



BY JASON NELSON WITH THE LEGENDARY GAMES DESIGN TEAM

Make Your Game Legendary! A set of creepy and horrific constructs of all power levels for use in any gothic-themed campaign



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CONSTRUCT CODES

ASON NELSON

·3· Arediks

Welcome to Adventure Lath Llug-Ins by jason nelson

· 5 · Lonstructs in Horror

•6•

•4•

Uncreated constructs

TABLE 1–1: CONSTRUCT MARKET PRICES

7 • BLOODTHIRSTY MANIKIN

9 · CROWFLIGHT CARRIAGE

11 · DIRGE ORGAN

13 • GOTHIC GARGOYLE

15 • LIVING CREMATORY

17 • STAINED GLASS KNIGHT

· 19 ·

Morgechs

TABLE 1–2: MORGECH MARKET PRICES
20 • MORGECH, EXECUTOR
22 • MORGECH, GRIEVER
24 • MORGECH, RAVAGER

• 26 • Rios

HILL!

• 27 •

Legal



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Special Thanks: Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff and to all the authors of the amazing Carrion Crown Adventure Path!

ABOUT LEGENDARY GAMES

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Welcome to Adventure Lath Plug-Ins!

This supplement is yet another in our line of Adventure Path Plug-Ins. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so you can feel comfortable that Legendary Games products will be the most creative, rules-legal, and welldesigned content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they're also designed for easy inclusion in your home game regardless of what campaign you run.

WHAT YOU WILL FIND INSIDE THE CODEX

This supplement contains 11 constructs and their variants designed to fit perfectly in any gothic-themed campaign. One problem with Adventure Path-based campaigns is that they are written to appeal to all adventurers with all of the basic resources for their campaigns, and sometimes in print publications interesting and evocative creatures and abilities need to be cut or diminished to ensure they meet tight page count requirements. This Construct Codex allows you, the GM, to insert new and unexpected types of constructs into the Adventure Path to personalize the adventures as your own and enhance the creepy horror atmospherics with interesting and innovative monster mechanics. Of course, for those of you not running the Gothic Adventure Path, these constructs can bring new, surprising, and terrifying twists from the usual when introduced into any campaign. Who better to fill your bestiaries to bursting with monsters malevolent and macabre? No one!



HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Gothic Campaign" instead of title of a recent Adventure Path. Or you may see us use the names "The Professor" or "The Professor's Daughter" or "Immortal Principality" instead of the proper names of specific characters or places from those adventures. There are legal reasons for this. While we can create compatible products under the Open Game License, we still have to be respectful of certain content that Paizo owns. Because we want to be very respectful of their content and work in partnership with them we use these "replacement phrases" for certain content. Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So enjoy these constructs in your "Gothic Adventure Path," deadly minions of the "lich-king" and his sinister cultists.

Lonstructs in Horror

Much of classic horror centers around the things that should not be: the dead rising, the alien horror from beyond the stars, spirits reaching back from beyond the grave, and foul cults or bestial hunters that prey upon the living and consume the unwilling flesh of the dead. One consistent trope that appears is simultaneously less grotesque but perhaps more frightening, however, and that is when ordinary objects spring to life. Fascination can turn to terror as the simplest of implements becomes an implacable menace, cold, pitiless, and incapable of reason or remorse. Good and evil are irrelevant, for here is an unthinking *thing* that is bent only on a senseless rampage against any that cross its path, or that stand against the creator that holds its leash.

The iconic construct is the golem, no ordinary object but an extraordinary creation of ritual and craft that stands silent and eternal guard, or perhaps broken free of its master's command and rampaging beyond control, scarcely aware of its surroundings but inflamed with the need to kill. Flesh golems are the most horror-iconic of these constructs, but other types of magecrafted colossi can just as easily serve a horror story in RPGs.

The interesting middle ground of constructs and their use in the game comes in between these two extremes. Can most animated things be handled simply as animated objects? They can, after a fashion, but could be made much more interesting with a more detailed treatment. Yet, a construct that is more than an object is not necessarily a golem either, with their hulking humanoid physique and unique magical immunity. It also seems useful to explore constructs created outside of the wizard's laboratory; while that class is certainly best suited for experimentation, they hardly possess an exclusive patent on the creation of automata.

This product highlights 11 new constructs devised specifically for use with a horror-themed game, but which might find a home in any kind of campaign, including for crafters outside the wizard class. Some of these constructs are mindless automatons typical of their kind, though flavored to evoke the classic tropes of horror.

The **crowflight carriage** is a shining black carriage drawn by spectral horses, suitable for carrying a vampire overlord and his unsuspecting guests (or anyone wishing to make a dramatic entrance) past quaking villagers in broad daylight or darkest night.

The **gothic gargoyle** is a creature of fell statuary, found both fully human-sized and as smaller carvings, that lurks among the ruined battlements of haunted castles, seeking nothing but to add intruders to the sculptures adorning the castle grounds. The **living crematory** disposes of the dead in highly efficient fashion, roaming battlefields in the wake of massacres to cleanse the countryside; however, if not carefully controlled it is unlikely to discriminate between the living and the dead. Both are nothing but fuel for its eternal fires.

The **stained glass knight**, whether greater or lesser, is an animate artwork created to guard castle and cathedral alike, as beautiful as they are deadly to those who would stand against them or try their hand in battle against them.

The other construct types presented here explore a different direction, that of the intelligent construct. In Pathfinder, *most* constructs are mindless, but they are not required to be. Past adventures have featured constructs with the lifespark template from Green Ronin's *Advanced Bestiary* to get around this restriction, but those described below are constructs that are purpose-built with intellect and cunning, and offer a different kind of construct whose power is not solely vested in how big and strong it is.

The **bloodthirsty manikin** is an accursed menace for low-level adventurers, a seemingly harmless plaything crafted as a subtle assassin, shedding blood with blade and booby trap alike, and cursed with murderous urges that can bring it back from destruction to kill again.

The **dirge organ** is a magnificent instrument possessed of a prideful darkling majesty. It fills haunted castles and ruined palaces with its mournful melodies, and can make its desolate home come to life, entrancing intruders with ears to hear and destroying those who do not honor its musical mastery.

Lastly, we have the **morgech** or 'death machines.' These unfortunates are the results of the cruel magitech experiments of mad mystical scientists, living beings surgically implanted and grafted with jagged mystical machinery and armaments, myomeric actuators, metal-bonded skeletal reinforcement, and genetic augmentations that wrack them with constant pain but boost strength, speed, and savagery. **Ravagers** are corrupted war dogs and wolves, trackers and hunters par excellence. **Executors** are hulking warriors, built from the stock of the fiercest humanoid warriors and with weapons and armor grafted into their living flesh. The exceedingly rare **grievers** are lithe four-armed warriors who retain far more of their mind and sense of self than their lesser kin. In battle, they are veritable whirlwinds of blood, steel, and death.



Uncreated Constructs

OPTIONAL RULE: UNCREATED CONSTRUCTS

Constructs have a unique interaction with horror themes as *things given life* by some kind of spirit or magical force animating them. By standard rules, they are purposefully created with magic, skill, resources, and the Craft Construct feat to bind that animating spirit to them. In a horror-themed campaign, however, this need not be the case. Just as ghosts become undead and haunts create lingering spell effects, restless and tormented spirits can spontaneously give life (and even sentience) to inanimate objects in the form of uncreated constructs. A ruined cathedral or haunted castle might spawn animate stained glass windows and stony gargoyles, while a lingering curse or murderous ghost might imbue a child's toy with a thirst for blood. Besides the thematic appeal of haunted objects bringing themselves to life, using uncreated constructs allows GMs to use constructs freely without worrying about the implied economy of numerous high-level spellcasters spending untold thousands of gold pieces on construct creation. Uncreated constructs function identically to normal constructs, though you may also add the following trait:

Uncreated Spirit: Uncreated constructs are damaged by positive energy as undead but gain energy resistance 30 against positive energy. If targeted with *remove curse, break enchantment*, or other effect that negates curses, a successful caster level check against DC 10 plus the construct's caster level causes it to become staggered and lose its positive energy resistance for 1 round. If the check succeeds by 10 or more, the construct is destroyed.

OPTIONAL RULE: CONSTRUCT FORMULAE

The Pathfinder Roleplaying Game assumes that the Craft Construct feat is all that is needed to make any construct desired. Using unique construct formulae allows you to emulate the the prolonged researches of mad scientists of literature and film. At minimum, you could require one week of work with access to a library and/or laboratory, experimental materials worth 100 gp times the construct's CR, and a Knowledge (arcana) check with a DC of 15 plus the construct's CR (those in the Pathfinder RPG Bestiary could have a DC of 10 plus their CR to represent their ubiquity). A failed check means creating that construct is beyond a PC's ability until he gains an additional rank in Knowledge (arcana). Alternatively, you could use a progressive method requiring a number of successful Knowledge (arcana) checks equal to the construct's CR, with one check allowed per week (reducing the weekly cost to 10 gp times the construct's CR). Each natural 20 (19-20 with Skill Focus (Knowledge (arcana)) produces a discovery granting +2 to all future checks for unlocking the secret of that construct, while a natural 1 results in a dead end that causes the loss of 1d4 successful checks of work now wasted. Once the requisite number of successful checks is completed, the formula is perfected and creation can begin.

TABLE 1—1: CONSTRUCT MARKET PRICES

Construct Name	CR	Materials	Price	Cost
Bloodthirsty Manikin	2	100 gp	6,100 gp	3,100 gp
Gothic Gargoyle, lesser	3	200 gp	8,200 gp	4,200 gp
Stained Glass Knight, lesser	3	500 gp	12,500 gp	7,000 gp
Gothic Gargoyle, greater	5	500 gp	18,500 gp	9,500 gp
Stained Glass Knight, greater	7	2,000 gp	43,000 gp	22,500 gp
Crowflight Carriage	9	8,000 gp	75,000 gp	42,000 gp
Living Crematory	10	1,000 gp	73,000 gp	37,000 gp
Dirge Organ	14	20,000 gp	240,000 gp	130,000 gp

While some of these constructs could fit easily anywhere in a horror-themed campaign, some thematically appropriate places to use them might include the following:

HAUNTED PRISON AND VILLAGE bloodthirsty manikin, gothic gargoyle

WEREWOLVES HUNTING LODGE

bloodthirsty manikin, stained glass knight

ALIEN CULT HEADQUARTERS

living crematory, stained glass knight, or even a gothic gargoyle with an aquatic motif, granting it a swim speed of 30 rather than a fly speed

CREEPY VAMPIRES CASTLE OR VILLA

crowflight carriage, dirge organ, gothic grgoyle, stained glass knight

RUINED PALACE-CITY OF A LICH KING *living crematory*

table of

contenta

Aloodthirsty Manikin



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A smiling doll, a bit mussed from long care and love, is suddenly transfigured into an object of horror, its hideous grimace betraying its murderous intentions as surely as the dripping blade it has produced from seemingly nowhere.

BLOODTHIRSTY MANIKIN CR 2

XP 600

NE Tiny construct

Init +2; **Senses** darkvision (60 ft.), low-light vision; Perception +0 **Aura** frightful presence (10 ft., DC 11)

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size) hp 11 (2d10); fast healing 1 Fort +0, Ref +2, Will +0 Defensive Abilities hardness 5; Immune construct traits

OFFENSE

Speed 20 ft., climb 5 ft.
Melee improvised blade +6 (1d2-1/19-20)
Space 2-1/2 ft.; Reach 0 ft.
Special Attacks cruel slasher, sneak attack +1d6
Spell-Like Abilities (CL 2nd; concentration +3)
1/day—beguiling gift (DC 12), hypnotism (DC 12), make whole (self only)

STATISTICS

Str 8, Dex 15, Con -, Int 13, Wis 10, Cha 13 Base Atk +2; CMB +0; CMD 12 Feats Catch Off-Guard(B), Weapon Finesse Skills Craft (traps) +10, Intimidate +10, Stealth +15; Racial Modifiers +4 Craft (traps), +4 Intimidate Languages Common SQ aura of innocence

ECOLOGY

Environment urban Organization solitary Treasure none

SPECIAL ABILITIES

Cruel Slasher (Ex) A bloodthirsty manikin has the bleeding attack rogue talent, and once per day it may make a <u>death attack</u> (Pathfinder RPG Core Rulebook 378) as a 2nd-level assassin (DC 13). A bloodthirsty manikin never takes a penalty to Craft (traps) for using improvised tools, and if it increases the DC to craft a trap that inflicts slashing or piercing damage by 5, that trap also inflicts 1 point of bleed damage to creatures injured by it.

Implacable Stalker (Su) Bloodthirsty manikins are difficult to destroy. Even if reduced to 0 hit points, burned, dismembered, or otherwise destroyed, they can use *make whole* upon themselves 24 hours after their destruction, and they may use *locate creature* at will to track the creature that reduced the manikin to 0 hit points. They can be permanently slain by casting *remove curse* or *break enchantment* (DC 13) while they are at 0 hit points. Pouring a vial of holy water over a bloodthirsty manikin at 0 hit points destroys it if it fails a DC 10 Fortitude save.

Innocent Appearance (Su) Bloodthirsty manikins can use Stealth while being observed, and they effectively gain concealment in any round in which they do not move. This concealment represents the fact that creatures tend to regard a bloodthirsty manikin as an inanimate object rather than a creature. Creatures failing a save against their *beguiling gift* ability will pick up the manikin, thinking it an object; on a successful save, the target of *beguiling gift* may make a Perception check with a +5 bonus to notice it is an animate creature. A creature that sees a bloodthirsty manikin attack (which triggers its frightful presence) is unaffected by its innocent appearance for 24 hours. If closely examined, a bloodthirsty manikin may hide small blades or weapons on its person, using its Stealth bonus in place of Sleight of Hand.

CONSTRUCTION

A bloodthirsty manikin must be crafted of wood or porcelain and dressed in tiny clothing and accessories like a doll (rarely, a manikin may be crafted of soft fur and cloth to resemble a small animal). Whatever its outside appearance, its eyes must be crafted of polished semiprecious stones and its stuffing infused with the desiccated tissue from the hearts of at least 3 sentient creatures killed by slashing or piercing damage. These materials cost 100 gp.

BLOODTHIRSTY MANIKIN CR 7

CL 7th; Price 6,100 gp

CONSTRUCTION

Requirements Craft Construct, <u>beguiling gift</u> (Advanced Player's Guide 205), bestow curse, bleed, cause fear, death knell, **Skill** Craft (sculptures, tailoring, or woodworking) DC 12; **Cost** 3,100 gp

table of

contents



A gleaming carriage, black as night, rumbles noisily into view, drawn by a team of spectral stallions wreathed in white flame with hooves that never touch the ground. While the hooves of the team and the ebon wheels of the carriage seem to strike sparks against the ground, no sign of its passing marks the ground. A faceless phantom drover lashes the team wordlessly, but the carriage's beshadowed windows hide any who may ride within.

CR 9

CROWFLIGHT CARRIAGE

XP 6,400

N Huge construct

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

DEFENSE

AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, -2 size) hp 106 (12d10+40) Fort +4, Ref +6, Will +4 Defensive Abilities hardness 10; Immune construct traits; SR 20

OFFENSE

Speed 60 ft. Melee drover's whip +17 (1d4+7/19–20 plus doom lash) Space 15 ft.; Reach 15 ft. Special Attacks drover's whip, trample (2d6+10, DC 23)

STATISTICS

Str 25, Dex 15, Con —, Int —, Wis 10, Cha 1 Base Atk +12; CMB +21; CMD 33 (can't be tripped) SQ passenger cabin, zephyrous team

ECOLOGY

Environment urban Organization solitary Treasure none

SPECIAL ABILITIES

Doom Lash (Su) A crowflight carriage is driven by a spectral drover. The drover cannot be harmed or dispelled, but it can make one attack per round with its lashing whip, taking this attack at any point during the carriage's movement. A creature struck by the drover's whip is affected as a doom spell; on a critical hit, the target is instead affected as phantasmal killer. The save DC for either effect is 16. This save DC is Charisma-based.

Passenger Cabin (Ex) A crowflight carriage can hold one Large or four Medium creatures within its body, granting them total cover. The blackened windows of the crowflight carriage do not allow vision into the carriage, but passengers within can see outside. As a swift action, the crowflight carriage can open (or close, if already open) up to four slitted windows. This allows line of effect to and from passengers, but passengers enjoy improved cover against attacks from outside, and the carriage's spell resistance applies against spell effects targeting passengers. Attacks directed at passengers which miss have a 50% chance of targeting the crowflight carriage instead. Even with the windows open, the interior of the crowflight carriage is treated as dim light, and creatures harmed by or sensitive to bright light or sunlight are protected against its effects while within; spells with the light descriptor suffer a -5 penalty to caster level checks to overcome spell resistance if targeted at the carriage or its passengers.

Zephyrous Team (Su) A crowflight carriage is drawn by four spectral horses wreathed in ghostly, heatless white flame. The team cannot be attacked or dispelled (though they disappear when the carriage is stationary), but they propel the crowflight carriage several inches above a horizontal surface, moving as a mount wearing horseshoes of a zephyr, though the carriage's speed is reduced to 30 when traveling across non-solid surfaces. Once per hour, the zephyrous team can draw the crowflight carriage across empty air as if using air walk. Activating this ability is a swift action, and it lasts only until the end of the crowflight carriage's turn.

CONSTRUCTION

A crowflight carriage is typically constructed of darkwood empanelled with shadow-tinted steel. Its decorative features of wrought iron and black-dyed leather must be polished to a midnight gleam, and the traces and harness of the carriage must be inlaid with mithral traceries. The materials cost 8,000 gp.

CROWFLIGHT CARRIAGE

CL 12th; Price 75,00 gp

CONSTRUCTION

Requirements Craft Construct, animate objects, phantasmal killer, phantom steed, spell resistance, **Skill** Craft (vehicles) DC 22; **Cost** 42,000 gp

Table of

contenta

Elaborate yet elegant in its construction, this massive baroque pipe organ drones with melodious yet insistent tones that call out to the mind and the heart. Puffs of dust erupt from its pipes with every sonorous chord, but even the lightest aria seems fraught with subtle menace.

DIRGE ORGAN

CR 14

XP 38,400

NE Huge construct

Init +0; Senses blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +14 Aura frightful presence (120 ft., DC 23)

DEFENSE

AC 10, touch 3, flat-footed 10 (-5 Dex, +7 natural, -2 size) hp 128 (16d10+40) Fort +7, Ref +1, Will +9 Defensive Abilities hardness 5; Immune cold, construct traits, electricity, sonic

OFFENSE

Speed 0 ft. Melee 2 slams +14 (1d8) Space 15 ft.; Reach 5 ft. Special Attacks ghostly music Spell-Like Abilities (CL 16th; concentration +21) At will—antilife shell, enthrall (DC 17), mage hand, minor image (DC 17), sound burst (DC 17), ventriloquism (DC 16) 3/day—crushing despair (DC 19), quickened dispel magic, quickened haunting choir* (DC 18), haunting mists* (DC 17) (* see Ultimate Magic 222) 1/day—animate objects, greater shout (DC 23), irresistible dance (DC 23), song of discord (DC 20)

STATISTICS

Str 10, Dex 2, Con -, Int 14, Wis 14, Cha 21

Base Atk +16; CMB +18; CMD 24 (cannot be tripped) Feats Ability Focus (ghostly music), Great Fortitude, Improved Initiative, Iron Will, Lingering Performance, Quicken Spell-Like Ability (*dispel magic*), Quicken Spell-Like Ability (*haunting choir*), Skill Focus (Perform (keyboard)) Skills Bluff +15, Diplomacy +15, Intimidate +15, Knowledge (history) +15, Knowledge (nobility) +15, Perception +15, Perform (keyboard) +27 Languages Abyssal, Common, Infernal

SQ aria avatar, bardic performance (39 rounds, countersong, distraction, fascinate (DC 23), inspire courage +3, inspire competence +5, dirge of doom, inspire greatness (3 allies), soothing performance, frightening tune (DC 23), inspire heroics), emplacement, symphonic performance

ECOLOGY

Environment urban **Organization** solitary **Treasure** none





SPECIAL ABILITIES

Aria Avatar (Sp) A dirge organ can project its consciousness anywhere within 250 feet as if using *project image*, but the shadow illusion created is not of the organ itself but is a disembodied glow from which the organ's music and voice emanates. The aria avatar cannot be harmed by attacks, but it disappears if the dirge organ's line of effect is broken or if dispelled (DC 27 dispel check). If the aria avatar is dispelled, the dirge organ is staggered for 1d4 rounds, after which it can create another.

Bardic Performance (Su/Sp) A dirge organ has the bardic performance abilities of a 16th level bard. In addition, its bardic performance (including mindaffecting effects) affects constructs as if they were living creatures if the dirge organ wishes it. A dirge organ also gains several unique types of bardic music:

Dispel silence (Sp): This acts as *dispel magic*, but only affects *silence* magic or effects with the sonic descriptor. This effect relies on audible components.

Phantom ballet (Sp): This creates a *minor image* of dancers garbed in noble finery twirling in elaborately choreographed dances. Up to 4 creatures within the area can be compelled to approach, flee, or halt (as *greater command*), and while obeying the command they behave as if entangled by the spectral dancers. A DC 23 Will negates all effects, and even those failing their saves gain a new save at the beginning of each turn after the first to end the effect. This is an illusion (figment) and an enchantment (compulsion) mind-affecting effect and relies on visual and audible components.

Soundwave (Su): This acts as *forceful hand* at a caster level equal to your bard level. This is a sonic effect and relies on audible components.

Emplacement (Ex) A dirge organ gains a +10 bonus to its CMD against bull rush or drag maneuvers.

Ghostly Music (Su) A dirge organ can play an echoing, ethereal melody that captivates and beckons listeners to follow it, functioning as a *rainbow pattern* (DC 25 Will save negates) for those that hear (rather than see) it. The ghostly music leads its fascinated listeners in a random, meandering path through a castle or other building containing the dirge organ, rather than following a straight line. A second save is allowed if the ghostly music leads creatures into an obviously dangerous area. This is a mind-affecting sonic effect, and creatures that save are immune to this power for 24 hours. The save DC is Charisma-based.

Symphonic Performance (Ex) A dirge organ can maintain multiple bardic performances simultaneously, though it cannot begin more than one performance per round and must pay the maintenance cost for each performance separately. When using Lingering Performance, a bardic performance effect does not immediately end when another is begun.

CONSTRUCTION

A dirge organ must be crafted out of the finest woods, polished to an unearthly shine, with keys of purest ivory and pipes and drones of perfectly tuned woods and metals to ensure perfect pitch and tone. Rarely, a dirge organ will be constructed of fantastic or exotic materials, but all will be chased and filigreed with gold, with precious inlays and silken fabrics. The materials alone cost 20,000 gp.

DIRGE ORGAN

CL 19th; Price 240,00 gp

CONSTRUCTION

Requirements Craft Construct, animate objects, charm monster (mass), geas/ quest, irresistible dance, project image, rainbow pattern, shout (greater), song of discord, **Skill** Craft (musical instruments) DC 22; **Cost** 130,000 gp

table of

contents

Carved from weathered rock in a demonic grotesquerie devised to frighten away evil spirits, this stony creature spreads creaking wings as it lurches forward in brutal mockery of life, its carven visage a motionless mask betraying no hint of life or thought but destruction.

GOTHIC GARGOYLE, GREATER CR 5

XP 1,600 N Medium construct Init +1; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural) hp 47 (5d10+20) Fort +1, Ref +2, Will +1 Defensive Abilities hardness 8; Immune construct traits

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy) Melee gore +8 (1d6+3 plus 1 Dex damage/x3), 2 claws +8 (1d6+3 plus 1 Dex damage /x3), tail spike +8 (1d6+3 plus 1 Dex damage /x3) Special Attacks crushing fall (2d6+6 plus 1d4 Dex damage, DC 15), petrifying touch (DC 15)

STATISTICS

Str 17, Dex 12, Con --, Int --, Wis 10, Cha 1 Base Atk +5; CMB +8; CMD 19 Skills Fly -7, Perception +0 SQ freeze, stability

ECOLOGY

Environment urban **Organization** solitary, pair, or gallery (4-8) **Treasure** none

GOTHIC GARGOYLE, LESSER CR 3

XP 800 N Small construct **Init** +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size) hp 21 (2d10+10) Fort +0, Ref +2, Will +0 Defensive Abilities hardness 8; Immune construct traits



TURE PATH PLUG-IN

Gothic Gargoyle

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy) **Melee** gore +4 (1d4+1 plus 1 Dex damage/x3), 2 claws +4 (1d4+1 plus 1 Dex damage /x3), tail spike +4 (1d4+1 plus 1 Dex damage /x3) **Special Attacks** crushing fall (2d4+2 plus 1d2 Dex damage, DC 12), petrifying touch (DC 12)

STATISTICS

Str 13, Dex 14, Con --, Int --, Wis 10, Cha 1 Base Atk +2; CMB +2; CMD 14 Skills Fly -3, Perception +0 SQ freeze, stability

ECOLOGY

Environment urban

Organization solitary, pair, or gallery (4-8) **Treasure** none

SPECIAL ABILITIES

Crushing Fall (Ex and Su) A leaping or flying Gothic gargoyle can plunge upon a target from above, inflicting bludgeoning and piercing damage as well as Dexterity damage through its petrifying touch. A successful Reflex save halves both damage and Dexterity damage. This save DC is Strength-based, and the Dexterity damage (only) is a supernatural effect. The Gothic gargoyle ends this fall prone, but its target is also knocked prone if it fails its Reflex save, also gaining the pinned condition if equal or smaller in size than the Gothic gargoyle. The Gothic gargoyle must remain prone and stationary in order to maintain the pin, though it may attack the pinned creature at no penalty while pinning. The pinned creature can escape as normal with a grapple check or Escape Artist check.

Freeze (Ex) A stationary Gothic gargoyle is indistinguishable from a normal statue; a DC 30 Perception check is required to notice that it is not.

Petrifying Touch (Su) A Gothic gargoyle's natural weapons slowly transform their targets into stone. A Fortitude save is allowed with each attack to resist Dexterity damage. Humanoids reduced to 0 Dexterity by the attacks of a Gothic gargoyle are petrified permanently, their features horribly transfigured into the leering effigy of a gargoyle. If a petrified creature is returned to flesh, this transfiguration results in hideous scarring inflicting 2d4 points of Charisma drain. *Remove curse* or *break enchantment* against a DC equal to the save DC can reverse this effect, and *restoration* can heal the Charisma drain as normal.

Stability (Ex) Gothic gargoyles gain a +4 bonus to CMD against bull rush, drag, and trip combat maneuvers when adjacent to a stone floor or wall.

CONSTRUCTION

A Gothic gargoyle must be crafted from stone and its body anointed in consecrated oils and holy water, costing 200 gp (lesser) or 500 gp (greater) to construct.

GOTHIC GARGOYLE

CL 9th; Price 8,200 gp (lesser), 18,500 gp (greater)

CONSTRUCTION

Requirements Craft Construct, *bestow curse*, <u>calcific touch</u> (Advanced Player's Guide 208), *magic stone*, *raise dead*, *stone shape*, **Skill** Craft (sculptures) DC 14; **Cost** 4,200 gp (lesser), 9,500 gp (greater)

table of

contenta

Living Arematory

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ENDARY GAMES

ADVENTURE PATH PLUG-IN

Lurching forward on squat legs is a massive kiln oven of brick surmounted by narrow chimneys. A heavy steel grate and hatch, glowing with an inner heat whenever it cracks ajar, is flanked in its midsection by writhing ring-mounted chains. Soot and glowing cinders belch intermittently from its chimneys and surround its heaving bulk like an ashen wreath.

LIVING CREMATORY

CR 10

XP 4,800

N Huge construct

Init –2; **Senses** darkvision 60 ft., low-light vision; Perception +0 **Aura** cinder cloud (5 ft.)

DEFENSE

AC 16, touch 6, flat-footed 16 (-2 Dex, +10 natural, -2 size) hp 117 (14d10+40) Fort +4, Ref +2, Will +4 Defensive Abilities hardness 10; Immune construct traits, fire

OFFENSE

Speed 20 ft. Melee 4 chains +22 (1d8+10 plus grab) Space 15 ft.; Reach 15 ft. Special Attacks swallow whole (10d6 fire damage, AC 15, hp 10)

STATISTICS

Str 30, **Dex** 6, **Con** -, **Int** -, **Wis** 10, **Cha** 1 **Base Atk** +12; **CMB** +26 (+30 grapple); **CMD** 34 (38 vs. trip)

ECOLOGY

Environment urban **Organization** solitary **Treasure** none

SPECIAL ABILITIES

Cinder Cloud (Ex) The hot cinder-fumes surrounding a living crematory provide a 20% miss chance against ranged attacks. In addition, creatures beginning their turn adjacent to or grappled by a living crematory take 1d6 points of fire damage and are sickened for 1 round. Creatures that do not breathe or that succeed at a DC 16 Fortitude take damage but are not sickened, but fire-resistant creatures are not immune to the sickened effect.

Composite Construction (Ex) A living crematory is made up of brick, stone, and metal and cannot be affected by effects that affect only stone or metal.

Cremation Chamber (Ex) Creatures swallowed whole by a living crematory are deposited in its cremation chamber, holding them until they are slain and their bodies consumed utterly by the roaring heat within. The body of a creature that dies within the cremation chamber is disintegrated 1 round after its death, and any items carried suffer damage every round as unattended objects. The cremation chamber may hold one Large or up to eight Medium-sized creatures. A living crematory at this limit may grapple creatures with its chains but may not swallow whole until one or more of its swallowed creatures escape or are destroyed; it will then swallow additional grappled creatures on its next turn. A living crematory can swallow only one creature per round.

Creatures trying to cut their way out of the cremation chamber must overcome the living crematory's hardness with their attacks. In addition, any weapon or tool used to attack the interior of the living crematory suffers 10d6 points of fire damage per round (DC 16 Reflex half). A creature trying to escape may choose to ready an action to leap out the next time the living crematory opens its cremation chamber to swallow another creature; this grants a +10 bonus to the CMB or Escape Artist check to escape.

CONSTRUCTION

A living crematory must be built of special fire-resistant brick and lined with specially tempered steel to resist the enormous temperatures within it, costing 1,000 gp. The arcane and divine formulae for creating a living crematory differ only slightly in the spells required.

LIVING CREMATORY

CL 13th; Price 73,000 gp

CONSTRUCTION

Requirements (arcane) Craft Construct, animate objects, disintegrate, fireball, obscuring mist, protection from energy, wall of iron, Skill Craft (stonemasonry) DC 18; Cost 37,000 gp

Requirements (divine) Craft Construct, animate objects, destruction, flame strike, obscuring mist, protection from energy, wall of stone, **Skill** Craft (stone-masonry) DC 18; **Cost** 37,000 gp

table of contents

The distorted image of a noble knight, made up of hundreds of panes and shards of multihued glass glowing with an inner light, moves toward you creaking and tinkling as it strides on impossibly thin glassine legs that warp and flex with an eerie, halting grace.

STAINED GLASS KNIGHT, GREATER CR 7

XP 3,200

N Large construct Init +2; Senses darkvision 60 ft.; Perception +0 Aura radiant glow (20 ft.)

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size) hp 74 (8d10+30); fast healing 4 Fort +2, Ref +4, Will +2 Defensive Abilities DR 10/bludgeoning; Immune acid, cold, construct traits; Resist electricity 20, fire 20 Weaknesses crystal construction

OFFENSE

Speed 30 ft. **Melee** glass blade +13 (2d8+9/19-20) **Space** 10 ft.; Reach 10 ft.

STATISTICS

Str 23, Dex 15, Con --, Int --, Wis 10, Cha 1 Base Atk +8; CMB +15; CMD 27 SQ crystal construction, embed, flat aspect, radiant glow, shards

ECOLOGY

Environment urban Organization solitary, pair, or gallery (1-2 plus 2-8 lesser stained glass knights) Treasure none

STAINED GLASS KNIGHT, LESSER CR 3

XP 800

N Medium construct Init +3; Senses darkvision 60 ft.; Perception +0 Aura radiant glow (10 ft.)

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural) hp 31 (2d10+20); fast healing 2 Fort +0, Ref +3, Will +0 Defensive Abilities DR 5/bludgeoning; Immune acid, cold, construct traits; Resist electricity 20, fire 20 Weaknesses crystal construction



DARY GAMES

ENTURE PATH PLUG-IN

Stained Slass Knight

OFFENSE

Speed 30 ft. **Melee** glass blade +4 (2d6+3/19-20)

STATISTICS

Str 15, Dex 17, Con --, Int --, Wis 10, Cha 1 Base Atk +2; CMB +4; CMD 17 SQ crystal construction, embed, flat aspect, radiant glow, shards

ECOLOGY

Environment urban

Organization solitary, pair, or gallery (2-8 plus 1-2 greater stained glass knights) Treasure none

SPECIAL ABILITIES

Crystal Construction (**Ex**) A stained glass knight is affected by sonic effects as a crystalline creature, and if targeted with a sonic effect (including those that do not inflict hit point damage, such as a thunderstone) their fast healing is suppressed for 1 round. Otherwise, stained glass knights are able to repair damage through fast healing. Their glass blade is part of them and cannot be disarmed or sundered.Cold effects (including non-damaging effects) do not harm a stained glass knight but do suppress its damage reduction for 1 round.

Embed (Ex) A stationary stained glass knight can embed itself into a window, integrating itself with existing glass and becoming indistinguishable from a normal window; a DC 30 Perception check is required to notice that it is not.

Flat Aspect (Ex) A stained glass knight is nearly two-dimensional, and its thinness as it flexes and moves results in a 20% miss chance for all attacks; this chance is increased to 50% for rays and weapons that inflict piercing damage. Creatures flanking a stained glass knight ignore this miss chance. A stained glass knight never takes penalties for squeezing and gains a +20 bonus to Escape Artist checks.

Radiant Glow (Su) A stained glass knight constantly radiates an aura of multihued light. Creatures within the glow are automatically dazzled, and creatures beginning their turn within the radiant glow are fascinated for 1d6 rounds (DC 14 Will save negates). A creature saving is immune to this fascination for 24 hours. The fascination is a mind-affecting ability. This ability is suppressed while the knight is embedded in a stained glass window. The save DC is Wisdom-based. **Shards** (Ex) Stained glass knight is comprised of innumerable pieces of enchanted glass, honed to magical sharpness. Creatures striking a stained glass knight with a natural weapon, unarmed strike, or melee touch attack suffer 1d6 points of slashing damage plus 1 point of bleed damage. The bleed damage is cumulative if a creature hits a stained glass knight multiple times. An attacker also suffers this damage when striking a stained glass knight with any melee weapon (unless it has exceptional reach) when the attacker confirms a critical hit or reduces the knight to 0 hit points.

CONSTRUCTION

A stained glass knight must be crafted from specially tinted panes of glass imbued with sacred powders or alchemical reagents, costing 500 gp (lesser) or 2,000 gp (greater). Stained glass knights are typically constructed by clerics, but arcane formulae for their construction also exist.

STAINED GLASS KNIGHT

CL 10th; Price 12,500 gp (lesser), 43,000 gp (greater)

CONSTRUCTION

Requirements (arcane) Craft Construct, *daylight, fabricate, hypnotic pattern, keen edge, make whole*, **Skill** Craft (glass) DC 15; **Cost** 7,000 gp (lesser), 22,500 gp (greater)

Requirements (divine) Craft Construct, *daylight*, *enthrall*, *greater magic weapon*, *make whole*, *raise dead* **Skill** Craft (glass) DC 15; **Cost** 7,000 gp (lesser), 22,500 gp (greater)

table of contents

Morgechs

Cruel cyborgs created with a fusion of magic and technology, morgechs live a tortured existence enslaved to their master's will and driven to kill, maim, and destroy upon command, though they know it will bring them no succor nor respite from their tortured existence. In addition to normal construct traits, the metallic exoskeletal devices erupting from a morgech's flesh grant the following special attacks and special qualities:

Biomechanical Construct (Ex) Morgechs are not mindless, but they are immune to mind-affecting effects. Unlike most constructs, they are vulnerable to death effects, negative energy, bleed damage, and damage or drain to their physical ability scores, though they suffer only half normal effects from these effects. They are immune to temporary ability penalties, including those from fatigue, exhaustion, and spells like *ray of enfeeblement*. Effects that specifically damage or destroy metal, such as *rusting grasp*, cause half damage to a morgech. They otherwise have normal construct immunities.

Combat Reflexes: Morgechs gain Combat Reflexes as a bonus feat.

Fortification (Ex) Morgechs have 50% immunity to critical hits and precision damage, as if wearing medium fortification armor.

Jagged Machinery (Ex) Spikes, blades, and jagged machinery cover a morgech's body. Any weapon or natural weapon it wields inflicts piercing and slashing damage in addition to any other damage it inflicts. Creatures striking a morgech in melee suffer 1d4 points of slashing and piercing damage unless using a reach weapon; creatures grappling a morgech suffer 2d4 points of damage with each grapple check they or the morgech attempt, successful or not.

Sprint (Ex) Once per hour, a morgechs can move up to 10 times its normal speed when running or charging.

TABLE 1-2: MORGECH MARKET PRICES

Construct Name	CR	Materials	Price	Cost
Morgech, ravager	4	2,000 gp	10,000 gp	6,000 gp
Morgech, executor	9	7,000 gp	43,000 gp	25,000 gp
Morgech, griever	17	40,000 gp	305,000 gp	173,000 gp

While some of these morgechs could fit easily anywhere in a horror-themed campaign, some thematically appropriate places to use them might include the following:

MAD SCIENTIST'S LABORATORY Morgech (ravager, executor)

Werewolves Hunting Lodge *Morgech (ravager)*

ALIEN CULT HEADQUARTERS Morgech (executor)

RUINED PALACE-CITY OF A LICH KING Morgech (executor, griever)



Morgech, Éxecutor

table of contents

CONSTRUCT CODEX

of

JASON NELSON

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This hulking warrior is covered in scars, scabs, and stapled seams, and everywhere a deadly array of plates, blades, hooks, spikes, and burrs of steel erupt from its flesh. A massive spiked flail is grafted onto one arm in place of a hand, while a flanged and scorched metallic tube is mounted along its opposite forearm, attached to conduits and casings running up to its shoulder.

Morgech, Executor

CR 9

XP 4,800

N Medium construct

Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural) hp 80 (11d10+20) Fort +3, Ref +7, Will +7 Defensive Abilities DR 10/adamantine; Immune construct traits; Resist acid 10, cold 10, fire 10; SR 19

OFFENSE

Speed 30 ft. **Melee** Large +1 heavy flail +21/+16/+11 (2d8+13/17-20) **Ranged** bombs +15/+10/+5 (6d6 or special, DC 14) **Space** 5 ft.; Reach 5 ft. (10 ft. with flail) **Special Attacks** bombs

STATISTICS

Str 27, Dex 19, Con --, Int 8, Wis 18, Cha 6

Base Atk +11; CMB +19; CMD 33

Feats Bull Rush Strike, Combat Reflexes(B), <u>Furious Focus</u>, Greater Bull Rush, Improved Critical (heavy flail), Improved Bull Rush, Power Attack **Skills** Acrobatics +9 (+29 jump), Climb +10, Perception +10, Stealth +10; **Racial Modifiers** +20 Acrobatics when jumping, +4 Perception, +4 Stealth **SQ** embedded weaponry, morgech traits

ECOLOGY

Environment any **Organization** solitary, pair, or squad (3-6) **Treasure** none

SPECIAL ABILITIES

Bombs (Su) An executor can launch destructive projectiles as the <u>bombs</u> ability of an 11th level alchemist (Advanced Player's Guide 28). All executors possess the <u>fast bombs</u> and <u>precise bombs</u> discoveries. In addition, a typical executor has the <u>explosive bomb</u>, <u>smoke bomb</u>, and <u>tangle bomb</u> discoveries, though any other combination of bomb types available to an alchemist of 11th level is possible. An executor can launch 10 bombs per day. The save DC against any of its bombs is 14. This DC is Intelligence-based.

Embedded Weaponry (Ex) An executor's weapons are grafted onto its body and cannot be disarmed or sundered, nor can an executor be tripped by an opponent if it fails a trip maneuver with its flail. An executor's flail is treated as a two-handed weapon even though it is grafted onto a single arm; when using its flail, it may hold (but not wield) items in its off hand. An executor's weapons are part of the creature and cannot be sundered.

CONSTRUCTION

Creating an executor requires a live and healthy humanoid with Strength and Dexterity of at least 15, as well as weapons, alchemical mutagenic serums, wire and cables of drawn mithral and implant rods and plates of forged steel and cast adamantine. These materials cost 7,000 gp.

In addition, each day of construction for an executor requires Heal, Knowledge (nature), and Knowledge (engineering) checks, each against DC 17. An executor can be created in half the normal time by increasing the DC of all skill checks by 5. If any check fails, work that day is wasted (though no additional gp cost is incurred). If the creator fails one or more checks on three consecutive days, the humanoid being modified dies during the procedure and creation of the executor fails. If this occurs, 3,500 gp of the materials cost can be salvaged for later use. Other investment is lost.

An alchemist working in concert with a character possessing the Craft Construct feat can alter one of an executor's three bomb-modifying discoveries to a different bomb discovery known by the alchemist (subject to the above level limit) with 1 day of work and 1,000 gp in materials to alter the executor's circuitry and firing mechanism.

Morgech (Executor)

CL 13th; Price 43,000 gp

CONSTRUCTION

Requirements Craft Construct, bombs class feature, *bull's strength, cat's grace, expeditious retreat, fabricate, jump, magic weapon, spell resistance,* **Skill** Craft (weapons) DC 18; **Cost** 25,000 gp



EGENDARY GAMES

ADVENTURE PATH PLUG-IN

Morgech, Grieber

CONSTRUCT CODEX

of

JASON NELSON

table of contents

This lithe warrior seems more machine than human, with four spidery arms flanged with razor-like burrs. Its four-fingered hands hold deadly-thin blades and two bent-jointed legs end in clamp-like metal claws. The eyes glaring out of its mask-like face are all too human in their scarred sockets, while tubes and wires knit its metallic chest pod to the flesh and mechanized vitals within.

Morgech, Griever

CR 17

XP 102,400

N Medium construct

Init +10; Senses darkvision 60 ft., low-light vision, true seeing; Perception +15

DEFENSE

AC 36, touch 20, flat-footed 36 (+10 Dex, +12 natural, +4 shield) hp 130 (20d10+20) Fort +6, Ref +16, Will +10 Defensive Abilities DR 15/adamantine; Immune construct traits; Resist acid 10, cold 10, fire 10; SR 27

OFFENSE

Speed 60 ft., climb 30 ft.

Melee +3 keen rapier +35/+30/+25/+20 (1d6+14/15-20), 3 +3 keen rapiers +35 (1d6+14/15-20) (full attack action); 4 +3 keen rapiers +31 (1d6+10/15-20) (standard action or attack of opportunity)

Ranged 4 hand crossbows with +3 keen bolts +37 (1d4+7/17-20) (full attack action); +33 (1d4+3/17-20) (standard action)

Special Attacks bladesharp, multiweapon warrior (deadly defense, defensive flurry +5, deft doublestrike, doublestrike, equal opportunity, perfect balance, twin blades +4)

Spell-Like Abilities (CL 20th; concentration +20) Constant—*shield, true seeing*

STATISTICS

Str 25, Dex 30, Con --, Int 14, Wis 18, Cha 11

Base Atk +20; CMB +27; CMD 37

Feats Bleeding Critical, Combat Reflexes(B), Critical Focus, Critical Mastery, Deadly Aim, Double Slice, Sickening Critical, Staggering Critical, Stunning Critical, Two-Weapon Rend, Weapon Finesse

Skills Acrobatics +30 (+62 jump), Climb +20, Perception +19, Profession (soldier) +20, Stealth +30; **Racial Bonuses** +20 Acrobatics when jumping, +8 Climb, +4 Perception, +4 Stealth

SQ evasion, improved uncanny dodge, morgech traits, true deflection, uncanny dodge

Gear 4 adamantine rapiers, 4 hand crossbows with 5 adamantine bolts each

ECOLOGY

Environment any **Organization** solitary **Treasure** none

Special Abilities

Bladesharp (Su) Any slashing or piercing weapon used by a griever is treated as a +3 keen weapon, including overcoming damage reduction against cold iron or silver.

Multiweapon Warrior (Ex) A griever gains the class features of the <u>two-weap-on warrior archetype</u> (*Advanced Player's Guide* 109) and qualifies for feats as a 20th-level fighter. These features apply to all of its off-hand weapons; however, deft doublestrike requires only two weapon hits to use.

True Deflection (Su) A griever may use one or more of its arms for defense rather than attack. Each arm used for defense grants it a +2 circumstance bonus to the griever's Armor Class; this stacks if multiple arms are used for defense. In addition, each arm used for defense may automatically deflect one ranged attack per round as a free action so that the griever takes no damage; this functions as Deflect Arrows, but it can also deflect ranged natural weapons, spells, and spell-like or supernatural ranged attacks that require an attack roll, including rays and other ranged touch attacks.

CONSTRUCTION

Creating a griever requires a live and healthy humanoid with Strength and Dexterity of at least 19, as well as the extracted brains of two characters with the Greater Two-Weapon Fighting feat (one of these can provide the body of the griever if desired), as well as a body carapace and limbs of cast adamantine. Together with alchemical mutagenic serums, wires and cables of drawn mithral, and biomagical reinforcements, these materials cost 40,000 gp.

In addition, each day of construction for a griever requires Heal, Knowledge (nature), and Knowledge (engineering) checks, each against DC 26. A griever can be created in half the normal time by increasing the DC of all skill checks by 5. If any check fails, work that day is wasted (though no additional gp cost is incurred). If the creator fails one or more checks on three consecutive days, the humanoid being modified dies during the procedure and creation of the griever fails. If this occurs, 18,000 gp of the materials cost can be salvaged for later use. Other investment is lost.

MORGECH (GRIEVER)

CL 17th; Price 305,000 gp

CONSTRUCTION

Requirements Craft Construct, *bull's strength, cat's grace, expeditious retreat, fabricate, greater magic weapon, jump, keen edge, shield, spell resistance, true seeing,* **Skill** Craft (weapons) DC 26; **Cost** 173,000 gp



Morgech, Ravager

JASON NELSON CONSTRUCT CODEX

table of contents

The creature before you is simultaneously sickly yet strong, an overgrown wolf or hound with bulging muscles and strange barbed metallic devices embedded within its flesh. Its fur is mangy, clumped, and matted, with bare, scarred patches of skin showing where arcane devices and brutal surgeries have left their mark.

CR4

Morgech, Ravager

XP 1,200

N Medium construct

Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural) hp 47 (5d10+20) Fort +1, Ref +6, Will +5 Defensive Abilities DR 5/adamantine; Immune construct traits; Resist acid 10, cold 10, fire 10

OFFENSE

Speed 60 ft. Melee bite +11 (1d6+6 plus trip) Special Attacks leap attack, pack attack

STATISTICS

Str 23, Dex 21, Con --, Int 3, Wis 18, Cha 6 Base Atk +5; CMB +11; CMD 26 (30 vs. trip) Feats Combat Reflexes(B), <u>Outflank</u>, <u>Paired Opportunists</u>, <u>Precise Strike</u> Skills Acrobatics +8 (+40 jump), Perception +10, Stealth +10, Survival +5 (+25 when tracking); **Racial Modifiers** +20 Acrobatics when jumping, +5 Perception, +5 Stealth, +20 Survival when tracking SQ morgech traits

ECOLOGY

Environment any **Organization** solitary, pair, or pack (3-6) **Treasure** none

SPECIAL ABILITIES

Leap Attack (Ex) As a standard action, a ravager may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a ravager does not provoke attacks of opportunity for leaving a threatened square.

EGENDARY GAMES

ADVENTURE PATH PLUG-IN

CONSTRUCTION

Creating a ravager first requires live and healthy wolf or riding dog, as well as alchemical mutagenic serums, wire and cables of drawn mithral and implant rods and plates of forged steel and cast adamantine. These materials cost 2,000 gp.

In addition, each day of construction for a ravager requires Heal, Knowledge (nature), and Knowledge (engineering) checks, each against DC 13. A ravager can be created in half the normal time by increasing the DC of all skill checks by 5. If any check fails, work that day is wasted (though no additional gp cost is incurred). If the creator fails one or more checks on three consecutive days, the animal being modified dies during the procedure and creation of the ravager fails. If this occurs, 1,000 gp of the materials cost can be salvaged for later use. Other investment is lost.

Morgech (Ravager)

CL 9th; Price 10,000 gp

CONSTRUCTION

Requirements Craft Construct, *bull's strength, cat's grace, expeditious retreat, fabricate, jump,* **Skill** Craft (weapons) DC 13; **Cost** 6,000 gp



Rios

JASON NELSON, started professional RPG writing in 2002 with the Save My Game and Behind the Screen gamemastering advice columns for Wizards of the Coast, then broadening into writing adventures for Dungeon ("Practical Magic" and "Man Forever") and several articles for Dragon. In 2008, he made the final four in Paizo's inaugural RPG Superstar competition, and since then has been a regular contributor to Paizo's adventure paths, including End of Eternity for Legacy of Fire, War of the River Kings for Kingmaker, and The Hungry Storm for Jade Regent. In addition to adventure writing, Jason has co-authored 10 Pathfinder Chronicles and Companion sourcebooks and has written major sections of the Ennie-award winning Pathfinder Chronicles Campaign setting, Gamemastery Guide, Advanced Player's Guide, Bestiary 2, Ultimate Magic, and Ultimate Combat. A devoted Christian, husband, and father, and a proud gamer since 1981, Jason loves to bring hardcore old-school stylings alongside inventive new creations to his contributions to Paizo and is excited to be bringing the same high-concept, high-action, high-adventure attitude to Legendary Games.

CLARK PETERSON, founded Necromancer Games, Inc., and has the distinction of being the first person to make use of the Open Game License and release content compatible with Third Edition with his free, ENnie-award winning adventure, The Wizard's Amulet. Clark produced a number of key third party products for Third Edition, from the famed Creature Collection and Relics and Rituals with Sword and Sorcery Studios, to the indispensible Tome of Horrors series. He wrote a large number of classic "First Edition Feel" adventures, from to The Tomb of Abysthor and Bard's Gate to Rappan Athuk, the world's deadliest dungeon crawl. Clark has had the pleasure of working with Gary Gygax on Necropolis, Flying Buffalo on The Wurst of Grimtooth's Traps and the honor of bringing Judges Guild's Wilderlands of High Fantasy and City State of the Invincible Overlord to the Third Edition rules. An expert on the Open Game License, Clark has been a tireless supporter of open gaming. Clark is also an outspoken advocate for the classic "old school" heart of gaming. A friend and supporter of Paizo since its inception, Clark served as a judge for several years on Paizo's RPG Superstar competition. Legendary Games is Clark's latest venture—an all-star team of authors and designers assembled to bring you the best third party support for the Pathfinder Roleplaying Game.

TIMOTHY K. WICKHAM, some college students go to Cancun for Spring Break, while others discover Role-Playing Games. Tim... belongs to the second group. After finishing his education he moved to the Pacific Northwest for the coffee and stayed for a career. When he's not pushing the limits of the Print/Pixel divide he enjoys long walks with his 90 pound "puppy" and culinary alchemy with his wife, Kate. At this very moment he is engrossed in the latest Design Problem (ahm, 'Challenge') and is honored for the opportunity to give form to the fiction at your game table. COLBY STEVENSON is a freelance illustrator who resides deep within the forests of Connecticut. His attraction to dark worlds and the diabolic creatures that reside in them has dragged him into the realm of RPGs headfirst! Completing numerous private commissions for avid Pathfinder gamers, Warcraft fans and everything in-between, he soon moved onto Paizo Publishing's web fiction illustrating such stories as *Lord of Penance* and *Guns of Alkenstar*. Colby has now found himself locked within the dank, dungeons of Legendary Games conjuring up images and nightmares for the gaming world to feed upon. When not drawing dragons, succubi or elves, Colby can be found working on Music/Audio Production or reciting quotes from such films as Aliens and Star Wars.

JASON JUTA is a freelance illustrator working mainly in the fantasy and historical publishing fields. His notable clients include Wizards of the Coast, Fantasy Flight Games, Paizo Publishing, Alderac Entertainment and Catalyst Game Labs. He has worked on properties ranging from Star Wars, Dungeons and Dragons, and Shadowrun to Lord of the Rings, Pathfinder, and Warhammer 40,000.

table of

contenta

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