Rite Publishing Presents

Faces of the Tarnished Souk: Primus Gearheart, the Clockwork King



By Matt Banach and Justin Sluder



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Primus Gearheart, the Clockwork King

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Dedication: To Clinton Boomer and Jonathan McAnulty —For bringing us the *Coliseum Morpheuon*.

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Primus Gearheart, the Clockwork King

Primus Gearheart is a brilliant craftsman and has been a reliable vendor of magical items in the Tarnished Souk for centuries. The tall, solidly-built ironborn dresses simply in red wizard's robes, often darkened by the soot of the forge. His reputation as a master of constructs is well-deserved and it is debated within the Souk whether his expertise exceeds that of his peer, the more ominous Jack of Diamonds. Primus loves and respects construct life in all forms, and is constantly motivated to care for and raise up other constructs. When speaking with humanoids he is direct and polite but seems disinterested in mortal affairs; when interacting with constructs or other ironborn his eyes alight with sparks and he speaks (or clicks, or buzzes) with earnest and affectionate intensity. Primus makes it his business to become personally familiar with nearly every construct and mechanical being on the island through his rounds of regular "repairs", and as such is in a position to gather surprisingly insightful information from constructs who ordinarily divulge nothing of what they overhear, and who few realize may be listening. Primus is kept company by a menagerie of clockwork pets and a veritable family of construct creations; he has even built several pseudo-replicas of himself, tasking these simple helpers with the chores of his workshop and minding the storefront. Gearheart is secretly infatuated with Black Glass Spade (an affection she does not know about, nor reciprocate) though he hides his yearning behind a mask of steely stoicism.

Dreamburning and Primus Gearheart

Hope: Primus came to the plane of Dream seeking the "dreams" of constructed beings. Acknowledging that these are extremely rare (since most constructs do not sleep), he fosters dreaming in other constructs and hopes to one day spread the inspiration and wonder of dreaming to all constructs everywhere.

Aspiration: Primus wants ironborn and other forms of constructed life to be fully accepted by the sentient humanoid races as equals in right and dignity.

Goal: Primus desires to win the heart of Black Glass Spade away from the Jack of Diamonds.

In the Tarnished Souk

"The Clockwork King" operates out of a large brick building topped with several tall copper smokestacks that constantly churn out high plumes of soot. The front of the building is a storefront well-stocked with a wide variety of magical weapons, armor, and wondrous items, most expertly crafted by Primus himself. One of Primus'

replicas, "Secundus", operates the storefront in a wooden but friendly fashion, selling items at a fair price and eagerly calculating exact change. Other replicas -"Tertius", "Quartus", etc. - busy themselves nearby with tasks of the store, or coming and going on errands while assisting Primus with his true work. In the back is Primus' vast workshop filled with his inventions, experiments, and an odd assortment of clockwork pets and constructed friends. Primus typically toils at his work without interest in his customers unless another ironborn should arrive or the customers trouble Secundus with requests for irregular items or services.

How to use Primus Gearheart, the Clockwork King

- At his most basic, The Clockwork King is an interesting proprietor of a well-stocked magical item shop where the PCs can buy any standard item and possibly commission Primus to craft nearly anything else. Primus values his own time more than he values mere gold, so for particularly complex, time-consuming, or dangerous commissions he will demand a favor in addition to a respectable monetary price for his services. Favors he might demand:
- The PCs must deliver a box of rust-protecting discs to a squadron of iron golems garrisoned out on the edge of the Plain of Twisted Laments, west of the city. There they risk encounter with ghosts or The Ravager, an immense ghoul.

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- A particular ironborn gladiator at the Probationer's Park must be freed from his gladiator's contract. The PCs must wager or wheedle with the ironborn's handler and are asked to win a fight in the gladiator's stead.
- The PCs must embarrass one of the Jack of Diamonds' teams, but keep the reason a secret.
- Primus cherishes construct life and can become involved in any plot involving ironborn, golems, or the Jack of Diamonds and his entourage. He zealously works to protect constructs, repair them, and ensure that their tasks, if not of their own choosing, are at least dignified and befitting their design. He is happy to debate the philosophy of "artificial" life, sentience, creation, or other topics.
- Primus is a secret rival to the Jack of Diamonds, who Primus views as a dangerously delusional sociopath. Gearheart also covets Black Glass Spade and desires to win her away from the Jack. Primus knows that the Jack could destroy him in a straightup fight, so he prefers undermining the Jack in subtle ways not easily traceable back to himself.
- The Clockwork King has the ability to craft ironborn, and could be the creator of any ironborn PCs.

Primus Gearheart, the Clockwork

King CR 21

XP 409,600 Male ironborn battle sorcerer 22 LN Medium humanoid (ironborn) Init +3; Senses Perception +26

Defense

AC 37, touch 19, flat-footed 33 (+8 armor, +5 deflection, +3 Dex, +1 dodge, +6 natural, +4 shield) hp 190 (22d8+88) Fort +16, Ref +16, Will +22 Defensive Abilities construct body; DR 20/--: **Immune** critical hits, magic missile, sneak attacks; SR 32

Offense

Speed 30 ft. Melee Hammer of Destruction +22/+22/+17/+12/+7(2d6+27/x3)Ranged Crossbow of Creation +25/+25/+20/+15/+10 (1d10+5/19-20) or Hammer *of Destruction* +25 (2d6+12/x3/20 ft.) Sorcerer Spells Known (CL 22nd; concentration +30)9th (5/day)-gate, summon monster IX, teleportation circle, wish

- 8th (6/day)-clone, moment of prescience, polymorph any object (elementals only, DC 26), prismatic wall (DC 26)
- 7th (6/day)-forcecage (DC 25), instant summons, plane shift (DC 25), statue (DC 25)
- 6th (6/day)—animate object, chain lightning (DC 24), disintegrate (DC 24), wall of iron (DC 24)
- 5th (6/day)-fabricate, major creation, secret chest, telekinesis (DC 23)
- 4th (7/day)-dimension door (DC 22), minor creation, stone shape, stoneskin (DC 22)
- 3rd (7/day)-fireball (DC 21), fly (DC 21), haste (DC 21), tiny hut
- 2nd (7/day)—invisibility, make whole, resist energy (DC 20), scorching ray, see invisibility
- 1st (7/day)-animate rope, expeditious retreat, identify, mage armor, shield
- Cantrips (at will)—detect magic, light, mending, message, prestidigitation, read magic, resistance, spark

Bloodline constructed

Tactics

Before Combat Should the Clockwork King suspect he is about to engage in combat, he casts stoneskin, fly, shield, and haste. If he knows the combat capabilities of those he'll be fighting, he casts additional spells as needed. These spell effects are included in his stats. He typically keeps a *disintegrate* spell stored in his warhammer. The Clockwork King casts moment of prescience on himself before starting whatever he has planned for the day.



During Combat The Clockwork King maintains range as long as he can, using his various ranged spells to harass opponents, specifically animate object, chain lightning, fireball, and telekinesis. Should he notice someone interesting, he'll attempt to hit them using the Crossbow of Creation, or by simply casting forcecage on them. On the turn before he is engaged in melee, he dimension doors away unless prevented from doing so, in which case he fights defensively while wielding the Hammer of Destruction two-handed.

Morale Should the Clockwork King be reduced to below 60 hit points he makes use of his spells to escape, even going so far as to use wish to reproduce the effects of spells he doesn't know.

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Statistics

Str 20, Dex 16, Con 18, Int 16, Wis 18, Cha 27 Base Atk +16; CMB +21; CMD 40 Feats Craft ConstructB, Craft IronbornB, Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item, Crossbow Mastery, Eschew MaterialsB, Point-Blank Shot, Power AttackB, Rapid Reload, Rapid Shot, Skill Focus (Craft [armorsmithing], Craft [weaponsmithing], Knowledge [engineering])

Skills Appraise +15, Craft (armorsmithing, weaponsmithing) +36, Craft (stonemasonry) +30, Diplomacy +28, Knowledge (arcana) +27, Knowledge

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(engineering) +34, Knowledge (local, planes) +10, Perception +26, Spellcraft +28, Use Magic Device +33; Racial Modifiers -2 Bluff, Diplomacy, Intimidate, Sense Motive

Languages Celestial, Common, Draconic, Dwarven, Infernal

SQ arcane bond (warhammer), bloodline arcana, builder (Craft [weaponsmithing]), immortal, materials expert

Combat Gear staff of life (10 charges), wand of cure critical wounds (50 charges), wand of haste (50 charges); Gear Hammer of Destruction, Crossbow of Creation, Gauntlets Alteration, amulet of natural armor +5, belt of physical perfection +6, bracers of resistance +5, headband of mental prowess +6 (Craft [stonemasonry], Diplomacy, Perception), node of celerity, node of rust protection, ring of protection +5, ring of sustenance, robe of armor +8, 3 pouches (granite and diamond dust worth 250 gp each), mwk armorsmithing tools, mwk stonemasonry tools, mwk weaponsmithing tools

Special Abilities

Battle Sorcerer As a battle sorcerer, Primus is proficient with all simple weapons, light armor, and a single, one-handed martial weapon (warhammer). Due to his combat training, he has less developed spellcasting abilities, resulting in one less spell slot and spell know of each level.

Bloodline Arcana Some constructs are susceptible to Primus' mind-affecting spells. Unintelligent constructs are not immune to his compulsion effects (including unintelligent golems).

Builder (Ex) Primus gains 1 rank in Craft at 1st-level and 1 bonus rank to spend upon it at each subsequent level. Primus can purchase goods that he can make with his Craft skills at a 10 percent discount, as he knows enough about his trade to find bargains on quality goods.

Construct Body (Su) Primus' body has become so much like a golems, it is composed almost completely of adamantine. He possesses immunity to sneak attacks, critical hits, and gain damage reduction 20/-. He can make use of items which function for creatures of the construct type.

Golem's Gift (Sp) Primus has spell resistance equal to his battle sorcerer level +10.

Immortal (Ex) As artificial creatures, ironborn suffer none of the drawbacks and gain none of the benefits of aging. They never die of natural causes, and they are immune to any attacks or effects that age a character.

Materials Expert (Ex) Primus was designed to have a keen eye for spotting flaws in objects. When he damages an inanimate object, he inflicts 1.5 times his Strength bonus in damage with a one-handed weapon, or twice his Strength bonus in damage with a two-handed one.

Touch of Elan (Sp) When Primus casts animate object the duration doubles automatically. He can also permanently animate the object without casting permanency, though it only requires half the normal cost of diamond dust that *permanency* requires.



Secundus (or Tertius, or Quartus, etc...) CR 4

XP 1,200

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Clockwork human rogue 3 LN Medium construct (augmented humanoid [human]) Init +3; Senses darkvision 60 ft., low-light vision; Perception +8

Defense

AC 19, touch 13, flat-footed 18 (+1 armor, +3 Dex, +5 natural) hp 43 (3d8+26) Fort +3, Ref +6, Will +3 Defensive Abilities evasion, hardness 10, reinforced construction, trap sense +1; Resist acid 10, cold 10, fire 10 Weaknesses metal body, vulnerability to electricity いち ひとうひょうひょう ひょう ひょう ひょう

Offense

Speed 30 ft. **Melee** mwk rapier +6 (1d6+2/18-20) Ranged mwk light crossbow +6 (1d8/19-20) Special Attacks +2d6 Tactics

During Combat The Clockwork King's constructed minions fight zealously to defend their liege, going so far as to lay down their "life" in service to that which granted them being.

Statistics

Str 14, Dex 16, Con -, Int 11, Wis 10, Cha 9 Base Atk +2; CMB +4; CMD 17 Feats Alertness, Iron Will, Weapon Finesse

Skills Appraise +6, Bluff +5, Diplomacy +5, Disable Device +14, Knowledge (local) +6, Knowledge (planes) +3, Perception +8, Sense Motive +8, Sleight of Hand +9, Use Magic Device +5; Racial Modifiers +5 Craft (armorsmithing), +5 Craft (weaponsmithing), +5 Disable Device, -2 Stealth

Languages Common

SQ created mind, rogue talent (canny observer), trapfinding +1, windup key

Gear mwk rapier, mwk light crossbow with 10 bolts, bracers of armor +1, windup key **Special Abilities**

Canny Observer (Ex) When Secundus makes Perception checks to hear the details of a conversation or to find concealed or secret objects (including doors and traps), it gains a +4 bonus.

Crossbow of Creation

Aura strong transmutation; CL 16th Slot none; Price 344,350 gp; Weight 8 lbs. Description

This +5 distance heavy crossbow of seeking and speed can be used to fire a single bolt in a round which captures the target (as forcecage, DC 25). Construction

Requirements Craft Magic Arms and Armor, clairaudience/clairvoyance, fabricate, forcecage, haste, plane shift, polymorph any object, true seeing; Cost 172,350 gp

Gauntlets of Alteration

Aura strong universal; CL 18th

Slot none; Price 324,000 gp; Weight 1 lbs. Description

These articulated mithral gauntlets grant the wearer the ability to mold metal, stone, and wood as if it was fresh clay up to a range of 1,200 ft. Additionally, by spending a full day of uninterrupted concentration while holding an item, the wearer can alter an existing ability of an item (such as changing a *flaming sword* into a frost sword, or a slick armor into a shadow armor).

Construction

Requirements Craft Wondrous Items, *fabricate*, stone shape, telekinesis, wish, wood shape; Cost 162,000 gp

Hammer of Destruction

Aura strong transmutation; CL 20th Slot none; Price 317,524 gp; Weight 5 lbs. Description

Composed of an alloy of adamantine and mithral, this warhammer is sized for a large creature, but can be wielded by a medium creature one-handed without penalty. It functions as a large +5 spell storing warhammer of throwing, distance and returning, and as both a mithral weapon, and an adamantine weapon. On a critical hit, the target is affected by a disintegrate (40d6, DC 24) effect. Construction

Requirements Craft Magic Arms and Armor, clairaudience/clairvoyance, bull's strength, disintegrate, magic stone, telekinesis; Cost 160,924 gp

Node of Celerity

Aura moderate transmutation; CL 6th Slot any; Price 144,000 gp; Weight -Description

This small silver disk bonds with whatever construct it is placed upon, placing it continuously under the effects of the haste spell. This item even functions on golems, which are normally immune to the effects of the haste spell. Once attached, the disk doesn't release until the construct is destroyed.

Construction

Requirements Craft Wondrous Item, haste; Cost 72,000 gp

Node of Rust Protection

Aura moderate transmutation; CL 8th Slot any; Price 10,500 gp; Weight -

Description

This rusted iron disk bonds with whatever metallic construct it is placed upon, continuously protecting it from rust attacks. Construction

Requirements Craft Wondrous Item, rusting grasp; Cost 5,250 gp



Hammer of Destruction

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Primus Gearheart

CR 14

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Male ironborn battle sorcerer 15 LN Medium humanoid (ironborn) Init +1; Senses Perception +16

Defense

AC 25, touch 13, flat-footed 24 (+5 armor, +2 deflection, +1 Dex, +3 natural, +4 shield) (+2 dodge when fighting defensively)

hp 101 (15d8+30)

Fort +10, Ref +9, Will +13 Defensive Abilities object's frame (light fortification): DR 10/adamantine (150 points); Immune magic

Offense

Speed 30 ft.

Melee +2 spell storing warhammer +17/+12/+7(1d8+8/x3) or +2 spell storing warhammer +13/+8/+3 (1d8+8/x3/fighting defensively)

Ranged +1 distance heavy crossbow +13 (1d10+1/19-20)

Sorcerer Spells Known (CL 15th; concentration +20)

- 7th (3/day)—instant summons, statue
- 6th (5/day)-animate object, disintegrate (DC 21), wall of iron
- 5th (6/day)-fabricate, major creation, secret chest, telekinesis
- 4th (6/day)-dimension door, minor creation, stone shape, stoneskin

3rd (6/day)-fireball (DC 18), fly, haste, tiny hut

2nd (6/day)-bull's strength, make whole, resist energy, scorching ray, see invisibility

1st (7/day)—animate rope, expeditious retreat, identify, mage armor, shield

Cantrips (at will)—detect magic, light, mending, message, prestidigitation, read magic, resistance, spark

Bloodline constructed

Jactics

Before Combat Should Primus suspect he is about to engage in combat, he casts stoneskin, fly, shield, and haste. If he knows the combat capabilities of those he'll be fighting, he casts additional spells as needed. These spell effects are included in his stats. He typically keeps a disintegrate spell stored in his warhammer.

During Combat Primus maintains range as long as he can, making use of his crossbow. Should he run out of bolts before opponents reach him, he uses animate objects and telekinesis on whatever is handy and uses them to harass opponents, as well as making use of his other ranged spells. On the turn before he is engaged in melee, he casts bull's strength unless he did so before entering combat. He then enters melee, fighting defensively while wielding his warhammer two-handed. Morale Should Primus be reduced to below 35 hit points he dimension doors or flies away, whichever is most advantageous at the time.

Statistics

Str 18, Dex 12, Con 14, Int 12, Wis 12, Cha 21 Base Atk +11; CMB +14; CMD 27

Feats Craft ConstructB, Craft IronbornB, Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item, Eschew MaterialsB, Point-Black Shot, Skill Focus (Craft [armorsmithing], Craft [weaponsmithing], Knowledge [engineering]) Skills Appraise +10, Craft (armorsmithing, weaponsmithing) +27, Knowledge (arcana) +10, Knowledge (engineering) +20, Knowledge (local, planes) +5, Perception +16, Spellcraft +10, Use Magic Device +17; Racial Modifiers -2 Bluff, Diplomacy, Intimidate, Sense Motive

Languages Common, Draconic, Dwarven **SQ** arcane bond (warhammer), bloodline arcana, builder (Craft [weaponsmithing]), immortal, materials expert

Combat Gear wand of cure serious wounds (25 charges), wand of haste (15 charges); Gear +2 spell storing warhammer, +1 distance heavy crossbow with 20 bolts, amulet of natural armor +2, belt of physical perfection +2, bracers of resistance +3, headband of mental prowess +2 (Int, Cha; Perception), node of rust protection, ring of protection +2, robe of armor +5, 3 pouches (granite and diamond dust worth 250 gp each), mwk armorsmithing tools, mwk weaponsmithing tools

Special Abilities

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Battle Sorcerer As a battle sorcerer, Primus is proficient with all simple weapons, light armor, and a single, one-handed martial weapon (warhammer). Due to his combat training, he has less developed spellcasting abilities, resulting in one less spell slot and spell know of each level.

Bloodline Arcana Some constructs are susceptible to Primus' mind-affecting spells. Unintelligent constructs are not immune to his compulsion effects (including unintelligent golems).

Builder (Ex) Primus gains 1 rank in Craft at 1st-level and 1 bonus rank to spend upon it at each subsequent level. Primus can purchase goods that he can make with his Craft skills at a 10 percent discount, as he knows enough about his trade to find bargains on quality goods.

Golem's Gift (Sp) Primus has spell resistance equal to his battle sorcerer level +10.

Immortal (Ex) As artificial creatures, ironborn suffer none of the drawbacks and gain none of the benefits of aging. They never die of natural causes, and they are immune to any attacks or effects that age a character. Materials Expert (Ex) Primus was designed to have a keen eye for spotting flaws in objects. When he damages an inanimate object, he inflicts 1.5 times his Strength bonus in damage with a one-handed weapon, or twice his Strength bonus in damage with a two-handed one. **Object's Frame (Su)** Primus' unusual anatomy has given him a 50% chance to ignore any critical hit or sneak attack scored against him.

Touch of Elan (Sp) When Primus casts animate *object* the duration doubles automatically. He can also permanently animate the object without casting *permanency*, though it only requires half the normal cost of diamond dust that *permanency* requires.

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Primus XP 3,200

CR7

Male ironborn battle sorcerer 8 LN Medium humanoid (ironborn) Init +0; Senses Perception +1

Defense

AC 21, touch 11, flat-footed 21 (+4 armor, +1 deflection, +2 natural, +4 shield) (+2 dodge when fighting defensively) hp 47 (8d8+8) Fort +3, Ref +2, Will +7 Defensive Abilities object's frame (light fortification); DR 10/adamantine (80 points); **Immune** magic missile Weaknesses rust vulnerability

Offense

Speed 30 ft.

Melee +1 warhammer +11/+6 (1d8+7/x3) or +1warhammer +7/+2 (1d8 $+7/x_3$ /fighting defensively) **Ranged** +1 heavy crossbow +7 (1d10+1/19-20)Sorcerer Spells Known (CL 8th; concentration +12)

4th (3/day)-stoneskin

- 3rd (5/day)-fireball (DC 17), tiny hut
- 2nd (6/day)-bull's strength, make whole, resist energy
- 1st (6/day)—animate rope, expeditious retreat, identify, mage armor, shield

Cantrips (at will)-detect magic, light, mending, prestidigitation, read magic, resistance, spark **Bloodline** constructed

Tactics

Before Combat Should Primus suspect he is about to engage in combat, he casts mage armor, stoneskin, and shield. If he knows the combat capabilities of those he'll be fighting, he casts additional spells as needed. These spell effects are included in his stats. He always has a *mage armor* spell active and saves two spell slots should he need them, one for *expeditious retreat* and the other for *mage armor*. During Combat Primus maintains range as long as he can, making use of his crossbow. On the turn before he is engaged in melee, he casts bull's strength unless he did so before entering combat. He then enters melee, fighting defensively while wielding his warhammer two-handed. These are included in his stats.

Morale Should Primus be reduced to below 15 hit points, he casts expeditious retreat, and then withdraws on his next turn.

Statistics

Str 18, Dex 10, Con 12, Int 10, Wis 12, Cha 18 Base Atk +6; CMB +10; CMD 21 Feats Craft ConstructB, Craft Magic Arms and Armor, Craft Wondrous Item, Eschew MaterialsB, Skill Focus (Craft [armorsmithing], Craft [weaponsmithing])

Skills Appraise +4, Craft (armorsmithing, weaponsmithing) +16, Knowledge (arcana) +5, Knowledge (engineering) +4, Knowledge (local, planes) +1, Spellcraft +4, Use Magic Device +8; Racial Modifiers -2 Bluff, Diplomacy, Intimidate, Sense Motive

Languages Common, Dwarven

SQ arcane bond (warhammer), bloodline arcana, builder (Craft [weaponsmithing]), immortal, materials expert

Combat Gear wand of cure light wounds (50 charges); Gear +1 warhammer, +1 heavy crossbow with 20 bolts, amulet of natural armor +1, bracers of resistance +1, ring of protection +1, 3 pouches (granite and diamond dust worth 250 gp each), mwk armorsmithing tools, mwk weaponsmithing tools **Special Abilities**

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Battle Sorcerer As a battle sorcerer, Primus is proficient with all simple weapons, light armor, and a single, one-handed martial weapon (warhammer). Due to his combat training, he has less developed spellcasting abilities, resulting in one less spell slot and spell known of each level.

Bloodline Arcana Some constructs are susceptible to Primus' mind-affecting spells. Unintelligent constructs are not immune to his compulsion effects (including unintelligent golems).

Builder (Ex) Primus gains 1 rank in Craft at 1st-level and 1 bonus rank to spend upon it at each subsequent level. Primus can purchase goods that he can make with his Craft skills at a 10 percent discount, as he knows enough about his trade to find bargains on quality goods.

Immortal (Ex) As an artificial creatures, Primus suffers none of the drawbacks and gain none of the benefits of aging. He will never die of natural causes, and is immune to any attacks or effects that age a character.

Materials Expert (Ex) Primus was designed to have a keen eye for spotting flaws in objects. When he damages an inanimate object, he inflicts 1.5 times his Strength bonus in damage with a one-handed weapon, or twice his Strength bonus in damage with a two-handed one.

Object's Frame (Su) Primus' unusual anatomy has given him a 25% chance to ignore any critical hit or sneak attack scored against him.



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Clockwork Creature

Sometimes it's hard to find friends, so why not make some? Clockwork creatures are built to resemble existing creatures in form and function.

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Creating a Clockwork Creature

"Clockwork creature" is a created template that can be added to any living, corporeal creature that is not an ooze (referred to hereafter as the base creature). A clockwork creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating Same as the base creature +1 or +2 if the clockwork creature possesses reinforced construction (see Special Qualities below). **Alignment** Always neutral or as creator. **Type** The creature's type changes to construct (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses A clockwork creature gains darkvision 60 ft., and low-light vision.

Armor Class Natural armor improves by +5. **Hit Dice** Change all racial Hit Dice to d10s. Class Hit Dice are unaffected. As constructs, they do not gain bonus hit points from Constitution because they don't have a Constitution score.

Defensive Abilities A clockwork creature gains hardness 10, resistance to acid 10, cold 10, and fire 10. **Weaknesses** Clockwork creatures gain vulnerability to electricity effects. They also gain the following ability.

Metal Body (Ex) Beneath its skin, a clockwork creature is largely composed of metal. It counts as a ferrous creature for the purpose of rusting grasp and other spells that have special effects on metal. **Special Qualities** A clockwork creature gains the following.

Created Mind (Ex) Clockwork creatures know nothing when first created, but many are intelligent. On its first day, a clockwork creature functions like any mindless construct, but thereafter its native intelligence comes to the fore, allowing it to reason and improvise. Creators can thus give their clockwork constructs somewhat vague commands and allow them to interpret and act on them, secure in the knowledge that their servants will not act in a way contrary to their desires.

Despite a reasoning intelligence, the clockwork creature remains wholly under the control of its creator and does nothing against that individual's will. Because of a special bond formed during its first day, the clockwork creature can instinctively detect the location of its creator, regardless of magical and natural barriers, so long as the latter is within 100 ft. This ability prevents anyone from successfully, impersonating the creator within that range. If someone resembling its creator issues an order from more than 100 ft. away, the clockwork creature might or might not obey, depending on how suspicious it is of the command.

The creator can designate another creature or group of creatures for the clockwork creature to obey, but

the creator's commands always take precedence over those of other designated commanders. If the clockwork creature has an Intelligence score of 3 or higher, it continuously watches designated commanders for signs that they are commanding it against its creator's intent. Should such a situation occur, the clockwork creature acts loyally instead. A clockwork creature with an Intelligence of 12 or higher automatically knows when its creator is being forced to act against their own wishes through mental control or other coercion, physical or mental. In such a case, the clockwork creature improvises a way to attain its creator's true goals without allowing harm to come to him. In the absence of any commands from its creator, a clockwork creature follows the last commands it received. If it knows its creator is dead, it attempts to achieve their goals to the best of its ability.

Reinforced Construction (Ex) Some clockwork creatures are built sturdier than others, and use their Strength score as a living creature would use its Constitution score. This ability is not possessed by all clockwork creatures.

Windup Key (Ex) A clockwork creature must be wound up each day by placing a small key into a special orifice and turning it-an action that provokes attacks of opportunity. For each full round the key is turned, the clockwork creature can be active for 4 hours (maximum 24 hours). In most cases, the creator either retains their construct's key or gives it to the clockwork creature so it can keep itself running. When the clockwork creature runs down, it becomes immobile, helpless, and unconscious, and it remains so until wound up again. Anyone can wind up a clockwork creature without the key by making a successful Disable Device check as a full-round action (DC based on the quality of the lock the creator built into the clockwork creature). This technique allows the clockwork creature 4 hours of activity (maximum 24 hours) for each such successful check.

Ability Scores Str +4, Dex +4, Int -4 (minimum 0), Wis -4 (minimum 1), Cha -4 (minimum 1). As a construct, a clockwork creature does not have a Constitution score. Should a clockwork creature's Intelligence score be reduced to 0 they become a mindless construct and gain all the benefits and drawbacks of being so.

Skills A clockwork creature with racial Hit Dice has skill points per racial Hit Dice equal to 2 + its Intelligence modifier. They have no racial class skills and do not gain any skill points if the clockwork creature is mindless.

Clockwork creatures gain a +5 racial bonus on Craft (armorsmithing), Craft (weaponsmithing), and Disable Device checks, and can use these skills untrained. However, they suffer a -2 penalty on Stealth checks due to the constant click and whir of their internal mechanisms while functioning.

Ironborn and Constructed Bloodline

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