and must pass a Saving Throw after obeying each command; when it fails, it goes mad and goes on a murderous rampage through town. If ordered to fight it must make a Saving Throw every round and it must make a Saving Throw if Balazal dies.

**Quantum Golem** (HP 50, AR 4, AV 6, 2 Terracotta Punches for 2d6/2d6, ST 14+, SPD 2, half damage from blunt weapons, automatic notch to edged weapons).