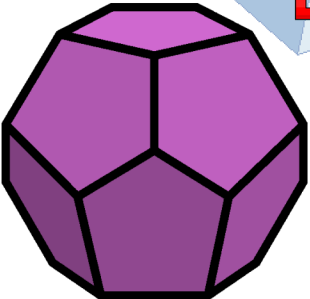


LOCOMOTIVE ARMOR 4



SHARD

WHEN THIS CARD ENTERS PLAY, REDUCE GOLEM'S HP BY 2. WHEN EVALUATING GOLEM'S HP FOR TARGETING, ADD THIS CARD'S CURRENT HP TO HIS.

WHEN GOLEM WOULD BE DEALT DAMAGE YOU MAY REDIRECT THAT DAMAGE TO THIS CARD.

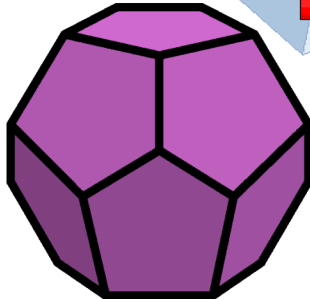
AT THE END OF YOUR TURN, DRAW A CARD.

I DON'T HAVE ANY IDEA HOW I MAKE THEM, BUT I HAVE FOUND THEM TO BE VERY USEFUL FROM TIME TO TIME.
--GOLEM (CAULDRON QUARTERLY #13)

ART BY YAKGUARDIAN

GOLEM

LOCOMOTIVE ARMOR 4



SHARD

WHEN THIS CARD ENTERS PLAY, REDUCE GOLEM'S HP BY 2. WHEN EVALUATING GOLEM'S HP FOR TARGETING, ADD THIS CARD'S CURRENT HP TO HIS.

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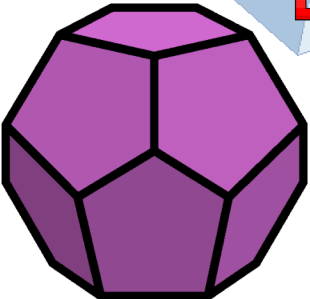
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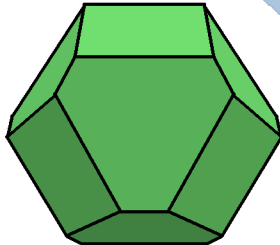
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--GOLEM (CAULDRON QUARTERLY #13)

ART BY YAKGUARDIAN

GOLEM

SHRAPNEL SHELL 4



SHARD

WHEN THIS CARD ENTERS PLAY, REDUCE GOLEM'S HP BY 2. WHEN EVALUATING GOLEM'S HP FOR TARGETING, ADD THIS CARD'S CURRENT HP TO HIS.

WHEN GOLEM WOULD BE DEALT DAMAGE YOU MAY REDIRECT THAT DAMAGE TO THIS CARD.

WHEN THIS CARD IS DESTROYED, THE CARD THAT DESTROYED IT MAY NOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN.

I DON'T HAVE ANY IDEA HOW I MAKE THEM, BUT I HAVE FOUND THEM TO BE VERY USEFUL FROM TIME TO TIME.
--GOLEM (CAULDRON QUARTERLY #13)

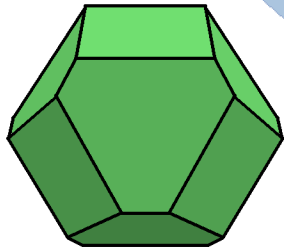
ART BY YAKGUARDIAN

GOLEM

Golem (unofficially part of Cauldron: Unexpected)

SHRAPNEL SHELL

4



SHARD

WHEN THIS CARD ENTERS PLAY, REDUCE GOLEM'S HP BY 2. WHEN EVALUATING GOLEM'S HP FOR TARGETING, ADD THIS CARD'S CURRENT HP TO HIS.

WHEN GOLEM WOULD BE DEALT DAMAGE YOU MAY REDIRECT THAT DAMAGE TO THIS CARD.

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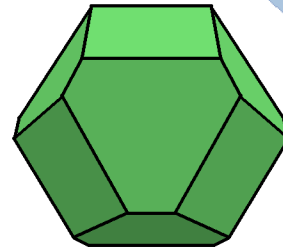
I DON'T HAVE ANY IDEA HOW I MAKE THEM, BUT I HAVE FOUND THEM TO BE VERY USEFUL FROM TIME TO TIME.
--GOLEM (CAULDRON QUARTERLY #12)

ART BY YAKGUARDIAN

GOLEM

SHRAPNEL SHELL

4



SHARD

WHEN THIS CARD ENTERS PLAY, REDUCE GOLEM'S HP BY 2. WHEN EVALUATING GOLEM'S HP FOR TARGETING, ADD THIS CARD'S CURRENT HP TO HIS.

WHEN GOLEM WOULD BE DEALT DAMAGE YOU MAY REDIRECT THAT DAMAGE TO THIS CARD.

WHEN THIS CARD IS DESTROYED, THE CARD THAT DESTROYED IT MAY NOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN.

I DON'T HAVE ANY IDEA HOW I MAKE THEM, BUT I HAVE FOUND THEM TO BE VERY USEFUL FROM TIME TO TIME.
--GOLEM (CAULDRON QUARTERLY #12)

ART BY YAKGUARDIAN

GOLEM

GRANITE SCALES

4



SHARD

WHEN THIS CARD ENTERS PLAY, REDUCE GOLEM'S HP BY 2. WHEN EVALUATING GOLEM'S HP FOR TARGETING, ADD THIS CARD'S CURRENT HP TO HIS.

WHEN GOLEM WOULD BE DEALT DAMAGE YOU MAY REDIRECT THAT DAMAGE TO THIS CARD.

REDUCE DAMAGE TO GOLEM BY 1.

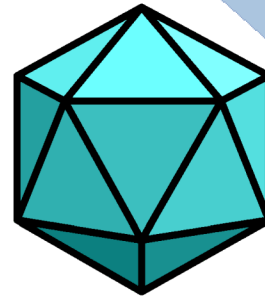
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--GOLEM (CAULDRON QUARTERLY #12)

ART BY YAKGUARDIAN

GOLEM

GRANITE SCALES

4



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ART BY YAKGUARDIAN

GOLEM

GRANITE SCALES

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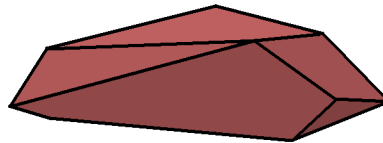
I DON'T HAVE ANY IDEA HOW I MAKE THEM, BUT I HAVE FOUND THEM TO BE VERY USEFUL, FROM TIME TO TIME.
--GOLEM (CAULDRON QUARTERLY #11)

ART BY YAKGUARDIAN

GOLEM

TAGGED MANTLE

4



SHARD

WHEN THIS CARD ENTERS PLAY, REDUCE GOLEM'S HP BY 2. WHEN EVALUATING GOLEM'S HP FOR TARGETING, ADD THIS CARD'S CURRENT HP TO HIS.

WHEN GOLEM WOULD BE DEALT DAMAGE YOU MAY REDIRECT THAT DAMAGE TO THIS CARD.

INCREASE DAMAGE DEALT BY GOLEM BY 1.

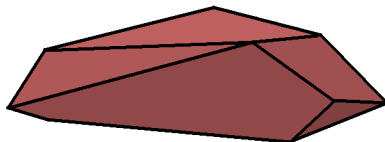
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--GOLEM (CAULDRON QUARTERLY #11)

ART BY YAKGUARDIAN

GOLEM

TAGGED MANTLE

4



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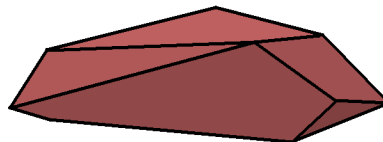
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--GOLEM (CAULDRON QUARTERLY #11)

ART BY YAKGUARDIAN

GOLEM

TAGGED MANTLE

4



SHARD

WHEN THIS CARD ENTERS PLAY, REDUCE GOLEM'S HP BY 2. WHEN EVALUATING GOLEM'S HP FOR TARGETING, ADD THIS CARD'S CURRENT HP TO HIS.

WHEN GOLEM WOULD BE DEALT DAMAGE YOU MAY REDIRECT THAT DAMAGE TO THIS CARD.

INCREASE DAMAGE DEALT BY GOLEM BY 1.

I DON'T HAVE ANY IDEA HOW I MAKE THEM, BUT I HAVE FOUND THEM TO BE VERY USEFUL, FROM TIME TO TIME.
--GOLEM (CAULDRON QUARTERLY #11)

ART BY YAKGUARDIAN

GOLEM

ABLATIVE CARAPACE



ONGOING

WHENEVER YOU DISCARD A SHARD ONE OF YOUR TARGETS REGAINS 2HP.

AT THE END OF YOUR TURN, YOU MAY DISCARD UP TO 2 SHARDS OR, IF YOU HAVE NO SHARDS IN HAND, YOU MAY DRAW 1 CARD.

I POWER THEM. IN TURN, THEY CAN POWER EACH OTHER.
--GOLEM (CAULDRON QUARTERLY #16)

GOLEM

ABLATIVE CARAPACE



ONGOING

WHENEVER YOU DISCARD A SHARD ONE OF YOUR TARGETS REGAINS 2HP.

AT THE END OF YOUR TURN, YOU MAY DISCARD UP TO 2 SHARDS OR, IF YOU HAVE NO SHARDS IN HAND, YOU MAY DRAW 1 CARD.

I POWER THEM. IN TURN, THEY CAN POWER EACH OTHER.
--GOLEM (CAULDRON QUARTERLY #16)

GOLEM

ABLATIVE CARAPACE



ONGOING

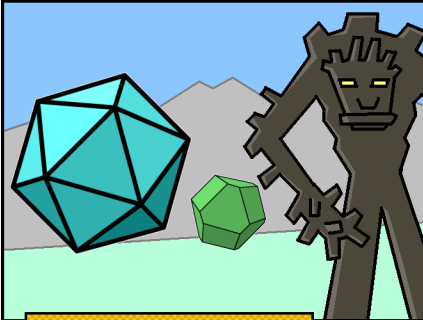
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--GOLEM (CAULDRON QUARTERLY #16)

GOLEM

FRAGMENTATION



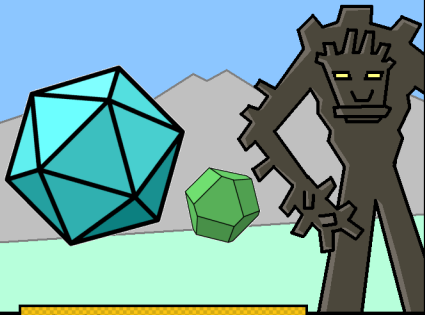
ONGOING

ONCE PER TURN, WHEN GOLEM WOULD BE DEALT DAMAGE BY A NON-HERO TARGET, YOU MAY FIRST PLAY A SHARD AND GOLEM MAY DEAL THAT TARGET 1 PROJECTILE DAMAGE.

I LIKE TO KEEP SOME HANDY ... FOR CLOSE ENCOUNTERS.
--GOLEM (CAULDRON QUARTERLY #15)

GOLEM

FRAGMENTATION



ONGOING

ONCE PER TURN, WHEN GOLEM WOULD BE DEALT DAMAGE BY A NON-HERO TARGET, YOU MAY FIRST PLAY A SHARD AND GOLEM MAY DEAL THAT TARGET 1 PROJECTILE DAMAGE.

I LIKE TO KEEP SOME HANDY ... FOR CLOSE ENCOUNTERS.
--GOLEM (CAULDRON QUARTERLY #15)

ART BY YAKGUARDIAN

GOLEM

WEATHERSKIN



ONGOING, LIMITED

GOLEM AND ALL SHARDS ARE IMMUNE TO COLD DAMAGE. WHENEVER 2 OR MORE SHARDS ARE IN PLAY, GOLEM AND ALL SHARDS ARE IMMUNE TO FIRE DAMAGE. WHENEVER 4 OR MORE SHARDS ARE IN PLAY, GOLEM AND ALL SHARDS ARE IMMUNE TO LIGHTNING DAMAGE.

STUPID WEATHERMAN! NOT SAY WE HAVE THUNDER-SNOW.
--GOLEM (GOLEM'S QUEST ONE-SHOT)

GOLEM ART BY MATTHEW BISHOP (MODIFIED BY YAKGUARDIAN)

GOLEM

WEATHERSKIN



ONGOING, LIMITED

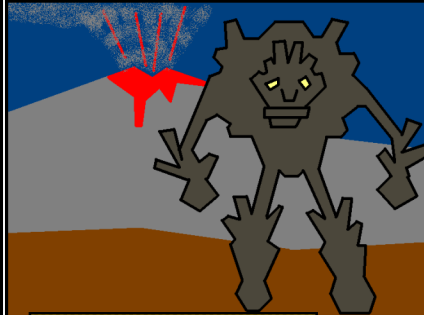
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--GOLEM (GOLEM'S QUEST ONE-SHOT)

GOLEM ART BY MATTHEW BISHOP (MODIFIED BY YAKGUARDIAN)

GOLEM

WINDMILL CRUSHER



ONGOING, LIMITED

POWER: GOLEM DEALS 1 VILLAIN TARGET 2 MEELE DAMAGE. YOU MAY DESTROY A SHARD. IF YOU DO, DESTROY 1 VILLAIN ONGOING CARD.

IT'S GONNA BE ONE OF THOSE DAYS... YOU KNOW, FILLED WITH DINOSAURS, VOLCANOES AND MAD SCIENTISTS.
--GOLEM (CAULDRON QUARTERLY #15)

ART BY YAKGUARDIAN

GOLEM

WINDMILL CRUSHER



ONGOING, LIMITED

POWER: GOLEM DEALS 1 VILLAIN TARGET 2 MELEE DAMAGE. YOU MAY DESTROY A SHARD. IF YOU DO, DESTROY 1 VILLAIN ONGOING CARD.

IT'S GONNA BE ONE OF THOSE DAYS... YOU KNOW, FILLED WITH DINOSAURS, VOLCANOS, AND MAD SCIENTISTS.
—GOLEM (CAULDRON QUARTERLY #15)

ART BY YAKGUARDIAN

GOLEM

GEOFORMING



ONGOING, LIMITED

POWER: DESTROY 1 ENVIRONMENT CARD. IF YOU DO, GOLEM AND ALL SHARDS REGAIN 1 HP.

WELL, I'VE DONE AS MUCH DAMAGE AS I CAN DO HERE. MOVING ON. —GOLEM (GOLEM'S QUEST ONE-SHOT)

GOLEM ART BY MATTHEW BISHOP (MODIFIED BY YAKGUARDIAN)

GOLEM

GEOFORMING



ONGOING, LIMITED

POWER: DESTROY 1 ENVIRONMENT CARD. IF YOU DO, GOLEM AND ALL SHARDS REGAIN 1 HP.

WELL, I'VE DONE AS MUCH DAMAGE AS I CAN DO HERE. MOVING ON. —GOLEM (GOLEM'S QUEST ONE-SHOT)

GOLEM ART BY MATTHEW BISHOP (MODIFIED BY YAKGUARDIAN)

GOLEM

THE GIANT'S SHADOW



ONGOING, LIMITED

WHEN THIS CARD ENTERS PLAY, DESTROY 2 SHARDS OR DESTROY THIS CARD. HERO TARGETS OTHER THAN GOLEM ARE IMMUNE TO DAMAGE.

AT THE START OF YOUR TURN, DESTROY THIS CARD.

MOST THINGS JUST BOUNCE OFF OF ME. I'LL TAKE THE LEAD.
—GOLEM (CAULDRON QUARTERLY #15)

ART BY MATTHEW BISHOP

GOLEM

THE GIANT'S SHADOW



ONGOING, LIMITED

WHEN THIS CARD ENTERS PLAY, DESTROY 2 SHARDS OR DESTROY THIS CARD. HERO TARGETS OTHER THAN GOLEM ARE IMMUNE TO DAMAGE.

AT THE START OF YOUR TURN, DESTROY THIS CARD.

MOST THINGS JUST BOUNCE OFF OF ME. I'LL TAKE THE LEAD.
--GOLEM (CAULDRON QUARTERLY #15)

ART BY MATTHEW BISHOP

GOLEM

GROWING FORTRESS



ONE-SHOT

SEARCH YOUR DECK FOR UP TO 2 SHARDS AND PUT THEM INTO YOUR HAND. SHUFFLE YOUR DECK. YOU MAY PLAY A CARD.

TIME TO RESTOCK. --GOLEM
HOW DO YOU DO THAT? --MALLICHAH
(CAULDRON QUARTERLY #15)

ART BY YAKGUARDIAN

GOLEM

GROWING FORTRESS



ONE-SHOT

SEARCH YOUR DECK FOR UP TO 2 SHARDS AND PUT THEM INTO YOUR HAND. SHUFFLE YOUR DECK. YOU MAY PLAY A CARD.

TIME TO RESTOCK. --GOLEM
HOW DO YOU DO THAT? --MALLICHAH
(CAULDRON QUARTERLY #15)

ART BY YAKGUARDIAN

GOLEM

GROWING FORTRESS



ONE-SHOT

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TIME TO RESTOCK. --GOLEM
HOW DO YOU DO THAT? --MALLICHAH
(CAULDRON QUARTERLY #15)

ART BY YAKGUARDIAN

GOLEM

EARTHSHAKER



ONE-SHOT

GOLEM DEALS 1 TARGET & MELEE DAMAGE. ENVIRONMENT CARDS CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN.

BUT, BUT... IT'S A ROCK. IT DOESN'T HAVE ANY VULNERABLE SPOTS! —BLADE BATTALION CHIEF TARRIK VARCH (CAULDRON QUARTERLY #15)

ART BY MATTHEW BISHOP

GOLEM

EARTHSHAKER



ONE-SHOT

GOLEM DEALS 1 TARGET & MELEE DAMAGE. ENVIRONMENT CARDS CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN.

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ART BY MATTHEW BISHOP

GOLEM

EARTHSHAKER



ONE-SHOT

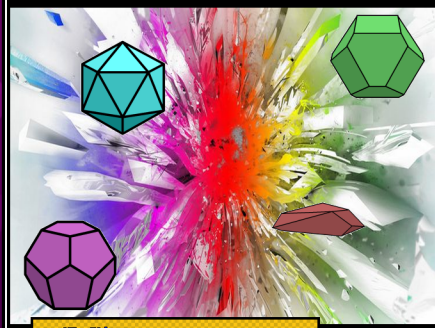
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BUT, BUT... IT'S A ROCK. IT DOESN'T HAVE ANY VULNERABLE SPOTS! —BLADE BATTALION CHIEF TARRIK VARCH (CAULDRON QUARTERLY #15)

ART BY MATTHEW BISHOP

GOLEM

MOUNTAIN BREAKER



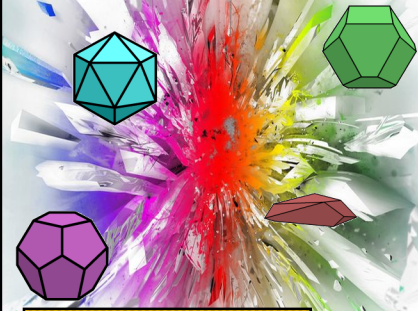
ONE-SHOT

GOLEM DEALS 1 TARGET X MELEE DAMAGE, WHERE X = 3 TIMES THE NUMBER OF SHARDS IN PLAY. DESTROY ALL SHARDS.

DUCK! —GOLEM WHERE? —GUISE (CAULDRON QUARTERLY #16)

GOLEM

MOUNTAIN BREAKER



ONE-SHOT

GOLEM DEALS 1 TARGET X MELEE DAMAGE, WHERE X = 3 TIMES THE NUMBER OF SHARDS IN PLAY. DESTROY ALL SHARDS.

DUCK! —GOLEM
WHERE? —GUISSE
(CAULDRON QUARTERLY #16)

GOLEM

THUNDERCRACK



ONE-SHOT

GOLEM DEALS EACH NON-HERO TARGET 2 SONIC DAMAGE.

I'LL DISTRACT THEM. —GOLEM
HOW? —K.N.X.G.E.
YOU'LL SEE. —GOLEM
(CAULDRON QUARTERLY #15)

ART BY MATTHEW BISHOP

GOLEM

THUNDERCRACK



ONE-SHOT

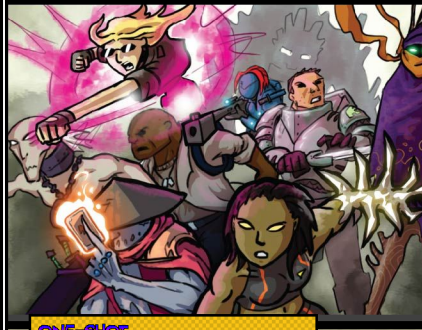
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I'LL DISTRACT THEM. —GOLEM
HOW? —K.N.X.G.E.
YOU'LL SEE. —GOLEM
(CAULDRON QUARTERLY #15)

ART BY MATTHEW BISHOP

GOLEM

MOMENTUM



ONE-SHOT

ALL HERO TARGETS OTHER THAN GOLEM REGAIN 3 HP.

I'M A ROCK. ARE YOU SURPRISED THAT I CONTAIN 22 ESSENTIAL MINERALS? —GOLEM
WHEN YOU PUT IT THAT WAY NO. —DOC HAYOC
(CAULDRON QUARTERLY #13)

ART BY MATTHEW BISHOP

GOLEM

MOMENTUM



ONE-SHOT

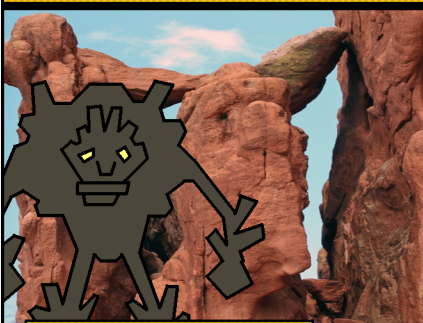
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ART BY MATTHEW BISHOP

GOLEM

DUST COAT



ONE-SHOT

SHUFFLE ALL SHARDS FROM YOUR TRASH INTO YOUR DECK. YOU MAY DRAW A CARD. YOU MAY PLAY A CARD.

...AND THEY CAN BE RECYCLED. --GOLEM (CAULDRON QUARTERLY #13)

GOLEM ART BY YAKGUARDIAN

GOLEM

DUST COAT



ONE-SHOT

SHUFFLE ALL SHARDS FROM YOUR TRASH INTO YOUR DECK. YOU MAY DRAW A CARD. YOU MAY PLAY A CARD.

...AND THEY CAN BE RECYCLED. --GOLEM (CAULDRON QUARTERLY #13)

GOLEM ART BY YAKGUARDIAN

GOLEM

DUST COAT



ONE-SHOT

SHUFFLE ALL SHARDS FROM YOUR TRASH INTO YOUR DECK. YOU MAY DRAW A CARD. YOU MAY PLAY A CARD.

...AND THEY CAN BE RECYCLED. --GOLEM (CAULDRON QUARTERLY #13)

GOLEM ART BY YAKGUARDIAN

GOLEM

SENTINEL
SI
COMICS
35


GOLEM



ENDURE
POWER: YOU MAY PLAY A SHARD. UNTIL THE START OF YOUR NEXT TURN, REDUCE ALL DAMAGE TO GOLEM AND A SHARD BY 1.

ART BY MATTHEW BISHOP (MODIFIED BY YAKGUARDIAN)

INCAPACITATED



CHOOSE 1 ON YOUR TURN:

- ⇒ 1 TARGET REGAINS 2 HP.
- ⇒ 1 PLAYER MAY DRAW A CARD NOW.
- ⇒ PUT 1 CARD FROM A TRASH ON TOP OF ITS DECK.

ART BY MATTHEW BISHOP

GOLEM

GOLEM WAS CREATED BY MATTHEW BISHOP.

AFTER MATTHEW POSTED THE CARD TEXT ONLINE FOR ANYONE TO USE HOWEVER THEY WANTED, ANDREW CERMAK POSTED A MODIFIED CARD LIST TO ADDRESS THE BALANCE ISSUES THAT MATTHEW IDENTIFIED.

USING THE CANONICAL APPEARANCES OF GOLEM AS WELL AS A FEW PIECES OF ADDITIONAL ART AND A COUPLE OF STOCK IMAGES FROM THE INTERNET, YAKGUARDIAN ASSEMBLED THIS VERSION OF THE DECK AND WROTE THE FLAVOR TEXT.

GOLEM

THE GOLEM WAS AN EARLY ALLY OF THE CAULDRON HEROES AND FOUGHT ALONGSIDE THEM. LIKE THE STRANGER, HE DIDN'T HAVE MUCH IN THE WAY OF MEMORIES AS TO HIS OWN ORIGIN OR PURPOSE, AND WAS GENERALLY REFERRED TO AS SHALE. SOME TIME AGO THE LADY OF THE WOOD HAD SEALED THE DEATH GOD CELADROCH USING POWER SHE FOUND IN THE TEMPLE OF THE FOUR WINDS, LOCATED UNDERGROUND IN NORTHERN INDIA. AFTER THE GRAVITATIONAL EVENT WHICH REVEALED THE LOST TEMPLE ONCE MORE, THE GOLEM WAS DRAWN TO IT. THE EVENT HAD CRACKED THE SEALS CONTAINING CELADROCH, AND AS HIS ESSENCE WAS RELEASED, THE GOLEM'S MEMORIES RETURNED TO IT; IT WAS ANIMATED BY A "LEAK" OF CELADROCH'S BEING, WHICH HAD ESCAPED INTO THE WORLD AND BEEN SEEKING TO REUNITE WITH ITS TRUE SELF. THE FRAGMENT WAS TORN FROM THE GOLEM, LEAVING A LIFELESS PILE OF ROCK, AS THE HEROES' FORMER ALLY WAS REABSORBED INTO THE DEATH GOD.