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Avalon Adventures

Golem Madness

By
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The PCs have heard that a promising wizard has been murdered and his head was found outside of a cavern. Rumors have circulated around the area where the PCs are currently staying. The stories tell of his creations loosing control and killing him. Others have stated that a rival killed the wizard in order to steal his golem-making secrets. Yet more tell of a noble who had just bought a few golems to serve as bodyguards and thought an assassin was cheaper than actually paying the wizard.

Pre-adventure Concerns

The GM could have the PCs hired in order to uncover the truth of these rumors. Family and friends might want the adventurers to recover the entire body, either to resurrect him or to give him a proper burial. Finally, the PCs may just to loot the caverns and see what valuable items could be gathered. Since golems do not carry a lot of treasure, the GM will have to make sure there is more treasure distributed throughout the adventure site. Be aware of the construct traits as well, which are listed below just as a reminder. They might change the PCs normal combat strategies.

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Traits:

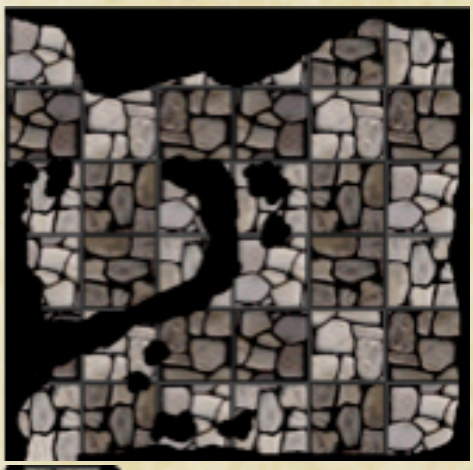
A construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Low-light vision.
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as make whole. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or non-lethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage.
- Immediately destroyed when reduced to 0 hit points or less.
- A construct cannot be raised or resurrected.

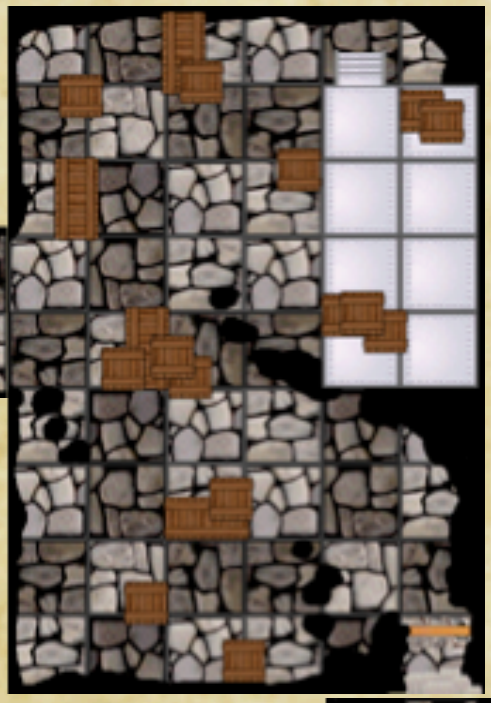
1 Square Equals 5 Foot

North

Cave Entrance

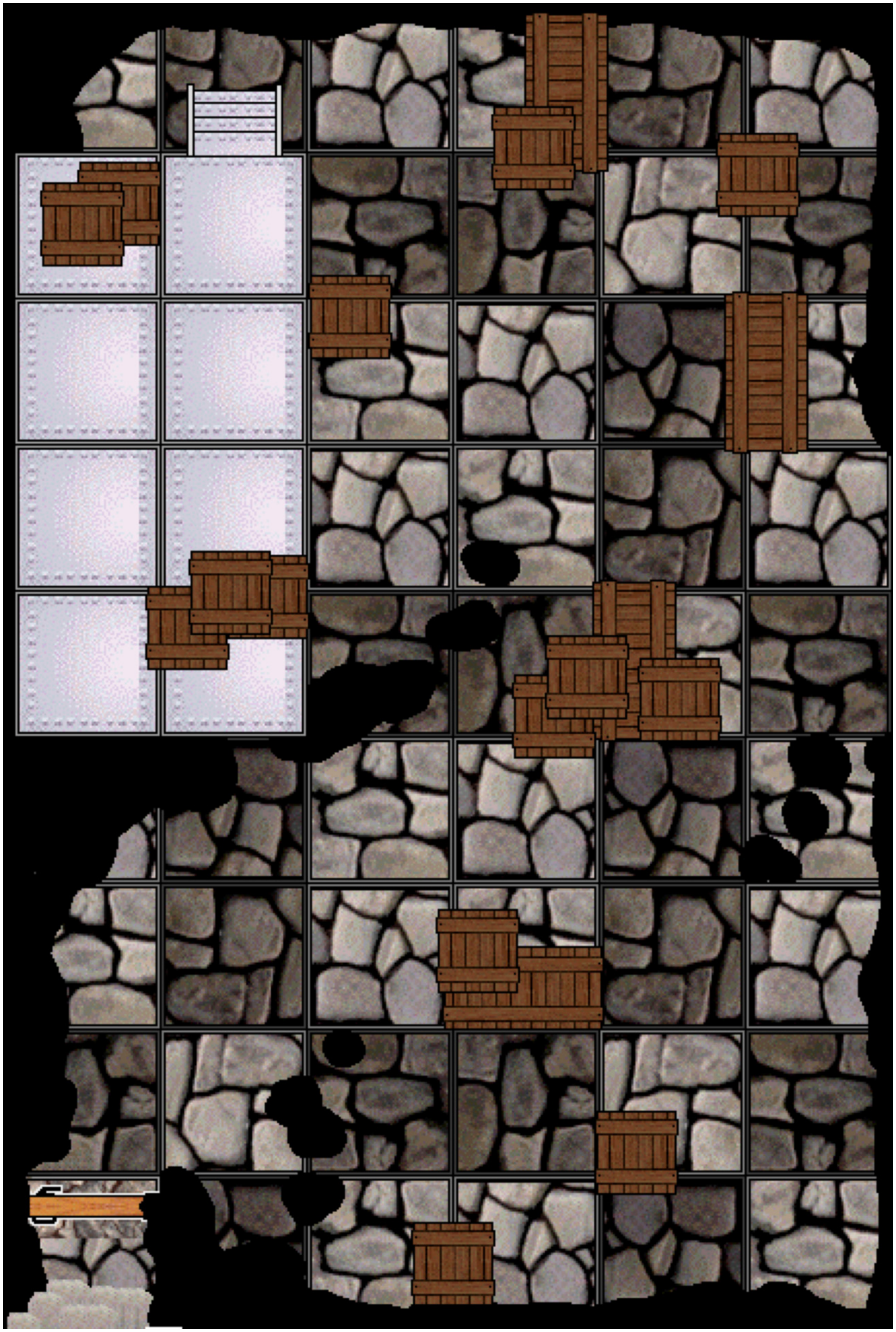


Encounter #1



Encounter #2

Encounter #3



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