

# Glyphs for a Golem and Crash Site Hints

## The DnD SemiHomebrewed Campaign

The Glyphs listed here are signs to let the group find out about the origins and secrets of the ruins the village is built upon and the reason that brought Jelnelis to this place. While they ruins look odd to them, none of them is knowledgeable enough and Jelnelis, who is more knowledgeable than the others, knows enough to know that there have been countless civilizations found and a lot more that have never been discovered.

## Items

### Golem Finger

Quest Item

*Looking at it in the little cabinet it's obvious that this is not a mere stone. The material looks porose on the surface but just by looking you know it's not fragile like pumice. While one might have missed the shape if it were somewhere on the ground, here it's obviously a finger seemingly carved with joins and fingernail and everything.*

*If your skin touches it for too long, a nervous tingle starts and the icky feel of touching something bad.*

### The Mayor's Amulet

Quest Item

*A beautiful, crystalline, green pendant.*

Actually a key card for access to the golem service station and several departments in the archive catacombs buried underneath the plateau.

## Tomes

### Archived Damage Report

*"New Radiation spike.*

*Golem shells deteriorate faster than expected.*

*P-3 and P-5 MIA, P-7 considered KIA after finger was retrieved.*

*Investigation Team selected. Nothing should be capable of taking down a Golem, not even contaminated fauna.*

*TCE-07 F."*

*The report ends with something incognisable that could be a signature.*

## Environmental Features

### Tracks

*What you thought were missing steps in the slowly rising stairway to the plateau are actually foot prints. Huge, weirdly formed foot prints. By the size and form they could just be big boots but the variation in the indentations make them look like boot formed hoofprints.*

*The villagers tell stories of a huge stone figure that wanders the Endless Wastes standing in this spot exactly when it returns to the village.*

Those tracks can be found again in the Endless Wastes and might lead the group to the last active golem. If they don't find them they'll have to wait until it returns to the village once again.

### Control Panel

*One of the little shrines on the little plaza shows no god that you have ever heard of. Upon closer inspection you see that the depicted grey-blue humanoid form is not a mosaic but a broken display.*

*As broken as the display is you cannot make it budge or move and even the mosaic pieces seem to be cemented where they are.*

*All the other shrines seem to be built to match this one but with local materials.*

This console is meant to control the golems, the plaza now used as a temple for the gods the villagers pray to intentionally served as a golem service station and will be usable to the group once they have met the golem and revealed that the Mayor's Amulet is actually a key card for it.

### Dead Animals

*These carcasses show hardly any sign of injury nor is there any meat missing, so nothing fed on them.*

*Upon closer inspection you find several circular wounds and traces of cristaline reddish dust in them.*

The first sign of the contamination the group will find once they travel east.