



Standard Rules for Golems

A Supplement for the NERO Rule Book® 9th Edition

Version 1.2

1. Introduction

Golems are created through the NERO Formal Magic System. The individual Golem types are listed in the system only as *Create Minor Golem (Level 2)*, *Create Base Golem (Level 4)*, *Create Major Golem (Level 6)*, *Create Greater Golem (Level 7)*, and *Create Master Golem (Level 9)*, without any consideration to individual specified types.

The NERO Rulebook 9th edition says the following (pages 53-54):

- *"Local Plot must be notified well before the casting of this type of formal magic."*
- *"When the creature appears, a new card will be supplied, regardless of the statistics of the creature when it originally appeared."*
- *"Approved Types of Summonings may be added to at local staff discretion, but other chapters may not accept these additional types." [Clarification: This means that they might not accept them and that they are not required to accept them; not that they cannot accept them, as in "they are not allowed to" – this is confusing wording in the rulebook.]*

While each Local Chapter is allowed to create and distribute Formal Magic scrolls which allow characters to create Golems of various types, there are no approved types provided by NERO International as a guideline. As a result NERO International has chosen to permit each individual Local Chapter to create Unrestricted Formal Magic scrolls for specified types of Golems at each level and is empowered to provide stat cards for these creations which fit within the game-style of the Local Chapter. Even though these Formal Magic scrolls are Unrestricted, other chapters are not forced to allow their use (again, because there are no approved types listed in the rules).

As a result, we have created these standard rules for Golems in **NERO Highborn**. These rules supplement the existing rules for Golems in the NERO Rule Book and if there is a conflict, the rules in this document take precedence while within the Local Chapter.

2. Entering Play

Any existing casting of a Golem Formal Magic upon a target immediately expires upon entering the chapter. No player may use an active Golem created in another chapter. The exception is "Large Iron Statue – Iron Golem Body" which is a standard item listed in the Formal Magic Components list (R11101). All other Golem bodies must be made in-game or must be approved prior to use (in the case of out of chapter golem bodies). *See Section 10 (below) for more information.*

3. Casting Formal Magic

All castings must be done in-game. Formal Magic Logistics may be used with permission of the Local Chapter.

3a. Casting Costs

In addition to the casting costs listed on the scroll, each Golem requires a Golem Body of the type listed on the scroll. Without this body the casting cannot begin. This body needs to be an Official

NERO Unrestricted tag describing what it is and must have a valid expiration date. This item is consumed in the casting. The formal magic does require silver pieces equal to the number of body points of the Golem divided by ten.

3b. Formal Magic Scrolls

All instructions and requirements listed on a Formal Magic scroll must always be followed, even if they contradict the NERO Rule Book or the rules in this supplement. This includes any Flaws, Secondary Formal Magic Components, or other special *Reagents* required for the casting.

3c. Formal Magic Scroll Substitution

All Unrestricted Formal Magic Scrolls issued by other NERO Chapters might be allowed, however they may work differently in NERO Highborn than they do elsewhere. What this means is that an in-chapter Formal Magic Scroll Phys-Rep might be substituted for the out-of-chapter scroll. The out-of-chapter tag is still valid and is the tag for this substitution, however the wording on the scroll and any requirements for the casting will be the in-chapter version. If the out-of-chapter scroll version has any Flaws or other effects on it, it is up to the Local Chapter to decide if they transfer to the substituted wording or not.

4. Formal Magic Effects

To inhabit the Golem Body the target creature needs to have an empty Formal Magic slot on their *Spirit*. The Golem is considered the target of the *Body* effect (per the Formal Magic scroll), so it must have a Body slot free to receive the Formal Magic casting. Both the Spirit Slot and Body Slot are “in-use” for the duration of this Formal Magic effect. They are “free” again (empty) upon the expiration of the Formal Magic effect (although the Golem body is still destroyed).

5. Powers, Abilities, and Limitations

Once the casting is completed, the player portraying the Golem will receive a stat card approved and signed by NERO Highborn and they must wear appropriate makeup to phys-rep their new condition. While in this form of a Golem these stats replace the stats of the character inhabiting the Golem Body. The character may NOT use any Formal Magic effects active upon their normal body, their normal strength bonus (if any) and their Body Points are not calculated into the stats of the Golem. All costume requirements must be fulfilled for the specified Golem type before the card is supplied.

5a. Transforms and Golems

A character cannot benefit from any Transform effect, skill, ability, power, while they inhabit a Golem. A Transform cannot activate while a character inhabits a Golem. If the character permanently dies and they have a Transform, they will immediately exit the Golem (which is destroyed upon exiting) and the Transform can then activate at that point (or as the Local Chapter decides).

A character that has an active Transform cannot inhabit a Golem Body. The Formal Magic fails and the Formal Magic Components are still consumed.

5b. Character Skills

The character inhabiting the Golem retains the ability to use any build-bought skills that they have listed on their character sheet such as *Read and Write*, *Weapon Proficiencies*, etc. The character may not use *Racial Abilities* or powers. A reminder that *Weapon Proficiencies* do not increase damage dealt by claws.

5c. Golem Powers

All Golems have the following basic abilities (unless specifically noted on their official stat card): No metabolism (Immune to *Death*, *Disease*, *Drain*, *Drain Life*, *First Aid*, *Life*, *Nausea*, *Paralyze*, *Poisons*,

Sleep, Taint Blood, Waylay, Weakness and Wither Limb), Immune to *Healing Arts*, and Immune to *Alchemy*. Most Golems have a Strength bonus and specific number of Body Points.

5d. Limitations

Golems cannot wear physical armor (although they may be made of material that mimics physical armor). Golems may not run unless it is specifically spelled out on their official stat card.

A Golem cannot benefit from the following spells: *Bless, Endow, Delayed Endow, Desecrate, Empathic Healing, Regenerate, Sanctuary*, and *Shield*. These spells may still target the Golem, and will trigger spell defenses normally.

In addition, some Cantrips cannot affect a Golem. These are: *Contingency, Eldritch Bless, Eldritch Shield, Enchant Engine, Ethereal Sword, Fortify Defense, Fury's Strength, Rendering, Tyrra's Claw*, and *Weaken Defense*.

The golem will cease functioning 5 days after the first command it executes, regardless of whether or not it has been extended. There are no effects or conditions that can allow a player-created Golem to continue to function longer than 5 days, although the Plot Team is not subject to these limitations for NPC Golems.

Player-created Golems always expire at the end of the event of the chapter in which it was created. Players may never enter play with an active Golem from outside the Local Chapter they are currently playing in. NPC Golems may never be taken out of the Local Chapter where they were created.

6. Healing a Golem

All Golems are immune to *Earth Healing* spells, including *Regeneration, Chaos Damage* spells and Chaos effects, *Healing Pool* and *Defiling Pool* cantrips, and *Alchemy* (unless specifically noted on their official stat card). All Golems can be healed by the Formal Magic *Mend Golem (3rd Level Celestial)*.

7. Damaging a Golem

In addition to the normal methods for dealing damage to a target, Golems have some additional special rules.

If a Golem is hit with a *Shatter* effect it will take 30 points of damage. If a Golem is hit with a *Destroy* effect it will take 70 points of damage. If a Golem is hit with *Massive Damage* it will take double damage from this attack.

If a Golem takes Double-Damage from an effect and they are hit with a *Curse of Destruction* this does not cause them to take more than the original listed amount of damage (identical effects do not stack, NERO Rulebook 9th Edition, page 44). Only the increased amount listed on the stat card is suffered by the Golem. They must call "got it" to the *Curse of Destruction* effect if they are affected by it (do not call "no effect"). There is no game effect that can cause the Golem to take more than Double-Damage from any single attack type.

8. Destruction of the Golem

A Golem will always be unaffected by *Life* and *Death* effects, and will be considered "Dead" as soon as it reaches zero body points or receives a Killing Blow, even if it can normally be healed. If this occurs, any spirit and body that inhabit a Golem will immediately seek resurrection. The Golem body crumbles and is unusable (destroyed).

If this formal magic expires before the Golem is destroyed, then the spirit and body will emerge without the occurrence of a death. The body will retain any battle-magic spells that were cast upon the Golem,

and exhibit wounds identical to the Golem's (i.e., if the Golem had a *Shield Magic* spell and was down by 15 points, the person takes the *Shield Magic* spell and is down by 15 body). The person will have at least one body point.

If *Destroy Celestial Magic* is successfully cast on the Golem, the spirit and body will emerge without the occurrence of a death in a similar condition as described above.

9. Other Effects

Anyone can sense if there is a spirit in a Golem body by touching it. The golem will always be recognizable as the spirit who inhabits the golem. It is possible for some powerful creatures to control a Golem against its controllers desires (such as by *Voice Control*). It is also possible that some powerful creatures may be able to *Possess* into the body of the Golem, which will immediately cause the character inhabiting the Golem to be harmlessly expelled from the Golem body (as if by DFM). The Golem body will then be under the control of the new creature. It is not possible for more than one spirit to inhabit a Golem body under any circumstances.

10. Creating a Golem Body

All Golem bodies are created with the *Smithing* skill. All Golem bodies must be Unrestricted. A Smith must expend the required *Production Levels* to create the body, as well as any specific reagents required by the creation process. Consult the Golem Creation chart (see page 5).

11. Golem Types

The following is a list of Golems that the players may use in NERO Highborn. This list will change as needed. If a character has a scroll for a Golem type not listed here, they will be given the option to substitute the casting for one of the same level which is on the list (at the choice of the Plot Team).

Golem Creation Chart

GOLEM TYPE		PRODUCTION LEVELS	SPECIAL REAGENTS
MINOR - LEVEL 2	Coal Golem Body	2	2 Chunks of Coal
	Copper Golem Body	2	2 Copper Bars
	Doll Golem Body	2	2 Bolts of Cloth
	Junk Golem Body	2	1 Copper Bar + Special (see description)
	Leather Golem Body	2	2 Units of Leather
	Paper Golem Body	2	2 Reams of Paper
	Tin Golem Body	2	2 Tin Bars
	Wax Golem Body	2	2 Large Wax Candles
BASE - LEVEL 4	Aluminum Golem Body	4	3 Aluminum Bars & S/R1
	Brass Golem Body	4	3 Brass Bar & S/R1
	Bronze Golem Body	4	2 Copper Bars, 1 Tin Bar & S/R1
	Coral Golem Body	4	3 Chunks of Coral & S/R1
	<type> Gem Golem Body	4	3 Gems of the appropriate type (see description)
	Mud Golem Body	4	3 Mud Bricks & 1 Bucket of Water & S/R1
	Rope Golem Body	4	40 feet of Rope
	Steam Golem Body	4	1 Copper Bar, 1 Tin Bar, 1 Kettle, 1 Chunk of Coal & S/R1
	Wood Golem Body	4	3 Wood Planks & S/R1
	Blood Golem Body	4	5 Buckets of Fresh Blood & 1 Huge Blood Sac (C11005)
MAJOR - LEVEL 6	Bone Golem Body	4	5 Giant Bones & 1 Frost Giant Skull (C11003)
	<type> Gem Golem Body	6	5 Gems of the appropriate type (see description) & 1 Perfect Diamond (U14102)
	Iron Golem Body	6	5 Iron Bars & 1 Iron Locket (C11007)
	Rock Golem Body	6	5 Stone Chunks & 1 Cragstone Cube (U11001)
	Silver Golem Body	6	5 Silver Bars & 1 Argent Wand (U11002)
	Web Golem Body	6	5 Bolts of Silk and 1 Huge Spinneret (C11006)
	Chain	7	70 Feet of Chain & 1 Adamantine Ring (R11001)
	Flesh	7	1 Unit of Flesh (about 10 lbs) from 6 different creatures, & 1 Lightning Elemental Spark (R11005)
GREATER - LEVEL 7	<type> Gem Golem Body	7	6 Gems of the appropriate type (see description) & 1 Star Diamond (R31204)
	Gold	7	6 Gold Bars & 1 Gold Dragon Scale (R11006)
	Granite	7	6 Chunks of Granite & 1 Murderstone (R11003)
	Steel	7	6 Steel Bars & 1 Stolen Ray of Sunshine (R11002)
	Cold Iron	9	8 Cold Iron Bars & 1 Horseshoe from a Unicorn (S11001)
	MASTER - LEVEL 9	<type> Gem Golem Body	9
Obsidian		9	8 Units of Obsidian & 1 Midnight Bloom (S11007)
Petrified Wood		9	8 Petrified Wood Planks & 1 Basalt Heart (S11002)
Putrefied Wood		9	8 Rotten Wood Planks & 1 Heart of Dark Treant (S11003)
Quicksilver		9	8 Units of Quicksilver & 1 Pure Argyros (S11006)
Titanium		9	8 Titanium Bars + 1 Koranthic Rod (S11005)

12. Formal Magic

The casting of Formal Magic upon the Golem Body is unchanged. Once completed, the player will get an official Stat Card which details the powers of the Golem.

Creative Team

This *Standard Rules for Golems version* system was created in 2012 by NERO Highborn. The direct creative team involved in the writing was Ben Budnik, Casey Bahnick, Jason Mote, Kristen Stubblefield, and Joel Burrow. Any questions about this system can be directed to jason@nerohighborn.com

Change Log

- 1.2 Removed the Repair Golem Cantrip.
Removed *"In addition, a golem has no Nature Magic Aspect slots (unless otherwise noted) and cannot benefit from having them cast upon the Golem."* from section 5d.
- 1.1 Reduced all the Production Level costs by a factor of 10. Costs were originally stated under a misconception for *Smithing* costs in the 9th edition rules. This has been clarified and necessitated a system change in this supplement.