CLASSES OF NEDEXODUS: **IDTTHIC IDTTHIC**

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MYTHIC MACHINESMITH

Technology and science are still quite young disciplines in worlds where magic has done all the functions normally fulfilled by technology. However, circumstance, discovery, and culture can all contribute to grand leaps in scientific and magical knowledge—and from these leaps, the futurists rise above all else.

For the futurist, all that can possibly be achieved with the right knowledge and tools becomes reality. That which appears to be magic is broken down into individual processes and formulae, which are then used to harness immense power without the need for years of magical training or the patronage of alien forces outside reality. The futurist challenges common understanding and prejudices on an esoteric level. A futurist does not merely use technology to improve everyday life; they use technology to delve into the very foundations of reality, to find the essence of the divine, to discover those things no man or god could dream up.

Role: As a futurist, you solve problems and fight using superior equipment. Your abilities let you do more than merely create magical items. You can craft technological and magical items of immense power, and even graft them to your very flesh. Wielding weapons and gadgets millennia ahead of your time, you can make even the most arcane and alien threats seem simple and childish. And should logic and reason fail, you always have the bigger gun.

Classes: Nearly every class that relies on Intelligence and uses items often can become futurists. The alchemist, investigator, gunslinger, and machinesmith all have abilities and skills that fit the futurist. Wizards, rogues, and to a lesser extent witches and arcanists will also find some of the options presented here to be intriguing.

Bonus Hit Points: Whenever you gain a futurist tier, you gain 4 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

Tier	Path Features
1st	Futurist revelation, path ability
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Ascendant visionary, path ability
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FUTURIST FEATURES

As you gain tiers, you gain the following abilities.

Futurist Revelation: Select one of the following abilities. Once chosen, it cannot be changed.

Surprise Grenade (Ex): As a swift action, you may expend one use of mythic power to draw a thrown weapon, alchemical item, or grenade and make a ranged attack with it. This attack doesn't provoke attacks of opportunity. Creatures caught in the damage radius of the attack suffer a penalty, equal to your mythic tier, to saves against any effect produced by the attack, including Reflex saves to avoid taking damage; if the attack does not deal damage in a radius, the attack does not gain this effect.

Energy Shot (Su): As a swift action, you may expend one use of mythic power to attack with a ranged weapon. This attack does not use any ammunition or charges required for the weapon. Any physical damage caused by the weapon is dealt as force damage instead. This attack gains bonus damage equal to half your mythic tier.

Energy Boost (Su): You may expend one use of mythic power to use any extract, prototype, or wand without expending a prepared slot or charge. If you use an extract or prototype, you must have already prepared it today. If the extract, prototype, or wand requires a saving throw, non-mythic creatures roll twice and take the lower result. If the extract, prototype, or wand grants any numerical bonuses to skills, attack rolls, damage rolls, AC, or ability checks, increase them by half your mythic tier.

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the futurist path abilities lists or from the universal path abilities lists. Once you select an ability, it cannot be changed. Unless otherwise noted, each ability can only be selected once.

Ascendant Visionary (Su): At 10th tier, you can make any non-mythic magical or technological item in a single day, and your roll to craft the item is always considered a natural 20, regardless of the item's cost. You must still pay any material costs associated with crafting that item, and you must meet any prerequisites. Also, for the purposes of installing and using any cybertech, you treat your Constitution and Intelligence scores as 10 higher. Once per round when you activate a magical or technological item you created, you regain one use of mythic power.

IST-TIER FUTURIST PATH ABILITIES

You can select these path abilities at any tier.

Ace Pilot (Ex): Where others are master riders, you ride into battle astride mighty war engines whose temperament is only matched by their unstoppable

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firepower. Any damage dealt by a vehicle you drive, or by a weapon attached to that vehicle, ignores all damage reduction. Also, you may add your mythic tier to any skill checks, ability checks, or attack rolls made while driving a vehicle.

Additional Revelation (Ex): You may select an additional futurist revelation ability. You may select this ability up to two times.

Astounding Disable (Ex): Whenever you use Disable Device to disarm a trap or open a lock, it only requires a move action and doesn't provoke attacks of opportunity.

Avoid Mishap (Ex): Your impeccable skill at operating complex devices means that you can use even the most temperamental of machines with ease. Anytime you are using a firearm or technological item and it suffers a misfire or glitch, you may spend one use of mythic power to completely negate its effects.

Bane of Ignorance (Su): Your hatred for mindlessness extends to a visible hatred for all unthinking things. You may add your Intelligence score as a morale bonus to all attack and damage rolls against creatures without an Intelligence score.

Bigger Gun (Ex): You may wield firearms made for creatures one size category larger than you without penalty.

Contempt for Superstition (Su): Your exploration into the deepest foundations of magic has granted you the ability to turn that power back on the user. Whenever you succeed on a saving throw against an arcane spell or spell-like ability, you may expend a point of mythic power to turn that magic back on its user. This ability turns only spells that target you, not effect or area spells.

Deific Disdain (Su): With a full understanding of the nature of the universe, you question the legitimacy of the gods themselves; now, those that attempt to wield their power against you suffer the backlash of your contempt. Whenever you succeed at a saving throw against a divine spell or spell-like ability, you may expend a use of mythic power to create a psychic backlash against the caster, stunning them for 1d4 rounds. If the caster is mythic, reduce this duration to 1 round.

Efficient Consumption (Su): Whenever a technological item you wield consumes a charge, you may instead expend a use of mythic power. You may use this ability as many times as needed to fulfill the charge requirements.

Enhance Magic Items (Su): Your mythic presence enhances the power of certain magic items. Add half your tier to the caster level of potions, scrolls, staves, and wands you use. When using a staff or wand, you may activate the item by expending one use of mythic power instead of one of the item's charges. Using this ability does not grant you mythic power with the ascendant visionary ability.

Ergonomic Crafter (Su): You can not only create complex and powerful devices, but also possess the uncanny ability to make them easy to use. If a magical or technological item you craft requires an ability check or skill check to activate or use it, the DC is reduced by your mythic tier. This does not change any other requirements for activating the item, such as alignment, race, or class ability requirements.

Finished Product (Su): Select a single prototype you know of 3rd level or lower. You may treat that prototype as a spell-like ability, usable at will. You may expend one use of mythic power to give a bonus to the caster level of this prototype equal to half your mythic tier; this

bonus allows your caster level to exceed your character level. At 6th tier or higher, you may select this path ability a second time, selecting a different prototype.

Force Armor (Su): Armor you create does more than merely protect against common weapons; it shields against forces both magical and exotic. Whenever you wear armor you crafted, it counts its armor bonus to your touch AC.

Formulaic Deduction (Su): While many can create items that emulate magical effects, you can reverse the process. By studying and handling an identified magical item for one hour, you may make a Spellcraft check (DC 20 + the spell level of the highest spell used in the item's creation). If you succeed, choose one spell used in that item's creation; you learn it and copy it into your spellbook, as if learning from a scroll. You may use this ability only to learn spells you could copy by studying a scroll. This process does not expend or destroy the magic item in any way.

Imbued Weapons (Su): You can imbue a part of your essence into a magic weapon, making it far more lethal. As a swift action, you may expend one use of mythic power to double the numerical bonuses of a wielded magical weapon for 1 round. Enhancement bonuses can exceed the normal +5 limit in this way. This ability does not improve any effect that does not provide a flat numerical bonus. For example, a +2 flaming undead bane greatsword would be treated as a +4 flaming undead bane greatsword or, if fighting undead, a +8 flaming undead bane greatsword. Neither the 1d6 damage from the flaming property nor the 2d6 bonus damage from the bane property would be affected.

Increased Yield (Su): Your knowledge extends to more than just creation, but to destruction as well. Whenever using a spell or effect that deals damage in a radius, you may expend a point of mythic power to double that radius. In addition, the effect deals +2 damage per die of damage it originally dealt. Any non-mythic creature that fails a saving throw against this effect is knocked prone.

Legendary Gunsmith (Su): Your genius allows you to upgrade a firearm beyond its technological limits. You may upgrade a firearm to its equivalent in the next technological tier, such as a pistol to a revolver, a blunderbuss to a shotgun, or a rifle to a laser rifle. If multiple equivalents exist, you may choose to which weapon the firearm upgrades. A weapon can only be upgraded in this way once. To upgrade a firearm, you must work for 8 hours and pay the gold difference between the new firearm and the old firearm. You may only have a number of weapons upgraded in this way equal to your mythic tier, possessed either by you or by someone close to you.

Mythic Machine (Su): Select one mechanus or construct you have created using the Craft Construct feat. That creature may now use the surge ability a

number of times per day equal to your tier. Its surge ability uses the same bonus die type as you do when you use your surge ability.

Mythic Works (Su): Your greatworks are the pinnacle of technological and magical achievement, inspiring those around you to perform great deeds. Choose a single greatwork you have built that is not a mechanus. When activating this greatwork, you may expend uses of mythic power instead of charges. When you spend mythic power in this way, every ally within a 60-foot radius may add a +4 morale bonus to a single attack roll, damage roll, saving throw, or skill check made before the start of your next turn. Greatworks chosen for this ability cannot be harmed by non-mythic creatures and are treated as artifact-level magic items for the purposes of spells and effects.

Natural Cyborg (Su): You can do more than simply build a machine—you can become it. Select one piece of cybertech whose implantation modifier does not exceed your mythic tier. You implant that piece of cybertech into the appropriate slot. No tools or lab is required for this; it simply happens when you select this path ability. This piece of cybertech does not take up the slot or count against your implantation limit.

Overcharge (Su): Enforcing your mythic will on an item, you can force it to perform beyond specifications. When using a spell trigger or spell completion item, you may expend one use of mythic power to apply one of the following metamagic feats to the spell produced: Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, Merciful Spell, Reach Spell, or Rime Spell.

Question Mystery (Su): The power of illusion has no hold on your inquisitive mind. Whenever you carefully study or interact with an effect produced by an illusion spell or effect, you automatically pass any saving throw required to disbelieve that effect.

Tools of the Gods (Su): For you, the right tools are always at hand. You take no penalties for using inappropriate tools or no tools when creating any mundane, magical, or technological item. You must still pay any material costs associated with the item.

Trap Taker (Su): To disable magical traps, you may roll Use Magic Device instead of Disable Device. If your Use Magic Device check overcomes the DC to disable the trap by 5 or more, you may instead leave the trap in place, but tweak it so that you and your allies can bypass it. You may also alter the trap so it is set off by the creator and any creatures they might have designated as safe. When altering a trap in this way, you may expend one use of mythic power to move the trap to anywhere within 100 feet within line of sight.

Truth Seeker (Ex): You have an uncannily unquenchable search for the truth in all things. When gathering information using a Knowledge, Perception, Sense Motive, or Diplomacy check, you may expend a use of mythic power to add a +10 circumstance bonus

to the roll. If you are using this check to identify a piece of information about a creature during a combat encounter, you may remember one additional piece of information on a successful roll.

Visionary Builder (Ex): For you, the processes of crafting magical items and building technological devices are one in the same. If you possess the Craft Magical Arms and Armor feat, you gain the Craft Technological Arms and Armor feat as a bonus feat. If you possess the Craft Wondrous Item feat, you gain the Craft Technological Item feat as a bonus feat. You do not need to meet the prerequisites of either feat to gain them. If you already possess either the Craft Technological Item or Craft Technological Arms and Armor feat, you gain the to gain them. If you already possess either the Craft Technological Item or Craft Technological Arms and Armor feat, you may instead take Technologist or one other technology-related feat.

3RD-TIER FUTURIST PATH ABILITIES

Command Override (Su): As a standard action, you may expend one use of mythic power to make a melee touch attack against any construct, attempting to take control of them. If you succeed, the construct treats you as its creator and ally for all effects and commands. The original creator of the construct loses all control of the construct. A Will save by the construct (DC 10 + twice your mythic tier) negates this effect.

Critical Skill (Su): Whenever you roll a natural 20 on a skill check, you perform that skill with exceptional proficiency. Typically, this means the task takes half the normal time to accomplish. If the skill would normally take a full-round action, it instead takes a standard action. If it would normally take a standard or move action, it instead takes a swift action. If it would normally take a swift or free action, it instead takes no time at all. The GM might rule that instead of reducing the time needed, the critical success causes some other benefit, depending on the skill used and the situation.

Cybernetic Toughness (Su): Select one piece of cybertech you have installed in your body. It provides damage resistance 1/epic. This bonus increases by 1 for each additional piece of cybertech you have installed.

Drone Army (Su): Whenever you cast a spell or prototype from the construct subschool or one that has "drone" in its name, you may expend a point of mythic power to make its effect permanent. You may only have one permanent spell or prototype of this type at a time. You may select this path ability again at 6th and 9th tiers or higher. Each additional time you select this path ability, you may have another permanent construct spell or prototype at a time.

Glorious Activation (Su): When you activate a technological item, magical item, greatwork, or gadget, you may expend one use of mythic power to create an intense display of light and sound. All non-mythic enemies within 30 feet of you become shaken for 1d4 rounds. Mythic enemies may make a Will save (DC 10 + twice your mythic tier) to negate this effect.

Hold it Together (Su): At the start of your turn, you may expend a use of mythic power to ignore the broken condition on any one item you possess for 1 round. At 6th tier, you may use this ability to ignore the broken condition for one hour. At 9th tier, you may use this ability to remove the broken condition from the item entirely.

Masterwork Construct (Su): Select one mechanus or construct you have created. It gains DR 10/epic.

You may select this ability a second time at 6th tier or higher, and a third time at 9th tier or higher. Each additional time you take it, increase the DR by 10.

Penetrative Shots (Su): When you successfully hit a creature with a ranged attack, the first creature behind it in the line of fire is attacked as well, using the same rolls and modifiers as the first. If the first attack misses, or if there are no other creatures in the line of fire, this has no effect. Allies cannot be targeted by this second attack.

Possess Construct (Su): By expending one use of mythic power, you may project your soul into your mechanus or any construct you have crafted, as if possessing that creature with *magic jar*. Unlike with *magic jar*, the creature's animating essence remains within its body, allowing you to know what it knows and share its memories. This effect lasts until you end it by using a standard action.

Transfer Power (Su): You may expend one use of mythic power to transfer all the enchantments from one qualifying piece of weapon or armor to another. The new item must be able to be enchanted with these enhancements as if you were crafting it. If the new item does not qualify—for example, if you attempt to transfer a +1 vorpal enchantment from a longsword to a greatclub—this ability fails and the mythic power is wasted.

Unfettered Crafter (Su): When adding a new ability to a magic item that occupies a specific place on the body, you no longer pay the additional 50% cost. For example, if you add *invisibility* to a *ring of protection* +2, adding this ability costs the same as for creating *a ring of invisibility*.

6TH-TIER FUTURIST PATH ABILITIES

Become the Machine (Su): Your type changes to construct. Your hit points, class levels, racial abilities, and skills do not change. You become immune to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, stunning, and any effect that requires a Fortitude save, unless the effect is harmless or also works on objects. You are no longer subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage. You no longer need to eat, sleep, or breathe. You gain low-light vision and darkvision up to 60 feet if you did not possess those abilities already.



Unlike a normal construct, you can be healed for damage as a creature of your original type, can be raised or resurrected, and remain subject to mindaffecting effects.

Eternal Works (Su): When you create an item or construct, you may make it immune to being damaged or destroyed by non-mythic sources. Such items are also immune to any effects that would cause them to deteriorate or rot over time.

Grey Goo (Su): As a standard action, you may expend a use of mythic power and touch a single non-mythic, non-magical item to render it into amorphous grey goop, able to be reshaped into any form you choose. This goop weighs the same as the original item, and it has the same gold value for the purposes of using it for crafting. The goop is suitable material for any crafting; using the appropriate Craft skill, you may will the goop into any shape and material. If you use this ability on an object held or occupied by another creature, you must succeed on a melee touch attack, and that creature may make a Fortitude save (DC 10 + twice your mythic tier) to negate this effect. If you attempt to use this ability on a huge object, such as a house or a castle, you may only transmute pounds of that object equal to your mythic tier times 100 with each use of this ability. In this case, the portion of the object transmuted begins at the point you are touching.

Merge Magic Item (Su): You may merge two magic items together into one. To do so, you must work for 8 hours in a quiet area, and spend gold equal to 50% of the cost of each item being merged. The merged item provides the benefits of both items merged together. If the items occupy different slots, choose which of the two slots the final item occupies. If one item occupies a magic item slot and the other does not, the merged item must occupy the original magic item slot. If both items provide a bonus with the same name, such as two weapons with an enhancement bonus or two items that provide a morale bonus to a single skill, the merged item has the higher numbered bonus. This ability cannot be used to merge consumable magic items such as potions, scrolls, staves, or wands.

Masterwork Magic Item (Su): You can create a legendary item. This item grants a number of abilities equal to your tier (maximum 6). At 9th tier or higher, you may select this ability again, increasing the maximum to six abilities and causing the item to become a lesser artifact. At 10th tier or higher, you may select this ability again, increasing the maximum to 10 abilities, and causing the item to become a greater artifact. If you have taken the legendary item universal path ability, taking masterwork magic item lets you have a second legendary item.

Reject Un-Reality (Su): You have come to the conclusion that reality itself is merely subjective—that you are just a figment of imagination and through willpower alone can become the master of your own fate. After rolling a d20 but before knowing whether you succeeded or failed, you may expend a use of mythic power to reroll that die. You may continue to expend mythic power to reroll this check until you run out of mythic power or until you have rerolled a number of times equal to your mythic tier.

Technological Singularity (Su): Your skill in creating constructs is such that your work is indistinguishable from intelligent life. When you create a construct, you may permanently grant it intelligence and personality, as per *awaken*, except it gains 4d6 Intelligence and +1d4 Wisdom and Charisma. It gains skills and feats appropriate to its Hit Dice. The following are considered class skills for it: Climb, Disable Device, Fly, Knowledge (all), Linguistics, Perception, and Sense Motive. Unlike a normal construct, an awakened construct is not under the control of its creator, but rather is treated as an NPC; it may become a cohort, gain class levels, and the like.

NEW FEATS

EXTRA MACHINESMITH TRICK

Prerequisite: Machinesmith trick class ability.

Benefit: You gain one additional machinesmith trick. You must meet all of the prerequisites for this trick.

Special: You may gain Extra Machinesmith Trick multiple times.

MEW MYTHIC FEAT MYTHIC CRAFT CYBERNETICS

Prerequisites: Craft Cybernetics, Technologist, Heal 9 ranks, Knowledge (engineering) 9 ranks.

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Benefits: At the beginning of each day, when you regain your uses of mythic power, you may expend one use of mythic power to accomplish eight hours of work on a piece of cybertech you are crafting. You may only do this once per day per item, though you may also dedicate the actual eight-hour workday toward crafting. Unlike normal crafting of technological items, work accomplished by this feat does not require any special workspace or quiet, but the crafting still costs its normal amount.

Also, the implantation cost of cybertech you create decreases by one, to a minimum of 1.

MYTHIC CRAFT PHARMACEUTICAL

Prerequisites: Craft Pharmaceutical, Technologist, Heal 9 ranks, Knowledge (nature) 9 ranks.

Benefits: At the beginning of each day, when you regain your uses of mythic power, you may expend one use of mythic power to accomplish eight hours of work on a pharmaceutical or poison you are crafting. You may only do this once per day per item, though you may also dedicate the actual eight-hour workday toward crafting. Unlike normal crafting of technological items, work accomplished by this feat does not require any special workspace or quiet (though the cost of making technological items created this way is normal).

Also, pharmaceuticals you craft with durations longer than instantaneous have their durations doubled.

MYTHIC CRAFT TECHNOLOGICAL ARMS & ARMOR

Prerequisites: Craft Technological Arms and Armor, Technologist, Craft (mechanical) 7 ranks, Knowledge (engineering) 7 ranks.

Benefits: At the beginning of each day, when you regain your uses of mythic power, you may expend one use of mythic power to accomplish eight hours of work on a piece of technological armor or weapon you are crafting. You may only do this once per day per item, though you may also dedicate the actual eighthour workday toward crafting. Unlike normal crafting of technological items, work accomplished by this feat does not require any special workspace or quiet (though the cost of making technological items created this way is normal).

While crafting technological weapons and armor, you may magically enhance them at the same time. You must still pay any normal costs and possess any prerequisite feats or spells, but the processes of crafting the item and enhancing it happen simultaneously. The total time for crafting the item equals the longer of the two crafting times. For example, if crafting the item would take 8 days of work, and enhancing the item would take 16 days, then crafting the item takes 16 days total.

MYTHIC CRAFT TECHNOLOGICAL ITEM

Prerequisites: Craft Technological Item, Technologist, Craft (mechanical) 5 ranks, Knowledge (engineering) 5 ranks.

Benefits: At the beginning of each day, when you regain your uses of mythic power, you may expend one use of mythic power to accomplish eight hours of work on one technological item you are crafting. You may only do this once per day per item, though you may also dedicate the actual eight-hour workday toward crafting. Unlike normal crafting of technological items, work accomplished by this feat does not require any special workspace or quiet (though the cost of making technological items created this way is normal).

Also, you may combine technological and magical items together. You must meet all the prerequisites to create both the technological item and magic item, and they must use the same basic shape or magic item slot. Creating the combined item requires the same time as making a magic item and costs the same as the cheaper of the two items to be combined.

MYTHIC CREATIONS

Prerequisites: Extracts class ability or prototypes class ability.

Benefits: Your extracts and prototypes count as spells for the purposes of gaining and using mythic spells. When you select this feat, you learn a number of mythic spells equal to your tier, and you may expend mythic power when casting them to enhance the results. To select a mythic spell, you must be able to use the non-mythic version of it as an extract or prototype. Every time you gain a new tier, you may select an additional mythic spell.

Special: You may select this feat multiple times. Each time you select this feat, you must select different spells.

MYTHIC INSPIRED STRIKE

Prerequisites: Inspired Strike, studied combat class feature.

Benefits: When you deal extra damage using Inspired Strike, you also deal extra damage equal to half your tier.

MYTHIC TECHNOLOGIST

Prerequisite: Technologist.

Benefit: Whenever you roll an ability check or skill check against a technology-based subject, you gain a bonus equal to half your mythic tier.

MYTHIC TECHNOLOGY ADEPT

Prerequisites: Dex 13, Exotic Weapon Proficiency (firearms), Point-Blank Shot, Technology Adept.

Benefits: The bonuses to save DCs provided by Technology Adept increase by 1. When firing a technological firearm, you may expend one use of mythic power to force any creatures affected by any of the firearm's effects to roll their saving throws twice, taking the lower result.

NEW AUGMENTED SPELLS

MYTHIC BLADE DRONE

The blade drones attacks are treated as a force effect.

Before or after the blade drone attempts all of its attacks for the round, you may direct it to a new target as a swift action instead of a move action.

MYTHIC EXTERMINATOR DRONE

The exterminator drone's duration is instantaneous. It has unlimited range and continues to hunt the target until it or the target is destroyed. If the target is no longer on the same plane as the exterminator drone, or if it is otherwise unreachable, the drone will return to the caster to receive a different target.

MYTHIC GUARDIAN DRONE

The guardian drone moves with lightning speed, staying simultaneously in offensive mode and defensive mode, and affects all adjacent enemies.

Augmented (4th: If you expend two uses of mythic power, its circumstance bonus to attack rolls increases to +5, and its bonus to AC increases to +4 and changes to a shield bonus.

MYTHIC HUNTER SEEKER DRONES

All three effects of the hunter seeker drones can be applied simultaneously.

MYTHIC MOBIUS CONVERTER

Whenever this spell is used to restore a spell, extract, or prototype slot, it also restores one use of mythic power to the target.

Augmented (5th: If you expend two uses of mythic power, the battery restores two spells, extracts, or prototypes of 3rd level or lower to whomever uses the battery.

MYTHIC POCKET ARMY

This spell initially produces 2d4 constructs from the box. Each subsequent round, the box produces an additional 1d4 constructs. The constructs are treated as mythic creatures for the purposes of all spells and effects.

Augmented (8th: If you expend two uses of mythic power, the constructs are Medium, with AC 30, 50 hit points + 1/caster level, saving throws of 2 + caster level, and speed of 30 feet. They have two slam attacks that deal 1d8+16 damage, made at the caster's base attack bonus + Intelligence modifier. All unlisted details about the constructs remain the same.

MYTHIC IRONFORGED

Representing the very pinnacle of protectorate engineering, mythic ironforged move with speed and power unrivaled by lesser designs. Difficult to damage and capable of selfrepair, a mythic ironforged can fight on for months, even years, without maintenance.

MYTHIC IRONFORGED - CR 10/MR 5

XP 19,200

N Large construct

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 30, touch 9, flat-footed 30 (+0 Dex, +21 natural, -1 size)

hp 177 (13d10+106); fast healing 5

Fort +4, Ref +4, Will +4

DR 10/epic, adamantine and bludgeoning; **Immune** construct traits, magic; fortification (50%)

OFFENSE

Speed 30 ft.

Melee 2 slams +21 (6d6+12/19-20, ×3)

Space 10 ft.; Reach 10 ft.

Special Attacks amazing initiative, besiege, cleave^M, great cleave, power attack (-4 atk, +8 dmg), mythic power (5/day, +1d8)

STATISTICS

Str 26, Dex 10, Con —, Int 3, Wis 10, Cha 1 Base Atk +13; CMB +22 (+26 sunder); CMD 32 Feats Awesome Blow, Cleave^M, Great Cleave, Improved Critical (slam)^M, Improved Natural Attack (slam), Power Attack, Toughness^M Skills Profession (soldier) +13

SQ Besiege

SPECIAL ABILITIES

Besiege (Ex): A mythic ironforged does triple damage to inanimate objects. Ironforged are sometimes equipped with tools; all of its weapons and tools inflict the same damage as their slam, though the type of damage may change.

Immunity to Magic (Ex): A mythic ironforged is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. Any *rusting grasp* spell cast by a mythic source deals 1d6 damage per caster level to a mythic ironforged; there is no save, but the caster must make a successful touch attack. Any magical attack against a mythic ironforged that deals electricity damage heals 1 damage for every 3 damage it would deal. If this healing would cause the mythic ironforged to exceed its maximum hit points, it gains the excess as temporary hit points. A mythic ironforged gets no saving throw against magical attacks that deal electricity damage.

Iron Juggernaut (Ex): A mythic ironforged may expend one use of its mythic power to move in a straight line up to double its speed as a full-round action. Any obstacle in its path one size category larger or smaller than the mythic ironforged is destroyed. Any creature caught in its path must succeed on a Reflex save (DC 25) or suffer 6d6+12 damage and be knocked prone. A successful save halves the damage and negates the prone condition. This save is Strength-based.

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