# #1 With a Bullet Point
One Idea. One Page. One Dollar.
3 Templates for Stone Golems

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.

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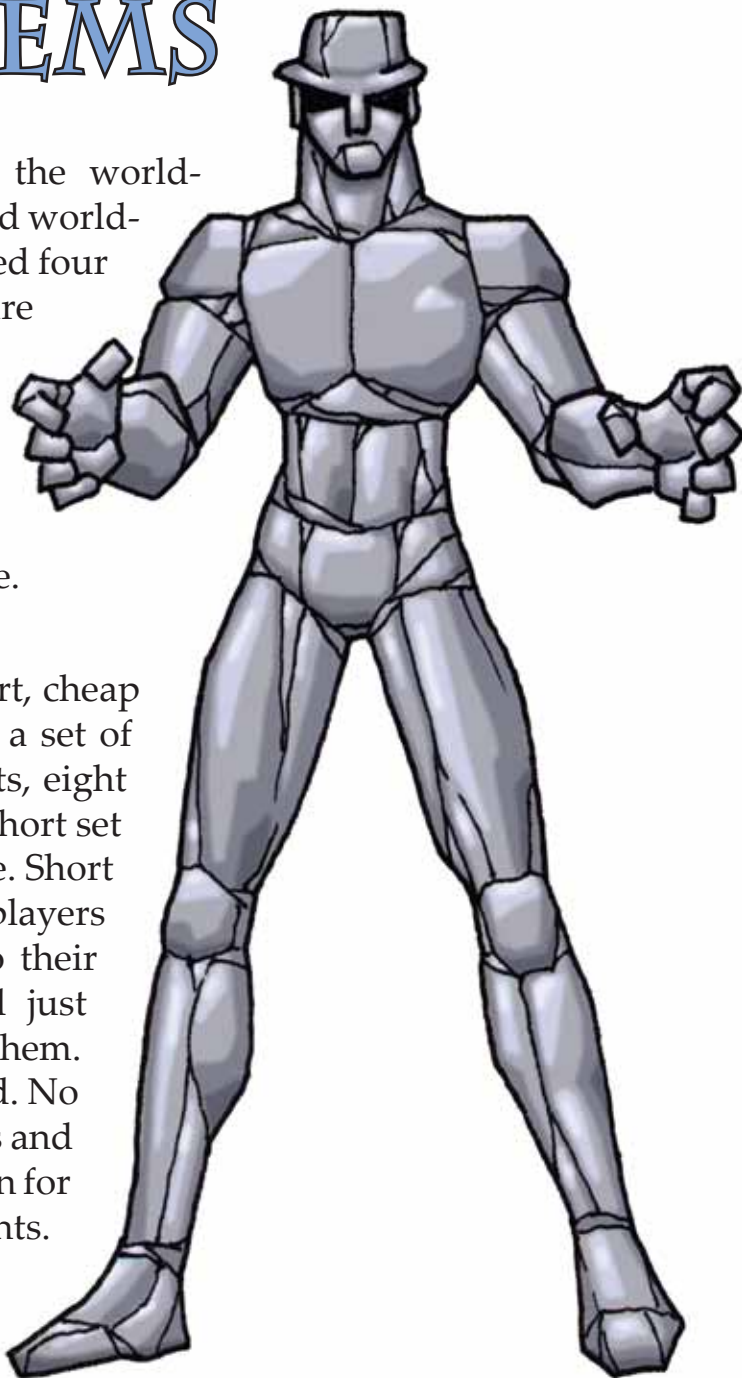
The High Concept:

Simple templates to make stone golems a much more interesting and varied group of foes, useful both to match thematic elements of a specific encounter and to surprise PCs when they do something new and unforeseen!

Diamond

Diamond is one of the hardest minerals in existence, and the clearest grade is much sought after as gemstones. However, there are many diamonds with muddier colors, larger imperfections, and low clarity that make poor jewelry but are still extremely hard. Diamond in its uncut state is difficult for the untrained eye to identify, and the creation process of diamond golems (see below) leaves them in this less-recognizable state.

CR: Increase the golem's CR by +2.

DR: Increase a diamond golem's DR to 15/adamantine.

HP: Increase the golem's hp by 2 per hit die.

Treasure: A destroyed diamond golem leaves behind uncut diamonds with a value equal to typical treasure for a creature of its CR.

Special Abilities: A diamond golem gains the precious, punishingly hard, and sharp special abilities, and loses the *slow* special ability common to stone golems.

Precious (Ex): It is difficult to recognize uncut diamond without training and experience, and in its uncut form it looks a great deal like black rock. Knowledge checks to identify a diamond golem or learn about its abilities and weaknesses suffer a -10 penalty. Characters with 5 or more ranks in Appraise, or 1 or more ranks in Craft (jewelry) do not take this penalty.

Punishingly Hard (Ex): If a weapon strikes a diamond golem and fails to deal at least 15 hit points to it (either by dealing 30+ points of damage, or dealing 15+ that bypass its hardness), the weapon is automatically the subject of a sunder combat maneuver. This is a free action that occurs even if the golem has no actions, and does not provoke an attack of opportunity.

If a creature attacks a diamond golem with an unarmed attack or natural weapon and fails to deal at least 15 hp to it, the golem makes a CMB check against the creature's CMD, and on a successful check, deals slam damage to the attacker. This is also a free action that occurs even if the golem has no actions, and does not provoke an attack of opportunity.

Sharp (Ex): The edges and points of a diamond golem are amazingly hard and sharp. Its slam attacks gain a +2 bonus to hit, deal +1 damage per 2 hit dice of the golem, have a 19-20 threat range, and deal bludgeoning and slashing damage. Below is the effect of these changes on a typical stone golem's melee attacks.

Melee: 2 slams +24 (2d10+16, 19-20)

Creation: It is practically impossible to find solid diamonds large enough to sculpt 9-foot figures from them. The process of creating a diamond golem is more involved than that of a typical stone golem. The materials include at least 5,000 gp worth of uncut, low-grade diamonds, and another 5,000 lbs of igneous rock (generally kimberlite and lamproite). In addition to the normal spells, the process includes casting *mending* and *polymorph any object*.

Lodestone

Lodestone is naturally magnetic rock, attracting iron and steel to itself. Natural lodestones are a form of magnetite, though not all magnetite is strongly magnetized and magical and alchemical lodestones can be created using different forms of rock. The natural magnetic attraction of the lodestone used in the golem's creation is replaced with an arcane attraction for all metal.

CR: Increase the golem's CR by +1.

DR: Decrease a lodestone golem's DR to 5/adamantine.

HP: Increase the golems hp by 1 per hit die.

Immunities: The lodestone golem is immune to all electricity damage.

Special Abilities: A lodestone golem gains the great haul and metallic attraction special abilities, and loses the *slow* special ability common to stone golems.

Great Haul (Su): A lodestone golem has a massive carrying capacity, equal to triple its normal carrying capacity. (For a lodestone golem built using a typical stone golem's statistics, this would be a light encumbrance of 2,400 lbs., medium encumbrance of 4,800 lbs., and heavy encumbrance of 7,200 lbs).

Metallic Attraction (Su): The lodestone golem's natural magnetic attraction is greatly amplified through arcane means, so it attracts all metal to it. Creatures made of metal, wearing metal armor, or carrying enough metal to be in medium or heavier encumbrance, must make a Fortitude save (DC 10 +1/2 construct's HD) if they begin their round within 60 feet of a lodestone golem. On a failed save they are dragged 20 feet toward the golem, with this movement

provoking attacks of opportunity. Unattended metallic objects move toward the golem every round if they weigh 600 lbs or less.

Any metal object that touches the golem (including weapons made primarily of metal) is stuck, and requires a DC 20 Strength check to be pried lose as a move action. A character stuck to the golem is entangled until pried lose.

If the lodestone golem has so much stuck to it that is becomes heavily encumbered, its metallic attraction ability is suspended for one round, and it takes a move action away from the material. When this happens, it deals lightning damage equal to 1d6 per 2 hit dice to everything within 30 feet (Reflex half, DC 10 +1/2 golem hit dice).

CREATION: The golem is carved from a single piece of magnetite, though the magnetite need not itself be of the lodestone variety. This stone must weigh at least 4,000 lbs and costs at least 7,500 gp. In addition to the normal spells required to create a stone golem, both *call lightning* and *lightning bolt* are also required, as well as *ant haul*.

PUMICE

Pumice is a lightweight, porous rock produced when lava is ejected from a volcano under great pressure. It comes in a range of colors, but is most commonly a light grey. Pumice weighs roughly 1/3 as much as typical rock used to make stone golems, and is also very porous. As a result, a typical 9-foot pumice golem will weigh only 650 lbs, and actually float on water.

Pumice golems are most often used by native island cultures as fast-moving guardians to protect and hold bays and caves, though their light weight also makes them popular as unsleeping sentinels on merchant ships.

DR: Reduce a pumice golem's DR to 1/adamantine.

IMMUNITIES: Pumice golems are immune to fire.

SKILLS: Pumice golems are treated as having a Swim check equal to its hit dice + Str score +3 (Swim +26 for a typical pumice golem).

SPECIAL ABILITIES: A pumice golem gains the burst of haste and great leaps special abilities.

Burst of Haste (Su): A pumice golem can burst into a flurry of great speed once every 1d4 rounds as a free action. This acts as the *haste* spell, cast on only the golem, with a duration of 1d4 rounds.

Great Leaps (Ex): Because of its great Strength compared to its light weight, a pumice golem can automatically jump a distance equal to its movement rate. No check is necessary for such jumps.

CREATION: Unchanged, except that the golem is sculpted from a single piece of pumice weighing roughly 900 lbs (which, due to the difficulty of finding pumice of the correct size and shape, still costs 5,000 gp).
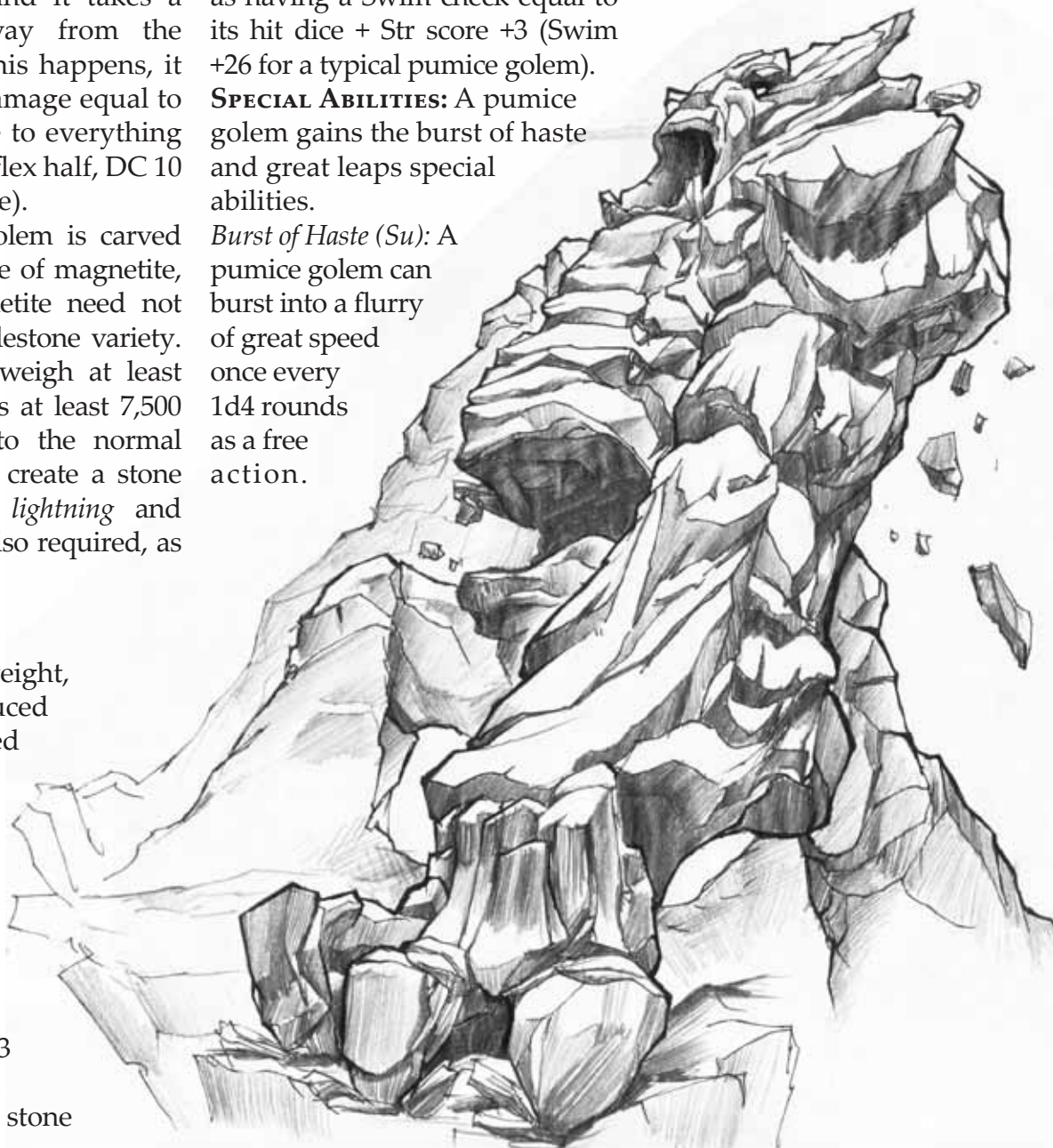
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