

Lesser Golems

Constructs for the Heroic Tier by Pythagoras

Minions of Evil

These creatures are minions designed as shambling hordes for the villains. Cheap and mass-produced, they are valuable for keeping the peasants in line.

Animated Scarecrow

These beings of straw and cloth are quickly manufactured but do not last long in the battlefield. They are animated by beings of elemental air.

Animated Scarecrow		Level 1 Minion
Medium elemental construct		XP 25
Initiative +3	Senses Perception +2 Darkvision	
HP 1; a missed attack never damages a minion.		
AC 14; Fortitude 10, Reflex 15, Will 12		
Speed 6, cannot shift		
Immune Cold, Charm, Poison		
④ Pitchfork (standard; at-will) * Weapon		
+6 vs. AC; 3 damage.		
Combat Advantage		
Scarecrow deals +2 damage with combat advantage		
Alignment Unaligned		Languages -
Skills Acrobatics + 5		
Str 15 (+2)	Dex 12 (+1)	Wis 10 (+0)
Con 11 (+0)	Int 10 (+0)	Cha 10 (+0)

Tactics

Animated Scarecrows try to flank enemies whenever they can. They typically stay in groups and move past enemies regardless of the risk of opportunity attacks.

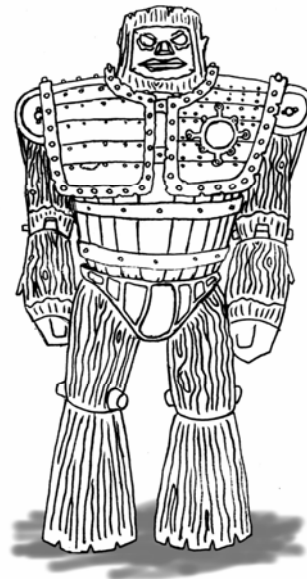
Animated Scarecrow Lore (Arcana):

DC 10: Animated Scarecrows are weak opponents but try to overwhelm their enemies.

DC 20: They are animated by elemental spirits of air and try to flank their opponents whenever possible, without regard for their own existence.

Wood Soldier

A man-sized figure made from wood. Its joints creak when it moves. The crudely cut face often depicts demonic features.



Wood Soldier		Level 4 Minion
Medium elemental construct		XP 44
Initiative +0	Senses Perception +1 Darkvision	
HP 1; a missed attack never damages a minion.		
AC 18; Fortitude 15, Reflex 14, Will 12		
Speed 5, cannot shift		
Immune Cold, Charm, Poison		
④ Club (standard; at-will) * Weapon		
+8 vs. AC; 3 damage.		
⊕ Wood Burst (immediate reaction, when destroyed)		
The wood soldier explodes into a cloud of wood shrapnel. Close Burst 1, +4 vs. Reflex, 1d6 damage		
Alignment Unaligned		Languages -
Skills Endurance +8		
Str 15 (+2)	Dex 12 (+1)	Wis 10 (+0)
Con 11 (+0)	Int 10 (+0)	Cha 10 (+0)

Wood Soldier Tactics

Wood soldiers wade into the middle of the foes, trying to take as many with them as possible when going down.

Wood Soldier Lore (Arcana)

DC 10: Wood Soldiers are created by a guild of carpenters that sell to anybody willing to pay their prices.

DC 15: Wood Soldiers tend to explode in a cloud of shrapnel when destroyed so few are willing to engage them in melee combat.

DC 20: The carpenters sometimes carve the faces of people they do not like and add demonic features. For the originals, the effect can be quite disturbing.

Clawed Tin Man

Made of multiple layers of tin sheets, these formidable warriors attack their enemies with their powerful claws.

Clawed Tin Man Tactics

These formidable fighters try to gang up on defenders first and then plough through the ranks of their enemies.

Clawed Tin Man Lore (Arcana)

DC 10: These bizarre monsters are known for using their second claw on enemies they have gotten hold of.

DC 15: Clawed Tin Men are manufactured by a reclusive Dwarven guild. It is said that they have a specific shutdown command so that their constructs will never be used against themselves.

Clawed Tin Man		Level 8 Minion
Medium elemental construct		XP 88
Initiative +0	Senses Perception +1 Darkvision	
HP 1; a missed attack never damages a minion.		
AC 24; Fortitude 22, Reflex 15, Will 15		
Speed 4, cannot shift		
Immune Cold, Charm, Poison		
Ⓢ Claw (standard; at-will)		
+10 vs. AC; 5 damage.		
↓ Secondary Claw (secondary attack, if main claw hits)		
+12 vs. AC; 5 damage.		
Alignment Evil	Languages Common	
Skills Endurance +12		
Str 18 (+8)	Dex 10 (+4)	Wis 10 (+4)
Con 11 (+4)	Int 10 (+4)	Cha 10 (+4)

Golem Artillery

These constructs were built with the specific purpose of providing fire support for the masses of animated minions. Most of these creatures could be classified as self-propelling siege engines.

Legged Trebuchet

This creature is a large construct of wood and iron that looks like a trebuchet but has four powerful legs and the head of a wolf. The monster carries its own supply of stones and can load its main weapon by itself – in fact the throwing arm is equipped with a powerful hand.

Legged Trebuchet Tactics

These mobile siege engines try to keep a distance between themselves and the opponents. When they feel that an opponent will be able to attack them, they will rather move back running than facing melee combat.

Legged Trebuchet Lore (Arcana)

DC 10: Legged Trebuchets are animated siege engines that fire stones at their enemies.

DC 20: They are very reluctant to enter melee combat, because long before they are destroyed, they will lose the necessary structural strength to fire larger rocks.

Legged Trebuchet		Level 4 Artillery
Large elemental construct		XP 175
Initiative +5	Senses Perception +5; darkvision	
HP 40; Bloodied 20		
AC 16; Fortitude 17, Reflex 13, Will 13		
Speed 3, cannot shift		
Immune Cold, Charm, Poison		
Ⓢ Stone Missile (standard; at-will) * Weapon		
Ranged 30, +9 vs. AC; 2d10 damage.		
↓ Slam (standard; at-will) * Melee		
+7 vs. AC; 1d10+5 damage and the target is pushed 1 square.		
* Giant Rock (standard; recharge Ⓢ; Ⓢ)		
Blast 2, range 15; +9 vs. Reflex; 2d10+5 damage. Miss: Half damage.		
Weakened Frame (immediate reaction, when bloodied)		
The trebuchet loses its ability to hurl Giant Rocks.		
Alignment Unaligned		Languages -
Skills -		
Str 20 (+7)	Dex 12 (+3)	Wis 14 (+4)
Con 18 (+6)	Int 10 (+2)	Cha 15 (+4)

Golem Brutes

These creatures are good close combat fighters and make a formidable addition to an army of Golem Minions. Alternatively, a Golem Brute might be used as a bodyguard for an influential personality

who does not trust free-willed subordinates too much.

Furnace Man

A tall and imposing figure made from metal covered with grilles from which flames and hot air escape. The golem's head is a flat turret with two glowing eyes. A large hatch covers the imposing back of this stout war machine.

Furnace Man Tactics

Aware of their mechanism against flanking enemies, Furnace Men have no problem with penetrating the front lines of the enemy. They typically open combat with a Power Rush to get through the ranks.

Furnace Man Lore (Arcana)

DC 10: Furnace Men are golems powered by an elemental fire spirit. Their glowing fists cause painful burns.

DC 15: Furnace Men are designed to blast clouds of sparks and hot steam at those sneaking up from behind.

Furnace Man		Level 4 Brute
Large elemental construct		XP 175
Initiative +3	Senses Perception +2; darkvision	
HP 56; Bloodied 28		
AC 20; Fortitude 18, Reflex 13, Will 14		
Speed 5, cannot shift		
Immune Cold, Charm, Poison		
☑ Glowing Fist (standard; at-will) * Melee		
+10 vs. AC, 1d10+6 plus 5 fire		
Critical Hit		
On a critical hit, the Furnace Man deals 16 plus 1d8+5 fire damage.		
↓ Power Rush (standard; encounter) * Melee		
+6 vs. Fortitude; 1d10+5 damage and the target is pushed 3 squares. Furnace Man shifts with the target.		
↩ Defensive Fire Blast (immediate interrupt)		
When flanked, releases a blast against the opponent that moved into the flanking position. Close Blast 2; +4 vs. Reflex; 2d10 fire damage and target is dazed (save ends). Miss: Half damage.		
Alignment Unaligned	Languages -	
Skills -		
Str 18 (+6)	Dex 12 (+3)	Wis 14 (+4)
Con 18 (+6)	Int 10 (+2)	Cha 10 (+2)

Death Furnace of Orcus

Some cults of Orcus that have the support of powerful Dwarven artificers will have access to a creepy variant of the Furnace Man. The Death Furnaces look like

extinguished Furnace Men but have a weak sickly green glow coming from the inside. Rumours claim that these monsters are powered by the souls of those they have slain.

Death Furnace Tactics

Aware of their mechanism against flanking enemies, Death Furnaces have no problem with penetrating the front lines of the enemy. They typically open combat with a Power Rush to get through the ranks.

Death Furnace Lore (Arcana)

DC 15: A Death Furnace is a variant of the Furnace Man that is powered by unholy energy taken from the Shadowfell. (Let the player make another check to see what he knows about Furnace Men.)

DC 20: A Death Furnace is able to deal crippling damage to those that attack it from behind. It releases a cloud of greenish energy that causes bizarre hallucinations, effectively blinding and deafening the target.

Death Furnace		Level 4 Brute
Large shadow construct		XP 175
Initiative +3	Senses Perception +2; darkvision	
HP 56; Bloodied 28		
AC 18; Fortitude 19, Reflex 13, Will 16		
Speed 4, cannot shift		
Immune Cold, Charm, Poison		
☑ Necrotic Fist (standard; at-will) * Melee		
+10 vs. AC, 1d10+6 plus 5 necrotic		
Critical Hit		
On a critical hit, the Furnace Man deals an additional 5 ongoing necrotic damage (lasts until target is bloodied)		
↓ Power Rush (standard; encounter) * Melee		
+6 vs. Fortitude; 1d10 damage and the target is pushed 2 squares. Death Furnace shifts with the target.		
↩ Defensive Doom Blast (immediate interrupt)		
When flanked, releases a blast against the opponent that moved into the flanking position. Close Blast 2; +4 vs. Reflex; 2d10 necrotic damage and target is blind and deaf (save ends both). Miss: Half damage.		
Alignment Unaligned	Languages -	
Skills -		
Str 18 (+6)	Dex 12 (+3)	Wis 14 (+4)
Con 18 (+6)	Int 10 (+2)	Cha 10 (+2)

Combinatus Golem "Harvester"

A tall cone-like body on spider's legs equipped with multiple rings of flail-like appendages, the Combinatus Golem is the

nightmare of any army fighting in closed ranks. Its many appendages are equipped with spiked spheres, sickles, and stone blocks that make it nearly impossible to engage the monster in close combat.

Combinatus Golem Tactics

As a flailing monstrosity, the Combinatus Golem has no need for a lot of tactics. It will focus its attacks on the closest enemy. Only if some ranged striker turns out to be a major problem will the construct use its Power Jump to deal with that threat.

Combinatus Golem Lore (Arcana)

DC 10: The Combinatus Golem is a construct designed to deal with large numbers of enemy soldiers.

DC 20: A Combinatus Golem can make powerful jumps so ranged attackers should avoid coming too close.

Combinatus Golem		Level 6 Solo Brute
Large elemental construct		XP 175
Initiative +3	Senses Perception +2; darkvision	
Flail Aura 2 (see below)		
HP 300; Bloodied 150		
Action Points 2		
AC 22; Fortitude 22, Reflex 15, Will 15		
Speed 4, cannot shift		
Immune Cold, Charm, Poison		
⚡ Slam (standard; at-will) * Melee		
Reach 3; +9 vs. AC, 1d10+4		
⚡ Power Jump (minor; recharge 2/3)		
The Golem jumps 5 squares. This counts as shifting and flight.		
✳ Flail Aura (immediate interrupt)		
Affects any creature that starts its turn in the aura or enters it. Close Aura 2; +5 vs. Fortitude; 2d10 damage and target is pushed 2 squares away from Golem. Miss: Half damage.		
Alignment Unaligned	Languages -	
Skills -		
Str 18 (+7)	Dex 12 (+4)	Wis 14 (+5)
Con 18 (+7)	Int 10 (+3)	Cha 10 (+3)