



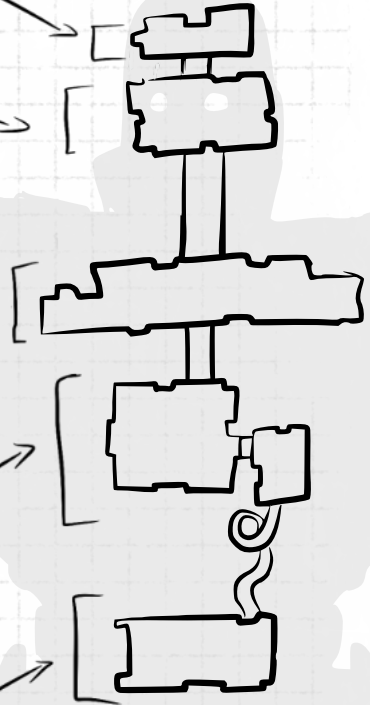
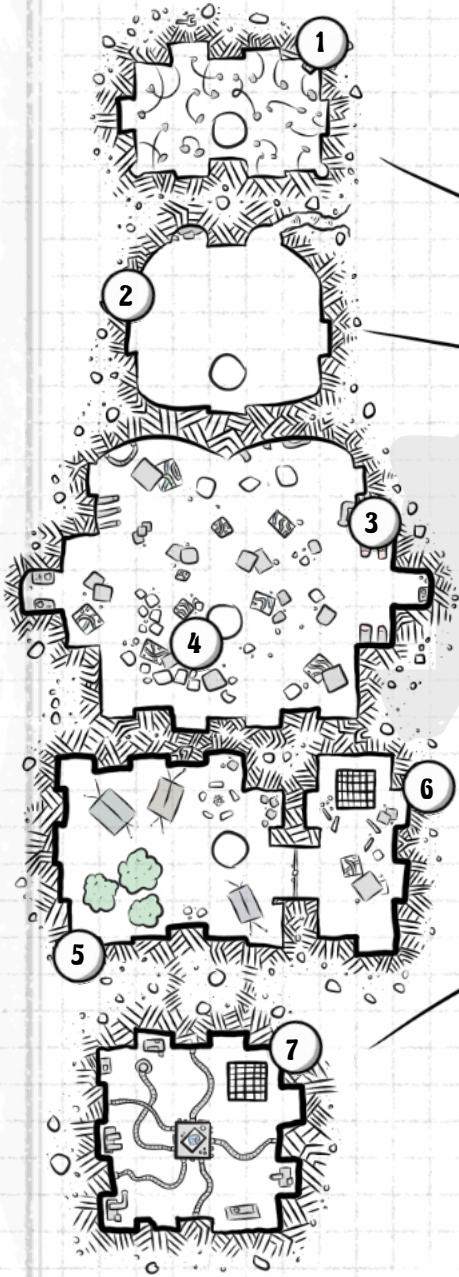
THE
**FALLEN
GOLEM**

OLD SCHOOL GAMES COMPATIBLE



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Original idea by
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Thanks for the ideas, inspiration,
and encouragement: Shane, Vance,
Bryan, Alex, Steve, & Christian

Introduction

A recent earthquake caused a cliff to crumble and wash away, uncovering a long-dormant golem made of an unknown metallic alloy. A well-known wizard named **Dangalf** has uncovered the details about this golem and determined a lost **Gem of Power**TM was used to power the thing and likely still remains within. Uncertain of the dangers, he took the precaution of outsourcing the exploration and recovery of the Gem of Power and is offering 500 gold pieces for the recovery of the gem along with detailed notes of the interior of the golem. Any additional treasure and gold recovered will be retained by the explorers.

In the untimely event of the death of any of the explorers, **Dangalf** has absolved himself of any responsibility. He has also taken out an insurance policy for a 250gp payment in the case of an adventurer being killed on this expedition. Dangalf pockets a nice 200gp Death Gratuity in that case as well, he is a solid businessman with an eye for profit.



Getting to the golem

The golem lies about six hours on foot or horseback from the nearest village or town (place in your campaign as best fits your game). The trail to the golem is in disarray and due to the remoteness is quite difficult to get to. Following the quake that exposed the golem, the earth has been washed away from recent storms and the golem now stands upright, exposed from the knee up, surrounded only by a lush forest.

Any character can see that the golem's right eye is dangling out of the socket and might be used as an entry point. However, the eye socket is now almost 200 feet above the forest floor and will require climbing to access.

As one climbs the golem, they will notice large claw-like marks across the surface, as if something (an owl bear) has made multiple climbs up and down the surface of the golem.

Recommend DM's require a Dexterity check for every 50 feet to be climbed. Once a rope or other means are in place, the distance can be scaled without requiring checks. Falling from a failed check will only cause d6 per 50' section due to the soft earth piled up around the base of the golem.

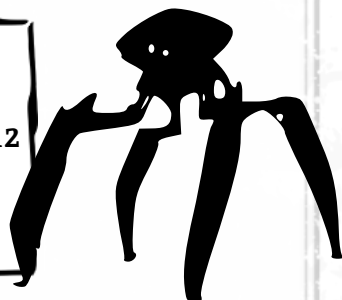
DM Notes on the Nannerbots

The golem is infested with small, semi-sentient robots called **Nannerbots**. These were once used to perform preventative maintenance, lubrication, and minor repairs. In the millennium since the golem has stopped moving, the Nannerbots' programming has gone haywire. Now they repair the golem when broken but also have gone on the defense and mostly defend the golem from invaders.

If characters remain in the same area for more than five rounds, there is a 1 in 6 chance Nannerbots will appear. Every round beyond the first five will increase the odds by one. There is an endless supply of Nannerbots, feel free to unleash them on your players. The only sections of the golem where this does not apply is in the **Rust Monster's** home in the **Chest Cavity** (room 3) and **Gnomial Rest** (room 6).

NANNERBOTS

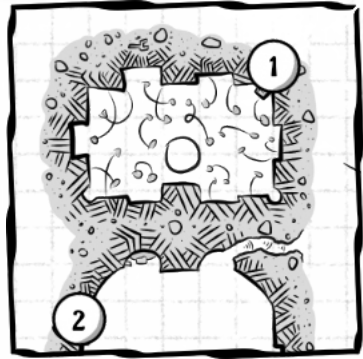
AC 8 [11], **HD** 1 (2hp), **Att** 1 x claws (1d3),
THACo 18 [+1], **MV** 45' (15'), **SV** D14 W12
P10 B15 S16, **ML** 11, **AL** Lawful, **XP** 15,
NA 1d6 (4d8), **TT** n/a.



1 The Brain Box

A fleshy, almost sweaty odor fills this room; small bolts of lightning dart across the surface of the fleshy globulous mass on the ceiling

THE BRAIN: This room is dark, with only faintly flashes of light from the lighting proving any light in this room. Hundreds of wires and tubes run from the walls and floor, connecting to the large pink brain-like mass which covers the entire ceiling.



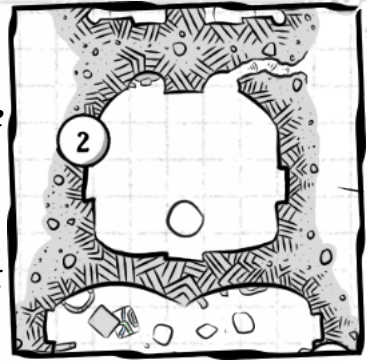
The room is immaculate, and kept so by the ever present **Nannerbots** which service the brain (which they believe is still functioning). Hidden in the nooks, crannies, and folds of brain matter are dozens of the little bots. If anyone enters and harms the brain, disconnects any tubes or wires, or does anything remotely construed as harm towards the brain, they will spring to life and attack.

NOTE: This brain matter would be highly sought after by any and all seers, alchemists, and wizardly types. A single pound of the brain will bring 100gp to the right people. In all, there is over two thousand pounds of still living brain matter in this room.

THE ESOPHAGEAL CANAL: This metal tube runs most of the length of the golem from the head to the barricade in room 4. The canal is a completely smooth surface and will require some creativity to negotiate upward or downward movement. Nannerbots move freely using tiny magnets on the bottom of their feet. Nannerbots *can* be encountered here as they move about their business, on a 1 in 6 each time the party moves from one area to another. They will not necessarily attack unless threatened or a person attempts to harm the golem.

2 Cockpit & Head

Tiny colored lights flash along all the surfaces of this room; cables hang from the ceiling giving it an almost jungle-like appearance; most noticeable is the strong animal scent permeating the air



ENTERING THE CHAMBER: An eye portal has rusted and fallen out of the socket, producing a narrow passage into this room. This is the only way in and out of the golem. The most notable thing upon entering this room is the exceptionally strong, musky animal odor that fills the air. Anyone entering must make a Save vs Poison or become nauseous, suffering a -2 to all rolls. Effect will wear off in one hour.

CURRENT OCCUPANT: A not so friendly male owl bear named Beaker has moved into the golem, creating a rather nice apartment for himself. Trying to attract a mate, he has spread his scent *everywhere*. He is a bit frustrated due to his inability to woo a mate into his high-altitude abode, but he is still holding on to hope and will not be pleased with being interrupted.

THE ESOPHAGEAL CANAL: The canal leads up to room 1 and down to room 3.

Beaker McDeathclaws

AC 5 [14], **HD** 5 (22hp), **Att** 2 x claws (d8), 1 x bite (d8), **THACo** 15 [+4], **MV** 120' (40'), **SV** D12
W13 **P**14 **B**15 **S**16, **ML** 10, **AL**

Neutral, **XP** 175, **NA** 2, **TT** n/a. **Bear**

hug: If a victim is hit by both paws in the same round, the owl bear hugs for an extra 2d8 automatic damage.



3 Chest Cavity

A soft hum floats in the air; panels are missing off the walls and floor, the inner workings of the golem are exposed; dozens of nannerbots lie about the room in various states of being eaten; the place is a complete mess and hard to navigate



MAIN CHAMBER: A pair of **Rust Monsters** managed to enter the golem and subsequently fell down the canal to this chamber. Unable to climb back upward, they began engorging themselves on the plentiful metal. They have enjoyed themselves quite a bit, in addition to eating they have fornicated a wee bit. The magic of the Gem of Power has twisted their natural metabolic rate and their babes have grown far quicker than normal. The toddlers will attack the 'fresh' metal when the characters enter as mom and dad are exhausted from eating and sleeping off a bender behind a pile of debris in the southwestern area of the chamber. Once a toddler is slain they will enter the fray with gusto.

Mr/Mrs Rusty

AC 2 [17], **HD** 5 (22hp), **Att** 1 x feeler (rusting), **THACo** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16, **ML** 8, **AL** Neutral, **XP** 180, **NA** 2, **TT** n/a. **Rusting:** Metal that touches a rust monster crumbles instantly to rust. (See *RM* entry in *OSE* book!)

Rusty Toddlers

AC 6 [13], **HD** 1 (d6hp), **Att** 1 x feeler (rusting), **THACo** 18 [+1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18, **ML** 5, **AL** Neutral, **XP** 100, **NA** 6, **TT** n/a. **Rusting:** Metal that touches a rust monster crumbles instantly to rust.

three fruit-bearing trees, doubling the size of rats for food, creating sources of light, and making life livable until they can figure out a way out of this fiasco.

SNAANBAG & FLIMP COBBLESPELL

AC 8 [11], **HD** 6/6 (16/22 hp), **Att** 1 x staff (d6), **THACo** 17 [+2], **MV** 90' (30'), **SV** D6 W7 P8 B11 S9, **ML** 7, **AL** Neutral, **Spells(S:2,2,1/F:2,2,2)** Light, Shield, Cure Light Wounds, Create Water, Produce Flame, Growth of Nature, Growth of Animal **Equip** Staff (x2), Dagger (x2), Potion of Healing (x2)

Orumin Dippletopple, the group's leader, has fallen into a slump as he fears he has lead the group to their doom. He was once arrogant, cheerful, and ambitious, but weeks in this tiny hole have driven him into the pits of despair. He will struggle to put up a fight against invaders unless he can see a clear method to get himself and his people out of the golem.

ORUMIN DIPPLETOPPLE

AC 5 [14] (leather +2), **HD** 3 (14 hp), **Att** 1 x short sword +1 (d6+1), **THACo** 19 [+0], **MV** 90' (30'), **SV** D8 W9 P10 B14 S11, **ML** 10, **AL** Neutral, **Spells(2,1)** Charm Person, Shield, Magic Missile, **Equip** Leather +2, Short Sword +1, 56gp

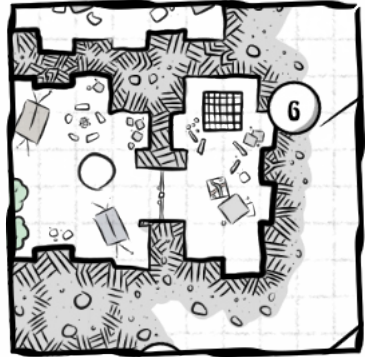
Tifamila Gobblebottle, the remaining member of the group is a devious and conniving gnome. She has her sights on harming **Orumin** (she cannot bring herself to kill him...yet). If given the opportunity to betray him or embarrass him, she will. This is mainly because of the death of her husband (see room 6).

TIFAMILA TOSSELTOES

AC 7 [12] (leather), **HD** 3 (12 hp), **Att** 1 x short sword/short bow (d6+2), **THACo** 19 [+2], **MV** 90' (30'), **SV** D6 W7 P8 B11 S9, **ML** 8, **AL** Neutral, **Spells(2,2)** Magic Missile, Shield, Charm Person, Invisibility **Equip** Leather, Short Sword & Bow, *Gauntlets of the Minotaur*

6 The End?

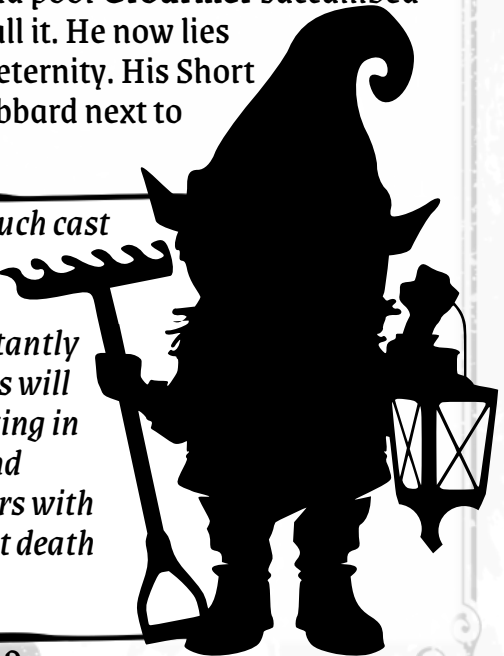
The horrible putrid smell of waste fills the air in this chamber; a single floating orb gives off a faint blue glow; various tools and utensils litter the floor



MAIN CHAMBER: A large cast iron* grate blocks progress further into the bellows of the golem. Frustrated with their inability to get past this cast iron grate, the gnomes have vented their frustration by using the hole as their toilet. Unfortunately for the gnomes, any non-gnome character can lift the grate with a simple STR check, causing various states of humiliation for the gnomes.

GROURMER TOSSELTOES: Mr. Tosseltoes lies here, well, at least part of him. **Groumer** (the aforementioned husband of **Tifamila** grew mentally unstable and in a fit of rage decided he would save the group by lifting the gate. Sadly, the Fates would not have it and poor **Groumer** succumbed to *Iron Fury*, as the gnomes call it. He now lies next to the gate, headless for eternity. His Short Sword +2 still rests in the scabbard next to him.

* **HOT TIP:** Gnomes cannot touch cast iron. Doing so causes extreme pain to run through their entire frame as their blood instantly boils. After mere moments, this will cause a violent reaction, resulting in their head popping like a zit and spraying nearby party members with blood and gore. Oh, and instant death (no saving throw).



4 The Barricade

The canal is flooded with some black liquid; floating in the liquid is the skeletal form of a short man

HOW WE GOT HERE: The despondent gnomes in room 5 had decided they would leave when they

ran into the rust monsters in the room. Terrified of these creatures that could seemingly turn anything into dust, they fled back down. One brave gnome, **Jockle Mc'Tiverties**, opted to stay behind, block off the canal with a spell which he then inadvertently flooded with the black oily goo in one of the tubes. While this effectively blocked the Rust Monsters from reaching his pals, it also trapped them below. Sadly, he now floats in the oil, a victim of his own bright idea. At the bottom of the pool, resting on the metal trap door **Jockle** closed rests a *Dagger +1*, 47 gold pieces, three gold rings (25gp each), and a small *Vial of Healing*.

THE OIL: This was once ordinary oil but being exposed to the radiant magic of the Gem of Power has twisted the oil into a living, breathing....and hungry...thing. Now, it hunts, eating any fleshy material it can get it's goo on.

OIL McOILY

AC 6 [13], **HD** 10 (45hp), **Att** 1 x touch (2d4), **THACO** 13 [+5], **MV** 15' (5'), **SV** D10 W11 P12 B13 S14, **ML** 12, **AL** Neutral, **XP** 1,200, **NA** 1, **TT** n/a. **Immunity** (only harmed by fire), **Erode** all living matter.

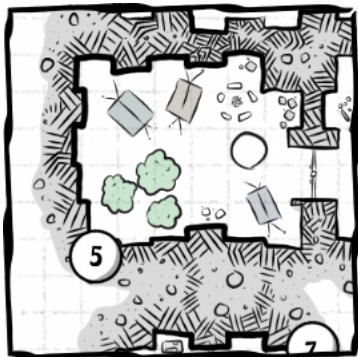
POPPING THE SEAL: Luckily for the characters, the seal (or 'floor') is actually pretty flimsy and simply managing to be 'oil proof' all these years. A good solid strike with fists or any weapon that does 4 points of damage will shatter the plate...and dropping everything the forty feet into room 5.



5 The Gnomial Nest

NOTE: The state of this chamber is largely dependent on how the players overcome Mr McOily in room 4. If they pop open the seal before destroying the goo, it will have fallen directly into the gnome camp and began creating havoc. If they destroy the goo, then quietly open the floor, they will be able to drop in on the unsuspecting gnomes.

The fabulous scent of a camp fire and something sweet like fruits wafts through the area; a faint yellow glow comes from three large balls floating five feet off the chamber floor; a soft breeze passed through the room having a cooling effect like a cool autumn day



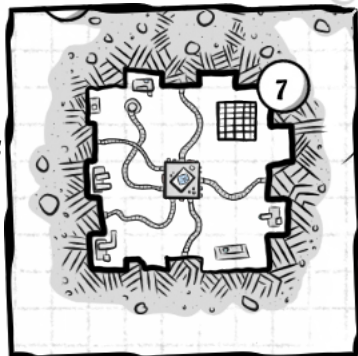
MAIN CHAMBER: A band of gnomes ventured into the golem, sensing the Gem of Power. They managed to slip past the **Nannerbots** but then stumbled upon the **Rust Monsters** (when they fell in) and in a panicked moment, **Jockle** barricaded them inside this chamber. In the weeks since, they have been unable to free themselves from their prison or gain access to the Gem, they have all failed.

Observant characters will notice multiple welts and boils on the hands of the gnomes, failed attempts to overcome the grate in room 6. The gnomes will be dodgy when asked about the wounds and how they came to exist.

The Gnomes have taken up residence and are eking out an existence. They number five in total, including two casters of magical arts. Without these two, named **Snaanbag(m)** & **Flimp(f) Cobblespell** (husband and wife), they would have perished. The two have been exhausting themselves casting spells to enable survival including producing water, growing

7 The Cock Rock

The putrid waste smell here is even worse (closer to the source) and takes your breath away; the floor is covered by a three inch deep slime of urine and poo



SENTIENT GNOMISH SCATGOO:

The powerful magic of the Gem has caused the gnome waste to spring into sentience. Upon entering this chamber, all must make a Save vs Poison or immediately convulse and vomit from the smell. A successful save results in only a -2 penalty to all rolls while a failure results in a -4 to all rolls. Effect lasts until the Gnome Scatgoo is defeated. Once the goo has been dispatched, it becomes simple waste again.

GNOMISH SCATGOO

AC 8 [11], **HD** 4 (20hp), **Att** 1 x touch (2d8), **THACo** 16 [+3], **MV** 10' (3'), **SV** D12 W13 P14 B15 S16, **ML** 12, **AL** Neutral, **XP** 100, **NA** 1, **TT** n/a. **Acid:** After a successful attack, the goo sticks to the victim and exudes acid. The acid destroys normal armor immediately and inflicts 2d8 damage per round. (Magic armor is unaffected). **Removing:** Can only be removed by fire. This inflicts half damage to the victim and half to the slime. **Immunity:** Unharmed by all attacks except cold or fire.

THE GEM OF POWER™

The GoP sits crooked in its mount. Twisting counterclockwise will release the gem and allow its removal. However, twisting the gem clockwise will lock it into place and begin the reanimation process. This brings the golem to life again.



Once begun, it cannot be stopped short of destroying the GoP by causing 100 points of damage to it. Once animated, it will cause havoc across the realm. God help your players.

Ending the adventure

If the characters return to town and hand the Gem of Power over to **Dangalf**, he is good for his word and will welcome the character back, not only providing the agreed to 500gp, but giving a bonus of 250gp per character. They are allowed to keep any additional items or gold they collected. They have made a powerful friend (or an enemy as he handles the gem).

If the players activated the golem, well, have fun with the ensuing mess that results. Cause havoc, destroy things, make their life hell until they figure out how to deactivate the golem. Because of the situation, **Dangalf** will claim ignorance of the situation and refuse to acknowledge he hired the party, including the agreed to fee for bringing him the gem.

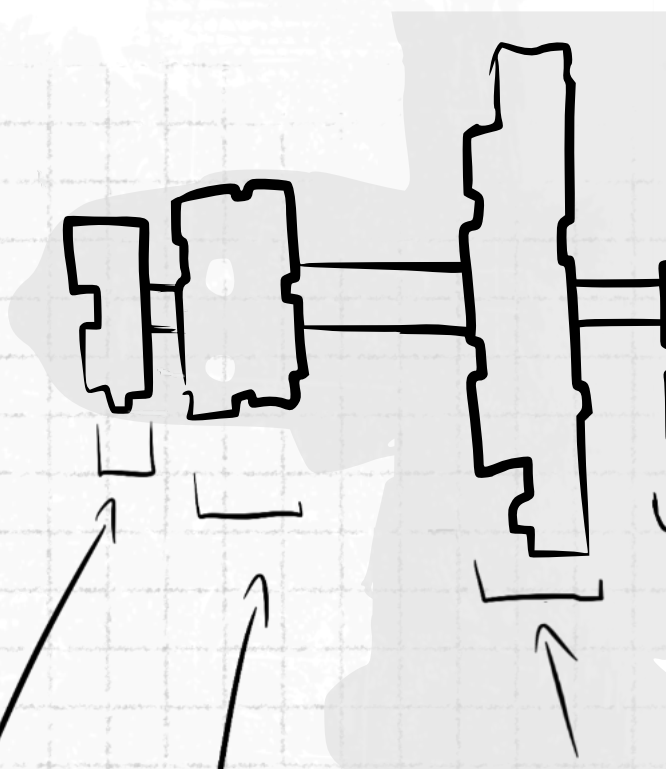
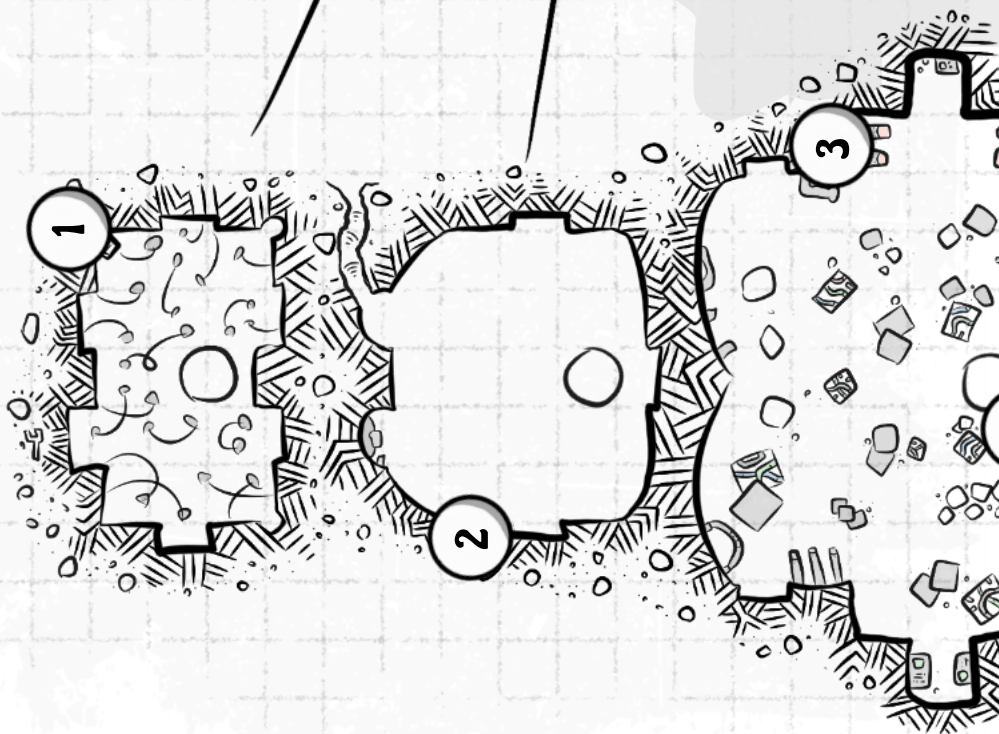
New Magic Items

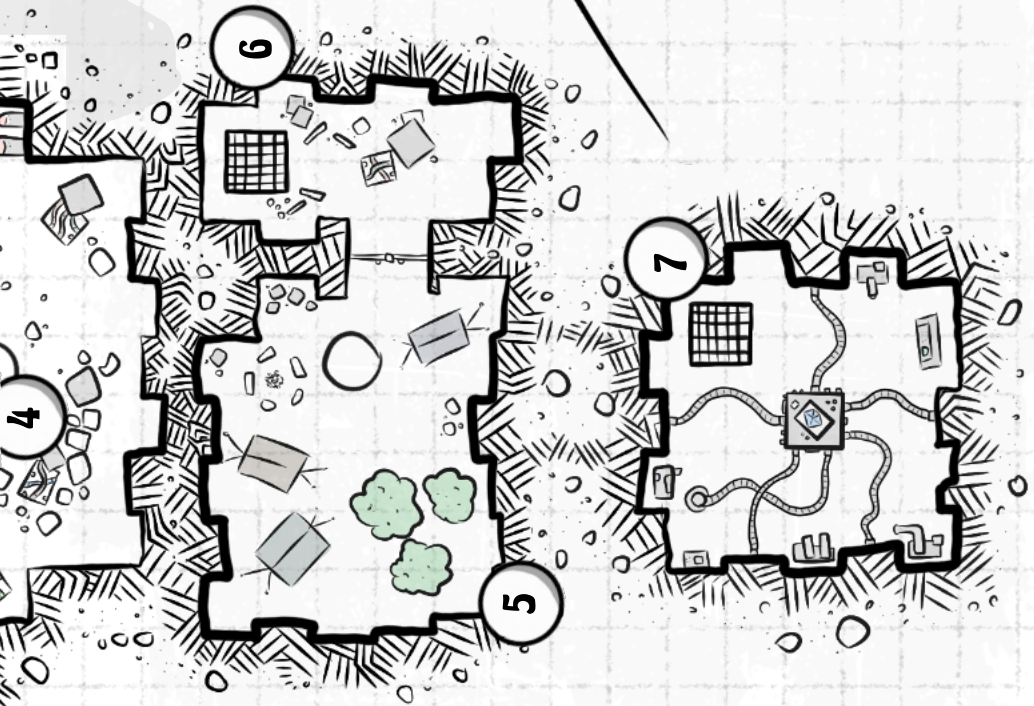
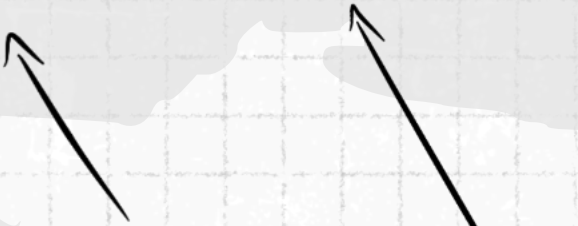
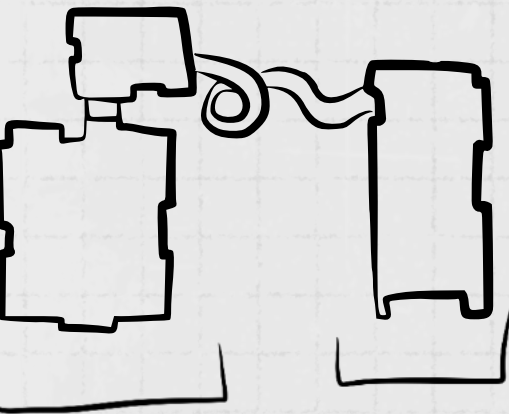
GAUNTLETS OF THE MINOTAUR: These are fancy silver and leather gauntlets emblazoned with a motif of a minotaur with large horns. A character who wears these gauntlets has a Strength score of 16. This grants all the usual bonuses, including:

- *Melee attacks:* +2 bonus to attack and damage rolls, in melee.
- *Extra weight:* The character's ability to carry weight is increased by 600 coins. (i.e. the character can carry 1,000 coins without becoming encumbered).

GEM OF POWER™: The GoP should *NOT* be allowed to remain in the hands of player characters, it is simply too powerful. Consider it an ancient artifact. Assume that any single player that handles the gem will suffer a mental breakdown and become psychotic with ambition and power (ie, he becomes the Ringbearer), and is removed from play to become an adversary for the players.







It's a simple quest:

Head to the remains of a giant golem that recently surfaced. Go inside, retrieve the powerful gem inside that once powered the monster. Should be straight forward and easy, at least that is what the wizard said.

Never trust a wizard.

