



DRACOLICH - GREAT WYRM BLACK DRAGON

	Gargantuan Undead (Augmented Dragon, Water)
Hit Dice:	37d12+294 (537 average, 740 max)
Initiative:	+6 (+4 Improved Initiative +2 Nimble Bones)
Speed:	60' (12 squares), fly 200' (clumsy) (40 squares)
Armor Class:	44 (-4 size +38 natural), touch 6, flat-footed 44
Base Attack/Grapple:	+37/+62
Attack:	Bite +46 melee (4d6+15+2d6 cold)
Full Attack:	Bite +46 melee (4d6+15+2d6 cold), 2 claws +43 melee (2d8+7+2d6 cold), claw +38 melee (2d8+7+2d6 cold), claw +33 melee (2d8+7+2d6 cold), 2 wings +43 melee (2d6+7+2d6 cold), and tail sweep +43 melee (2d6+22+2d6 cold)
Space/Reach:	20 ft./15 ft. (20 ft. with bite)
Special Attacks:	120' line or 60' cone of acid (24d4, Reflex 30 half), <i>control undead</i> , frightful presence, paralyzing gaze, paralyzing touch, rend (4d8+18), snatch, spell-like abilities, spells, tail sweep.
Special Qualities:	Blindsense 60', destructive retribution 19d6 (Reflex 21 half), DR 15/magic and 5/bludgeoning, darkvision 120', immunity to acid, cold, electricity, magic sleep, <i>polymorph</i> , and paralysis, invulnerability, low-light vision, spell resistance 28, undead traits, unholy toughness.
Saves:	Fort +20, Ref +20, Will +25
Abilities:	Str 39, Dex 10, Con -, Int 20, Wis 21, Cha 22
Skills:	Listen +45, Search +45, Spellcraft +45, Spot +45
Feats:	Flyby Attack, Hover, Improved Initiative, Improved Rapidstrike, Improved Snatch, Multiattack, Practiced Spellcaster, Power Attack, Quicken Spell, Rend, Snatch, Tempest Breath
Environment:	Plot fights of Xeen
Organization:	Solitary
Challenge Rating:	22
Treasure:	None.
Alignment:	Almost always chaotic evil
Advancement:	38+ HD (Gargantuan or larger)

Before you is a frickin' huge dragon-skeleton about third the size of a football stadium. Its mere presence makes you quake with fright as you feel it could easily dissect you in one powerful swing.

This dracolich stands 60' tall and weighs about 20,000 pounds.

COMBAT

Breath Weapon (Su): This dracolich can breathe a 120' line of acid, or, if shaped, a 60' cone of acid. Either way, it does 24d4 damage with a Reflex save of DC 32 for half.

Control Undead (Sp): This dracolich can use *control undead* as a level 15 wizard once per 3 days, but can't cast spells while this is in effect.

Destructive Retribution (Su): When a dracolich's body is destroyed, all creatures in the dracolich's space or within a 10' burst of it must make a DC34 Reflex save (half) or take 19d6 negative energy damage. The save is 10 + ½ the dracolich's HD+its CHA mod and deals d6 negative energy damage+d6 per 2HD.

Flight (Su): Dracolich flight is supernatural, not extraordinary.

Frightful Presence (Ex): All creatures with fewer than 35 HD that are within 180' of it must make a DC 32 Will save, and those that pass are immune to the dracolich's frightful presence for the next 24 hours. Affected creatures with 4HD at most are panicked for 4d6 rounds while those with at least 5 HD are shaken for 4d6 rounds. Dragons and dracoliches ignore the frightful presence of other dragons and dracoliches.

Paralyzing Gaze (Su): All victims within 40' of the dracolich who fail a DC 34 Fortitude save become paralyzed for 2d6 rounds. Those who succeed are forevermore immune to the paralyzing gaze of this dracolich.

Paralyzing Touch (Su): All victims who fail a DC 34 Fortitude save become paralyzed for 2d6 rounds. Those who succeed are vulnerable to further paralyzing touches.

Rend (Ex): If this dracolich successfully hits a target with at least two claw attacks, it does an extra 4d8+18 damage.

Snatch (Ex): This dracolich can choose to start a grapple when it hits with a claw or bite attack as though it had the improved grab special attack. If the creature gets a hold on a creature two or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the dracolich's breath weapon.

The dracolich can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 x 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount of falling damage, whichever is greater.

Spell-like Abilities (Sp): 3/day *charm reptiles* (like *mass charm person* but only affects reptiles), *darkness* (120' radius), *insect plague*, 1/day *corrupt water*, *plant growth*

Spells: This dracolich has the spellcasting ability of a 15th level sorcerer, but casts as a 19th level sorcerer for level-dependent effects such as dispel checks.

Level 7 Spells (2 known, 5/day): *ironguard* (Spell Compendium 125), *reverse gravity*

Level 6 Spells (3 known, 7/day): *disintegrate*, *freezing fog* (Spell Compendium 99), *greater dispel magic*

Level 5 Spells (4 known, 7/day): *flesh to ice* (Frostburn 94), *teleport*, *summon monster V*, *wall of force*

Level 4 Spells (4 known, 7/day): *Evard's black tentacles*, *enervation*, *greater mirror image* (Player's Handbook II 120), *screaming*

Level 3 Spells (4 known, 7/day): *fireball*, *haste*, *shivering touch* (Frostburn 104), *wind wall*

Level 2 Spells (5 known, 8/day): *eagle's splendor*, *glitterdust*, *see invisibility*, *seeking ray* (Player's Handbook II 124), *web*

Level 1 Spells (5 known, 8/day): *benign transposition* (Spell Compendium 27), *grease*, *lesser shivering touch* (Frostburn 104), *mage armor*, *shield*

Level 0 Spells (9 known, 7/day): *acid splash*, *caltrops*, *detect magic*, *no light* (Book of Vile Darkness 100), *prestidigitation*, 4 FREE

Tempest Breath (Ex): When this dracolich uses its breath attack, it may also generate a hurricane-force wind. On a failed DC20 Fortitude save, Medium and smaller creatures are blown away, Large creatures are knocked down, and Huge creatures are checked. (See *Dungeon Master's Guide* 95 for more details.) Using tempest breath requires an additional round before the dragon can use its breath weapon again.

Unholy Toughness (Su): A dracolich uses its CHA modifier instead of its CON modifier to determine bonus HP per level.

TACTICS

Before the Fight

This dracolich will study its prey remotely via *screaming*. When the time is right, it will *teleport* beside its prey, killing or incapacitating it in the most efficient manner.

It will ward itself with *mage armor*, *shield*, *eagle's splendor*, *see invisibility*, and *greater mirror image* as it has time. If it expects breath weapons or archers, it will cast *wind wall*. If it needs allies, it will cast *summon monster V*.

During the Fight

Round 1 The dracolich decides whether to focus on casting or melee during the fight. If it emphasizes casting, it will attempt to immobilize its foes with *Evard's black tentacles*, *freezing fog*, *wall of force*, or *web* depending on its quarry. It will then lob damage spells- *fireball*, or *seeking ray* from far range, or cast *summon monster V* to pick off isolated or incapacitated foes.

If it emphasizes melee, it will wholeheartedly attack its quarry, attempting to grab, bite, and use its quickened breath weapon, a 120' line or 60' cone of acid.

Fleeing: The dracolich will attempt to *teleport* to its lair if it suddenly meets impossible odds, or if it has no more than 25% of its max HP (134 average or 185 max) and is not confident it will finish off its quarry.

If the dracolich believes it will off its prey but die in the process, it will allow itself to be killed and explode with destructive retribution for 19d6 damage. As a dracolich, its destroyed body reforms in 2d4 days..



SKY GOLEM – CODENAME “BOOTS 2.0”

	Large Construct
Hit Dice:	24d10+30 (162 average, 54 minimum, 270 max)
Initiative:	+0
Speed:	40' walk (20 base + 20 <i>haste</i>), 90' fly (60 <i>fly</i> + 30 <i>haste</i> (perfect)) OR 50' nonmagical fly (good)
Armor Class:	46 (-1 size, +28 natural, +13 plating, +5 deflection, +1 <i>haste</i> , +4 <i>shield</i>), touch 16, flat-footed 46
Base Attack/Grapple:	+18/+39
Attack:	Left Hand: +31 acidic ghost touch icy keen shocking sonic spell storing sure striking bladed gauntlet and +5 <i>greater magic weapon</i> (2d10+18 + 1d6 acid + 1d6 cold + 1d6 shock + 1d6 sonic 17x2) OR Right Hand: +31 acidic ghost touch flaming keen icy shocking spell storing sure striking gauntlet and +5 <i>greater magic weapon</i> (2d10+18 + 1d6 acid + 1d6 fire + 1d6 cold + 1d6 shock + 1d6 acid 19x2)
Full Attack:	Only Primary Hand: +31/+31/+27/+24/+19/+14. This includes <i>haste</i> . Primary Hand: +29/+29/+27/+24/+19/+14, Secondary Hand: +27. This includes <i>haste</i> . At the start of each full attack, a golem may designate either hand as its primary hand.
Space/Reach:	10'/10'
Special Attacks:	Breath weapon
Special Qualities:	Construct toughness Construct traits, damage reduction 15/adamantine, darkvision 120', dual fists, evasion (ring of evasion), flight, item compartmentalization, mageforged plating, magic immunity, low-light vision, fast repair 10, self-destruct, spell-like functions
Saves:	Fort +12, Ref +11, Will +12
Abilities:	Str 34, Dex 10, Con -, Int - OR 20 (see text), Wis 20 (see text), Cha 1
Skills:	Listen +20*, Spot +20* *Sky golems have a racial bonus of +20 to Listen, Search, and Spot checks. Operators may use either the golem's modifier or theirs to these skills.
Feats:	-
Environment:	Skyroads of Xeen
Organization:	Solitary, wing (2 or 3), or pack (6–10)
Challenge Rating:	16
Treasure:	Whatever's left (Gear only)
Alignment:	Always true neutral
Advancement:	25+ (Any size – see Construction, below)

This is a sky golem. Its tall black figure is like that of a 15' tall mechanical man armed to the eyeslits, if you can see it. It moves silently through the skies, invisible to the common man. Detect magic makes this mechanical figure light up like a Christmas tree.

A standard sky golem is a black and dark grey mass of iron and steel that stands 15 feet tall and weighs 6250 pounds.

Sky golems are Ellinger's most elite constructs, if only because he's worked out all the bugs. Each of them is engineered with durability in mind for the paranoid wizard. Based on the standard iron golem, a sky golem is fitted with thrusters that allow flight in *antimagic fields*, though most the time a permanent *haste* coupled with *fly* works well enough. The fuel is from a renewable source similar to fusion and never normally needs repair as the golem is continually affected by *repair critical damage*, nor does it cause damage or discomfort for the operators. This back-mounted means of flight grants a 50' fly speed with good maneuverability and costs 80,000 gold.

Sky golems are usually hollow inside to allow manual override. By default, all sky golems require an operator to think or speak a password to enable manual override, and the creator can set traps or spells to trigger if an operator uses the wrong password within a certain time limit or number of attempts. This ability is included in the price.

When sky golems are autonomous, they emulate an INT and a WIS of 20. If manned, they do not confer these mental scores to their operators and instead the golems rely completely on their operators to control them.

It is possible for someone to sunder his way into a sky golem. See the combat section for more details.

Sky golems stand 15 feet tall and weigh 6250 pounds. The space inside is typically about 10' tall by 5' wide by 10' deep. A golem can only fly when carrying a light load, typically 932 pounds for having 34 STR. Wearing armor, such as a specially-crafted suit of full plate, does not affect a sky golem's ability to fly so long as it carries a light load.

Unlike typical iron golems, sky golems can speak and understand any language because of *tongues* and *comprehend languages* and this ability is passed onto the golem's operators while operating a functioning sky golem with these abilities. If autonomous, a sky golem speaks in a cold, computerized, monotone fashion. If manned, the operator can either project his voice at up to double normal volume, use a voice-altering ability if he has it such as *ventriloquism*, or default to using the golem's computerized monotone voice. As sky golems mimic their operator's speech, an operator must be able to speak to order his golem to speak.

OPERATION

Each golem can comfortably fit two Medium creatures, four Small creatures, eight Tiny creatures, and so on, though there are typically only two operator seats.

(Large sized sky golems can fit one Large creature, but this creature will be cramped if it is more than 9'x4'x9', requiring an additional move action to operate every function. Sky golems simply can't hold creatures larger than itself, though *reduce person* may help. For more information on how creatures fit inside sky golems of a size greater than Large, see the Construction section below.)

One person can control everything while others are transported in comfort, but usually one person handles movement while the other does weapons. If the golem is in good repair and all hatches are closed, the inside is airtight, though breathing problems can be solved by a bottle of air, having each occupant wear a necklace of adaptation, or simply opening the head, backs of the legs, or chest. If waste is an issue, get a bag of devouring. Note that neither the bottle nor necklace comes standard.

If an operator mans the golem, he can open a small hole in the golem's eyes or/and mouth to allow spells to be cast out. If someone outside manages to target someone inside the golem, those inside have improved evasion against the effect and are granted improved cover (+8 AC and +4 on Reflex saves) and concealment (20% miss chance to hit anything inside with a targeted attack).

Operating any function of a sky golem is typically a move action.

(Cramped creatures and creatures of two size categories smaller than the golem require an additional move action to operate any function. Creatures of at least three size categories smaller than the golem can't operate it.)

The golem is somewhat like a mount in that it is a separate creature that moves on your initiative, you can use either its or your Reflex save modifier, and activating its spells is usually a move action for you and a standard action for it. (See below for more on multiple operators.) An operator can command his sky golem to do one task repeatedly as a single turn's move action, such as "Move forward at normal speed," "Use *cone of cold* straight ahead," or "Full attack the nearest target within reach." Commanding a golem in a typical fight requires one move action to order the golem to move and another move action to have it attack, or one move action to have the golem full attack. Charge attacks, trips, disarms, and sunders require one move action. (While wielding its gauntlets or no weapons, a sky golem is considered armed with light weapons.)

Your DM may allow the Mounted Combat feat and similar feats to work when piloting a sky golem. Aside from the Mounted Combat feat, DMs are encouraged to allow use of the Ride skill while operating a sky golem.

When a sky golem has multiple operators, one is always the primary operator with the others being secondary. When crafting a sky golem, its creator can designate a chain of command based on name, race, height, weight, or some other outwardly discernable quality but not on alignment, hit dice, or the like. If multiple operators invade a sky golem and take over, the first one to give it orders is its primary operator. If for some reason multiple operators order it simultaneously, all such operators are considered primary. If their initiatives differ, the highest one is used. Merely having multiple operators manning a sky golem does not give the golem additional move or standard actions per round.

COMBAT

A sky golem's natural weapons and any weapons it wields are treated as magic and cold iron for the purpose of overcoming damage reduction.

Sky golems typically scan their targets and, if not evil, attempt to interrogate them as to why they are where they are and what they are doing. If a golem, regardless of its target's alignment, believes it to be a threat, especially if it registers as evil, it will immediately pursue and most often attempt to capture its target, but it can certainly try to kill.

If a golem believes that it should try capturing its target, it will immediately head for it and attempt to grapple, remaining until it is secure, but if it believes it should fight, it will to the best of its ability, mostly relying on its fists and *cone of cold* to do damage.

If it is faced with multiple opponents it believes it can handle, it will use either its fists, or if the number is at least 6 and in close proximity to each other, it will usually activate its *cone of cold*. If near destruction, it typically prefers to escape via *greater teleport* or flight, but if it believes escape to be impossible or unwise, it will self-destruct.

Despite the name, sky golems are perfectly capable of functioning indefinitely nearly anywhere they can sustain fewer than 10 points of damage per round after damage reduction, though they prefer to remain in areas where magic functions normally.

It is possible to carve through the hull of a sky golem such as with an adamantine weapon. Unless the attacker has Improved Sunder, this provokes an attack of opportunity. (Unlike a normal sunder, the golem does not get an opposed attack roll. Also, all effects that apply to a sunder attack likewise apply to this 'sunder' attempt.) The attacker, if he survives, still must roll accuracy and damage against the hull. Iron and steel have hardness 10 and 30 HP per inch, meaning he can force his weapon- an adamantine greatsword for example- through the hull 1/30 of an inch in any direction for every 1 HP of damage he deals. If the attacker uses multiple sunders this round, then in that round he provokes only one attack of opportunity and needs only roll his attack once, though he rolls his damage for every attack. A sky golem will probably fly off or *teleport* away with a weapon in its side for those who pose a threat or an annoyance.

Size Category	Standard Plating Thickness (Inches)
Small	1 ½
Medium	3
Large	6
Huge	12
Gargantuan	24
Colossal	48

Breath Weapon (Su): 10-foot cube, cloud of [poisonous](#) gas lasting 1 round, [free action](#) once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 22 negates. The save DC is Constitution-based. This ability is included in the price.

Darkvision (Ex): Sky golems have 60 foot darkvision when acting autonomously. When looking through the golem's eyes, operators have their normal darkvision or 60', whichever is greater.

Dual Fists (Ex): A sky golem can use its hands as if it had the Two-Weapon Fighting feat even if it lacks the requisite DEX. This ability costs 5,000. The above stats include the dual fists ability.

Fast Repair (Sp): So long as a sky golem as at least 1 HP, it repairs 10 points of damage on its turn, not to exceed its max HP. Fast repair only works under conditions that *repair critical damage* would function. Once a sky golem is at full HP, fast repair works like *make whole* to repair tears and holes in its hull.

Item Compartmentalization (Ex): Sky golems are compartmentalized to allow the use of magic items by merely storing them inside the golem. Sky golems have the same slots as a standard human. Most commonly, Ellinger has fitted his sky golems with these items. Spells stored in the fists by Ellinger are cast at CL20 with a DC of 23 + spell level.

Cloak of resistance +5: 25,000 (CL15, strong abjuration)

Fists: 260,330 (left), 260,305 (right)

Masterwork bladed gauntlet: 330

Masterwork spiked gauntlet: 305

Acidic: +1 (CL10, moderate evocation)

Flaming: +1 (CL10, moderate evocation)

Ghost touch: +1 (CL9, moderate conjuration)

Icy: +1 (CL10, moderate evocation)

Keen: +1 (CL10, moderate transmutation)

Shocking: +1 (CL10, moderate evocation)
Sonic: +1 (CL10, moderate evocation)
Spell storing: +1 (CL12, strong evocation)
Sure striking: +1 (CL6, moderate transmutation)
Continual *greater magic weapon* (+5): 120,000 (CL20, strong transmutation)
Gauntlet of rust: 11,500 (CL7, moderate transmutation)
Luckstone: 20,000 (CL5, faint evocation)
Necklace of natural armor +5: 25,000 (CL15, strong abjuration)
Ring of protection +5: 50,000 (CL15, strong abjuration)
Ring of evasion: 25,000 (CL7, moderate transmutation)
Total: 669,105

Low-Light Vision (Ex): A sky golem can see twice as far as a normal human in areas of low light. Operators use their low-light vision or the golem's, whichever is greater.

Mageforged Plating (Su): A sky golem's thick hide, similar to full plate, gives it a +8 armor bonus to AC. If in an area where magic functions, the plating also grants a +5 enhancement armor bonus to AC, ghost touch (armor version), and electricity immunity. The plating in total costs 365,650.

Magic Immunity (Ex): A sky golem is immune to any spell or spell-like ability that offers spell resistance with some exceptions: The creator and anyone he designates during the creation process may affect the sky golem even with spells and spell-like abilities that the creator designates, even if those allow spell resistance. He can also designate who can add or remove creatures from this list. If the creator modifies the golem, he may reconfigure who may affect the golem with that spells and spell-like abilities, adding and removing privileges. (If there is ever a conflict on whether something is allowed, the creator has highest priority, followed by whomever he designated first, then second, and so on. If someone the creator designates further designates someone, the subsidiary has a lower priority.)

A sky golem that takes damage from magical electricity is affected as a *slow* spell for 3 rounds with no save. Normally the mageforged plating described above negates this weakness.

Any magical effect that does fire damage dismisses the *slow* effect and heals the golem by 1 point for every 3 points damage it would normally take to a minimum of 1. If these HP would exceed the golem's maximum, they are instead kept as temporary HP. There is no save against this effect.

This magic immunity costs 50,000 gold.

Self-Destruct (Ex): If autonomous, a sky golem will only self-destruct if it believes it has no other option. Most commonly, sky golems will self-destruct rather than being captured and reprogrammed. If in manual override mode, the primary operator can activate self-destruct at any time and can be programmed to self-destruct at a given condition, like it being Monday or having 0 or fewer HP. In either case, the self-destruct can be delayed up to one hour, and inside the golem there is a panel clearly displaying time remaining. Self-destruct does 2d10 damage per construct hit die with a Reflex save for half of 10 + 1/2 the golem's HD + a special size modifier and has a blast area of a spread four times the golem's space, centered on itself. (The special size modifier is the same as the special size modifier for grappling, such as +4 for Large or -8 for Tiny.) Any creature or object within 5 feet of the golem when it blows gets no save. Regardless of how much damage the blast would do, the golem is always destroyed because of it. The default golem's self-destruct would do 48d10 (Reflex 26 for half) and cover a 40 foot spread. Ow.

Spell-Like Functions (Sp): Inside sky golems, each of these buttons is normally clearly marked. Unless otherwise stated, all continuous abilities function continuously but may only target the golem, and, if dispelled, will be suppressed as if the effect were a magic item. For example, dispelling *fly* via *greater dispel* would merely suppress it for d4 rounds.

Use-activated effects target things normally. Even if these effects would be affected by spell resistance, they function normally on the golem.

Continual Effects

Comprehend languages: 3000 (CL1, faint divination)
Detect evil: 3000 (CL1, faint divination)
Freedom of movement: 80,000 (CL7, moderate abjuration)
Fly: 60,000 (CL5, faint transmutation)
Greater invisibility: 224,000 (CL7, moderate illusion)
Haste: 120,000 (CL5, faint transmutation)

Repair critical damage: 30,000 (CL7, moderate transmutation) – The golem is healed 10 points at the start of every turn on his action.

Tongues: 24,000 (CL4, faint divination)

True seeing: 385,000 (CL9, moderate divination) – Operators looking through the golem’s eyes from the inside also have *true seeing*.

Wings of air: 24,000 (CL3, faint transmutation) – The golem’s maneuverability increases 1 step to perfect.

Total: 951,000

Use-Activated Effects

Note: A sky golem may store any of its use-activated spell-like functions in its spell storing fists if the original spell is single-targeted and at most spell level 3.

Cone of cold (15d6): 135,000 (CL15, DC17, strong evocation)

Silence 10,800 (CL3, DC13, faint illusion)

Teleport without error: 182,000 (CL13)

Zone of truth: 10,800 (CL3, DC12, faint enchantment)

Total: 338,600

TACTICS

Before the Fight

A manned sky golem may act far differently than an autonomous one. Future operators, consider this your manual!

A sky golem will scan potential targets with *detect evil*. After all, evil people are evil and deserve to die! If a golem finds an evil or a threatening target and believes he can stop this threat, he will. Otherwise, the golem will ignore the threat or begin combat and very soon *teleport without error* away.

During the Fight

Round 1 If the golem tries to take its target alive, it will pursue its quarry and attempt to grapple.

Normally, however, a sky golem will attempt to gather its foes into range of its *cone of cold*, ensuring he gets the most threatening targets. If in melee, the golem will full attack if possible or use the fist that would do more damage.

Typically, casters are of little concern to a sky golem because of his unbeatable spell resistance. If a caster proves troublesome, he will *silence* the area around this caster. Having such a low *silence* DC means enemy casters nearly always resist this ability.

Fleeing A sky golem will flee soon after harassing its quarry if he’s outmatched. If reduced 25% or less of its HP, the golem will flee unless he is confident he can stop his quarry. He will *teleport without error* away until he has healed, and, if prudent, *teleport without error* back to resume the fight.

CONSTRUCTION

Sky golems of a size category greater than Large can be constructed, usually at double size. Doubling a Large sky golem would make it 30’ tall and give it 20’x10’x20’ of interior space. A Huge sky golem can comfortably hold two Large creatures, four medium creatures, and so on.

Reducing a sky golem’s size to Medium would halve its size, allowing only one Medium creature of at most 4 ½’x2 ¼’x4 ½’ to operate comfortably. This Medium sky golem could hold two Small creatures, four Tiny creatures, and so on.

Sky golems of a size less than Large or more than Huge are uncommon, and those smaller than Medium or bigger than Gargantuan are exceedingly rare.

A creature must be no larger than 60% of each dimension of a golem’s interior to operate it comfortably. Multiple creatures can simultaneously operate a sky golem if their combined dimensions are no more than the values listed below.

Size Category	Space Needed for Comfortable Operation in this Size Golem	Standard Golem Size
Small	2 ¼’x1 1/8’x2 ¼’	3 ¼’x1 5/8’x3 ¼’
Medium	4 ½’x2 ¼’x4 ½’	7 ½’x3 ¼’x7 ½’
Large	9’x4’x9’	15’x10’x15’
Huge	18’x9’x18’	30’x20’x30’
Gargantuan	36’x18’x36’	60’x30’x60’
Colossal	72’x36’x72’	120’x60’x120’

You will need a *lot* of money; you've been warned! A sky golem's body is sculpted from 6250 pounds of iron and steel costing 110,000 gold, smelted with rare tinctures and admixtures costing at least 10,000 gold. (Double the body's cost and amount of iron and steel needed for every size category greater than Large and halve it for every category lesser. For example, a Small sky golem requires 1562.5 pounds of iron and steel costing 27,500 gold.) Additionally, you may increase the max HP of your golem no higher than the maximum allowed for the construct's hit dice for 100 gold and 4XP per HP; likewise, you can reduce the amount of max HP a sky golem has no lower than the minimum for its HD and save 100 gold and 4XP per HP. A fully loaded Large sky golem with items and max HP costs 2,316,705 gold on the market, or, if you craft everything magical personally, 1,159,352.5 gold and 72,724 XP. Good luck making one!