

The Servitors



The development of mechemagic is one of the most significant developments in the history of the Known Lands, eclipsed only by the advent of the Darkfall and the chaos that followed it. If not for the calamity, many believe that life in Aden would have been completely transformed by mechemagic by now, and be utterly unrecognizable from what existed prior to the Darkfall. Certainly, the prevalence of golemoids, mechemages, and thunder scouts among the most ardent defenders of what remains of civilization is a powerful indicator that this theory has merit. But the greatest demonstration of mechemagic's power is one that relatively few people know of: for the first time since the creation of the ferran race long ago, new life exists in the Known Lands, wrought by the hand of men.

THE HISTORY OF THE SERVITORS

In the year 1104, a Columbey mechemage by the name of Thanesh invited several of the most talented mechemages in Aden to participate in a special experiment. Their goal was to use purified manite and experimental new magical writs to produce highly advanced golems.

Midway through the experiments, Celestial College representative Oliver Walton recused himself from participation, as the similarities between their work and the creation of the ferran race was too great for him to ethically continue. He begged his colleagues to terminate their research or, at the very least, to approach their new creation with responsibility and compassion.

Six years later, Thanesh and his associates created the first servitors. Though obviously artificial in construction, these constructs were

Credits

Written by: Rich Wulf

Editing: Shawn Carman

Interior Artwork: Daniel Moenster

For Kyoudai Games

Shawn Carman, Creative Department

Rich Wulf, Mechanical Design

Ryan Carman, Logistics & Development

Butch Carman, Chief Financial Officer

Mike Brodu, Graphic Design & Branding

Original Graphic Design: Robert Denton

designed to emulate personality, thought, and emotion so closely as to be indistinguishable from living creatures. Their creation brought controversy as even several of their creators believed that they had created sentient life. Unfortunately, this controversy is largely forgotten in the advent of the Darkfall.

In the intervening years, only a few dozen servitors have been created. Due to the difficulty and expense of creating them, not to mention the ambiguous moral repercussions, most mechemages prefer to create simpler sorts of golems. In some nations, such as Urbana and Carraway, the creation of servitors is explicitly outlawed. Most surviving servitors are the servants of high-ranking nobles or powerful mechemages. A few rare free servitors were inadvertently granted independence when their command spheres were destroyed while others were created by Phobos, the outlaw servitor mechemage.

Whether or not servitors are truly alive is unknown - even to themselves.

SERVITOR RACIAL TRAITS

+2 BONUS TO ONE ABILITY SCORE: Servitors can be constructed for a variety of purposes and their ability scores reflect this. Servitors constructed for warfare or manual labor possess enhanced Strength. Servitors built for scholarly pursuits possess enhanced Intelligence. Servitors constructed to be free possess whatever trait struck their creator's fancy.

TYPE: Servitors have the construct type, though they vary from a traditional construct in a number of ways (see their *constructed* racial ability).

MEDIUM: Servitors are Medium-sized creatures and receive no bonuses or penalties due to their size.

NORMAL SPEED: Servitors have a base speed of 30 feet.

CONSTRUCTED: Though a servitor is an artificial being, it possesses a sufficiently advanced consciousness and construction that in many aspects it functions as a living creature. The end result is a strange mix of the benefits and vulnerabilities of both types of creature. Replace all of the construct type's standard traits with the following:

- ✧ Unlike a true construct, a servitor has a Constitution score.
- ✧ A servitor is not immune to mind-affecting affects (though his construct type excludes him from affects that target humanoids such as *charm person*). However, a servitor gains a +2 racial bonus on saves against mind-affecting effects (except for effects imposed by his own command sphere).
- ✧ A servitor is immune to poison, disease, and bleed effects but is vulnerable to death effects, necromancy effects, paralysis, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, and nonlethal damage. A servitor overcome by nonlethal damage falls into an inert state until the damage is sufficiently repaired.
- ✧ A servitor is affected by all magical effects that specifically target golems or constructs. Affects that only target owned or controlled golems only affect the servitor when produced by the servitor's master.
- ✧ A servitor cannot heal damage naturally, and is not affected by healing magic or negative energy damage. However, a servitor is healed by affects that repair damage to constructs and can be repaired like a machine. Use of the Heal skill to restore hit points or cure conditions has no effect on a servitor, though the Knowledge (engineering) skill can be used in an equivalent manner.
- ✧ Servitors can be raised or resurrected, but this requires a successful caster level check vs. DC 10 + double the servitor's hit dice. Failure indicates the servitor cannot be raised from the dead for 24 hours, but additional attempts can be made after this time passes.
- ✧ Servitors do not eat, breathe, sleep, or drink. They are immune to inhaled effects, ingested effects, suffocation, and sleep effects. They

likewise do not benefit from consumable magic items. A servitor with the Craft (alchemy) skill and access to alchemy lab can convert a potion into an unguent usable only by servitors with ten minutes of labor. Likewise, any consumable item can alternately be crafted as an unguent usable by servitors during its creation.

✧ While servitors do not sleep, they must dream for at least two hours per day or suffer effects identical to sleep deprivation. A servitor can begin dreaming as a full-round action and remains dreaming for a predetermined amount of time chosen by the servitor. While in this state, the servitor is unaware of his surroundings but can be roused by jostling or loud noises. A servitor must dream for at least two hours before he can prepare spells for the day or recover any other personal abilities that have daily uses. A servitor can dream while standing up or while wearing armor with no ill effect.

LOW-LIGHT VISION: A servitor can see twice as far as humans in conditions of dim light.

METALLIC FLESH: A servitor is composed mostly of metal, and as a result it is vulnerable to rust effects and other effects that target metallic objects.

COMMAND SPHERE: Though a servitor is constructed with the capacity for free will, they are built only to serve. Each servitor is linked to a manite *command sphere*. The possessor of this sphere can command the servitor at will over any distance, as if the servitor were under the effects of a permanent *dominate person*, as long as the sphere is in the owner's possession. This effect cannot be blocked, dispelled, or negated as long as the servitor's master possesses the sphere.

The Will save DC to resist commands against the servitor's nature is 20, 25 if the servitor's master is visible and holds the *command sphere* in hand. A servitor who successfully resists a command can ignore that specific command for one hour but does not break the *dominate effect*. A servitor's master can command the servitor to obey even self-destructive orders. A servitor cannot harm or allow harm to befall the individual that currently possesses his *command sphere*, unless his master commands it. This is always considered an order against the servitor's nature.

A servitor is permanently linked to his *command sphere*. He can sense its location over any distance and can track its current location unerringly. A servitor cannot willingly take his own *command sphere* from a living master as long as it is physically in their possession. A servitor that attempts to touch an unguarded but currently owned *command sphere* must succeed at a Will save vs. DC 18 or he cannot bring himself to do so. Even upon success, contact causes the servitor physical pain, inflicting 3d6 nonlethal damage per round. These effects do not occur if the servitor's master is dead.

A servitor shares a painful and obsessive link with his command sphere, compelling him to keep it safe and seek a new master if he has none. Each day that the sphere is intact but the servitor does not receive commands from a master, the servitor suffers arcane feedback that inflicts 1d3 Wisdom damage. This damage cannot be repaired by any means until the servitor receives a command from a new master. If a servitor's command sphere is broken, the servitor must make a Fortitude save. vs. DC 20 or immediately die. A servitor cannot willingly destroy his own command sphere. A servitor with no command sphere is weakened, suffering a permanent -4 penalty to his highest ability score until a new sphere is created.

The current owner of a player character's command sphere is determined by the GM. The current possessor of this item will have a great deal of impact upon the servitor's life, so choose carefully. Servitors can make extremely powerful player characters, but that power is balanced by the knowledge that they can never truly be free. A benevolent master might look out for the servitor's best interests and treat them kindly, while a malicious master might intrude into the servitor's life at inconvenient times. Perhaps at the start of a servitor's career he is currently without a master due to some traumatic event and is in possession of his own sphere, compelling him to make the weighty decision of who he will select as his new master.

Servitor Command Sphere

Aura moderate enchantment; CL 10th
Slot none; Price 2,000 gp; Weight 1 lb.

Description

This shiny manite sphere allows its user to command and monitor a specific servitor as if it were under a permanent *dominate person* effect, as described under servitor racial abilities. The owner must have the sphere on his person to command the servitor. A *command sphere* is considered to be owned by a specific individual even if it is not currently in their possession. Ownership can be transferred if the item is willingly given to another, if the current owner dies and another individual claims the sphere, or if the sphere remains in a new owner's possession for longer than 24 hours.

If destroyed, a command sphere can be repaired as any magical item can. A new command sphere can only be created if the current one has been destroyed. The crafter must remain in the presence of the servitor it is intended to control for the entire creation process.

Requirements

Craft Wondrous Item, *construct servant I*; cost 1,000 gp

SERVITOR FEATURES: Each servitor has been constructed for a unique purpose. Select one ability from primary servitor features and two from secondary servitor features. A servitor that gains manite implants from these features has a steam reserve equal to his Constitution modifier + 1/2 his level. The DC of any effects generated by his implants is equal to 10 + 1/2 his level + his Constitution modifier.

Primary Servitor Features

COMBATANT: Servitors with this trait receive Improved Unarmed Strike as a bonus feat and inflict 1d6 damage with unarmed strikes. If they possess unarmed strike or slam damage equal to or greater than this due to a class ability, they instead inflict +2 damage with unarmed strikes or slam attacks.

BASIC IMPLANT: A servitor with this trait gains an additional basic manite implant that does not count against his Manite Threshold. A golemoid servitor with this feature may use the interchangeable parts class ability to alter this implant. This feature may be selected multiple times.

Secondary Servitor Features

LIVING METAL: A servitor with this trait can be healed by magical healing effects but is no longer immune to negative energy.

DARKVISION: A servitor with this trait has darkvision with a range of 60 feet.

INTEGRATED MACHINERY: As a full round action, servitor with this trait can incorporate a weapon, tool, or invention weighing five pounds or less into his body. He can simultaneously incorporate a number of such devices in his body equal to his Constitution modifier. Such items cannot be dropped or disarmed and can be readied or stowed as a free action and the servitor gains a +4 bonus to all Sleight of Hand checks to conceal these items on his person. Weapons and inventions that must be wielded in hand require the appropriate number of free hands to use. Any other items can be used without the use of the servitor's hands.

The servitor can remove an item from his body as a full round action, or they can be removed from a helpless servitor via one minute of work and a Knowledge (engineering) check vs. DC 15.

MACHINE EMPATHY: A servitor with this trait treats Knowledge (engineering) and Craft (machinery) as class skills and. He does not require tools to utilize either skill and functions as a masterwork engineer's toolkit, gaining a +2 circumstance bonus when repairing or maintaining machinery with these skills.

MINOR IMPLANT: A servitor with this trait gains an additional minor manite implant that does not count against his Manite Threshold. A golemoid servitor with this feature may use the interchangeable parts class ability to alter this implant. This feature may be selected multiple times.

SPECIALIZED PROGRAMMING: A servitor with this trait may select a single skill. He gains a +2 racial bonus with this skill and it always counts as a class skill. This feature may be selected multiple times.

Alternate Racial Traits

You may replace the servitor's default racial traits with any of the following traits.

✦ **Empowered:** A servitor with this trait gains a +2 bonus to an ability score of his choice. This may not be used on the same ability score that benefits from the servitor's original +2 bonus. A servitor with this trait gains only one secondary servitor feature. This trait replaces servitor features.

✦ **Small Stature:** Some servitors were created to resemble smaller races, such as faerkin or goreaux. A servitor with this trait is a Small creature and thus gains a +1 size bonus to AC, a +1 size bonus to attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense and a +4 size bonus on Stealth checks. However, their speed is reduced to 20 feet. This trait replaces medium and normal speed.

✦ **Unstable Construction:** Some servitors incorporate additional features. However, the presence of these features consumes magic usually used to bolster the servitor's physical or mental abilities. A servitor with this feature suffers a permanent -2 penalty to an ability score of his choice but may select one primary servitor feature, one secondary feature, and an additional feature of his choice (of either type). This trait replaces servitor features.

✦ **Broken Sphere:** A servitor with this trait begins play with a broken command sphere. While he serves no master, he suffers a permanent -4 penalty to his highest ability score until a new sphere is created.

✦ **Stone Flesh:** A servitor with this trait is built of living stone rather than metal. While immune to rust and affects that target metal, he gains the earth subtype and is affected by effects that target earth and stone. This trait replaces metallic flesh.

Servitors and Manite Implants

For a servitor, manite implants are completely natural. These mechanical implants are indistinguishable from the machinery that composes the rest of a servitor's body and most servitors would be considered members of golemoid character classes. However, there are limits to how much of additional machinery a servitor's arcane power source can support. Though they are immune to the Wasting (see *Thunderscape: the World of Aden Campaign Setting*) the number of implants they can simultaneously support is determined by their Manite Threshold just like a normal character. While they suffer no shortened lifespan or ill effects due to manite implants, they cannot exceed the capacity determined by their Manite Threshold or their additional implants do not function.

A servitor's character level limits the sort of implants they may receive outside of those granted by class levels in the usual manner.

Phobos the Enlightened

Father of Servitors * CR 14

“Male” servitor mechemage 15

NE medium construct

Init +3; Senses -; Perception +2

Defense

AC 16, touch 16, flat-footed 16 (+3 natural armor, +3 deflection)
hp 57

Fort +10, Ref +8, Will +14

Offense

Speed 30 ft.

Melee +2 *flaming mace* +11/+6 (2d6+4)

Ranged +2 *pistol of lightning* +9/+4 (1d8+1d6+2)

Mechamage Spells Prepared (CL 15; concentration +21)

8th (1/day): *it's alive*

7th (2/day): *construct servant VI, limited wish*

6th (4/day): *bestow brilliance, disintegrate, mass suggestion, rebuild minion*

5th (5/day): *dominate person, golembreath, major creation, permanency, rapid repair*

4th (5/day): *direct golem, empower golem, lesser geas, mnemonic enhancer, scrying*

3rd (5/day): *clairvoyance/clairaudience, gaseous form, golemsight, golemwrack, protection from energy*

2nd (6/day): *daze monster, detonate golem, golemrunes, stoke the flame, tactical acumen*

1st (6/day): *charm person, crafter's fortune, expeditious retreat, golemguard, golemspeak, sleep*

0 (at will): *arcane mark, detect mechemagic, everheat rune, mage hand*

Statistics

Str 14, Dex 10, Con 14, Int 22, Wis 14, Cha 12

Base Atk +7/+2, CMB +9; CMD 19

Feats Combat Casting, Craft Construct, Craft Magic Arms & Armor, Craft Wondrous Item, Create Wand, Enlarge Spell, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Penetration

Skills Craft (Golem) +21, Craft (Mechamagical Component) +21, Disable Device +15, Knowledge (Arcana) +21, Knowledge (Engineering) +21, Spellcraft +21, Use Magic Device +16

Languages Dwarven, Eastern Common, Elven, Lowland, Planar, Western Common

SQ Call Minion (Distress, Intercede, Teleport), Cantrips, Golem Minion, Improved Tinkering, Tinkering, Writs (Level 1: Capcious, Destructive, Durable, Steadfast, Swift, Tactical; Level 3: Metallic, Mighty, Reinforced, Warrior; Level 6: Gazing, Magical, Proxy, Slayer; Level 9: Gigantic, Impervious, Sentinel; Level 12: Devastating, Fortified; Level 15: Versatile)

Combat Gear +2 *flaming mace*, +2 *pistol of lightning*, *potion of cure serious wounds*, *potion of invisibility*

Other Gear *amulet of natural armor* +3, *cloak of resistance* +3, *headband of vast intellect* +2, *ring of protection* +3, numerous *command spheres*

Phobos's Golem Servants

As a mechemage, Phobos commands golem servants. He regards these servants, and any golem that lacks the self-awareness of a servitor, as another might regard an animal companion; with fondness and affection, but not as an equal. Phobos changes golem servants regularly, and has several in each of his workshops as well as a handful of others secreted away in locations that he frequents elsewhere in the Known Lands. Although he recognizes the potential benefits in using them for certain situations, Phobos cannot bring himself to sully his flawless mechemagical nature by utilizing corpse or doll golems. He uses steam-powered golems whenever possible, but also makes use of metal and rock golems when necessary.

Phobos claims to be the first servitor ever created, the mechemagical son of those arcanists and scientists who gathered together at Thanesh's invitation and changed the world by creating true mechanical life on Aden. Whether this is true or not is impossible to tell, and Phobos has proven perfectly capable of lying when it suits his purposes, so most simply pay lip service to his claim and think about the matter no further. Whether first or last, Phobos is unquestionably the most powerful of all known servitors, and the creator of many who remain active in the Known Lands today. Many consider him evil based on actions he has committed in the past, but unsurprisingly, Phobos does not see himself in the same manner. He has his own agenda and priorities, and acts in accordance with them. Those who are not involved in his affairs he generally leaves alone, but anyone who is an obstacle is quickly and ruthlessly eliminated. To Phobos this is not evil, merely efficient and practical.

Phobo's awakening predates the Darkfall, and there are records of rogue golem activity that suggest he may have been active in Columbey before its fall and transformation to Urbana. After the Darkfall his activities have been somewhat easier to track since he has taken to identifying himself as well as leaving tokens of his passing when he makes his presence known. Not long after the rise of Lord Urbane and his adamantly pro-mechamagical policies, Phobos destroyed a factory in Mekanus and made off with a large quantity of components, claiming that he would use them to create free beings and not the Iron Tyrant's slaves; it was this incident that led to the laws against the creation of servitors in Urbana.

It is difficult to know what Phobos's specific agenda is, other than the creation of additional servitors. Many choose to work with him, although he does not require it and those of his creations that choose to follow their own path are free to do so without reservations. Some among those few who know of Phobos ascribe his motivations to a hatred of organic life, but this is inaccurate. Phobos does not hate other life forms. He does believe that mechemagical life is superior to organic, but he is content to allow the two to co-exist so long as organics stop trying to enslave his kind. Phobos actually corresponds with a number of different scientists and arcanists throughout the Known Lands, albeit through aliases, and considers them respected, if misguided, peers.

Phobos currently maintains workshop-laboratories in Arasteen, the Rhanate, Vanora, and Aramyst. He has sufficient resources in each location to create additional servitors, but recognizes that moving too quickly will overtax his resources and potentially alert outsiders to his activities. Instead, he chooses his work carefully, spending most of his time gathering resources and striking out against anyone who would act against existing servitors.

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