

MONSTER MENAGERIE

THE CONSTRUCT COMPANION



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



The Four Horsemen



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OFF THE MAP

The limestone block slid away from the two men with engineered ease. As dust settled into the new portal, the bigger man turned his head and pinched his nose. The heel of his gloved hand muffled the sound of his inevitable sneeze.

His partner snorted just as quietly. Gildon Flitch had cracked more ancient tombs and burgled more abandoned temples than anyone he knew. He was quick to be critical of amateurs.

"You gone soft in your golden years, Murph? If you can't stand the dust, might be best if you wait for me back in town."

Murph turned his head and spit into the wall. "I'll be fine. Let's just see where this place leads. It's not on the map." Murph gestured with the old papyrus sheet, its faded ink barely visible.

"It's the places not on the map that are most interesting," Flitch whispered. "And most profitable, too."

Murph raised an eyebrow as Flitch stepped into the narrow hole made by the secret door. The smaller man leaned in, never taking his full weight off his back foot, until he sniffed the air and tapped the wall on either side of him. He arched back to give Murph an approving nod.

The tunnel followed a steep grade, descending between the mapped walls of the old temple structure. Flitch took point as always, his larger friend less mobile and cursed with mere human vision. As the air grew still and cold, the veterans realized they'd passed below the sunken ziggurat and now ventured into chambers unexplored for centuries. Murph became agitated, muttering about being careful; he kept eyeing the stone seams in the floor as if each one were trapped. Flitch never understood Murph's pessimism. Discovery and riches were mere moments away, but Murph insisted they were in danger.

Then it happened. The hallway evened out, dark with twin green lights ahead. Flitch barely had time to warn his companion when two flaming shards of broken

steel fired out at him. As he flattened himself against the wall, he felt something metallic on his fingers. He knew instantly he'd made a mistake. There were metal symbols fastened to the wall, and he was touching them.

"Murph!" the thief began, but it was too late. A purple flash from the symbols activated the trap. Heavy footfalls sounded the approach of the Green-Eyed Thing, while the floor under Murph collapsed. The big human lurched forward, grasping the new ledge with a desperate hand. Flitch became vaguely aware of words being spoken by a new voice. He looked to parley with the

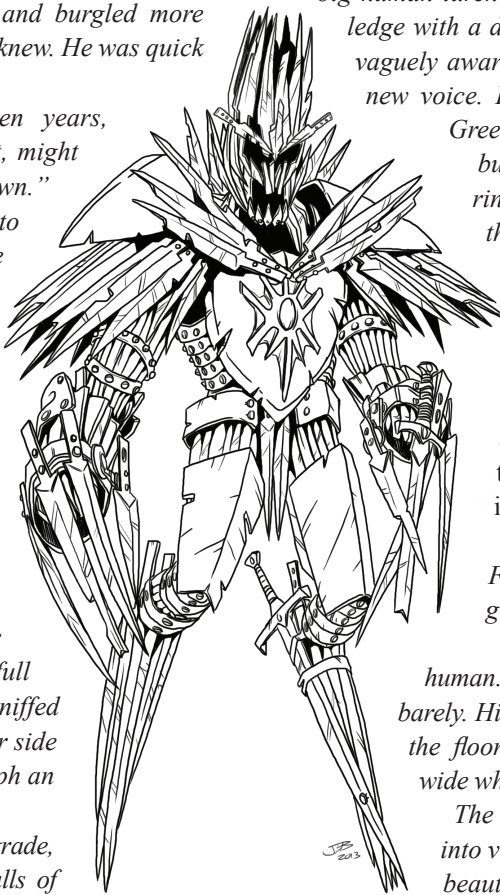
Green-Eyed Thing as it neared, but caught sight instead of a ring of symbols spinning against the wall next to him. It was the wall that spoke, the symbols disappearing in clockwise order as the magical message played out:

Greetings, intruder. You alone will bear witness to all that you see here. All other intruders are forfeit.

The meaning terrified Flitch. "Murph, we have to get out of here!"

"Grab my arm!" shouted the human. Murph was holding on, but barely. His head crested the plane where the floor once was. His eyes opened wide when he looked behind his friend.

The Green-Eyed Thing stomped into view. It was at once horrific and beautiful. Bent swords and shattered axe blades jutted from every part of its nine-foot-tall frame. It filled the corridor with its symmetry, the green eyes staring blankly from inside a bronze helm. Its legs were bundled steel blades tapered to deadly points, on which the Thing seemed to balance perfectly. When it moved, Flitch could hear the groaning of twisted metal, like a rusted gate. He tried to shift himself to help Murph, but the monster reached past him and pierced Murph's shoulder with its dagger-fingers. Animated by some powerful magic, the blades curled, forcing a screech of pain from the big man. Trapped on the hooked finger-blades, Murph rose helplessly as the Thing lifted him up with one arm.



The background of the page is a detailed illustration. At the top, several thick metal chains hang from the ceiling. On the left, a statue of a figure with long, flowing blonde hair is partially visible. The main background is a grey stone wall. In the bottom left corner, there is a small brown teddy bear sitting on a green patterned surface. The number '2' is written in a blue circle next to the bear.

Flitch bit his lip and drew his own dagger. A cut at the barbed wire holding the leg together might help. He jabbed out with the blade, only to have The Thing intercept the dagger with its free arm. The steel bent a fraction and then snapped. Flitch had to release his grip on the pommel, lest his hand be pulled into the guardian's metal body, where the broken blade joined countless others. It used that same arm to backhand Flitch against the wall again, only this time there was a flash of silver light and the wall gave way as he rolled backwards into another secret chamber.

Flitch flipped over his shoulder and landed on his feet, rising to take another run at saving Murph, but the wall was already shifting back into place. As if every moment were scripted to add to the sudden horror, The Thing turned its green eyes back to Murph and shook a single, curved blade out of its free hand. The blade gleamed with enchantment and then burst into flames. The rock wall, covered in affixed golden sigils, rose to the ceiling, cutting off the orange light shed by their assailant.

Blinded, Flitch pressed his face against the cold stone. He could barely hear the screams of his partner through the dividing wall, but there was no doubt Murph was dying. A few reports of those bladed fists against Murph's body and the screams subsided. The fading thump of metal on stone told Flitch he was alone.

Forsaking any hope for treasure, thinking only of crawling out of the forgotten tunnel and drowning his sorrows safely at home, Flitch began to paw at the stone barrier that kept him prisoner. Feeling for the golden filigree, he traced several lines in search of a pattern. A brief flash of soft blue light pulsed from the wall, encouraging him to trace and prod some more. His mouth cracked in half a smile as he hurriedly tried to repeat whatever motions brought him the light. After a few moments, he heard a soft click and the blue light shown behind him, illuminating the wall.

Flitch muttered a thanks to his elven bastard of a father for the gift of keen vision in the shadows. He could just make out the bizarre sigils in front of him when he realized he hadn't looked for another way out. He turned to survey the unexplored room beyond, hoping for a more familiar solution.

There were hundreds of them. Tall humanoids standing at attention like the proud army sods he'd laughed at in his youth. Only these things more resembled the monster

that just killed his friend. Smaller, more aesthetically shaped, but menacing and severe—automatons just the same. They stood there, dormant like bees in the cold. Their faces were dark, their arms down with hands touching their hips in some sort of parade rest.

With the trauma of the last few moments slowly fading into memory, it occurred to Flitch that these machines likely had tremendous value. Collectors of ancient artifacts would pay handsomely for a whole one. Academics and artificers would reward him for the discovery—and of course, he'd travel quickly among several colleges, telling each one they could buy his silence and unearth the machines exclusively. Hells, after the initial surge of explorers and sightseers, there might be enough dead machines left over to sell to ironsmiths as scrap. Flitch didn't care how he was paid for his troubles, as long as he and Murph's special lady were rewarded for their losses. His eyes lit up with hope, a common expression on his previous journeys.

"Proof." He said aloud. "'Not without proof,' they'll say." Flitch looked back at the stone wall separating himself from the rest of the world. "I'll bring ye proof, don't worry over that." he muttered aloud, creeping towards the rows of man-sized statues. He descended three steep stairs when his eyes were finally drawn to the source of the blue light. Dozens of rows back, he noticed the light slowly increasing in brightness, until with horror he realized what he bore witness to.

Their eyes. Each pair a soft blue glow piercing the darkness. And as they flared on row by row, the light in the room increased. The soldier-machines never moved, but Flitch felt the light come toward him in an unstoppable wave. Panic returned in that moment, and when he finally felt his feet beneath him again, he returned to the dividing wall.

"Sigils. Sigils," he muttered, trying to remember the patterns he had tried a few minutes ago. Behind him, the light increased with steady rhythm, but he refused to look back. Maybe they'll stay. Maybe they need orders. Maybe they'll just stand there until I get this door open and I'll leave them in my dust.

His fingers reached out for the golden symbols, his sweating palms rubbing the smooth metal and feeling its heat again. No sooner had he touched the golden filigree when he heard behind him the sound of a hundred metallic footfalls.

INTRODUCTION: ANGELS IN THE STONE

It is believed that the great sculptor Michelangelo said, when speaking on the subject of his work, “I saw the angel in the marble and carved until I set him free.” Collectively, this is how we see the world, whether or not we realize it at any given moment. We love to create, and we constantly look for opportunities to do so. The world is our workshop. Every stone is a statue, the foundation of a cathedral, or even a kitchen countertop just waiting to happen. Within every tree lies the potential for part of a home, a child’s toy, the handle of a tool, or the beginnings of a boat. Our oldest tales are even filled with themes of taking something inert or mundane and imbuing it with purpose or a life of its own.

Many creation stories from cultures the world over include the idea that humanity itself was formed from the basic stuff of the earth that was breathed into and given life. Adam was molded of river clay in the book of Genesis and given life in the Garden of Eden. Greek mythology tells of the titan Prometheus, who modeled mankind out of clay to repopulate the world after all living creatures perished in the early battles of the gods. Babylonian myth owes the origin of humanity to a sort of clay made from the blood and flesh of a slain god. Lakota stories tell of a great flood that killed all the humans in the world, so a turtle dove to the depths of the water and returned with a small lump of earth, from which the gods fashioned new humans to live in a cleansed world. Though the details differ, the story repeats itself over and over in the various myths of our world.

So fascinated are we with the act of taking something lesser and uplifting it to true life, that stories of mortal men accomplishing what was once the province of the gods alone creep into our mythological narrative. The sculptor Pygmalion carved an ivory woman so beautiful and so life-like that he fell in love with her, and he prayed to Venus, until the goddess answered his prayers and gave the statue life. In the story of “Pinocchio,” the woodcarver pours so much dedication and love into his wooden marionette that he imbues it with life and it becomes his son. In 16th-century Prague,

the rabbi Judah Loew ben Bezalel supposedly crafted a body out of clay and gave it life with the sacred word “emet” carved into its brow.

Mary Shelley’s *Frankenstein* is arguably the most famous and recognizable of these tales. Hardly a person exposed to any level of pop culture isn’t aware of the mad scientist obsessed with the secrets of life and death who created a monster out of corpses, and gave it life with lightning.

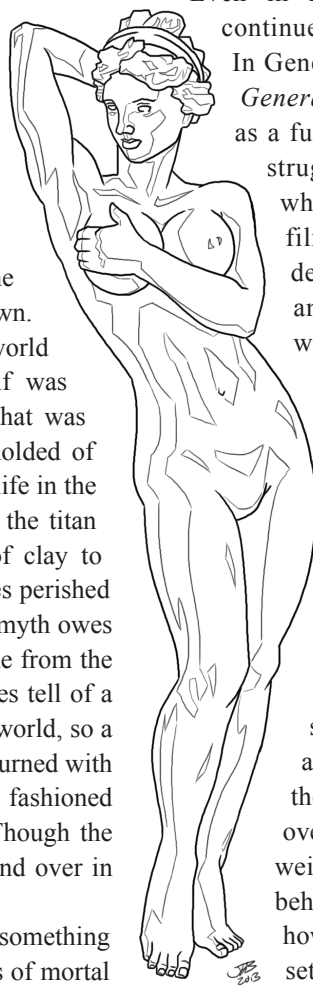
Even in more recent fiction, the narrative continues, although the setting may change.

In Gene Roddenberry’s *Star Trek: The Next Generation*, Lt. Commander Data serves as a futuristic Pinocchio; the artificial man struggles to understand his nature and what it means to be human. *I, Robot* (the film or the story upon which it is based) deals with the desire to take inert data and create a thinking, living if you will, consciousness.

It is no surprise that the stories we tell for recreation, drawing from so many historical and mythological sources would contain the concept of lifeless metal, stone, clay, flesh, and any other substance that fills the world around us being uplifted into more than the sum of their parts.

Constructs, certainly golems, are an expression of our shared desire to shape and create. Often, we use them as antagonists, creatures and threats for the heroes of our Pathfinder stories to overcome and defeat. There is so much weight of history, imagination, and belief behind the very idea of these creatures, however, that to relegate them only to set pieces and antagonists is a disservice.

The Construct Companion is an attempt to bring these creations into the light. What stories there may be in exploring the life and times of a sorcerer obsessed with instilling life into metal, or the cleric who believes that the ultimate expression of her faith is to breathe life into a clay likeness of her deity. Our stories around the gaming table are full of block after block of stone. Within these pages you will find the tools to set your angels free.



WHAT'S IN THIS BOOK?

CHAPTER ONE: BESTIARY

This chapter introduces a throng of new constructs to use as both antagonists and resources. The roster opens with six sample animated objects—some with exciting new combat options. Supporting mythic play are four colossus creatures to add to those originally presented in *Pathfinder® Roleplaying Game: Bestiary 4™*. As any work on constructs simply wouldn't be complete without golems, 16 completely new and four variant golems await your command. Interspersed between these creatures are five original, standard construct creatures designed to fill a variety of encounter or utility roles.

CHAPTER TWO: BUILDING AND MODIFYING CONSTRUCTS

This chapter presents rules for both customizing existing constructs and creating them from the ground up, with some new and interesting twists. This section includes new animated object abilities and complex modifications to improve and personalize the statistics and abilities of any construct. Rules for reanimated objects—animated objects created from the remains of destroyed constructs—allow for both enhanced playability of a construct crafter and new options for

encounter design. Animated traps will spice up any dungeon with some added challenge, and templates for creating construct and even golem versions of other monsters will keep adventurers on their toes. For the crafter who wants to travel in style, animated vehicles are the only way to go. Finally, optional rules for expanding upon the *animate objects* spell and scaling it from 1st level to high level allow for construct play over the entire life of your campaign.

CHAPTER THREE: NEW CHARACTER OPTIONS

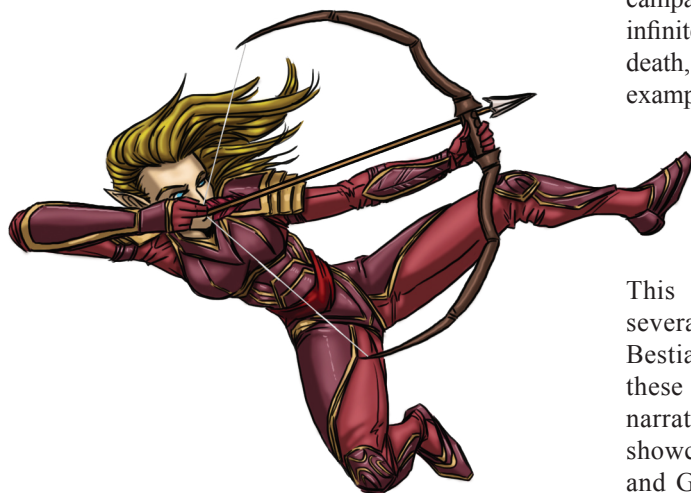
This chapter presents exciting new paths for building characters. Seven class archetypes and two prestige classes present thematic focus for players to pursue the creation, utilization, and, of course, destruction of constructs with unique abilities. Construct animal companions and familiars become a possibility, and new feats and magic items add to the arsenal of character customization. To crown the host of new character options, we present two playable construct races, the experience-seeking impendings and the mercenary inexorables.

CHAPTER FOUR: ABSTRACTION GOLEMS

This chapter continues support of mythic tier play with a series of templates that bring sentience and power, on a more cosmic scale, to standard golems. Intertwined with the extraplanar inevitables, abstraction golems are an enigmatic bunch who add mystery and depth to a campaign. Presented as a new mythic template with infinite possibilities, details are included for the artifice, death, love, madness, space, and time golems with two example abstraction golem NPCs readymade for your mythic game.

CHAPTER FIVE: CONSTRUCT ENCOUNTERS

This chapter provides four encounters featuring several of the unique creatures presented in the Bestiary chapter. Complete with stats and treasure, these scenarios are easy to add to an existing narrative. The backstories and creature designs showcase some unexpected challenges for players and Game Masters alike, and are suitable for low-, mid-, and high-level play.





CHAPTER 1: BESTIARY

This chapter presents a host of new constructs including animated objects, colossi, and variant golems.

ANIMATED OBJECTS

The following are new unique animated objects which can be created with either the *animate objects* spell or the Craft Construct feat. The animated objects presented possess new abilities and flaws detailed in **Chapter 2: Building and Modifying Constructs**.

GATEKEEPER

The entrance to the estate is barred by an elaborate wrought-iron gate of considerable size. The metal gives a tortured groan, and the bars twist into the shape of a scowling face.

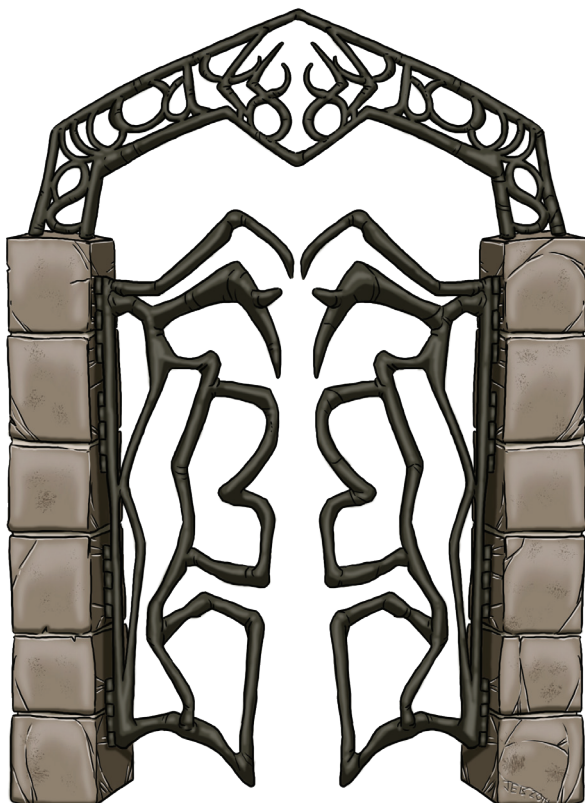
GATEKEEPER

CR7

XP 4,800

N Huge construct

Init -2; **Senses** darkvision 60 ft., low-light vision; Perception -5



DEFENSE

AC 19, touch 8, flat-footed 19; (-2 Dex, +11 natural)
hp 78 (7d10+40)

Fort +2, **Ref** +0, **Will** -3

Defensive Abilities hardness 10; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee slam +15 (3d6+15 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks constrict (3d6+15)

STATISTICS

Str 30, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +19 (+23 grapple); **CMD** 27 (can't be tripped)

Languages none

SQ construction points (5 CP); constrict (1 CP), grab (1 CP), imitation** (0 CP), improved attack (1 CP), metal (2 CP)

ECOLOGY

Environment any

Organization solitary

Treasure none

Gatekeepers serve as a first line of defense against unwanted intrusion. Since they can be difficult to spot before they strike, gatekeepers tend to open combat by slamming shut as a creature tries to pass the threshold. If forced to reach farther, the iron bars twist and bend, binding creatures to crush the life out of them.

CONSTRUCTION

A gatekeeper is animated from a particularly well-wrought-iron gate, portcullis, or similar barrier. Special herbs and powders must be smelted into the iron during forging.

The gate itself and these special materials cost 1,600 gp.

GATEKEEPER

CL 11th; **Price** 33,600 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *permanency*; **Skill** Craft (blacksmith) DC 16; **Cost** 17,600 gp

HANGMAN'S WELL

Resting next to the old moss-covered well is a thick coil of rope tied to a wooden bucket. Like a cobra, the thing darts forward, trying to wrap you in its coils.

HANGMAN'S WELL

CR4

XP 1,200

N Medium construct

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

DEFENSE

AC 14, touch 10, flat-footed 14; (+4 natural)

hp 36 (3d10+20)

Fort +1, Ref +1, Will -4

Defensive Abilities hardness 5; Immune construct traits

OFFENSE

Speed 40 ft., climb 30 ft.

Melee slam +5 (1d6+3 plus grab)

Special Attacks constrict (1d6+2)

STATISTICS

Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1

Base Atk +3; CMB +5 (+9 grapple); CMD 15 (can't be tripped)

Languages none

SQ construction points (4 CP); additional movement (1 CP), constrict (1 CP), faster (1 CP), grab (1 CP), imitation** (0 CP)

ECOLOGY

Environment any

Organization solitary

Treasure none

A hangman's well is a large coil of rope with a wooden bucket attached. They lie in wait near wells or other water sources. When they strike, they grapple and drag a target down into the water.

CONSTRUCTION

Requires at least a 100-foot-long coil of rope, with a sturdy wooden bucket connected at one end.

HANGMAN'S WELL

CL 11th; Price 8,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *permanency*; **Skill** Craft (carpentry) DC 16; **Cost** 4,000 gp

HEARTH TOOLS

The metal stand slides toward you as its curled poker and shovel rise like a spear and shield.

HEARTH TOOLS

CR4

XP 1,200

N Small construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 19, touch 12, flat-footed 18; (+1 Dex, +6 natural, +1 shield, +1 size)

hp 21 (2d10+10)

Fort +0, Ref +1, Will -5

Defensive Abilities hardness 10; Immune construct traits

OFFENSE

Speed 20 ft.

Melee slam +4 (1d4+1/x3)

STATISTICS

Str 12, Dex 12, Con —, Int —, Wis 1, Cha 1

Base Atk +2; CMB +2; CMD 13

Languages none

SQ construction points (5 CP); imitation** (0 CP), metal (2 CP), piercing attack (1 CP), shield** (1 CP), special material (cold iron)** (1 CP)

ECOLOGY

Environment any

Organization solitary

Treasure none

Well-appointed homes may employ a set of animated hearth tools to protect against burglars. When a trespasser passes before the hearth tools, the set animates and attacks.

The metal stand for the tools often displays a family crest or house insignia. Cautious parents may guide their children to touch the insignia and speak a special phrase to guarantee the hearth tools do not attack them in the night.

CONSTRUCTION

Hearth tools are animated from a set of iron hearth tools topped with shining brass which costs 200 gp.

HEARTH TOOLS

CL 11th; Price 2,200 gp

CONSTRUCTION

Requirements Craft Construct, *animate object, permanency*; **Skill** Craft (blacksmithing) DC 16; **Cost** 1,200 gp

LIBRARIAN'S BANE

With a sudden lurch accompanied by splintering cracks of wood, the bookshelf twists away from the wall.

The shelves give a heave, and heavy volumes fly toward you.

LIBRARIAN'S BANE**CR5****XP 1,600**

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 15, touch 9, flat-footed 15; (-1 Dex, +6 natural)

hp 52 (4d10+30)**Fort** +1, **Ref** +0, **Will** -4

Defensive Abilities hardness 5; **Immune** construct traits

OFFENSE**Speed** 30 ft.**Melee** slam +9 (1d8+6)**Ranged** heavy book +3 (1d8+6)**Space** 10 ft.; **Reach** 10 ft.**STATISTICS****Str** 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +4; **CMB** +12; **CMD** 21 (25 vs. trip)**Languages** none

SQ construction points (3 CP); additional attack (1 CP), imitation** (0 CP), ranged attack (2 CP)

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

Librarian's bane is heavy wooden bookshelf. The construct immediately moves to attack intruders by slamming them with its oaken frame and flinging heavy books from its shelves.

CONSTRUCTION

A librarian's bane is animated from a sturdy, free-standing bookshelf.

LIBRARIAN'S BANECL 11th; **Price** 12,500 gp**CONSTRUCTION**

Requirements Craft Construct, *animate object, permanency*; **Skill** Craft (carpentry) DC 16; **Cost** 6,250 gp

SAVAGE SATCHEL

This backpack is crafted from sturdy leather. It has arm straps and a thick belt, complete with a heavy bronze buckle bearing a grinning goblin face that seems to stare.

SAVAGE SATCHEL**CR4****XP 1,200**

N Small construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 18, touch 14, flat-footed 15; (+3 Dex, +4 natural, +1 size)

hp 21 (2d10+10)**Fort** +0, **Ref** +2, **Will** -5

Defensive Abilities hardness 2; **Immune** construct traits

OFFENSE**Speed** 20 ft., climb 20 ft.**Melee** slam +4 (1d6 plus grab)**Special Attacks** constrict (1d6), grab**STATISTICS****Str** 10, **Dex** 16, **Con** —, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +2; **CMB** +1 (+5 grapple); **CMD** 14**Languages** none

SQ construction points (5 CP); articulated** (1 CP), additional movement (1 CP), constrict (1 CP), grab (1 CP), hollow** (1 CP), imitation** (0 CP), improved attack (1 CP), leather** (+1 CP)

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

These animated bags are deadly to those suspected of double-crossing their benefactors. It's a common practice among seedy guilds to provide its couriers savage satchels commanded to attack if the messenger fails to deliver on time or snoops inside.



An empty savage satchel is about 2 feet long and weighs 3 pounds.

CONSTRUCTION

A savage satchel is constructed from the finest leathers sewn together with spider silk. The satchel itself and these special materials cost 200 gp.

Savage Satchel

CL 11th; Price 2,200 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *permanency*; **Skill** Craft (leatherworking) DC 16; **Cost** 1,200 gp

VIGILANT HARP

This majestic harp is crafted from beautiful white wood and decorated with a platinum inlay. It flies towards you, striking a dissonant chord.

Vigilant Harp

CR4

XP 1,200

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 16, touch 12, flat-footed 14; (+2 Dex, +4 natural)

hp 47 (5d10+20)

Fort +1, **Ref** +3, **Will** -4

Defensive Abilities hardness 5; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee 2 slams +7 (1d6+2 plus grab)

Special Attacks constrict (1d6+2)

STATISTICS

Str 14, **Dex** 14, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +5; **CMB** +7 (+11 grapple); **CMD** 19

Languages none

SQ construction points (3 CP); articulated** (1 CP), constrict (1 CP), grab (1 CP), imitation** (0 CP), musical** (0 CP)

ECOLOGY

Environment any

Organization solitary

Treasure none

Vigilant harps keep watch over hearths and treasure rooms. They lash out with their strings, coiling around an intruder's neck, strangling him and leaving the corpse to be found when their owner returns.

A vigilant harp stands 6 feet tall and weighs 150 pounds.

CONSTRUCTION

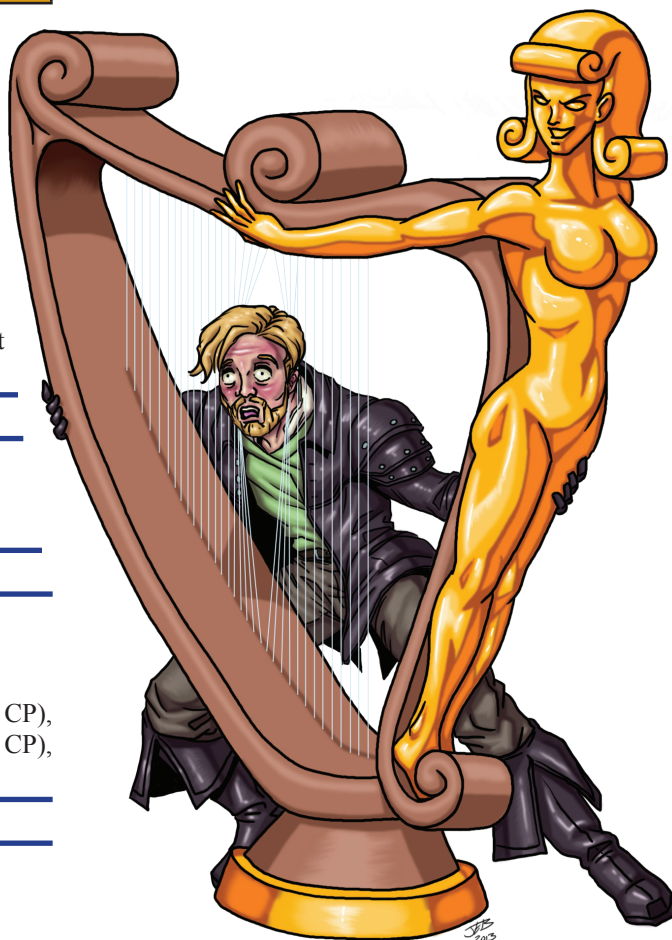
A vigilant harp is created from a masterwork harp crafted with high-quality strings which costs 300 gp.

Vigilant Harp

CL 11th; Price 4,800 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *permanency*; **Skill** Craft (musical instruments) DC 16; **Cost** 2,550 gp



CANOPIC JAR

An ornate jar depicting an animal head on its lid slowly floats up and begins to orbit the room.

CANOPIC JAR

CR2

XP 600

N Tiny construct

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

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 16 (3d10)

Fort +1, **Ref** +3, **Will** +1

Immune construct traits

OFFENSE

Speed 5 ft., fly 30 ft. (perfect)

Melee bite +4 (1d3-1)

Spell-like Abilities (CL 3, see below)

STATISTICS

Str 8, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 11

Base Atk +3; **CMB** +0; **CMD** 12

SQ empowerment, heartbound

ECOLOGY

Environment any desert

Organization solitary or full set (4) plus 1 mummy

Treasure none

SPECIAL ABILITIES

Empowerment (Su) Canopic jars come in four varieties (duamutef, hapi, imseti, and qebehsenuef), depending upon the type of organ placed within them. When an internal organ of the appropriate type is placed within the canopic jar, it grants unique powers. If this internal organ belongs to an undead, as described in the heartbound ability, it grants additional powers. The canopic jar's spell-like abilities have a caster level of 3.

Duamutef: The duamutef canopic jar features the head of a jackal, and is created to hold the stomach. When it contains a stomach, it gains the ability to cast *death knell* three times per day (DC 12) as a spell-like ability. If the duamutef canopic jar is heartbound to an undead, the undead may receive the benefits of any *death knell* spell cast by the canopic jar, as long as it is within 30 feet of the duamutef canopic jar.

Hapi: The hapi canopic jar features the head of a baboon, and is created to hold the lungs. When the hapi canopic jar contains a set of lungs, it gains the ability to cast *inflict moderate wounds* three times per day (DC 11) as a spell-like ability. If the hapi canopic jar is heartbound to an undead, it may cast *inflict moderate wounds* upon the undead at a range of 30 feet.

Imseti: The imseti canopic jar features a human head, and is created to hold the liver. When it contains a liver, it gains the ability to cast *resist energy* three times per day as a spell-like ability. If the imseti canopic jar is heartbound to an undead, it counts as CL 7 when casting the fire resistance version of the *resist energy* spell upon the undead.

Qebehsenuef: The qebehsenuef canopic jar features a falcon head, and is created to hold the intestines. When it contains intestines, it gains the ability to cast *make whole* three times per day as a spell-like ability. If the qebehsenuef canopic jar is heartbound to an undead, the undead gains fast healing 2 as long as the undead remains within 30 feet of the qebehsenuef canopic jar.

Heartbound (Su) When internal organs are placed into the appropriate type of canopic jar, they are permanently preserved as per a *gentle repose* spell for as long as the jar remains unopened. An undead who has had one or more internal organs removed and placed within canopic jars may command the jars as long as its heart remains intact within its body.

Canopic jars serve many cultures as a means of preserving the organs of their deceased. Each is designed to hold a different internal organ, and provides a separate boon to the undead whose organs they hold. If the heart of the undead is destroyed, the jars cease to follow its commands.

CONSTRUCTION

A canopic jar requires a 100gp container to be created from marble or clay, with an appropriately decorated head as the lid.

CANOPIC JAR

CL 5th; **Price** 2,100 gp

CONSTRUCTION

Requirements Craft Construct, *aid*, *gentle repose*, creator must be caster level 5th; **Skill** Craft (sculpture) DC 10; **Cost** 1,100 gp



COLOSSUS

The colossi (*Pathfinder® Roleplaying Game Bestiary 4™*) are mythic golems of incredible size and power created using the Mythic Crafter feat.

For as long as mortals have known magic, magicians have created constructs to serve them. To some spellcasters, golems and other constructs are simply not strong enough, powerful enough, impressive enough, big enough, or unique enough. These spellcasters design and build creations far larger and more powerful—creations that make the world take notice of their might and prowess. They build colossi.

Colossi are constructs of great stature, the smallest of them towering ten times the height of a human, bigger than even the tallest giants. Though superficially similar to golems, they are distinguished not only by their greater size but also by their greater magical powers. A colossus, like a golem, is given life by an elemental spirit, but this spirit is much closer to being a true soul, and requires no magical barrier to prevent it from fleeing the body and leaving behind only inert, dead matter. Like a proper soul, it provides will and impulse rather than power alone. It controls its artificial body via a magical physiology of potent and eldritch spellcraft.

A single colossus can help its master to raze a kingdom and crush armies, and is immune to almost all forms of retaliation. Many colossi are intended to forge an empire for their creator, to subjugate a hated foe, or to annihilate some equally dangerous enemy. Some are created to be defensive weapons, as deterrents against invasion. Others are tasked to serve as guardians for singular locations or objects that are not to be disturbed under the direst of consequences.

Because a colossus is an artificial creature, its exact form, function, and composition are left to the discretion of its creator. Nonetheless, all colossi share certain traits that distinguish them from lesser constructs. These traits are described in the colossus subtype.

Only the greatest and most legendary spellcasters can create colossi, because the process requires experience and knowledge beyond ordinary mortal ken. An inadequately prepared crafter is likely to produce an inert pile of rubble, or at best, a mere golem of tremendous proportions, but relatively fragile for its immense size. At worst, such a creation can fail catastrophically, with results that are unpredictable, but invariably expensive and dangerous.

Unlike many artificial creations, colossi are able to think for themselves. The creator has some degree of control over the personality of a colossus, and usually tries to instill an urge to please its “parent” to make it easier to control. Molding an elemental spirit is similar to raising children, however; the results are inconsistent and hard to predict. On occasion, it results in stubborn, cruel, or merely childish colossi. Rarely, a colossus realizes it’s strong enough to refuse to follow orders, and instead follows its own will independent of those who would command it. Such rogue colossi have little interest in the society of minuscule beings. Some manage to make a sort of existence among the larger giants, but as most are too conspicuous in their primary forms to mingle with mortal beings well, they seek out forgotten corners of the globe where they can quietly dwell.

The magical energy required to fuel such hulks is great and often difficult to control. Most colossi drain nearly all magic energies from their immediate area, with the exception of energies in tune with a colossus’s own powers. Draining such energy creates an area around the colossus in which most magic simply doesn’t function. The magic that does work in these areas is just as likely to further empower the colossus as it is to harm it, since it’s by necessity in tune with the colossus’s magical metabolism. Still, a clever spellcaster can find and exploit this metaphorical chink in a colossus’s armor.

All colossi have two forms. The primary form resembles an immense humanoid. The second varies from type to type, but often serves to disguise the colossus as something more innocuous, as it can be difficult to conceal a 60-foot behemoth. Some colossi, however, can transform into terrible, inhuman forms that are even more powerful and destructive, forgoing any attempt at being subtle. Colossi can take many forms depending upon the materials used in their construction and the will of their individual creators. Creating a colossus is an ambitious undertaking, leading most creators to base their designs on lessons learned crafting lesser constructs. As a result, the best-known kinds of colossi are the flesh, stone, and iron varieties, corresponding to the most common and best-understood varieties of golem. Other varieties are possible, such as the clay colossus given life by divine secrets, the glacial colossus wrought of unmelting ice and frost, and the timber colossus built from still-living wood.

The following section presents four new colossi.



COLOSSUS, CLAY

The ground shakes and trembles with each footfall from this immense humanoid figure made of viscous gray clay.

CLAY COLOSSUS

CR17/MR7
XP 102,400

N Colossal construct (colossus, mythic)

Init +11^M; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 36, touch 2, flat-footed 36 (+34 natural, -8 size)
hp 274 (19d10+170)

Fort +8, **Ref** +6, **Will** +6

DR 10/epic; **Immune** construct traits, acid absorption

Aura cursed aura (1000 ft.), selective antimagic aura (30 ft.)

OFFENSE

Speed 40 ft.

Melee 2 slams +30 (3d10+19/19-20/x3) or stomp +30 (6d10+28 plus pinning stomp)

Spell-Like Abilities (CL 14th; concentration +16)
 3/day- *transmute rock to mud* (DC 17)

 1/day- *destruction* (DC 19)

Special Attacks act of god, grab, mythic power (7/day, surge +1d10), mythic quickening, pinning stomp

STATISTICS

Str 48, **Dex** 11, **Con** -, **Int** 5, **Wis** 10, **Cha** 14

Base Atk +19; **CMB** +46; **CMD** 56

Feats Cleave^M, Great Cleave, Great Fortitude, Greater Vital Strike, Improved Critical (slam)^M, Improved Initiative^M, Improved Vital Strike, Power Attack^M, Run, Toughness

Skills Intimidate +10, Perception +11

Languages Common

SQ alternate form, mythic creation, mythic resilience

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Acid Absorption (Su) Not only is a clay colossus immune to acid, but when targeted or hit by a spell or attack that deals acid damage, it heals half the damage it would normally be dealt.

Act of God (Su) As a full-round action, a clay colossus in its humanoid form may stomp the earth beneath it to create effects equivalent to the *earthquake* spell. It may spend a point of mythic power to use the mythic version of the *earthquake* spell.

Alternate Form (Ex) As a full-round action, a clay colossus can change from a humanoid form into a mudslide of clay. When it is in this form, it gains the compression, trample (4d8+28, DC 19), and engulf (DC 19) special abilities. Its speed increases to 80 feet, and it can't be tripped. It loses its stomp attack. It can resume its humanoid form as a full-round action.

Cursed Aura (Su) Proximity to the clay colossus interferes with the connection between mortal worshipers and the divine. A character attempting to use any spell or ability that channels positive or negative energy within 1000 feet of the clay colossus must succeed on a DC 29 caster level check, or the spell has no effect. Mythic spells and effects are unaffected by this ability.

Selective Antimagic Aura (Su) Spells and abilities with the acid descriptor or that deal acid damage are unaffected by this field.

The clay colossus is a terror that leaves such destruction in its wake that it is considered a force of nature. Clergy who commonly can bring their divine power to bear during disasters find that they are helpless to save even themselves against the creature.

A clay colossus stands 70 feet tall and weighs 200 tons.

CONSTRUCTION

The body of a clay colossus is constructed from hundreds of tons of clay that is infused with 20,000 gp worth of both holy and unholy water before being worked into the shape of a humanoid.

CLAY COLOSSUS

CL 17th; **Price** 310,000 gp

CONSTRUCTION

Requirements Craft Construct, Mythic Crafter 7th mythic tier or rank, *antimagic field*, *bestow curse*, *destruction*, *earthquake*, *wish*; **Skill** Craft (sculpture) DC 29; **Cost** 165,000 gp



COLOSSUS, GIANTFLESH

The titanic humanoid figure has blue and purple patches of skin held together by thick black wire. Electricity constantly sparks around it to shoot out at anything metallic.

GIANTFLESH COLOSSUS

CR16/MR6
XP 76,800

N Colossal construct (colossus, mythic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 34, touch 1, flat-footed 34 (-2 Dex, +34 natural, -8 size)

hp 275 (18d10+176)

Fort +6, **Ref** +4, **Will** +6

DR 10/epic; **Immune** construct traits, electricity absorption

Aura selective antimagic aura (30 ft.), static (100 ft.)

OFFENSE

Speed 40 ft.

Melee 2 slams +27 (3d10+17/19-20/x3) or stomp +27 (6d10+25 plus pinning stomp)

Spell-Like Abilities (CL 13th; concentration +11)

 3/day- *call lightning storm* (DC 15)

 1/day- *stormbolts*^{APG} (DC 18)

Special Attacks mythic power (6/day, surge +1d8), mythic quickening, pinning stomp

STATISTICS

Str 44, **Dex** 6, **Con** -, **Int** 8, **Wis** 10, **Cha** 6

Base Atk +18; **CMB** +43 (+45 to bull rush); **CMD** 51 (53 versus bull rush)

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam)^M, Improved Initiative, Improved Vital Strike, Power Attack^M, Toughness^M
Skills Intimidate +8, Perception +8

Languages Common

SQ alternate form, mythic creation, mythic resilience

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Alternate Form (Ex) As a full-round action, a giantflesh colossus can break apart into four composite creatures. These composite creatures are equivalent to a mythic flesh golem (*Pathfinder® Roleplaying Game Mythic*

*Adventures*TM) with the giant template (*Pathfinder® Roleplaying Game Bestiary*TM) but lack the golem's berserk ability. Divide the colossus's current total hit points by 4 to determine how many hit points each composite creature has. Reverting into a single form requires all of the remaining composite creatures to be adjacent to each other and a full-round action. When this occurs, add up the remaining hit points to determine the colossus's total hit points. As a swift action, the giant mythic flesh golems can cause 10-foot-wide arcs of lightning to blast between any two of them, up to a range of 100 feet. This deals 13d6 electricity damage to any creature caught between the golems (Reflex save DC 19 for half damage). The golems cannot heal themselves or one another with electricity damage. The save DC is Constitution-based.

Electricity Absorption (Su) Not only is a giantflesh colossus immune to electricity, but when targeted or hit by a spell or attack that deals electricity damage, it heals half the damage it would normally be dealt.

Selective Antimagic Aura (Su) Spells and abilities with the electricity descriptor or that deal electricity damage are unaffected by this field.

Static (Su) The presence of a giantflesh colossus charges the air around it, causing constant barrages of electricity. Any creature wearing or touching a metallic object within 100 feet of the giantflesh colossus takes 6d6 electricity damage each round (Reflex DC 19 negates). Creatures that are damaged by the electricity are also staggered for one round. The giantflesh colossus may spend a point of mythic power to supercharge their static ability for one round. The electricity damage increases to 13d6 (Reflex DC 25 negates). The save DC is Constitution-based.

The giantflesh colossus is a variant of the flesh colossus (*Pathfinder® Roleplaying Game Bestiary 4*TM). Instead of being constructed from hundreds of corpses, it is built only from the flesh of storm and cloud giants, whose natural affinity with air elementals and lightning supercharge the colossus with power.

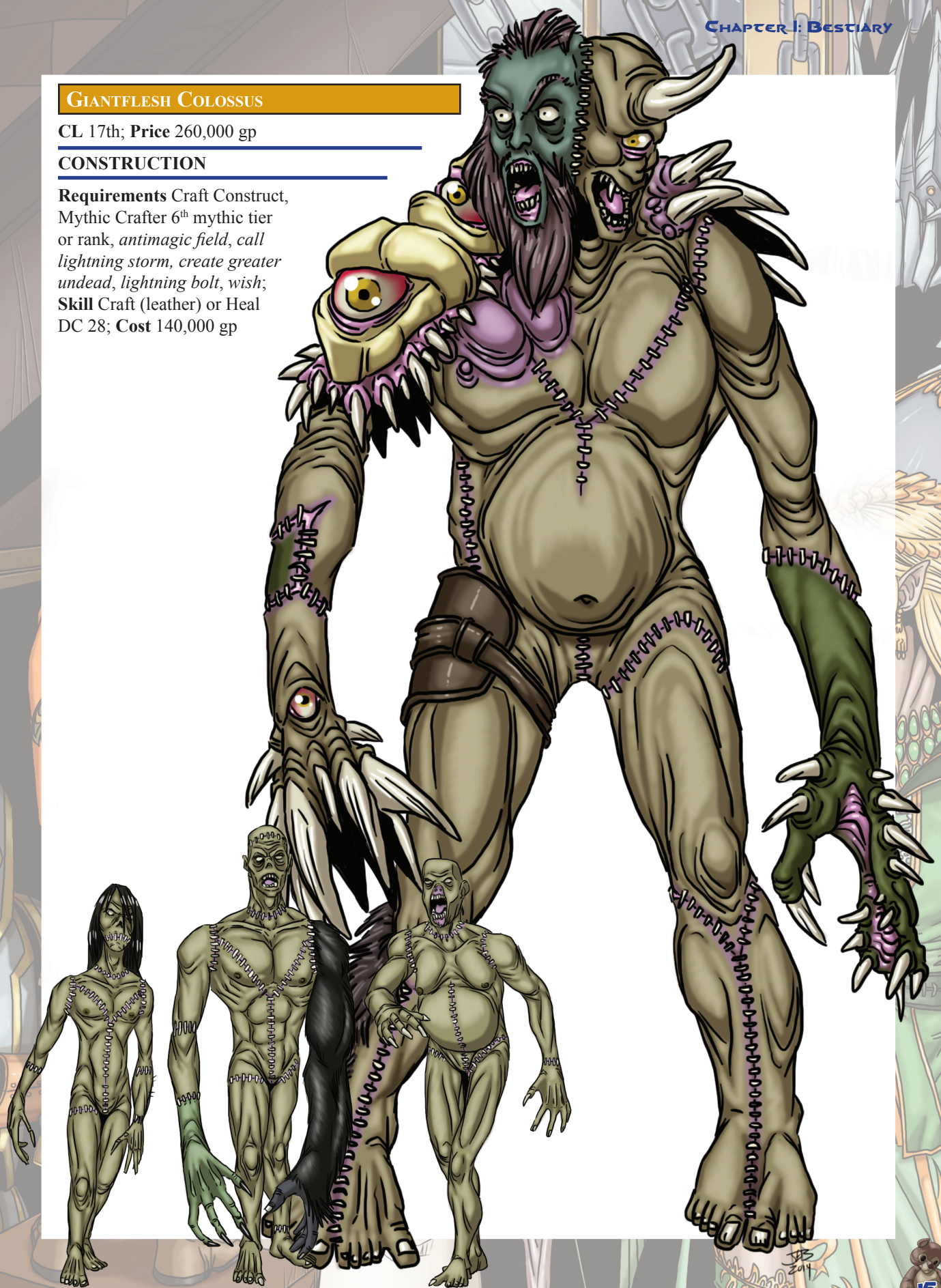
A giantflesh colossus stands 65 feet tall and weighs 150 tons.

CONSTRUCTION

The body of a giantflesh colossus is constructed from 6 huge-sized storm and cloud giant corpses, which are sewn together in the manner of an ordinary flesh golem, except on a much larger scale. Special unguents and bindings worth 20,000 gp are also required.

GIANTFLESH COLOSSUS**CL 17th; Price 260,000 gp****CONSTRUCTION**

Requirements Craft Construct, Mythic Crafter 6th mythic tier or rank, *antimagic field*, *call lightning storm*, *create greater undead*, *lightning bolt*, *wish*;
Skill Craft (leather) or Heal DC 28; **Cost** 140,000 gp



COLOSSUS, GLACIAL

A towering humanoid figure of solid ice and snow lumbers through the storm.

GLACIAL COLOSSUS

CR18/MR7

XP 153,600

N Colossal construct (cold, colossus, mythic)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +9

Aura selective antimagic aura (30 ft.), winter's grasp (100 ft.)

DEFENSE

AC 30, touch 2, flat-footed 30; (+28 natural -8 size)

hp 253 (19d10+149)

Fort +6, **Ref** +6, **Will** +6

Defensive Abilities DR 10/epic; **Immune** cold absorption, construct traits

OFFENSE

Speed 40 ft.

Melee 2 slams +29 (3d10+18 plus 2d6 cold, 19-20/x3) or stomp +29 (6d10+27 19-20/x3 plus 2d6 cold plus pinning stomp)

Space 30 ft.; **Reach** 30 ft.

Special Attacks mythic power (7/day, surge +1d10+1), mythic quickening, pinning stomp

Spell-Like Abilities (CL 15th; concentration +17)

3/day—*wall of ice* (DC 16)

1/day—*freezing sphere* (DC 18)

STATISTICS

Str 46, **Dex** 10, **Con** —, **Int** 5, **Wis** 10, **Cha** 14

Base Atk +19; **CMB** +45 (+47 bull rush); **CMD** 55 (57 vs bull rush)

Feats Awesome Blow, Cleave^M, Greater Vital Strike, Improved Bull Rush, Improved Critical^M, Improved Vital Strike, Potent Surge^M, Power Attack^M, Vital Strike, Toughness

Skills Intimidate +10, Perception +9

Languages none

SQ alternate form, mythic power, mythic resistance, self-repair

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Alternate Form (Ex): As a full-round action, a glacial colossus can transform itself into an actual glacier 100 feet wide by 100 feet deep by 50 feet tall. Creatures within this area when the colossus transforms are pushed to the outer edge, and are subject to a free trip combat maneuver made by the colossus. Its damage reduction increases to 15/epic, and it gains fast healing 5.

In this form, its speed is reduced to 5 feet, and it cannot make melee attacks. The colossus can resume humanoid form with another full-round action.

Cold Absorption (Su) A glacial colossus is immune to cold. Furthermore, when targeted or hit by a spell or attack that deals cold damage, it heals half the damage it would normally be dealt.

Selective Antimagic Aura (Su) Spells with the cold descriptor or that manipulate snow, ice, or water are unaffected by this field.

Self-Repair (Ex) A glacial colossus can expend one daily use of its mythic power to gain fast healing 15 for 5 rounds.

Winter's Grasp (Su) A glacial colossus is surrounded by a constant storm of bitter cold. The area within 100 feet of the colossus is subjected to snow and strong wind, and the temperature drops to 0°, exposing unprotected creatures to the dangers of cold if they remain too long. (See the *Pathfinder® Roleplaying Core Rulebook™* for effects.)

By expending a daily use of mythic power, the colossus can unleash full arctic fury for 12 hours. The radius of its normal cold and wind extends to 10 miles. Within 100 feet of the colossus, the temperature drops to -30°, and that area is subjected to windstorm-force winds.

These immense figures appear to be glaciers carved into a vague humanoid likeness.

A glacial colossus stands 70 feet tall and weighs nearly 100 tons.

CONSTRUCTION

A glacial colossus is created by painstakingly carving a large section of glacial ice into humanoid shape. The entire body is then coated in layers of a special fluid, combining magical and alchemical reagents creating an outer skin. These reagents cost 30,000 gp.

GLACIAL COLOSSUS

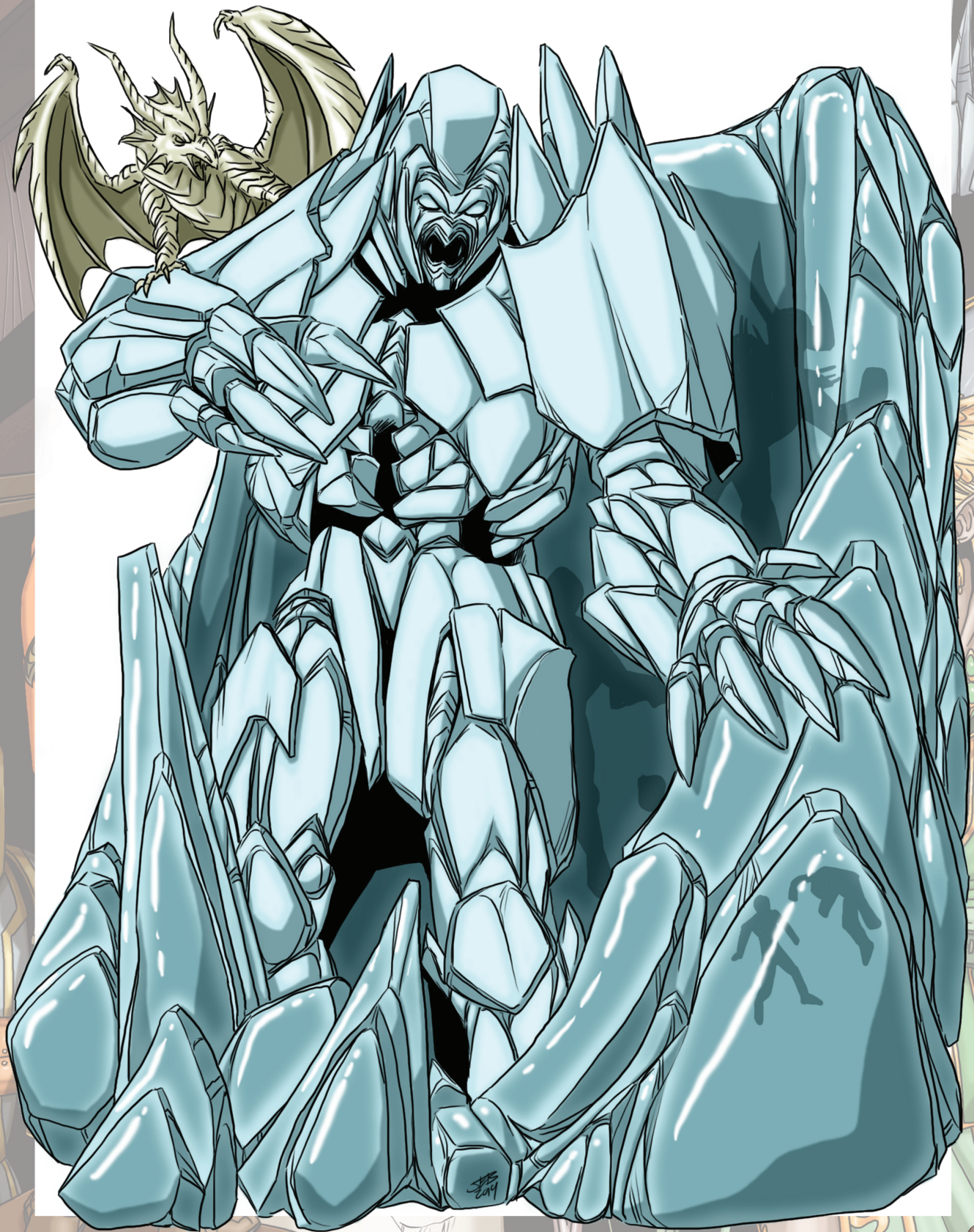
CL 17th; **Price** 250,000 gp

CONSTRUCTION

Requirements Craft Construct, Mythic Crafter 7th mythic tier or rank, *antimagic field*, *control weather*, *freezing sphere*, *make whole*, *wall of ice*, *wish*; **Skill** Craft (sculpting) DC 29; **Cost** 140,000 gp

ICEBERG COLOSSUS (+1 CR):

Hushed whispers in northern seaports speak of great islands of ice that drift the frigid waters coming to life. This variant of the glacial colossus has the aquatic subtype, and it has a swim speed of 40 feet. A vessel that collides with the colossus in iceberg form takes damage as if it had been hit by a normal slam from the creature.



COLOSSUS, VERDANT

A massive humanoid figure seemingly grown of ancient trees stomps through the woods.

VERDANT COLOSSUS

CR15/MR6

XP 51,200

N Colossal construct (colossus, mythic)

Init +10^M; **Senses** darkvision 60 ft., low-light vision; Perception +7

Aura selective antimagic aura (30 ft.), nature's wrath (40 ft., DC 20)

DEFENSE

AC 28, touch 2, flat-footed 30; (+26 natural -8 size)

hp 228 (16d10+140)

Fort +5, **Ref** +5, **Will** +5

Defensive Abilities DR 10/epic; **Immune** construct traits **Weakness** vulnerability to fire

OFFENSE

Speed 40 ft.

Melee 2 slams +25 (3d10+17) or stomp +25 (6d10+23) plus pinning stomp

Space 30 ft.; **Reach** 30 ft.

Special Attacks mythic power (6/day, surge +1d8), mythic quickening, pinning stomp

Spell-Like Abilities (CL 15th; concentration +17)

3/day—*wall of thorns* (DC 17)

1/day—*liveoak*

STATISTICS

Str 44, **Dex** 10, **Con** —, **Int** 5, **Wis** 10, **Cha** 14

Base Atk +16; **CMB** +41; **CMD** 51

Feats Cleave^M, Great Cleave, Greater Vital Strike, Improved Initiative^M, Improved Vital Strike, Power Attack^M, Vital Strike

Skills Intimidate +9, Perception +7

Languages none

SQ alternate form, mythic power, mythic resistance

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Alternate Form (Ex): As a full-round action, a verdant colossus can transform itself into a forest

grove, a circular area of difficult terrain with a 50-foot radius. The colossus gains DR 10/epic and slashing, fast healing 10, and the forest can make one attack or combat maneuver per round against any creature within its bounds (or outside of its bounds with a reach of 15 feet) as a treant (1 slam +17 (2d6+9), CMB +20, CMD 29). It retains the use of all feats and mythic abilities (except pinning stomp) when attacking in this form. The colossus can resume humanoid form with another full-round action.

Selective Antimagic Aura (Su) Spells that target or manipulate plants are unaffected by this aura.

Nature's Wrath (Su) A verdant colossus causes nature itself to lash out against its enemies. Plants and vines constantly grow within 40 feet of the creature, affecting anything other than the colossus, animals, or plant creatures within the area as if an *entangle* spell had been cast (Reflex DC 20, partial).

By expending a daily use of mythic power, this effect becomes the fury of the earth; the radius of the aura doubles, and affected creature take 4d6 points of slashing and piercing damage from the vicious barbed thorns that grow from the plants (a successful save halves the damage).

A verdant colossus is a tremendous figure of living wood, all gnarled bark and leafy branches grown in humanoid shape. The creature's head and shoulders are covered in a lush canopy that houses a riot of colorful birds and other arboreal wildlife. A verdant colossus stands 70 feet tall and weighs nearly 100 tons.

CONSTRUCTION

The body of verdant colossus is grown from a forest grove containing trees at least 100 years old. The grove must be nourished with rare herb-infused water, and the trees coated in special oils. These materials cost 9,000 gp.

VERDANT COLOSSUS

CL 13th; **Price** 149,000gp

CONSTRUCTION

Requirements Craft Construct, Mythic Crafter, mythic tier or rank 6, *antimagic field*, *awaken*, *entangle*, *limited liveoak*, *wall of thorns*, *wish*; **Skill** Craft (woodworking) DC 25; **Cost** 79,000 gp



GOLEM

Golems are magically created automatons of great power. They stand apart from other constructs in the nature of their animating force—golems are granted their magical life via an elemental spirit, typically that of an earth elemental. The process of creating a golem binds the spirit to the artificial body, merging it with this specially prepared vessel and subjecting it to the will of the golem's creator.

Being mindless, golems do nothing without orders from their creators (unless a specific golem's entry says otherwise). They follow instructions explicitly and are incapable of complex strategy or tactics. A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If uncommanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple command to govern its actions in his absence, or can order the golem to obey the commands of another, but the golem's creator can always resume control by commanding the golem to obey him alone.

CONSTRUCTING A GOLEM

The cost to create a golem includes the cost of the physical body and all the materials and spell components used in its creation. Each golem entry gives specific details on the materials required and the total cost for its creation.

The market price of a golem with more Hit Dice than the typical golem described in each entry is increased by 5,000 gp for each additional Hit Die it possesses beyond the standard for its kind, and increases by an additional 50,000 gp if the golem's size increases. Building a golem with the advanced simple template increases its cost by 15,000 gp.

BROKEN BLADE



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GOLEM, BROKEN BLADE

This metallic figure seems to be entirely composed of sharp blades. Bent tips and cracked pommels decorate the creature's vaguely humanoid frame, which is held together by tight coils of steel wire.

BROKEN BLADE GOLEM

CR15
XP 51,200
N Large construct

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

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)

hp 140 (20d10+30)

Fort +6, **Ref** +6, **Will** +6

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 +2 *flaming slams* +32 (2d10+13/19-20 plus 1d6 fire)

Ranged 2 +2 *flaming daggers* +21 (1d6+13/19-20 plus 1d6 fire)

Space 10 ft.; **Reach** 10 ft.

Special Attacks broken blades, eldritch weapons

STATISTICS

Str 33, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +20; **CMB** +32 (+34 when sundering); **CMD** 42 (can't be sundered)

Feats Improved Sunder^B, Sundering Strike^B

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure 1d3 magic slashing weapons

SPECIAL ABILITIES

Broken Blades (Su) A broken blade golem is adept at breaking edged weapons and absorbing them into its body. The creature has Improved Sunder and Sundering Strike as bonus feats, and any weapon sundered by the golem is instantly pulled into its mass. Captured weapons can be recovered after the golem is destroyed, but they retain the broken condition until repaired. A broken blade confers its enhancement bonus and other

qualities on the golem until the golem is destroyed. The golem can only benefit from the magic of one broken blade at a time, replacing previous eldritch weapon benefits when it captures a more valuable weapon.

Eldritch Weapons (Su) A broken blade golem is partly composed of magical blades of varying shapes and sizes. The golem deals the damage described in the statistics block regardless of the type of weapons that make up its hands. Every broken blade golem includes in its make-up one or more magical swords that impart special qualities to its melee and ranged attacks. These weapons can have a total bonus equal to ½ of the golem's CR. A broken blade golem's eldritch weapons must have at least a +1 enhancement bonus.

Immunity to Magic (Ex) A broken blade golem 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.

A *flame blade* or *heat metal* spell gives the golem fast healing 5 and its melee attacks gain an additional 1d6 fire damage for 1d6 rounds.

A *greater magic weapon* spell may be cast on the broken blade golem as if the golem were a weapon.

A *repel metal or stone* gives the golem a –4 penalty to attack and damage rolls for 1d6 rounds.

Beneficiaries of the steel left behind after pitched battles, clever artificers use abandoned weapons to forge broken blade golems. These magnificent constructs reclaim the swords raised against them and turn the blades' former magical properties against their enemies.

Broken blade golems are 8 feet tall and weigh 600 pounds.

CONSTRUCTION

Broken blade golems are crafted by bending masterwork blades around a central frame of magical daggers, swords, and axes worth at least 9,000 gp.

BROKEN BLADE GOLEM

CL 13th; **Price** 137,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *geas/quest*, *greater magic weapon*, creator must be caster level 13th; **Skill** Craft (weaponsmithing) DC 18; **Cost** 73,000 gp

GOLEM, FEYFLESH

This humanoid-shaped monster appears composed of hundreds of writhing sprite corpses attached to larger fey, like pixies and brownies. All of their bodies have been crushed and melted into one another like wax.

FEYFLESH GOLEM

CR6
XP 2,400

CN Medium construct

Init +8; **Senses** fey scent, darkvision 60 ft., low-light vision; **Perception** +0

DEFENSE

AC 20, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural)

hp 64 (8d10+20)

Fort +2, **Ref** +6, **Will** +1

DR 5/adamantine or cold iron; **Immune** construct traits, magic

Weaknesses hunger

OFFENSE

Speed 30 ft.

Melee 2 slams +10 (2d6+2)

Spell-Like Abilities (CL 8th)

 At will- *dimension door* (self only), *disguise self*, *invisibility* (self only), *suggestion* (DC 15)

Special Attacks fey consumption

STATISTICS

Str 15, **Dex** 18, **Con** -, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +8; **CMB** +10; **CMD** 24

Feats Dodge, Improved Initiative, Mobility, Spring Attack

Skills Bluff +8, Disguise +5, Perception +0, Stealth +10, Survival +7

Languages Common, Sylvan

SQ fey form

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Fey Consumption (Su) A fey flesh golem can absorb with a touch dead creatures with the fey type, sorcerers with the fey bloodline, or creatures with the humanoid

(gnome) subtype as a standard action. This restores any Charisma drain the golem has lost due to its hunger weakness, and heals it of 1d6 hit points of damage per HD of the creature absorbed.

Fey Form (Ex) A fey flesh golem may use its *disguise self* spell-like ability to appear to be any size medium creature of the fey type, without penalty.

Fey Scent (Su) A fey flesh golem can sense and track creatures of the fey type, sorcerers with the fey bloodline, or creatures with the humanoid (gnome) subtype as if it had the scent special ability.

Hunger (Su) Unlike other golems, the fey flesh golem has an intelligence score and is self-willed. It gains this mental acuity from absorbing fey magic, and that power slowly fades over time. A fey flesh golem takes 1 point of Charisma drain each week. If its Charisma score drops below the minimum required to cast its spell-like abilities, it loses access to those spell-like abilities. If its Charisma score ever reaches 1, the golem becomes mindless and ceases to lose Charisma.

Immunity to Magic (Ex) A fey flesh golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities of the enchantment or illusion schools. In addition, certain spells and effects function differently against the creature.

A *faerie fire* spell temporarily empowers the fey flesh golem with the fey magic it craves, giving it a +4 enhancement bonus to Charisma for 1d4 rounds.

A *touch of idiocy* spell causes the fey flesh golem to go berserk as a flesh golem for 3 rounds.

A fey flesh golem's appearance varies widely, as it can be composed of differing numbers of fey corpses depending on their size. Combining fey magic with the golem crafting process results in a creature that possesses intelligence and some ability to wield fairy magic; however, the golem is driven to forever hunt and consume fey magic in order to avoid losing its mind.

A fey flesh golem that gorges itself on many fey at once or survives long enough to have absorbed a great number of corpses gains the advanced creature and/or giant creature templates (see the *Pathfinder® Roleplaying Game Bestiary™*) at the GM's discretion.

A fey flesh golem stands 6 feet tall and weighs 200 pounds.

CONSTRUCTION

A feyflesh golem's body must be constructed by some combination of fey corpses that equates to a medium-sized creature. For simplicity, four small, 16 tiny, 64 diminutive, or 256 fine corpses all equal a medium-sized creature. Some combination of corpses of varying sizes is allowable. Special unguents and bindings worth 2,000 gp are also required to craft a feyflesh golem. Note that creating a feyflesh golem requires casting a spell with the evil descriptor.

FEYFLESH GOLEM

CL 7; Price 34,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *faerie fire*, *geas/quest*, *limited wish*, creator must be caster level 7th, **Skill** Craft (leather) or Heal DC 12, **Cost** 18,000 gp

ALTERNATE

FEYFLESH GOLEM

GORGED (+2 CR)

Surviving feyflesh golems absorb hundreds or thousands of fey-blooded corpses over their existence. Some even breed or enslave the fey like cattle, growing in size and power until they no longer require constant sustenance. They reach a sort of equilibrium, and learn to turn the dead fey they absorb into mindless drones. The gorged feyflesh golem loses the hunger weakness, and gains both the giant and advanced simple templates. They additionally gain the following special ability.

Feyspawn (Su): As a standard action at will the gorged feyflesh golem can sacrifice portions of its magic and body to bud off some of the fey creatures forming it. The

golem suffers 1 Charisma drain each time this ability is used, and summons any Small or smaller creature with the fey type at a range of touch. The fey summoned is treated as a mindless undead creature (do not recalculate any statistics) completely subservient to the golem, and retains all of its extraordinary, supernatural, and spell-like abilities. The gorged feyflesh golem can reabsorb the spawned fey creature at a range of touch as a free action, but destroyed feyspawn cannot be reabsorbed. The golem reabsorbing the fey creature heals 1 point of Charisma drain, but does not heal any hit point damage. The summoned fey persists until reabsorbed or destroyed.



GOLEM, FLESH

CRAWLING HORROR

This terrifying creature appears composed dozens of human torsos sewn end to end at the spines. Their many hands move rapidly in synch with one another to scuttle over the ground with surprising speed.

CRAWLING HORROR

CR8

XP 4,800

N Huge construct

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

DEFENSE

AC 20, touch 8, flat-footed 20 (+12 natural, -2 size)

hp 100 (11d10+40)**Fort** +3, **Ref** +3, **Will** +3**DR** 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 50 ft., climb 20 ft.**Melee** 4 slams +15 (2d8+6)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** berserk, trample (2d8+9, DC 21)

STATISTICS

Str 22, **Dex** 11, **Con** -, **Int** -, **Wis** 11, **Cha** 1**Base Atk** +11; **CMB** +19; **CMD** 29 (can't be tripped)**Languages** none**SQ** split

ECOLOGY

Environment any**Organization** solitary or swarm (2-4)**Treasure** none

SPECIAL ABILITIES

Flesh Golem—A crawling horror is a variant flesh golem (*Pathfinder® Roleplaying Game Bestiary™*). It has the berserk and magic immunity special qualities of a flesh golem in addition to the abilities listed below.

Split (Su) Whenever a crawling horror suffers a critical hit from a piercing or slashing weapon, it splits into two smaller horrors, each with half the original creature's current hit points. Split horrors are Large creatures, but they otherwise have the same statistics as the original horror, except for the following: **AC** 21, **Melee** 4 slams +16 (2d6+6), **CMB** +18, **CMD** 28. Split horrors lose their trample special attack. A crawling horror with 20

hit points or fewer cannot be split and is destroyed if reduced to 0 hit points.

Crawling horrors are terrifying to behold. Though conceptually no different than typical flesh golems, their size and bizarre construction set them apart as uniquely dangerous. A crawling horror moves carelessly and rapidly on broken fingers and shattered ankles as the fused torsos rush in to attack. They mindlessly trample anyone they can crawl over, kicking and punching the unfortunate creatures in their path.

A crawling horror is 15 feet long and weighs 1,200 pounds.

CONSTRUCTION

A crawling horror is crafted in an exacting sequence of joining smaller golems together and connecting each segment at the spine. The golem segments are joined together by copper sutures worth 500 gold pieces. Note that creating a crawling horror requires casting a spell with the evil descriptor.

FLESH GOLEM, CRAWLING HORROR VARIANT

CL 11th; **Price** 54,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *bull's strength*, *geas/quest*, *haste*, *limited wish*; creator must be caster level 13th; **Skill** Craft (leather) or Heal DC 16; **Cost** 29,000 gp

ALTERNATE CRAWLING HORROR GOLEM

ADVANCED CRAWLING HORROR

CR11

Some say the first crawling horror was crafted in secret by a despised madman. Robbing graves and abducting the homeless, this insane arcanist labored for years to create a horror from nearly every corpse generated by the closest town. Perhaps the abomination was only deemed finished because enraged heroes brought justice to its creator.

Such a creature is Gargantuan in size and has the following statistics:

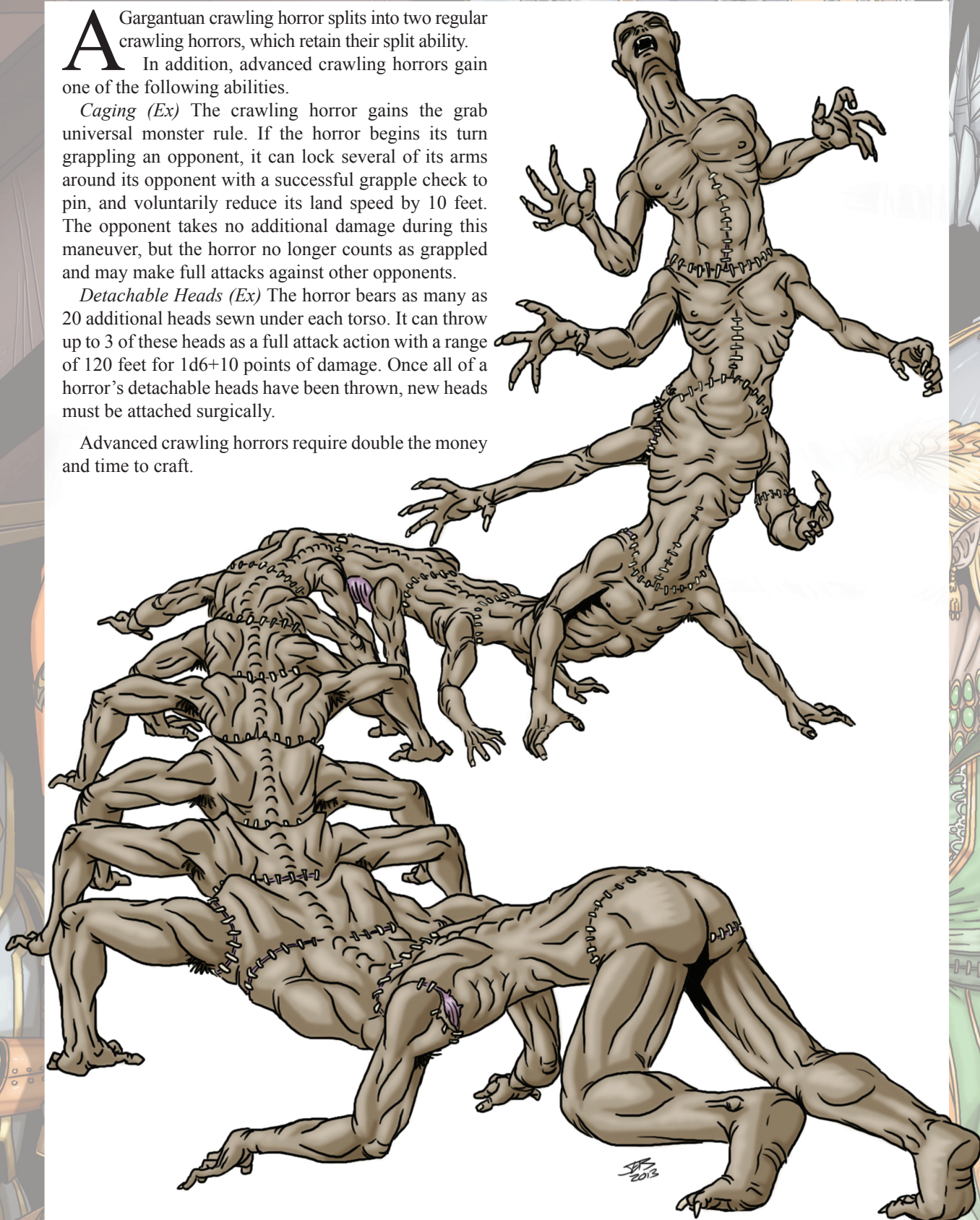
AC 22; **Hp** 142 (HD 15d10+60)**Fort** +5, **Ref** +5, **Will** +5**DR** 10/adamantine**Melee** 6 slams +21 (3d8+10)**SA** trample (3d8+15, DC 27)**Space** 20 ft.; **Reach** 15 ft.; **Str** 30**Base Atk** +15; **CMB** +29; **CMD** 49.

A Gargantuan crawling horror splits into two regular crawling horrors, which retain their split ability. In addition, advanced crawling horrors gain one of the following abilities.

Caging (Ex) The crawling horror gains the grab universal monster rule. If the horror begins its turn grappling an opponent, it can lock several of its arms around its opponent with a successful grapple check to pin, and voluntarily reduce its land speed by 10 feet. The opponent takes no additional damage during this maneuver, but the horror no longer counts as grappled and may make full attacks against other opponents.

Detachable Heads (Ex) The horror bears as many as 20 additional heads sewn under each torso. It can throw up to 3 of these heads as a full attack action with a range of 120 feet for 1d6+10 points of damage. Once all of a horror's detachable heads have been thrown, new heads must be attached surgically.

Advanced crawling horrors require double the money and time to craft.



GOLEM, FLESH

SPIRITFLESH

A horrid moan escapes the mouth of the spectral patchwork figure.

SPIRITFLESH GOLEM

CR10
XP 9,600

N Large construct (incorporeal)

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

DEFENSE

AC 17, touch 17, flat-footed 12; (+3 deflection, +5 Dex, -1 size)

hp 101 (13d10+30)

Fort +4, **Ref** +9, **Will** +4

Defensive Abilities incorporeal **Immune** construct traits, magic

OFFENSE

Speed fly 30 ft. (perfect)

Melee 1 incorporeal touch +17 (dissolution)

Space 10 ft.; **Reach** 10 ft.

Special Attacks dissolution, malevolence

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** —, **Wis** 11, **Cha** 17

Base Atk +13; **CMB** +19; **CMD** 32

Languages none

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Flesh Golem—A spiritflesh golem is a variant flesh golem (*Pathfinder® Roleplaying Game Bestiary™*). It has the berserk special quality of a normal flesh golem, in addition to the abilities listed below. Note that spiritflesh golems have a modified version of magic immunity.

Dissolution (Su) A creature struck by a spiritflesh golem's incorporeal touch suffers 1d6 points of Strength damage, as its body partially dissolves from solid matter into wispy, insubstantial material.

If this damage equals or exceeds the victim's Strength score, the creature permanently becomes incorporeal. The creature retains its type, but it gains the incorporeal subtype and no longer needs to eat, sleep, or breathe. Any equipment carried by the creature does not become incorporeal, and drops to the ground. The golem's victims can be restored to corporeal matter by means of a *greater restoration*, *limited wish*, *miracle*, or *wish* spell.

Malevolence (Su) Once per round, a spiritflesh golem can merge its body with another creature. This ability is similar to a *magic jar* spell, except that it does not require a receptacle. To use this ability, the golem must be adjacent to the target. The target can resist the attack with a successful DC 19 Will save. A creature that successfully saves is immune to that same golem's malevolence for 24 hours. The save DC is Charisma based.

Immunity to Magic (Ex) A spiritflesh golem 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.

A spiritflesh golem is affected by a cleric's channeled energy damage (but not the Turn Undead feat) as if it is undead.

A magical attack that deals positive energy damage does no damage to the spiritflesh golem, but negates its malevolence ability and *slows* the creature for 1 round.

If a creature possessed by a spiritflesh golem's malevolence is the subject of a positive energy effect, the golem must make a DC 15 Will save. Failure expels the golem from its host, but does not inflict any other detriment upon the golem.

A magical attack that deals negative energy deals no damage to the spiritflesh golem, but breaks any *slow* effect it currently suffers and heals 1 hit point for every 3 points of damage it would have otherwise inflicted. Any healing in excess of the creature's maximum hit points is gained as temporary hit points that last 1 hour. A spiritflesh golem receives no saving throw versus negative energy effects.

A spiritflesh golem is a tortured creation that knows only a deep sense of loss. It appears much like a standard flesh golem, except its incorporeal nature is readily apparent; the creature is translucent and makes no sound until it begins moaning before an attack. Though it is mindless, it carries an imprint of the lives it once had, and that feeling of loss oozes from it like a cold sweat. The golem stands 8 feet tall and appears to weigh in excess of 500 lbs. according to its bulk, but it is actually weightless.

CONSTRUCTION

A spiritflesh golem's creation is initially identical to that of a normal flesh golem, requiring a number of relatively fresh corpses. The body parts are assembled using silver needles and silver thread coated in alchemical unguents. During the animation process, special iron lightning rods made from cemetery fences and coffin nails must direct electricity to the body. These materials cost 6,000 gp. Note that creating a spiritflesh golem requires casting a spell with the evil descriptor.

FLESH GOLEM, SPIRITFLESH VARIANT

CL 11th; Price 66,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *gaseous form*, *chill touch*, *geas/quest*, *magic jar*, creator must be caster level 11th; **Skill** Craft (leather) or Heal DC 16; **Cost** 36,000 gp

ALTERNATE SPIRITFLESH GOLEM

SPIRITFLESH SAVANT

CR12/MR4

Spiritflesh savants form from single bodies for the foul purpose of imitating the ghost of a specific entity. For this process, a crafter prepares and electrifies a single living subject. The golem absorbs the essence of the host creature and emulates its donor's personality and physical characteristics. The spiritflesh savant then uses its abilities to communicate false messages from beyond the grave and force recognition of the golem as the genuine soul of the departed.

Spiritflesh savants are spiritflesh golems with 16 bonus hit points and 4 tiers of the trickster mythic path. Unlike their nonmythic counterparts, savants display a preprogrammed awareness, giving them Intelligence and Wisdom scores of 10. A savant's Charisma score is 14, owing to the mythic ability score increases at tiers 2 and 4. Spiritflesh savants gain the hard to kill, mythic power, mythic surge (1d8), amazing initiative, and recuperation mythic abilities. Because they have an Intelligence score, they have any feats that augment knowledge or social skills, but because the Intelligence is merely a reflection of their donor, they have no physical feats or other special abilities beyond those possessed by regular spiritflesh golems. They gain Deceitful and Persuasive as bonus feats, and have the assured skill, master dilettante, perfect lie and perfect mimic trickster path abilities. Savants have Mythic Deceitful and Mythic Persuasive for their two mythic feats.

Spiritflesh savants also have the following abilities.

Ties That Bind (Su) Spiritflesh savants influence those close to their departed donor to achieve their master's specific goals. It chooses one subject per day with a friendly or helpful attitude toward the golem, and controls that subject as the spell *dominate monster*. The golem maintains this influence for 24 hours unless the subject resists the attempt with a DC 18 Will save. A spiritflesh savant may choose a different subject each day, or remain with the same subject, who gets a new saving throw each 24-hour period. This is a mind-affecting effect. The save DC is Charisma-based.

Rejuvenation (Su) This ability works much like a ghost's rejuvenation. The spiritflesh savant is permanently destroyed if its incorporeal form is reduced to 0 hit points and the donor's spirit laid to rest with a *true resurrection* or *miracle* spell.

GOLEM, FLESH

STITCHED-FLESH

A hulking figure composed of stitched-together limbs and torsos roams the center of the battlefield. The thing lifts up a soldier's corpse, studies it for a brief moment, and dispassionately rips the arms from the body.

STITCHED-FLESH GOLEM

CR14
XP 25,600
N Huge construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

Aura stabilizing (30 ft.)

DEFENSE

AC 26, touch 10, flat-footed 24; (+2 Dex, +16 natural, -2 size)

hp 144 (21d10+40)

Fort +9, **Ref** +9, **Will** +9

DR 10/adamantine and piercing; **Immune** construct traits, magic

OFFENSE

Speed 40 ft.

Melee 2 slams +31 (2d8+12/19-20 plus grab)

Space 15 ft.; **Reach** 20 ft.

Special Attacks dismember, stitching

STATISTICS

Str 35, **Dex** 14, **Con** —, **Int** 1, **Wis** 15, **Cha** 1

Base Atk +21; **CMB** +35 (+39 grapple); **CMD** 47

Feats Bloody Assault, Critical Focus, Dreadful Carnage, Furious Focus, Great Fortitude, Improved Critical (slam), Intimidating Prowess, Power Attack, Weapon Focus (slam)

Skills Heal +12, Intimidate +22, Perception +12

Languages none

ECOLOGY

Environment any

Organization solitary or unit (2–4)

Treasure none

SPECIAL ABILITIES

Flesh Golem—A stitched-flesh golem is a variant flesh golem (*Pathfinder® Roleplaying Game Bestiary™*). It has the berserk and magic immunity special qualities of a flesh golem, in addition to the abilities listed below.

Dismember (Su) Whenever a stitched-flesh golem succeeds in pinning a grappled opponent, it tears a limb from its victim as a free action. The subject must succeed at a DC 20 Fortitude save or lose the limb completely. This deals 1d6 points of Strength and Dexterity drain, and 4d6 points of damage. Damage reduction does not reduce damage from dismemberment. In addition, the subject takes an additional 1d6 points of bleed damage each round on its turn. If the torn limb is a leg, the creature's land speed is reduced to 5 ft., or half its normal land speed if it has more than two legs. The severed limb is subject to the golem's stitching ability. The save DC is Constitution-based.

Stabilizing Aura (Su) A stitched-flesh golem radiates a stabilizing aura to a radius of 30 feet. Within this range, all dying creatures automatically stabilize and all bleeding hit point damage is cured. The golem can activate or suppress this ability as a free action.

Stitching (Su) Stitched-flesh golems are held together by a magical thread that digs into living or dead tissue as the stitched-flesh golem requires it. As a free action, the golem can sew severed body parts to its own body or remove those body parts to replace a lost limb for a living creature. A stitched-flesh golem that presses a detached limb of one humanoid creature to the stump of the same limb on a humanoid of the same size can re-attach that limb as a move action. A small amount of the golem's magical stitching affixes the limb immediately, as if by the *regeneration* spell. Any bleed or continuing ability damage associated with the lost limb ceases, and existing ability damage associated with the limb returns at the normal rate. The limb remains scarred and discolored, but is not diseased nor does it continue to rot. The limb behaves in every way as the creature's natural arm or leg, except that if the magical sutures are severed, the limb separates and the affected creature takes the damage describe in the dismember ability above.

A combination of golem craft and baleful necromancy, stitched-flesh golems are crafted from the limbs and torsos of dozens of soldiers. On the battlefield, these great golems walk alongside friendly troops, dismembering enemy soldiers, and using the spare parts of fallen warriors in a macabre triage.

Unlike most flesh golems, stitched-flesh golems rise from their creation with a fraction of the tactical and medical knowledge their brain donors had in life. The brain is often from a deceased officer or medic disgraced by defeat. A stitched-flesh golem stands 12 feet tall and weighs 1,500 pounds.

CONSTRUCTION

A stitched-flesh golem is similar to its golem cousin, except that it requires a larger number of fresh body parts. The brain component must be from a donor with experience in battlefield command or triage. The special materials necessary to craft a stitched-flesh golem include adamantine needles and animated silk thread worth 2,000 gold pieces. Note that creating a stitched-flesh golem requires casting a spell with the evil descriptor.

FLESH GOLEM, STITCHED-FLESH VARIANT

CL 13th; Price 170,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*, *regeneration*; creator must be caster level 13th; **Skill** Craft (leather) or Heal DC 18; **Cost** 89,000 gp

ALTERNATE STITCHED

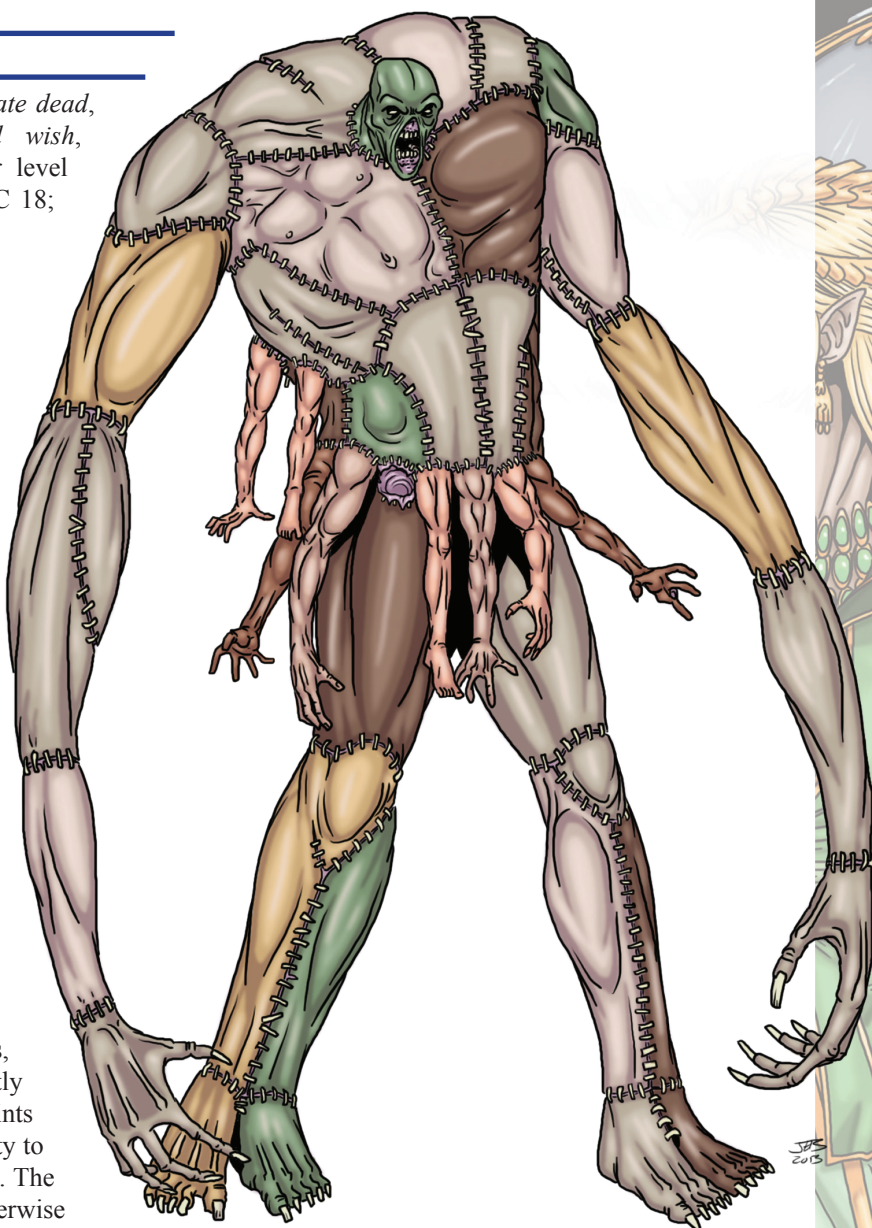
FLESH GOLEM

FUSING HULK (+1 CR)

Some crafters dispense with the concept of triage and build their monsters solely for the purpose of mangling enemy troops. Fusing hulks are designed to hinder opposing armies by fusing still-living enemy warriors together into one creature. They lose their stabilizing aura, but gain a terrifying special attack.

Surgical Fusion (Su) When a fusing hulk successfully slams and grapples a smaller foe with its grab ability, it can attempt the same attack and maneuver against a second foe of the same size, within reach. If both opponents are two or more size categories smaller than the golem, it does not count as grappled during use of this ability. If it successfully grapples both opponents, magical stitching sews them tightly together. Both subjects take 1d6 points of bleed damage and suffer a -2 penalty to Strength and Dexterity until separated. The sewn pair cannot charge or run, but otherwise

act as a single creature, gaining a single standard or full-round action each turn. The combined pair uses the highest modified Strength score, but the lowest modified Dexterity and initiative scores. Spellcasting requires a concentration check with a DC equal to 20 + spell level + the amount of bleed damage (as well as any other ongoing damage) taken during the turn. The pair can only be separated by a *wish* or *miracle* spell, or by suffering a coup de grace from a slashing weapon.



GOLEM FLESH

WITCHFLESH

This monster is built from the pieces of decaying crones, with the yowling heads of cats, rats, and ravens.

WITCHFLESH GOLEM

CR8
XP 4,800

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

Aura aura of ill fortune (30 ft.; DC 18)

DEFENSE

AC 21, touch 8, flat-footed 21 (-1 Dex, +13 natural, -1 size)

hp 85 (10d10+30)

Fort +3, **Ref** +2, **Will** +3

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (2d8+4)

Space 10ft.; **Reach** 10 ft.

Special Attacks accursed touch, berserk

STATISTICS

Str 18, **Dex** 9, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +15; **CMD** 24

Languages none

SQ captive coven

ECOLOGY

Environment any

Organization solitary plus one hag or witch

Treasure none

SPECIAL ABILITIES

Flesh Golem—A witchflesh golem is a variant flesh golem (*Pathfinder® Roleplaying Game Bestiary*™). It has the berserk and magic immunity special qualities of a flesh golem, in addition to the abilities listed below.

Accursed Touch (Su) Creatures hit by a witchflesh golem's slam attack must succeed on a DC 15 Will save or become more susceptible to curses. The victim takes a -4 penalty to all saving throws against spells with the necromancy (curse) descriptor, the special abilities of any hag, and any hex special abilities of the witch

class. This effect is permanent and cannot be dispelled, but can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. The save DC is Constitution-based.

Aura of Ill Fortune (Su) All creatures within a 30-foot radius of a witchflesh golem must make a DC 15 Will save or become cursed with bad luck for one minute. Afflicted creatures must roll twice on every d20 roll and take the less favorable result. Whether or not the save is successful, that creature cannot be affected again by the same witchflesh golem's aura of ill fortune ability for 24 hours. The save DC is Constitution-based.

Captive Coven (Su) A witchflesh golem counts as two hags for the purposes of creating a hag coven. The witchflesh golem may not make any decisions regarding the use of the cooperative magic and is simply subservient to the desires of the third hag or witch with the coven hex. The witchflesh golem does not require a full round action of concentration to contribute to the cooperative magic.

A witchflesh golem is an abomination created from the murdered or stolen bodies of hags, witches, and their familiars. The victims' residual magic infuses the construct's body, bringing malevolent hexes to bear on their master's enemies. Frequently, a witchflesh golem is created by the stronger member of a coven of witches or hags who succumbs to the temptation to gain singular control of her coven's resources.

A witchflesh golem stands 8 feet tall and weighs 400 pounds.

CONSTRUCTION

A witchflesh golem's body must be constructed from some combination of hag, witch, and familiar corpses. At least one of the corpses must belong to a hag. Special unguents and bindings worth 3,000 gp are also required. Note that creating a witchflesh golem requires casting a spell with the evil descriptor.

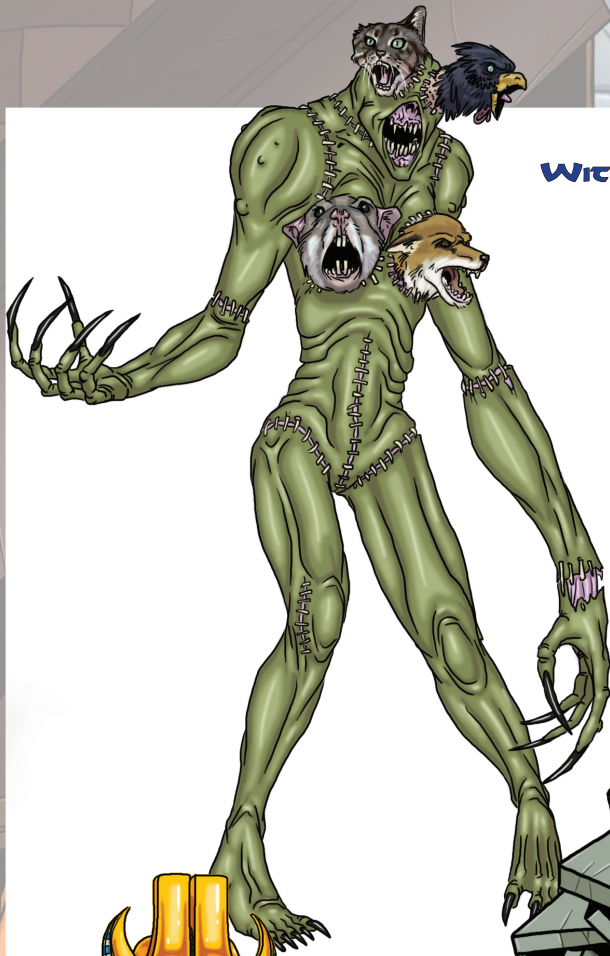
FLESH GOLEM, WITCHFLESH VARIANT

CL 9; **Price** 43,000 gp

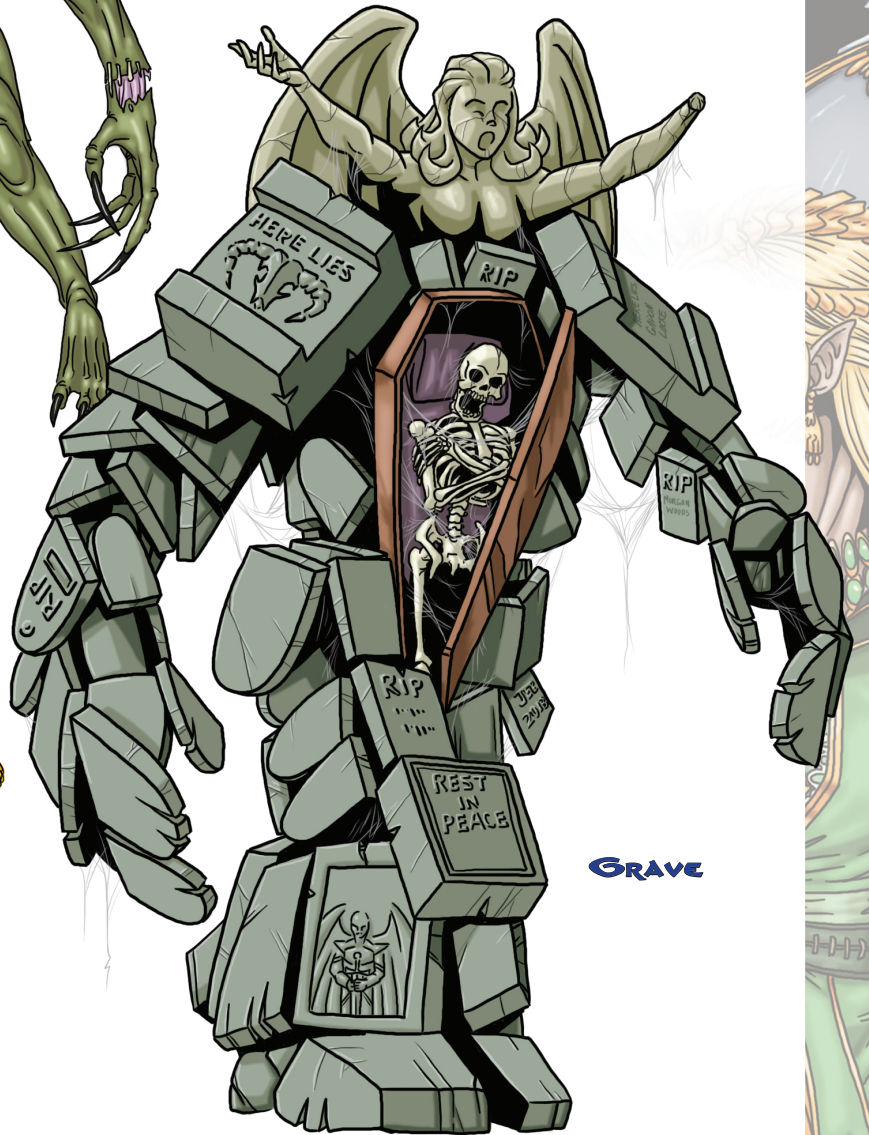
CONSTRUCTION

Requirements Craft Construct, *animate dead*, *bestow curse*, *geas/quest*, *ill omen*, *limited wish*, creator must be caster level 9th, **Skill** Craft (leather) or Heal DC 14, **Cost** 23,000 gp

WITCHFLESH



GOLDEN



GRAVE

GOLEM, GOLDEN

This majestic work of art is a gleaming statue of polished gold. Its heavy footfalls sound alarm as it advances in fluid movements.

GOLDEN GOLEM

CR17

XP 102,400

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 32, touch 8, flat-footed 32 (-1 Dex, +24 natural, -1 size)

hp 162 (24d10+30)

Fort +8, **Ref** +7, **Will** +8

DR 15/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +37 (2d10+21/19-20 plus golden touch)

Space 10 ft.; **Reach** 10 ft.

Special Attacks golden touch, powerful blows

STATISTICS

Str 39, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +24; **CMB** +43; **CMD** 52

SQ heavy

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Golden Touch (Su) Any creature struck by a golden golem's slam attack must succeed at a DC 22 Fortitude save or take 1d6 points of Dexterity damage. The creature attempts a new saving throw every round on its turn, as its body quickly hardens into a polished gold likeness of itself. Each failure deals another 1d6 Dexterity damage, until either the creature passes this saving throw or is reduced to 0 Dexterity. Multiple uses of this ability on a single creature do not stack. Creatures reduced to 0 Dexterity permanently turn into brittle lead slag. While a creature is still making saving throws, the effect can be dispelled with a successful *dispel magic* spell with a dispel check of 18 or higher.

Creatures converted to slag can only be returned to normal with a *wish* or *miracle* spell. The save DC is Constitution-based.

Heavy (Ex) A golden golem is made from dense, alchemically treated gold and lead. It has a +4 racial bonus to CMB and CMD. These changes are reflected in the statistics block above.

Immunity to Magic (Ex) A golden golem 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 spell with the fire descriptor heals the golem 1 hit point per die of damage the spell would otherwise cause, and gives the golem's slam attacks the flaming weapon quality for one round.

A *chill metal* spell affects the golden golem as if by a *slow* spell for 1d6 rounds.

A *repel metal or stone* spell gives the golem a -2 penalty to hit and damage rolls for 1d6 rounds.

Powerful Blows (Ex) A golden golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

Golden golems stand vigil in ancient vaults of outrageous wealth. These masterpieces assault tomb raiders with deadly strikes and a transmuting touch. Few adventurers hold their ground once one of their companions collapses in a pile of worthless slag.

Golden golems take many forms, but are usually humanoid. They rise to a height of 10 feet and weigh 1,200 pounds.

CONSTRUCTION

A golden golem's body is constructed from a solid piece of lead weighing 6,000 pounds. After carving, the whole is treated with authentic gold filigree as well as alchemical gold plating. The cost of the lead and treatments is 20,000 gp.

GOLDEN GOLEM

CL 18th; **Price** 180,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *heat metal*, *polymorph any object*, creator must be caster level 18th; **Skill** Craft (sculpture) DC 23; **Cost** 110,000 gp

GOLEM, GRAVE

This lumbering monstrosity has a coffin as a torso, with soil and gravestones for arms and legs.

GRAVE GOLEM

CR9
XP 6,400

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 23, touch 8, flat-footed 23 (-1 Dex, +15 natural, -1 size)

hp 96 (12d10+30)

Fort +4, **Ref** +3, **Will** +4

DR 5/adamantine; **Immune** construct traits, magic

Defensive Abilities reform body, resurrection

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee 2 slams +17 (2d10+6)

Space 10 ft.; **Reach** 10 ft.

Special Attacks berserk, create spawn, engulf (DC 16, 2d6 bludgeoning and 3d6 negative energy)

STATISTICS

Str 22, **Dex** 9, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +19; **CMD** 28

SQ berserk, create spawn

ECOLOGY

Environment any

Organization solitary or gang (2-4) plus 4-12 ghouls

Treasure none

SPECIAL ABILITIES

Berserk (Ex) When a grave golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach. It then continues spreading destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Create Spawn (Su) If a grave golem kills a creature and engulfs the corpse or kills a creature using its engulf

ability, the corpse emerges from the golem as a ghoul (or ghastr if they have 4 or more HD) after 1d4 rounds.

Immunity to Magic (Ex) A grave golem is immune to spells and spell-like abilities that allow spell resistance. In addition, certain spells and effects function differently against the creature.

In areas affected by a *consecrate* or *hallow* spell, the grave golem suffers a -2 penalty to attack rolls, damage rolls, and saves; and it cannot create spawn.

In areas affected by a *desecrate* or *unhallow* spell, the grave golem gains a +2 bonus to attack rolls, damage rolls, and saves; and corpses affected by the golem's create spawn ability arise as ghouls or ghastrs after only one round.

Reform Body (Ex) A grave golem gains fast healing 5 when in the presence of grave dirt, gravestones, or corpses, by absorbing the materials into its body.

Resurrection (Su) If a grave golem is destroyed but the corpse contained within the coffin is not destroyed or buried in a grave affected by a *consecrate* or *hallow* spell, the corpse animates as a ghastr after one hour. The ghastr is compelled to seek out a graveyard, where it digs down and devours a corpse from a coffin. A new grave golem forms after the ghastr has remained within the grave for 24 hours.

A grave golem is a foul abomination combining necromancy with an enraged elemental spirit of earth. Its mutable form shifts as it gathers corpses, grave dirt, and cemetery stones into its body, the only constant being the coffin that forms its torso.

Grave golems are used as part of a necromancer's horde, or to guard places of dark power. They stand 12 feet tall and weigh 2000 pounds.

CONSTRUCTION

A grave golem is created when a mutilated corpse is buried on *desecrated* ground. Special preservative chemicals worth 5,000 gp must be poured over the grave. Note that creating a grave golem requires casting a spell with the evil descriptor.

GRAVE GOLEM

CL 11th; **Price** 77,000 gp

CONSTRUCTION

Requirements Craft Construct, *command undead*, *create undead*, *desecrate*, *geas/quest*, *meld into stone*, creator must be caster level 11th, **Skill** Craft (alchemy) DC 16, **Cost** 41,000 gp

GOLEM, LODESTONE

This gigantic humanoid monster has a dark rocky surface, with bits of metal interspersed throughout. Larger pieces of metal appear attached to its body with some unseen glue or force.

LODESTONE GOLEM

CR13
XP 25,600
N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 28, touch 8, flat-footed 28 (-1 Dex, +20 natural, -1 size)

hp 129 (18d10+30)

Fort +6, **Ref** +5, **Will** +6

DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +25 (2d10+8)

Space 10 ft.; **Reach** 10 ft.

Special Attacks attraction, repulsion, shrapnel

STATISTICS

Str 26, **Dex** 8, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +27; **CMD** 36

ECOLOGY

Environment any

Organization solitary or group (2-4)

Treasure standard (metallic only)

SPECIAL ABILITIES

Attraction (Su) As a swift action, a lodestone golem can choose to attract metal for one round. It may make free grapple combat maneuver attempts on all creatures wearing metal armor or free disarm combat maneuver attempts on all creatures using metal weapons within 10 feet of the golem. The golem suffers no penalty to the combat maneuver for being unarmed or for not having hands free, and does not draw an attack of opportunity. Any weapons disarmed become stuck to the golem, and it requires a successful disarm combat maneuver attempt against the golem to pry it off. However, any metal weapon used against the lodestone golem gains a +2 bonus to attack and damage for one round.

Immune to Magic (Ex) A lodestone golem is immune to spells and spell-like abilities that allow

spell resistance. In addition, certain spells and effects function differently against the creature.

A magical attack that deals electricity damage slows a lodestone golem (as the *slow* spell) for 1d6 rounds.

Any spell effect that deals electrical damage also briefly supercharges the golem's magnetism. For 1d4 rounds, all bonuses and penalties associated with the golem's attraction and repulsion special abilities are doubled, and the ability is effective out to 20 feet.

Repulsion (Su) As a swift action, a lodestone golem can choose to repulse metal for one round. It may make a free bull rush combat maneuver attempt on every creature wearing metal armor within 10 feet of the golem. This bull rush attempt does not draw attacks of opportunity. Creatures wearing metal armor or using metal weapons must make a Strength check (DC 15) to move closer than 10 feet away from the golem. However, the golem takes a -2 penalty to attack and damage against any creature wearing metal armor for one round. Note any weapons disarmed or creatures grappled using the attraction ability are released and thrown when the golem activates repulsion.

Shrapnel (Su) A lodestone golem collects bits of metal all over its body through constant use of its attraction ability, and then expels it as shrapnel whenever it uses its repulsion ability. This attack deals 9d6 piercing damage (Reflex DC 19 for half) to anyone within 10 feet of the golem. This occurs automatically in coordination with the swift action used to activate its repulsion ability, but the golem must activate its attraction ability in a following round before shrapnel may be used again. The save DC is Constitution based.

A lodestone golem is composed of the mysterious naturally occurring magnetic rock that some theorize is caused by lightning and others say falls from heaven. Lodestone golems tend to constantly attract metal to cling to their bodies until they get into combat, then the golem tends to alternate between pulses of attraction and repulsion to make for the most devastating use of its abilities.

A lodestone golem is 11 feet tall and weighs 4,000 pounds.

CONSTRUCTION

A lodestone golem is created from unsmelted iron ore sculpted into a humanoid shape and magically seeded with rare naturally occurring magnetic rock costing 8,000 gp.

LODESTONE GOLEM

CL 15th; **Price** 128,000 gp


CONSTRUCTION

Requirements Craft Construct, *animate objects*, *geas/quest*, *iron body*, *stone shape*, *telekinesis*, creator must be caster level 15th, **Skill** Craft (sculpture) or Craft (stonemasonry) DC 20, **Cost** 68,000 gp

ALTERNATE LODESTONE GOLEM

DEFT (+1 CR)

Some construct crafters possess access to large stockpiles of meteoric ores, and can afford to give the lodestone golem greater control over magnetic forces. These golems tend to have a sleeker steel-like appearance. The golem gains a fly speed of 10 feet with perfect maneuverability and the following.

Attraction (Su): As the base ability, except when active the lodestone golem can shift around attached metallic objects, granting it DR 15/adamantine. Metal weapons used against a deft lodestone golem when the attraction ability is active do not gain a bonus to attack and damage. When using the attraction ability, the golem may exclude any number of creatures within its area of effect from being affected.

Magnetic Mastery (Su): The lodestone golem may make a slam attack as a standard action at a range of up to 50 feet against any metallic object or creature wearing primarily metallic armor. The golem may also make disarm combat maneuvers at this range against any metallic weapon, or sunder combat maneuvers against any metallic armor or weapon. If the attraction ability is active, disarmed weapons become stuck to the golem. The golem may also initiate a bull rush or trip combat maneuver against any creature wearing primarily metallic armor.

Repulsion (Su): As the base ability, except when active the lodestone golem gains a +2 deflection bonus to AC against any metallic weapon and the use of the Deflect Arrows feat for the purposes of

metallic ranged attacks. The golem does not take a penalty to attack and damage against creatures wearing metal armor when the repulsion ability is active. When using the repulsion ability, the golem may exclude any number of creatures within its area of effect from being affected.

Shrapnel (Su): As the base ability, except the golem may exclude any number of creatures within its area of effect from being affected.



GOLEM, OCULUS

This disturbing figure is the size of an adult human, but composed of hundreds of eyeballs of all sizes and colors.

OCULUS GOLEM

CR6
XP 2,400

N Medium construct

Init +3; **Senses** all-around vision, darkvision 120 ft., low-light vision; *see invisibility*; **Perception** +15

DEFENSE

AC 23, touch 13, flat-footed 20; (+3 Dex, +10 natural)
hp 64 (8d10+20)

Fort +2, **Ref** +5, **Will** +7

DR 5/adamantine; **Immune** construct traits, magic, illusions

OFFENSE

Speed 30 ft.

Melee 2 slams +11 (2d6+3)

Special Attacks paralyzing gaze, reave sight

STATISTICS

Str 17, **Dex** 16, **Con** —, **Int** —, **Wis** 20, **Cha** 1

Base Atk +8; **CMB** +11; **CMD** 24

Skills Perception +15; **Racial Modifiers** +10 Perception

Languages none

SQ wandering eyes

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Immunity to Magic (Ex) An oculus golem 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.

A *cause blindness* spell negates the creature's paralyzing gaze, *see invisibility*, wandering eyes ability, immunity to illusions, and all-around vision abilities for 2d6 rounds.

A *see invisibility* spell cast upon the golem restores the use of all abilities that are currently negated.

A *true seeing* spell cast upon the golem instantly restores it to full hit points and restores negated abilities.

Paralyzing Gaze (Su) Paralyzed for 1 round, 30 feet, Will DC 17 negates. The save DC is Charisma-based and includes a +8 racial bonus.

Reave Sight (Su) As a full-round action that provokes attacks of opportunity, an oculus golem can attempt to steal the eyes from a helpless foe within 30 feet. The victim must succeed at a DC 14 Will save or have his eyes drawn from his body and into the oculus golem. The victim is permanently blinded, requiring a *regeneration* spell or effect to restore the lost organs, and the golem instantly heals 10 hit points of damage. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points that last 1 hour. The save DC is Constitution-based.

Wandering Eyes (Sp) Three times per day, an oculus golem can expel eyeballs from its body that independently roam, observe, and report back to the golem, similar to a *prying eyes* spell. The golem usually sends these eyes to scout in a ring around its position, but can send them to investigate specific areas if it has reason to do so (e.g., if it heard an adventuring party sneaking through a nearby thicket). The golem can create 1d4 + 8 eyes, which turn nearly transparent once they detach from the golem. The eyes possess all the sensory qualities of the oculus golem itself. When they report back, they take 1 full round to relay all they perceived to the golem. The eyes otherwise function exactly like the sensors created by the *prying eyes* spell.

An oculus golem is composed of hundreds of eyeballs from various creatures attached to one another with strands of sinew. Its head is always a single eye from a great monster such as a dragon or giant. The “knuckles” of its fingers are always humanoid eyes, and every eye in its body constantly flicks and rolls in all directions. Creators utilize these constructs as sentries and as a first line of defense against intrusion. The golem has no possessions and no weapons. An oculus golem stands 5 to 6 feet tall and weighs 150 pounds.

An oculus golem cannot speak. It moves with a fluid, rolling gait that is accompanied by wet squishing sounds.

CONSTRUCTION

The body of an oculus golem is created by carefully sewing disembodied eyeballs into the shape of a humanoid creature. The eyeballs can be from any source, but humanoid eyeballs must be used to create finger joints, and an eyeball from a creature sized huge or greater must be included to serve as a head. Special unguents and thread made from ocular muscle worth 3600 gp are also required.

OCULUS GOLEM**CL 11th; Price 75,600 gp****CONSTRUCTION**

Requirements Craft Construct, *hold person*, *prying eyes*, *see invisibility*, *telekinesis*, *true seeing*; creator must be caster level 11th; **Skill** Heal DC 16; **Cost** 39,600 gp

ALTERNATE OCULUS GOLEMS**BLINKING ASSASSIN (+1 CR)**

An oculus golem is a near-perfect sentry, but sometimes a creator requires a more active servant. This variant turns the oculus golem into a devastating ambush predator. The oculus golem's component eyes seem to flicker in and out of existence. It gains the following ability:

Through the Lens (Su): When using its wandering eyes ability the oculus golem is immediately aware of any creatures its eyes perceive, without the need for the eyes to return and deliver a report. As a standard action, the golem may teleport to the location of any of its wandering eyes, as if by a *dimension door* with no range limit. When the golem appears its current use of wandering eyes ends immediately.

EVIL EYE (+2 CR)

Some oculus golems contain eyes from fearsome creatures whose malice outlasts death. The resulting construct bends fate to crush their enemies with misfortune. A particularly sadistic creator may deliberately design an oculus golem to spread terrible curses. The golem's component eyes gleam with sickly light, and it gains the following ability:

Cursed Glare (Su): The oculus golem channels dark magic through its unblinking glare. Three times per day as a swift action the golem can focus a baleful stare on a creature within 30 feet. The creature must succeed on a DC 13 Will save or suffer permanent misfortune, as *bestow curse*. The save DC is Charisma-based, and includes a +4 racial bonus.

OBSERVER (+3 CR)

Four fist-sized eyeballs with slit pupils surround the large eyeball "head" of this oculus golem variant. The four eyes can swivel in all directions, and even slide around the "head" to reach any angle. It gains the following ability:

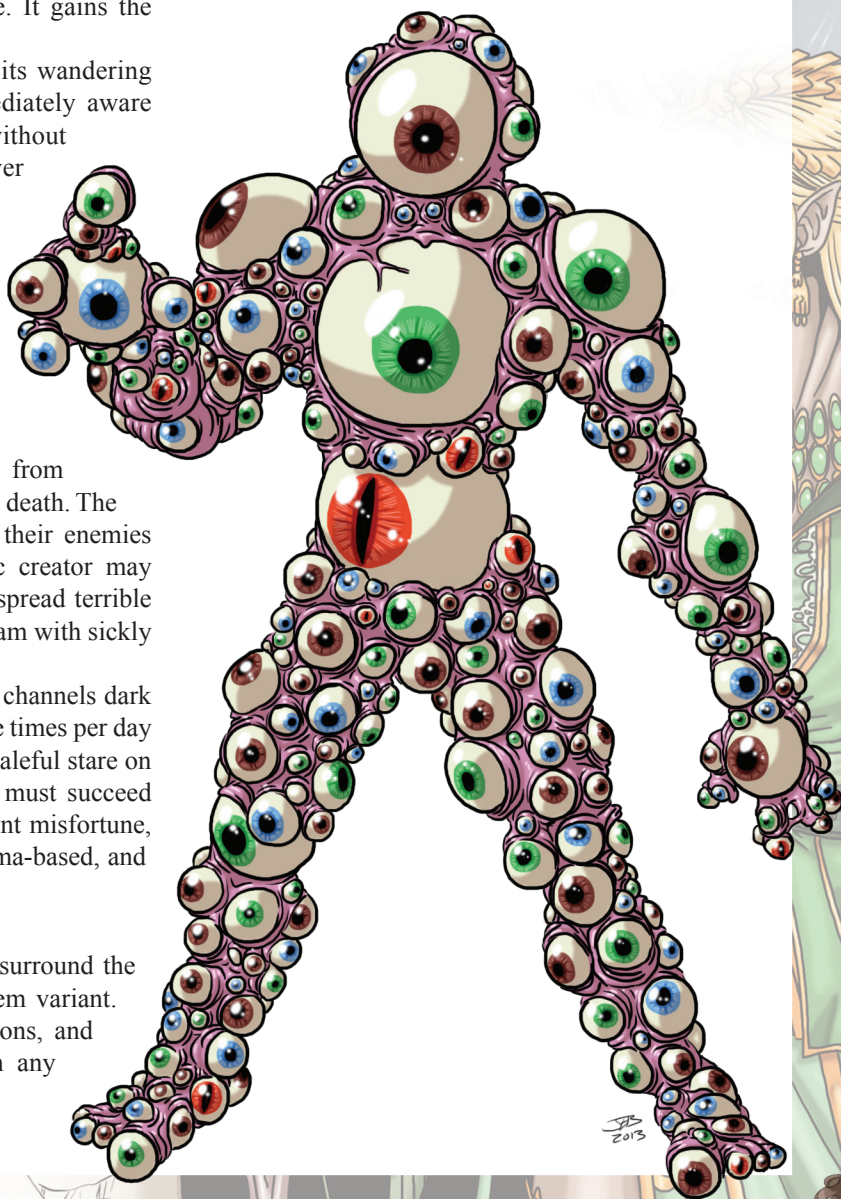
Eye Rays (Su): As a free action each of the golem's four specialized eyes can unleash a magical ray that resembles a spell cast by an 8th level sorcerer. The oculus golem may target a single creature with up to two rays in a round. Each eye ray has a range of 60 feet and a save DC of 13. The save DCs are Charisma-based and include a +4 racial bonus. The four eye rays include:

Dispel Magic: This works like the targeted dispel option of the spell.

Fear: This works as the spell (Will partial).

Inflict Moderate Wounds: This works like the spell, causing 2d8+8 points of damage (Will half).

Scorching Ray: This works like the spell but it produces only one ray, causing 4d6 fire damage.



GOLEM, PLUSH

This child's toy stands vigilant. Its cloth exterior hardens to leather when it notices you.

PLUSH GOLEM

CR1

XP 400

N Tiny construct

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

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 16 (1d10+11 temporary)

Fort +2, **Ref** +4, **Will** +2

DR 5/slashing; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee slam +6 (1d2+1)

STATISTICS

Str 12, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 12

SQ down to sleep, ward

ECOLOGY

Environment any

Organization solitary or litter (2-4)

Treasure none

SPECIAL ABILITIES

Always Vigilant (Su) A plush golem cannot be caught flat-footed while within 30 feet of its ward. The golem always acts in any surprise round in normal initiative order.

Down to Sleep (Su) A plush golem at rest within 30 feet of its charge is restored to full hit points after one hour.

Immunity to Magic (Ex) A plush golem 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.

A *lullaby* spell relaxes the golem; it is treated as staggered for 1d6 rounds.

A *mending* spell heals the plush golem for 2d8+3 hit points. Any hit points gained over the construct's normal maximum are treated as temporary hit points, which last one hour.

Ward (Su) A plush golem may receive a keepsake that bonds it to a ward, such as a child's picture or strand of hair sewn inside at creation. So long as the creature is within 30 feet of its ward, a plush golem receives the

benefits of a *heroism* spell. These changes are reflected in the statistics block above.

Plush golems protect the nurseries and playrooms of families who spare no expense to safeguard their children. Though they are docile playthings for their wards, they animate when an unauthorized creature approaches, programmed to defend their charge until help arrives.

The normally placid plush golem cannot speak. It stands about 18 inches tall and weighs about three pounds.

CONSTRUCTION

A plush golem's body must be constructed from a combination of high-quality fur, cloth, leather, and cotton stuffing. The resulting toy is held together with enchanted thread worth 250 gp. The keepsake that identifies the golem's ward is often sewn inside or placed in a fur pocket.

PLUSH GOLEM

CL 5th; **Price** 4,750 gp

CONSTRUCTION

Requirements Craft Construct, *heroism*, *mending*, *geas/quest*, creator must be caster level 5th; **Skill** Craft (cloth) DC 10; **Cost** 2,375 gp



GOLEM, POISON

This swift-moving creature is composed of fangs and stingers held together by a viscous black liquid.

POISON GOLEM

CR7

XP 3,200

N Medium construct

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 69 (9d10+20)

Fort +3, **Ref** +7, **Will** +3

Immune construct traits, magic

Defensive Abilities fanged body

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (2d6+1 plus poison)

Special Attacks 2d6 sneak attack, tailored poison

STATISTICS

Str 12, **Dex** 18, **Con** -, **Int** 1, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +10; **CMD** 24

Feats Critical Focus, Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Perception +4, Stealth +17; **Racial Modifiers** +8 Stealth

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Fanged Body (Ex) Creatures attacking the poison golem with natural or unarmed attacks take damage equal to its slam attack.

Immunity to Magic (Ex) A poison golem is immune to spells and spell-like abilities that allow spell resistance. In addition, certain spells and effects function differently against the creature.

A *neutralize poison* cast on the golem removes its tailored poison special ability for 1d4 rounds.

Inhuman Assassin (Ex) Poison golems deal +2d6 sneak attack damage as a rogue, and have a +8 racial bonus to Stealth checks.

Tailored Poison (Su) The poison golem may switch which ability score is targeted by its attacks as a swift action.

Poison (Ex) Slam-injury; save Fort DC 16; frequency 1/round for 2 rounds; effect 1d4 damage to one ability score; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

The poison golem is created to act as an assassin. While it does not possess free will, it is capable of stalking prey and choosing which of its poisons is best against a given foe.

A poison golem stands 5 feet tall and weighs 120 pounds.

CONSTRUCTION

The body of a poison golem must be constructed from the fangs and stingers of venomous creatures and at least six different poisons, all bound together with special alchemical tar worth at least 3,000 gp.

POISON GOLEM

CL 8th; **Price** 53,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *fox's cunning*, *geas/quest*, *invisibility*, *poison*, creator must be caster level 8th, **Skill** Craft (alchemy) DC 13, **Cost** 28,000 gp



GOLEM, RECORD KEEPER

A massive figure composed entirely of quartz crystal that hums and chimes softly as it moves.

RECORD KEEPER GOLEM

CR12
XP 19,200
N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 29, touch 14, flat-footed 29; (-1 Dex, +16 natural, +5 deflection, -1 size)

hp 107 (14d10+30)

Fort +4, **Ref** +3, **Will** +4

DR 10/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 40 ft., fly 30 ft. (perfect)

Melee 2 slams +18 (2d10+7)

Space 10 ft.; **Reach** 10 ft.

Special Attacks sonic wave (30-ft. burst, 7d6, Fort DC 17 half)

STATISTICS

Str 25, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +21; **CMD**
Skills Fly +15, Knowledge (any 2) +22; **Racial**
Modifiers +10 Fly, +5 Knowledge

Languages special: see preserved knowledge

SQ index crystal, preserved knowledge

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Immunity to Magic (Ex) A record-keeper golem 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.

Magical effects that deal electricity damage slow a record-keeper golem (as the *slow* spell) for 2d6 rounds.

Magical effects that cause sonic damage deal no damage to the record-keeper and break any slow effect the creature currently suffers. Additionally, for every 3 points of damage a sonic effect would have dealt it, it instead heals 1 point of damage. If the amount of healing would cause the golem to exceed its full normal

hit points, it gains any excess as temporary hit points that last 1 hour. A record-keeper golem gets no saving throw against attacks that deal sonic damage.

Index Crystal (Ex) Every record-keeper golem is keyed to a special crystal known as an index. The possessor of a record-keeper's index is treated as the golem's creator for purposes of controlling it and benefiting from its preserved knowledge ability. Additionally, anyone in possession of its index is immune to the golem's refraction and sonic wave, and can mentally call the golem to him as a standard action, as long as both are on the same plane. Treat this ability as a *dimension door* spell with no limit for range. The golem instinctively knows which direction to go to reach its master. If a record-keeper is made into a shield guardian, the index crystal must be incorporated into the creation of the shield guardian amulet.

Preserved Knowledge (Su) A record-keeper golem stores knowledge for its creator and is treated as having skill ranks equal to its Hit Dice in two Knowledge skills. The golem treats these as class skills, and it can answer any question related to its preserved knowledge in the language of its creator. The creature gains a +5 racial bonus to Knowledge checks.

Sonic Wave (Su) When in combat, as a free action, a record-keeper golem can release a measure of the stored sonic energy that animates it once every 1d4 rounds. The sound explodes from the golem in a 30-foot burst and deals 7d6 sonic damage. A successful DC 17 Fortitude save halves the damage. The save DC is Constitution-based.

Record-keeper golems are towering figures, vaguely humanoid in shape, composed of one central quartz crystal with several floating crystals that resemble arms. The creature is grown from one immense crystal formation. Its facets catch and refract light into breathtaking rainbow patterns. Upon many of a record-keeper's facets there are subtle, raised triangle formations of crystal. The record-keeper golem has no possessions and no weapons.

Most record-keeper golems are the products of powerful spellcasters who lived in ages long passed; consequently, a record-keeper golem with an intact index crystal is a rare and coveted prize for the ancient lore it might still contain. Fanciful tales suggest that one of the most powerful and depraved wizards of a bygone empire cheated death by becoming a lich, and that he found a way to bind his undead essence to his record-keeper golem in place of a standard phylactery.



A record-keeper golem can speak, but only when answering a question posed by its creator or a creature bearing its index crystal. Its movements are slow and deliberate, but it is capable of sudden bursts of speed. It constantly emits a soft hum and chimes musically when it moves.

A record-keeper golem stands 10 feet tall and weighs 900 pounds.

CONSTRUCTION

A record-keeper golem is grown from a single quartz crystal. The crystal seed is grown into the large humanoid shape using ancient techniques involving sound and music. Special chimes and sound resonators made from platinum and mithral worth 10,000 gp are also required (included in price and cost, below).

RECORD KEEPER GOLEM

CL 15th; Price 122,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *dimension door*, *greater shout*, *limited wish*, *telepathic bond*; creator must be caster level 15th; **Skill** Perform (percussion instruments) or Perform (singing) DC 20; **Cost** 66,250 gp

ALTERNATE RECORD KEEPER GOLEM

LIVING ARCHIVE (+3 CR)

A rare few record keeper golems can store more than mere knowledge. These specialized constructs can preserve beings within their crystalline bodies. A living archive gains the following ability:

Archive Binding(Sp): As a full-round action a living archive can transform a creature within 30 feet into light and sound. It draws the energy into itself and holds the creature in a form of stasis. This functions as the metamorphosis option of the *binding* spell with a caster level of 15. An unwilling target may resist the binding with a successful DC 17 Will save. The save DC is Charisma-based and includes a +6 racial bonus.

The golem can hold one archived creature at a time. An archived creature is dimly aware of its surroundings, but is oblivious to the passage of time. It can converse with other creatures as long as the record keeper golem is not engaged in combat. The archived creature is under no obligation to interact if it does not wish to do so, and in most cases its answers are brief. A creature bound against its will never cooperates with attempts at interrogation, unless the questioner holds the record keeper golem's index. In this case the archived creature is compelled to answer truthfully.

Dispel magic cannot free an archived creature. A *freedom* spell, *mage's disjunction* or similar powerful magic, or the golem's destruction frees the bound creature. A freed creature appears in the closest unoccupied space.



GOLEM, REEF

This creature resembles a large red arrowhead, roughly hewn in the shape of a squid. Several mechanical arms curl beneath the head, and its whole body is decorated with barnacles and anemones.

REEF GOLEM

CR8
XP 4,800

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 21, touch 9, flat-footed 21 (+12 natural, -1 size)
hp 85 (10d10+30)

Fort +3, **Ref** +3, **Will** +3

DR 10/adamantine and bludgeoning; **Immune** construct traits, magic

Defensive Abilities healing waters

OFFENSE

Speed 20 ft., swim 40 ft., jet 160 ft.

Melee 6 slams +14 (1d8+5 plus paralysis)

Range 6 tentacle barbs +9 (1d2+5 plus paralysis, range 20 ft.)

Space 10 ft.; **Reach** 10 ft.

Special Attacks paralysis

STATISTICS

Str 20, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +15; **CMD** 24 (can't be tripped)

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Healing Waters (Su) A reef golem in contact with salt water, gains fast healing 2. A reef golem in contact with fresh water gains fast healing 1.

Immunity to Magic (Ex) A reef golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and spell-like effects function differently against the creature, as noted below.

A *control water* spell changes the golem's swim speed to 0, relegating it to its land speed, or simple 5-foot steps in open water. This effect lasts for 1d6 rounds.

A *quench* spell heals the reef golem for 1 hit point per caster level, and gives the golem a +2 bonus on saves for 6 rounds.

Jet (Ex) When swimming, a reef golem can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Paralysis (Ex) A living creature struck by a reef golem's slam or tentacle barb attack must succeed at a DC 15 Fortitude save or be paralyzed for two rounds. This is a poison effect. The save DC is Constitution-based.

Reef golems frequently serve as sentries of submerged structures, be they great cities of the beautiful merfolk, or camouflaged homes for reclusive water mages. Their construction includes both deceased coral growth and living invertebrates, resulting in a symbiotic form and function. Though heavy and bulky, the golem moves about in water via a system of gas bladders and vents made possible by the living organisms crafted onto its frame.

A reef golem begins combat by attacking with its mechanical tentacles, or by firing tiny stingers produced by its living components. The poison inflicted by contact with a reef golem is washed away by contact with water in seconds, but is incredibly painful while active.

A reef golem is 8 feet long and weighs 500 pounds.

CONSTRUCTION

A reef golem's body is constructed by joining shaped pieces of coral together with softer plant tissue at each joint. The coral structures must be grown naturally in the correct shapes and not cut from extant coral structures. This process can be magically hastened from years to one month using alchemical solutions that cost 4,000 gp.

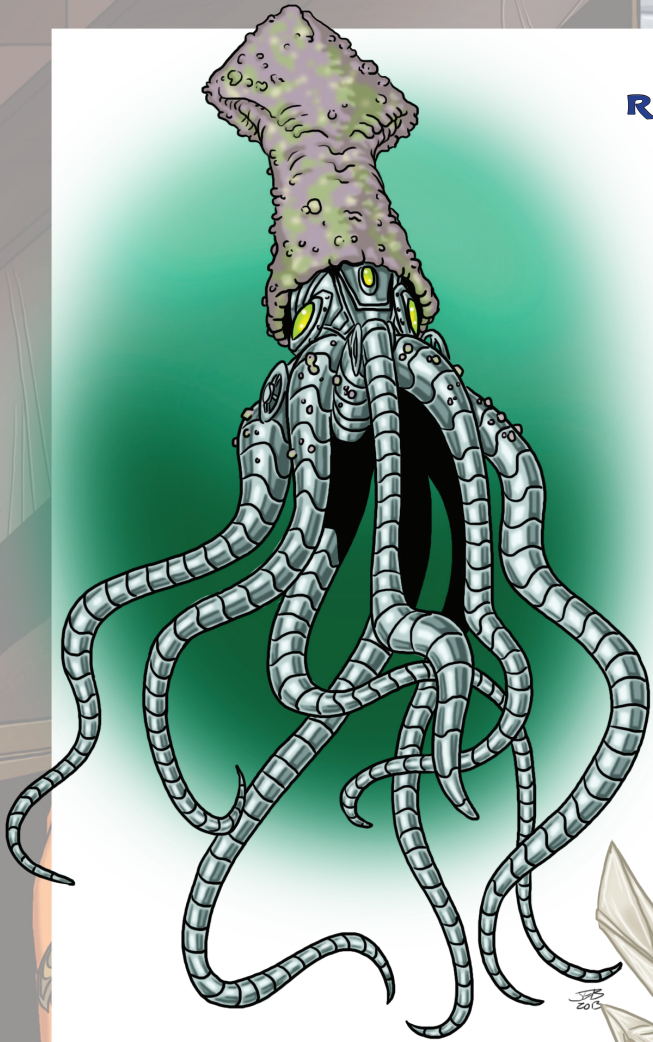
REEF GOLEM

CL 10th; **Price** 65,000 gp

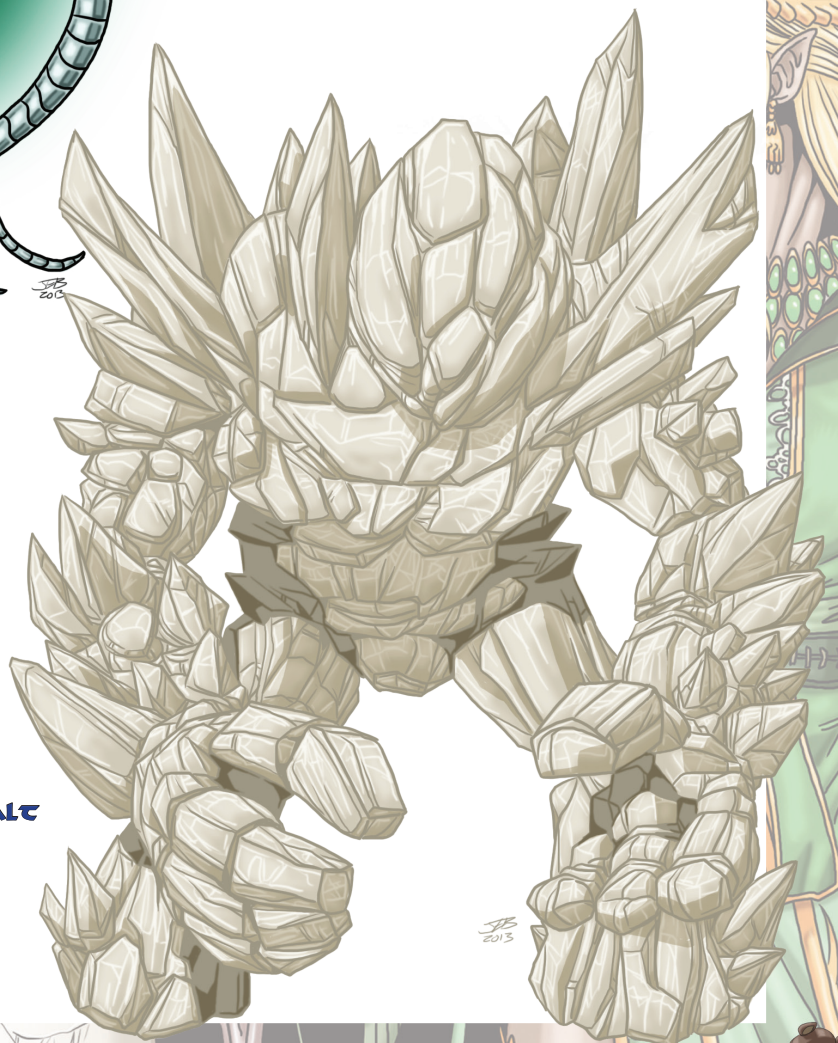
CONSTRUCTION

Requirements Craft Construct, *ghoul touch*, *quench*, *geas/quest*, creator must be caster level 10th; **Skill** Craft (sculpture) DC 15; **Cost** 34,500 gp

REEF



SALT



GOLEM, SALT

A briny scent fills the air as the creature shambles toward you, its humanoid shape outlined by plain blocks and piles of dirty white salt.

SALT GOLEM

CR6
XP 2,400

N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 19, touch 9, flat-footed 19 (-1 Dex, +10 natural)

hp 54 (8d10+10)

Fort +2, **Ref** +1, **Will** +2

DR 10/bludgeoning; **Immune** construct traits, magic

Defensive Abilities corrosive defense

OFFENSE

Speed 20 ft.

Melee 2 slams +13 (2d6+5)

Special Attacks bane of ghosts, blight (DC 14), salt in the wounds

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** +13; **CMD** 22

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Bane of Ghosts (Su) A salt golem exhibits some of the supernatural properties of salt. A salt golem's slam attacks affect incorporeal undead as if they were *ghost touch* weapons. In addition, living creatures slain by salt golems are preserved as if by a *gentle repose* spell with a caster level equal to the golem's Hit Dice.

Blight (Su) As a standard action, a salt golem can curse an animal, plant creature, or plot of land, causing it to wither and die. This acts as the blight hex cast by a witch with a caster level equal to the salt golem's hit dice. The save DC is Wisdom based.

Corrosive Defense (Ex) Metal weapons that strike a salt golem take damage equal to the golem's damage

reduction each time they hit. This damage ignores the weapon's hardness.

Immunity to Magic (Ex) A salt golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and spell-like effects function differently against the creature, as noted below.

A *rusting grasp* spell increases the damage dealt to metal weapons that strike the golem by at least 2 for 1d6 rounds.

A *soften earth and stone* spell halves a salt golem's damage reduction for one round per caster level.

Salt in the Wounds (Su) Wounds inflicted by a salt golem's slam attacks sting severely and impede natural healing. A living creature hit by this slam attack takes a -1 penalty to attacks, checks, and saves until all damage inflicted by the salt golem is healed. Furthermore, hit point damage inflicted by the golem's slam attack can only be healed magically.

Frequently crafted as sentries for haunted or abandoned sites, salt golems pose a significant threat to both living and dead adversaries. The supernatural properties of salt, once enchanted into such a construct, interrupt the normal flow of life energy and disrupt the essence of undead creatures bound to the mortal world by will alone. It remains unclear who crafted the first salt golems, but multiple records exist, documenting the employ of these creatures by evil cults and benevolent temples alike. Several histories tell of secular mercenary forces that used these salt golems to sap the resources of opposing armies, blighting their food sources, and taxing their healers and blacksmiths.

A salt golem stands about five feet tall and weighs 200 pounds.

CONSTRUCTION

A salt golem's body is constructed by pinning enchanted blocks of saltpeter into a rough humanoid shape. These masterwork pins must be cast iron or bronze, and as a set cost 2,000 gp.

SALT GOLEM

CL 11th; **Price** 32,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *old salt's curse*, creator must be caster level 11th; **Skill** Craft (sculpture) DC 16; **Cost** 18,000 gp

GOLEM, SAND

A shape rises from the beach. Sand falls from its arms and legs as it shambles toward you.

SAND GOLEM

CR6

XP 2,400

N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)

hp 64 (8d10+20)**Fort** +2, **Ref** +1, **Will** +2**DR** 5/-; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.**Melee** 2 slams +14 (1d8+6/19-20)**Special Attacks** augmented critical

STATISTICS

Str 23, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +8; **CMB** +14; **CMD** 23**Special Qualities** dune form, freeze

ECOLOGY

Environment any**Organization** solitary or gang (2-4)**Treasure** none

SPECIAL ABILITIES

Augmented Critical (Ex) A sand golem shifts internally to throw extra weight behind its attacks. A sand golem's slam attacks threaten a critical hit on a 19-20.

Dune Form (Ex) A sand golem may collapse into a shapeless pile of sand as a standard action. The golem counts as prone and can take attacks of opportunity against creatures moving through its threatened squares.

Immunity to Magic (Ex) A sand golem 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.

A *stone shape* spell slows a sand golem (as the *slow* spell) for 1d6 rounds (no save).

A *shifting sand* spell ends any slow effect and gives the sand golem fast healing 2 for 6 rounds.

Sand golems roam dunes and beaches at the behest of their creators—commonly desert druids and primitive coastal shamans. They frequently guard temples and freshwater supplies, lying in sandy terrain for months or years before attacking an unsuspecting trespasser.

A sand golem rises to a height of 6 feet and weighs 300 pounds.

CONSTRUCTION

A sand golem's body is constructed by pouring filtered sand into a magically prepared mold. This mold requires polished bronze filigree worth 2,000 gp.

SAND GOLEM

CL 6th; **Price** 34,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *shifting sand*, creator must be caster level 6th; **Skill** Craft (sculpture) DC 11; **Cost** 18,000 gp



GOLEM, TOOTH

A horrific figure composed of thousands of teeth from various creatures, both humanoid and monstrous.

TOOTH GOLEM

CR8
XP 4,800
N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

Aura stench (30 ft., DC 19, see text)

DEFENSE

AC 23, touch 8, flat-footed 23; (-1 Dex, +15 natural, -1 size)

hp 85 (10d10+30)

Fort +3, **Ref** +2, **Will** +3

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 40 ft.

Melee 1 bite +14 (2d8+7 plus laceration)

Space 10 ft.; **Reach** 10 ft.

Special Attacks chew, laceration

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +16; **CMD** 25

Languages none

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Chew (Ex) Once every 10 minutes, a tooth golem can transform itself into a veritable storm of whirling teeth and remain in this form for up to 1 round per 2 HD the golem possesses. While in this form, the golem's movement does not provoke attacks of opportunity, and it can move through occupied squares. When the golem chews through an occupied square, it deals damage to the occupying creature as if the golem had successfully delivered a bite attack. A given creature can only suffer damage in this manner once per round.

Laceration (Ex) The tooth golem's jagged teeth leave horrible, ragged wounds. A living creature (excluding plants and oozes) damaged by the tooth golem's bite or chew attacks suffers 1 point of Constitution damage due to heavy blood loss.

Immunity to Magic (Ex) A tooth golem 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.

A magical attack that deals acid damage negates the golem's damage reduction and spell immunity for 1 round.

A *create food and water* spell cast upon the golem hastens it (as the *haste* spell) for 2 rounds.

Stench (Ex) A tooth golem is surrounded in a foul miasma reminiscent of rotten flesh and horrible bad breath. Any living creature within 30 feet of the golem must succeed on a DC 19 Fortitude save or be nauseated for as long as the creature remains within range and for 1d4 rounds after leaving. A creature that succeeds on the save is unaffected by that tooth golem's stench for 24 hours. The save DC is Constitution-based and includes a +4 racial bonus.

A tooth golem is a hideous creature created by binding thousands of teeth together to form a hulking body. Most tooth golems are humanoid in general shape, but can take other forms as desired by the golem's creator. The teeth lock together in a dizzying twist of rictus grins that twine and clench all across its form, and it always sports an enormous maw absolutely bristling with teeth. A tooth golem stands 8 feet tall and weighs 500 pounds, assuming a humanoid configuration.

A tooth golem cannot speak, but when it moves, there is a mad chorus of clacks and grinding. It moves in short, clipped bursts, as if taking bites out of the world around it.

CONSTRUCTION

The teeth that comprise a tooth golem's body can be gathered by any means. Clever creators exploit grave-robbing, and childhood-tooth-faerie superstition to collect the necessary materials. Special pastes worth 5000 gp to bind the teeth together are also required.

TOOTH GOLEM

CL 11th; **Price** 55,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *antimagic field*, *stinking cloud*, *harm*, creator must be caster level 11th; **Skill** Craft (sculpting) or Heal DC 16; **Cost** 30,000 gp



ALTERNATE TOOTH GOLEMS**RAVENOUS (+1 CR)**

A tooth golem animated by a particularly hateful elemental spirit becomes an engine of cruelty. A ravenous tooth golem gains the grab and swallow whole universal monster abilities. A swallowed creature suffers damage as if bitten by the golem each round (the golem's laceration ability does not apply to this damage). The golem's gullet is AC 17, and has 8 hp.

FANG GOLEM (CR varies)

Using the teeth of venomous creatures to create a tooth golem imparts a virulent toxin to the construct's bite. This poison is magically created each time the golem bites (including with its chew ability). Choose one of the following poisons and adjust the golem's CR as indicated: black adder venom (+1), bloodroot (+1), giant wasp poison (+1), large scorpion venom (+1), wyvern poison (+2). The poison's save DC becomes 15. The save DC is Constitution-based.

EARTH GRINDER (+1 CR)

A tooth golem built primarily of grinding molar teeth becomes an engine of destruction. It gains a burrow speed of 20 ft. and gains the following ability:

Gnashing Burrow (Ex): By reducing its burrow speed to half, the earth grinder may burrow through any solid material softer than steel. When burrowing in this fashion the golem leaves behind a 10 ft. wide tunnel.

EXTRACTOR (+2 CR)

An extractor tooth golem possesses the echo of sentience. This glimmer drives it to rip the teeth out of its victims to incorporate them into its own body. An extractor tooth golem shows preference for attacking creatures with teeth over those without. The extractor gains the grab and constrict universal monster abilities. When the golem constricts a victim it deals damage equal to its bite, but instead of laceration, it uses the following ability:

Extraction (Su): A creature damaged by an extractor tooth golem's constrict ability must make a DC 15 Fortitude save. On a failure some of the victim's teeth are ripped from its mouth, dealing 2d6 points of damage. The golem absorbs the extracted teeth and heals 5 points of damage. Healing in excess of the golem's maximum hit point total is gained as temporary hit points. These temporary hit points last for 1 hour. A creature with no teeth is immune to the extraction. The save DC is Constitution-based.



GOLEM, TOTEM

The tall, carved wooden pole is composed of smaller wooden creatures standing one atop each other. Each moves, screeches, writhes, and flaps like a living thing.

TOTEM GOLEM

CR11
XP 12,800

N Gargantuan construct

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

DEFENSE

AC 25, touch 4, flat-footed 25 (-2 Dex, +21 natural, -4 size)

hp 137 (14d10+60)

Fort +4, **Ref** +2, **Will** +4

DR 10/ adamantine; **Immune** construct traits, magic

Weaknesses vulnerable to fire

OFFENSE

Speed 0 ft. or fly 60 ft. (poor)

Melee 2 slams +22 (2d8+12)

Space 5 ft.; **Reach** 20 ft.

Special Attacks sky arrow

STATISTICS

Str 34, **Dex** 6, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +30; **CMD** 38

Languages none

SQ guardian, separation

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Guardian (Su) When a totem golem is on the ground and not flying, it possesses great awareness of its surroundings. The totem golem gains blindsense 300 feet and blindsight 20 feet, but only as long as it remains in contact with the ground.

Immunity to Magic (Ex) A totem golem 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.

The *warp wood* or *wood shape* spells slow a totem golem (as the *slow* spell) for 1d6 rounds (no save).

A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage

for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A totem golem gets no saving throw against attacks that deal cold damage.

Separation (Ex) As a full-round action, a totem golem can break apart into four composite creatures. These composite creatures are equivalent to a wood golem with the advanced template (*Pathfinder® Roleplaying Game Bestiary™*). Divide the totem golem's current hit points by 4 to determine how many hit points each composite creature has. Each advanced wood golem possesses the totem golem's guardian ability, and one of the wood golems possesses its fly speed and sky arrow special ability. Reverting to a single form requires all of the remaining composite creatures to be adjacent to each other and a full-round action. When this occurs, add up the remaining hit points to determine the totem golem's total hit points.

Sky Arrow (Ex) A totem golem can fly above a single creature, aim itself, and then drop towards the creature like an arrow shot by the gods. Creatures that are targeted may choose to either make a DC 17 Reflex save for half damage or take an attack of opportunity against the totem golem. In addition to its normal damage for a slam attack, the totem golem also deals an additional 1d6 damage for every 10 feet it falls, up to a maximum of 20d6 at 200 feet. The totem golem itself is not immune to the falling damage. The save DC is Constitution-based.

A totem golem is carved from a single tree with the likenesses of animals, people, or spirits standing one atop another. They are always surmounted by a winged bird or creature. Totem golems are usually created by powerful shamans of hunter-gatherer cultures to patrol and protect their communities.

CONSTRUCTION

The body of a totem golem must be constructed from a single tree (usually red cedar) of at least 30 feet in height. In addition, it must be decorated using special magical paints and unguents that cost 5,000 gp.

TOTEM GOLEM

CL 11; **Price** 90,000 gp

CONSTRUCTION

Requirements Craft Construct, *awaken*, *commune with nature*, *geas/quest*, *limited wish*, creator must be caster level 11th, **Skill** Craft (carpentry) DC 16, **Cost** 50,000 gp.

ALTERNATE TOTEM GOLEMS

HEARTH TOTEM (+2 CR)

As a shield guardian for abilities and additional construction requirements, except that, instead of being tied to an amulet, the totem golem is tied to a specific family. The recognized leader of the family is treated as the golem's master. When that individual dies, abdicates power, or is denounced by a majority of the family, the golem continues to obey its last order until the family recognizes a new leader and control of the golem is transferred to that individual.

SHAME TOTEM (+0 CR)

A shame totem is created to represent an individual who wronged the creator in some grave manner or that owes the creator a great debt. It unerringly finds the individual to exact revenge or return them to its master. The shame totem loses the guardian special ability, but it instead gains the seek target special ability. The seek target ability applies to all composite creatures created through the separation ability.

Seek Target (Su) A shame totem can unerringly seek out the target it was created to represent, and gains a +20 insight bonus to all Perception checks regarding the individual.

TITAN (+0 CR)

While solitary totem golems represent a massive investment for a primitive tribe's resources, a few powerful shamans possess enough power to create many of the constructs. It is a simple thing for these crafters to design the golems to join together instead of splitting apart. The titan totem golem loses the separation ability, but gains the following.

Bonus Feats: Titan totem golems gain the following teamwork feats as bonus feats: Lookout^{APG}, Pack Attack^{UC}, and Swap Places^{APG}.

Guardian (Ex): When two or more totem golems with the joined ability combine, the area they can watch over increases exponentially. The blindsense and blindsight granted by the guardian ability doubles (+100%) for each composite totem golem. So, three joined totem golems would have blindsense 900 feet and blindsight 60 feet.

Joined (Ex): Any number of adjacent totem golems with this ability may combine with one another as a full-round action to create a single massive creature. While joined in this

manner, the composite creature's size increases by one category (to a maximum of Colossal), natural armor increases by +3, and it gains a +4 size bonus to Strength. Add the hit points of the composite creatures together to determine the joined totem golem's hit points. These bonuses are cumulative for however many totem golems join together. Reverting to the composite forms requires a full round action, and damage is distributed evenly between the composite golems.



GOLEM, Tusk

The lumbering form resembles a mammoth skeleton, until you realize it's composed mostly of tusks bound together with copper wire.

TUSK GOLEM

CR7

XP 3,200

N Huge construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)

hp 89 (9d10+40)

Fort +3, **Ref** +2, **Will** +3

DR 5/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee slams +14 (2d10+10)

Space 15 ft.; **Reach** 15 ft.

Special Attacks bonecrusher, trample (2d10+10, DC 21)

STATISTICS

Str 25, **Dex** 8, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +16; **CMD** 27

ECOLOGY

Environment any

Organization solitary or herd (2-4)

Treasure none

SPECIAL ABILITIES

Bonecrusher (Ex) A tusk golem's powerful legs crush the bones of creatures caught beneath them. Creatures damaged by the tusk golem's trample special attack also take 1d3 Strength and Dexterity damage. The damaged creature's base speed is halved until the Strength and Dexterity damage is healed. The damage to ability scores is cumulative from multiple trample attacks, but the speed reduction is not.

Immunity to Magic (Ex) A tusk golem 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.

The *calm animals* spell slows a tusk golem (as the *slow* spell) for 1d6 rounds (no save).

The *magic fang* spell affects a tusk golem normally as if it was a living creature.

Tusk golems are most often enchanted by the shamans of arctic tribes or the witch doctors of warm plains and jungles. Natives and visitors alike frequently mistake them for simple skeletons—a frequently fatal mistake.

A tusk golem is 12 feet long and weighs 900 pounds.

CONSTRUCTION

Crafting a tusk golem requires fine copper wire to bind its bones, as well as at least 500 pounds of natural tusk ivory, worth at least 2,000 gp. Note that creating a tusk golem requires casting a spell with the evil descriptor.

TUSK GOLEM

CL 11; **Price** 30,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *geas/quest*, creator must be caster level 11th, **Skill** Craft (sculpture) DC 16, **Cost** 16,000 gp

ALTERNATE TUSK GOLEM

AQUATIC TUSK GOLEM

CR7

Coastal or seafaring crafters use walrus tusks and whalebones to fashion aquatic tusk golems. These unusual creatures exchange their land speed with a 40-foot swim speed and trade their slam attacks for a bite and a tail slap. The bite gains the grab universal monster rule and the tail slap is treated as a primary weapon. They also lose their trample ability in favor of the following special attack. It's other statistics remain unchanged.

Swim Through (Ex) Whenever an aquatic tusk golem charges or moves after a melee attack, it benefits from the Mobility and Spring Attack feats, owing to its skeletal frame. Each time the golem moves its full swim speed or more, all creatures caught in its wake must succeed at a DC 21 Swim check or be moved 20 feet in the golem's direction from their previous location. If the golem successfully uses its grab ability on a victim of its bite attack, it carries the subject as it moves without penalty. The save DC is Strength-based.

GOLEM, WAR

The enormous creature is built from wood, steel, and adamantine; and it looks more like a building or siege tower than a monster. It has a massive blocky torso and huge arms that drag the ground. One of its arms ends with a massive battering ram, and the other ends with a giant catapult scoop.

WAR GOLEM

CR18
XP 153,600

N Gargantuan construct

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

DEFENSE

AC 33, touch 4, flat-footed 33 (-2 Dex, +29 natural, -4 size)

hp 217 (25d10+80)

Fort +8, **Ref** +6, **Will** +8

DR 10/adamantine; **Immune** construct traits, magic

Defensive Abilities rock catching

OFFENSE

Speed 20 ft.

Melee 2 slams +33 (4d6+12)

Ranged rock +20 (8d6+18)

Space 30 ft.; **Reach** 30 ft.

Special Attacks demolish, powerful charge (ram, 8d6+24), rock throwing (200 ft.)

STATISTICS

Str 34, **Dex** 6, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Base Atk +25; **CMB** +41; **CMD** 49

SQ shovel earth, soldier storage

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Demolish (Ex) The war golem's melee attacks counts as adamantine for the purposes of bypassing damage reduction and hardness.

Immunity to Magic (Ex) A war golem is immune to spells and spell-like abilities that allow spell resistance. In addition, certain spells and effects function differently against the creature.

An *earthquake* spell cast on the war golem harms it as if it was a structure.

A *knock* or *phase door* spell cast on the golem allows anyone to enter or exit the golem's soldier storage for 1 round.

Shovel Earth (Ex) A war golem is capable of quickly erecting defenses at will as directed by its master with its giant scoop arm. This acts as the *move earth* spell, except that it has a range of touch.

Soldier Storage (Ex) The war golem can hold allied creatures inside of its hollow torso to offer protection across a battlefield. Allied creatures can enter or exit the golem from either its top or bottom as a standard action. Creatures inside of the war golem take no damage from exterior forces until the golem is destroyed. The golem is capable of holding 1 Huge creature, 4 Large creatures, 16 Medium creatures, or 64 Small creatures. Allied creatures are designated by the war golem's master.

A war golem created from the careful combination of war engines and earth elemental spirits. It is a great boon for any army: capable of tearing down the walls of enemy fortifications, moving massive amounts of earth quickly, and sheltering allied soldiers from ranged weapons and enemy magic.

A war golem is 30 feet tall and weighs 10,000 pounds.

CONSTRUCTION

A war golem's body must be constructed from the combination of wood, steel, and adamantine war engines and weapons costing 20,000 gp.

WAR GOLEM

CL 18; **Price** 280,000 gp

CONSTRUCTION

Requirements Craft Construct, Siege Engineer, *geas/quest*, *heroism*, *limited wish*, *move earth*, *secure shelter*, creator must be caster level 18th, **Skill** Craft (siege engine) DC 23, **Cost** 150,000 gp

ALTERNATE WAR GOLEM

RAPID REBUILDER (+1 CR)

Some engineers imbue war golems with the ability to assist in repairs and bolster defenses once the siege is over. Such creatures shed an aura that mimics the *rapid repair*^{UM} spell and affects all constructs within 30 feet. Rapid rebuilders can also use *make whole* (with a caster level equal to their HD) 3 times per day.



GUARDIAN LION

A great stone lion statue surmounts the marble pedestal. Its head turns to you, a deafening roar bursting from its stone mouth.

GUARDIAN LION

CR6

XP 2,400

N Large construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 19, touch 13, flat-footed 15; (+4 Dex, +6 natural, -1 size)

hp 74 (8d10+30)

Fort +2, **Ref** +6, **Will** -3

DR 5/adamantine; **Immune** construct traits

OFFENSE

Speed 50 ft.

Melee bite +13 (1d8+6 plus grab), 2 claws +13 (1d6+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks grab, pounce, roar (30 ft. cone, 8d6 sonic, DC 14 Fortitude)

STATISTICS

Str 22, **Dex** 18, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +8; **CMB** +15 (+19 grapple); **CMD** 29 (33 vs. trip)

Languages none

ECOLOGY

Environment any

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Roar (Su): Once per day, a guardian lion can release a deafening roar as a free action. This roar serves both as an alarm to warn its master that can be heard up to a half-mile away, and to soften up its victims, particularly spellcasters. Anyone within a 30-foot cone suffers 8d6 sonic damage and is deafened for 10 minutes. A successful DC 14 Fortitude save halves the damage and negates the deafness. The save DC is Constitution-based. Guardian lions are immune to the roar of other guardian lions.

Guardian lions are constructed to serve as watchdogs for locations where such statuary blends in. Opulent estates, grand libraries, or universities, and some temples are common locations to find guardian lions. Often, they are constructed in pairs and flank an entrance to the building that is their charge.

CONSTRUCTION

A guardian lion is carved from a single block of stone that costs 1,500 gp.

GUARDIAN LION

CL 11th; **Price** 26,000 gp

CONSTRUCTION

Requirements Craft Construct, *alarm*, *animate object*, *permanency*; **Skill** Craft (sculpting) DC 16; **Cost** 13,750 gp

ALTERNATE GUARDIAN LIONS

BASALT PRIDE (+2 CR)

This guardian lion variant becomes a leader among constructs. It coordinates defensive efforts and imparts brutal tactics to its allies. The guardian lion gains an Intelligence score of 8, a Wisdom Score of 10, and a Charisma score of 12. It gains the following abilities:

Forceful Roar (Su): The roar created by this guardian lion is a powerful wave of concussive sound. The save DC of the construct's roar ability gains a +2 racial bonus. Any creature that fails its Fortitude save against the roar is knocked prone in addition to deafened.

Pride Master (Su): The guardian lion possesses a rudimentary form of telepathy. It may issue orders to any allied construct within 100 ft., and is aware of the position of allied constructs within that radius. Allied constructs within 30 ft., including the guardian lion itself, gain a +4 bonus to attack rolls while flanking.

Rake (Ex): The guardian lion gains the rake universal monster ability (2 rakes +13 [1d6+3]).

STALKER (+1 CR)

A stalker guardian lion passes for a statue, then stalks and ambushes its prey. The guardian lion gains the imitation** animated object ability, as well as the following:

Stalk (Su): The guardian lion can become *invisible* at will. While *invisible* it gains the scent special quality and a +10 racial bonus to Survival checks.

MECHANICAL MANSERVANT

The mechanical man drops a serving tray as its body whirs and flashes with quickly extending blades.

MECHANICAL MANSERVANT

CR5
XP 1,600
N Medium construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 18, touch 16, flat-footed 12 (+6 Dex, +2 natural)

hp 53 (6d10+20)

Fort +2, **Ref** +8, **Will** +2

Immune construct traits

OFFENSE

Speed 30 ft.

Melee masterwork short sword +11/+6 (1d6+1/19-20) and masterwork short sword +11/+6 (1d6/19-20) or slam +7 (1d6+1)

STATISTICS

Str 12, **Dex** 22, **Con** —, **Int** —, **Wis** 11, **Cha** 10

Base Atk +6; **CMB** +7; **CMD** 23

Feats Combat Expertise^B, Improved Two-Weapon Fighting^B, Two-Weapon Fighting^B, Weapon Finesse^B
SQ specialization

ECOLOGY

Environment any urban

Organization solitary

Treasure none

SPECIAL ABILITIES

Specialization (Ex) The mechanical manservant can alter its form and function as a standard action.

Body Guard: A pair of masterwork short swords spring from the construct's palms. It gains the use of its bonus feats and executes an attack or defense routine.

Entertainment: The construct's body transforms into the form of a dancer, while vents open along its frame to play musical accompaniment. The construct gains a +10 racial bonus to the Perform (dance) and Perform (song) skills. It may inspire courage (as the bardic performance ability) as a bard of its Hit Dice.

Laborer: The construct's limbs contract into a bulky, squat shape. It gains a +4 bonus to CMD when resisting bull rush or trip attempts. It gains a +8 inherent bonus to its Strength score, but only for the purposes of calculating lifting and carrying capacity.

Manservant: This is the default state for the mechanical manservant. It gains a +10 racial bonus to Craft (cooking) and Profession (butler) checks.

Mechanical manservants come with a suite of pre-programmed routines. While unintelligent, the manservant is quite capable of seeing to the needs of a household by altering its structure for various purposes.

CONSTRUCTION

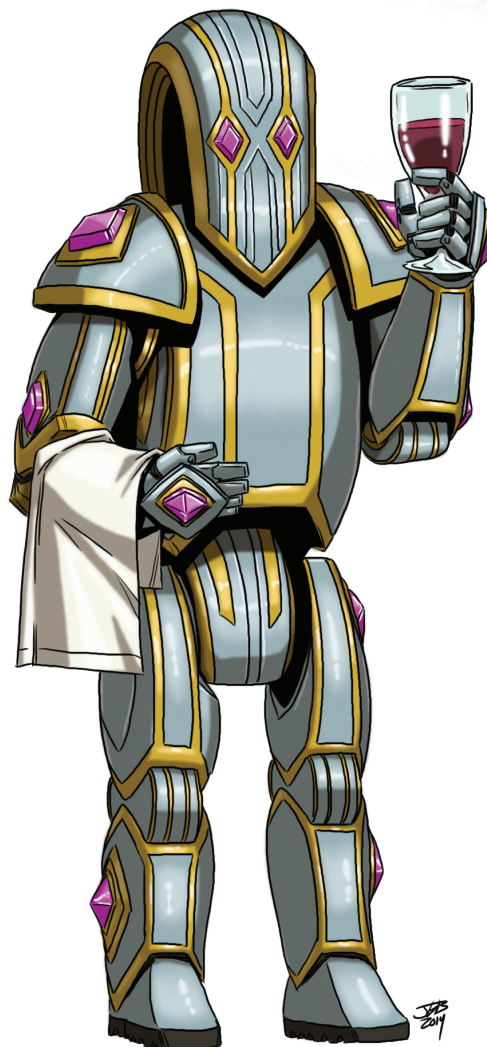
A mechanical manservant's complex humanoid body costs 500 gp to create.

MECHANICAL MANSERVANT

CL 5th; **Price** 12,500 gp

CONSTRUCTION

Requirements Craft Construct, *alter self*, *unseen servant*, creator must be caster level 5th; **Skill** Craft (sculpture) DC 10; **Cost** 6,500 gp



SECRET SCARAB

A beautifully crafted sapphire scarab that is set into a brooch suddenly comes to life and flies away.

SECRET SCARAB

CR3

XP 800

N Diminutive construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 19, touch 17, flat-footed 16 (+3 Dex, +2 natural, +4 size)

hp 22 (4d10)

Fort +1, **Ref** +4, **Will** +1

Immune construct traits

OFFENSE

Speed 10 ft., fly 20 ft. (perfect)

Melee sting +6 (1, plus poison)

Space 1 ft.; **Reach** 0 ft.

Special Attacks poison sack

STATISTICS

Str 1, **Dex** 16, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** -5; **CMD** 8

Skills Fly +17, Perception +4, Stealth +15; **Racial Modifier** +4 Perception

SQ hide in plain sight, telepathic link

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Hide in Plain Sight (Su) When a secret scarab is apart from its setting, it appears to be an ordinary living insect of a type chosen by the creator when it is constructed. When it returns to its setting, it appears to be nothing more than jewelry. This allows it to hide in plain sight as the rogue talent of the same name with a terrain type chosen during the secret scarab's creation. This in all other ways functions as the *disguise self* spell, and it does not affect creatures who are not susceptible to illusion (glamer) effects.

Poison Sack (Ex) A secret scarab has a small internal pouch connected to its stringer that can be filled with up to 3 doses of poison.

Telepathic Link (Su) Any individual who wears the secret scarab's brooch setting is treated as its master. A secret scarab is telepathically linked to the individual that wears the brooch. The master of the scarab can give it commands and can also sense anything the scarab can see and hear out to a distance of 500 feet. The scarab may go beyond this range, but when it does so, the master cannot use its senses or issue it new orders until the scarab is once more in range. The secret scarab's brooch takes up the neck magic item slot.

The secret scarab began as a tool of spies and assassins, and was created as a more focused, subtle, and universally usable form of the homunculi construct. It has also become quite popular in the courts of nobility who wish to keep tabs on each other. The scarab's existence has led to some extreme degrees of paranoia when it comes to insect life, as one can never truly trust that the fly on the wall isn't watching with the eyes of a rival.

CONSTRUCTION

A secret scarab's body is constructed from a beautiful golden brooch and sapphire worth at least 500 gp.

SECRET SCARAB

CL 5th; **Price** 8,500 gp

CONSTRUCTION

Requirements Craft Construct, *clairaudience/clairvoyance, detect thoughts*, creator must be caster level 5th; **Skill** Craft (jewelry) DC 10; **Cost** 4,500 gp

ALTERNATE SECRET SCARAB

BRAIN BURROWER (+1 CR)

A brain burrower acts as a terrible tool of control and intimidation for those lacking moral scruples. It gains the following.

Implant (Ex): The construct can burrow through the ear canal and into the brain of a helpless living creature as a full round action. The scarab deals the creature 1 point of Intelligence drain. The individual with a telepathic link to the scarab can then control the creature as a *dominate person* spell (Will DC 17) for up to 1 hour per day while within range of the construct. The scarab can be removed with a DC 20 Heal check, or it may exit voluntarily as a full round action.

STEEL BUTCHER

Unsettling stains cover this monster's thick leather apron. Its arms end with tools suitable for carving and grinding meat.

STEEL BUTCHER

CR7

XP 4,800

N Large construct

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

DEFENSE

AC 25, touch 9, flat-footed 25; (+16 natural, -1 size)

hp 85 (10d10+30)

Fort +3, **Ref** +3, **Will** +3

DR 5/adamantine; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee shears +16 (1d8+8/19-20) and slam +16 (2d6+8/x3 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks grab, flay and grind (DC 15)

STATISTICS

Str 27, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +19 (+23 grapple);

CMD 29

Languages none

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Flay and Grind (Ex) Whenever a steel butcher successfully uses its grab ability to grapple a living opponent, the creature must succeed at a DC 15 Fortitude save or be partially skinned and deboned. A failed save means the subject takes 2 points of Strength, Dexterity, and Constitution damage, as well as 2 points of Charisma drain.

A steel butcher acts as a mobile abattoir for giants or other hunters of large game. Its arms make excellent bladed weapons and bludgeons, as well as implements for skinning and deboning dead meat. Steel butchers are 8 feet tall and weigh 700 pounds.

CONSTRUCTION

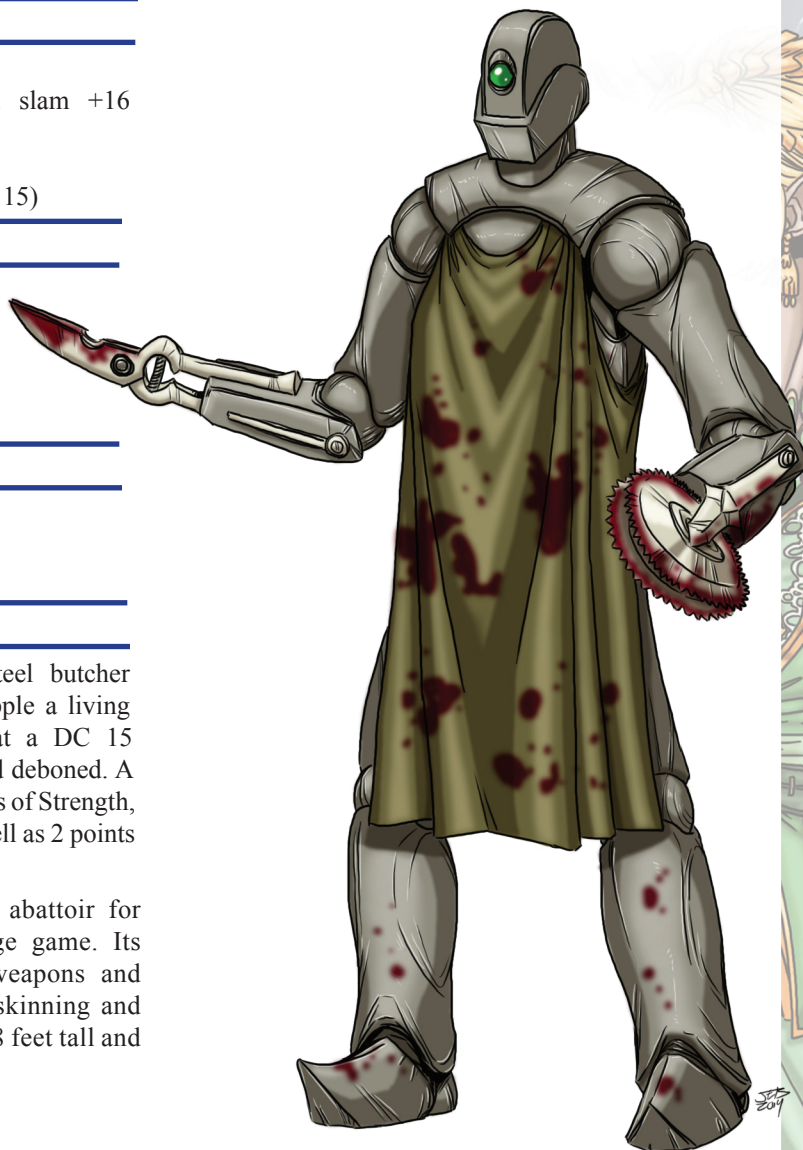
Crafting a steel butcher requires a complex steel frame and a thick leather apron soaked in the blood of its former owner. The assembly requires materials worth 1,600 gp.

STEEL BUTCHER

CL 13th; **Price** 33,600 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *geas/quest*, *keen edge*, creator must be caster level 11th; **Skill** Craft (sculpting) DC 16; **Cost** 17,600 gp



CHAPTER 2: BUILDING AND MODIFYING CONSTRUCTS

The process of building and animating a magical construct should be limited only by the imagination of an individual crafter. This chapter expands the options available to game masters and players alike with regard to conceiving and crafting new constructs. These rules can also be used to modify and customize constructs, even to the point of raising constructs from a state of complete destruction.

ANIMATED OBJECTS

NEW ANIMATED OBJECT ABILITIES

The following are new abilities that can be applied to animated objects, whether created by the *animate objects* spell or with the Craft Construct feat. Adding these abilities requires the expenditure of construction points (CP), as described in the animated objects entry.

Anchoring (1 CP, Ex): The object is designed to hold fast to the ground or some other structure. It gains a +2 bonus on CMB when grappling, if the object is trying to hold a creature in place. Moving the creature from its anchored location requires destroying it or a successful Strength check against its break DC. If the object is unanchored from the location, it loses this ability until it is repaired.

Animator (2 CP, Su): The object may extend some of its animating magic to smaller unattended objects that are in contact with it for at least one minute. The object may only affect other objects if they are at least 3 size categories smaller than it. If an unattended object becomes attended, this effect ceases.

Articulated (1 CP, Ex): The object possesses an articulated body, with detail given to limbs and digits, allowing it a much wider range and ease of movement. It gains a +4 bonus to its Dexterity.

Enchanted (1 CP, Su): The object's slam attacks draw upon the power inherent in its animation and count as magical for the purposes of bypassing damage reduction. Additional construction points may be spent on a 1-for-1 basis to grant the object a magical enhancement bonus to attack and damage (maximum +5 for 6 CP). The magical enhancement does not affect attacks made using the animated object as a weapon, only the object's slam attacks.

Heavy (1 CP, Ex): The object is composed of heavy metal or other dense material. The object gains a +2 bonus to its combat maneuver defense.

Hollow (1 CP, Ex): The object has a hollow, airtight interior that does not compromise its structure (the means of accessing the space varies, depending on the object). A single creature or object that is at least one size category smaller than the object may be comfortably contained within it. Creatures and objects so contained cannot be harmed until the animated object is destroyed. Four smaller creatures count as a single creature of one size category larger. So a Colossal object could comfortably contain a single Gargantuan creature or object, 4 Huge creatures or objects, 16 Large creatures or objects, 64 Medium creatures or objects, etc.

Imitation (0 CP, Ex): The object appears to be an ordinary object of a common variety, and it may go unnoticed until it attacks. If the object neither moves nor attacks, it is nearly indistinguishable from an ordinary inanimate object of its type. It can be identified as a threat before it attacks with a DC 20 Perception or Knowledge (arcana) check.

Living Disguise (1 CP, Ex): The object is masterfully crafted to resemble a living creature as perfectly as possible and may sometimes trick observers into mistaking it for the real thing. Creatures must succeed on a Perception or Knowledge (arcana) check against a DC of 15 or mistake the animated object for a living creature of the type it is constructed to resemble.

Musical (0 CP, Ex): The object is a musical instrument that can play itself. It can accompany music being played on it or with it, and it may also play any requested music that has previously been played upon it. For 2 CP, it so masterfully and faithfully reproduces music played on it that when played by a bard using the bardic performance ability, it continues the effect for 1 round, even after the bard ceases playing it. This does not apply if the bard changes the bardic performance from one effect to another, but it does apply if the bard is killed, paralyzed, stunned, knocked unconscious, or is otherwise prevented from taking a free action to maintain the music.

Shield (1 CP, Ex): Part of the object's physical form is suitable for use as a shield. The object gains a +1 shield

bonus to AC if it is Small or smaller, and a +2 shield bonus if it is Medium or larger.

Special Materials (1 CP, Su): The object is partially or wholly created from some special material (typically silver or cold iron). Its slam attacks can bypass damage reduction as if the attack was made with a special material of that type. If the special material is metallic, this ability must be taken with the metal ability. Adamantine may also be selected for 2 CP, but must be taken with the metal (adamantine) ability. Adamantine attacks of this type bypass hardness.

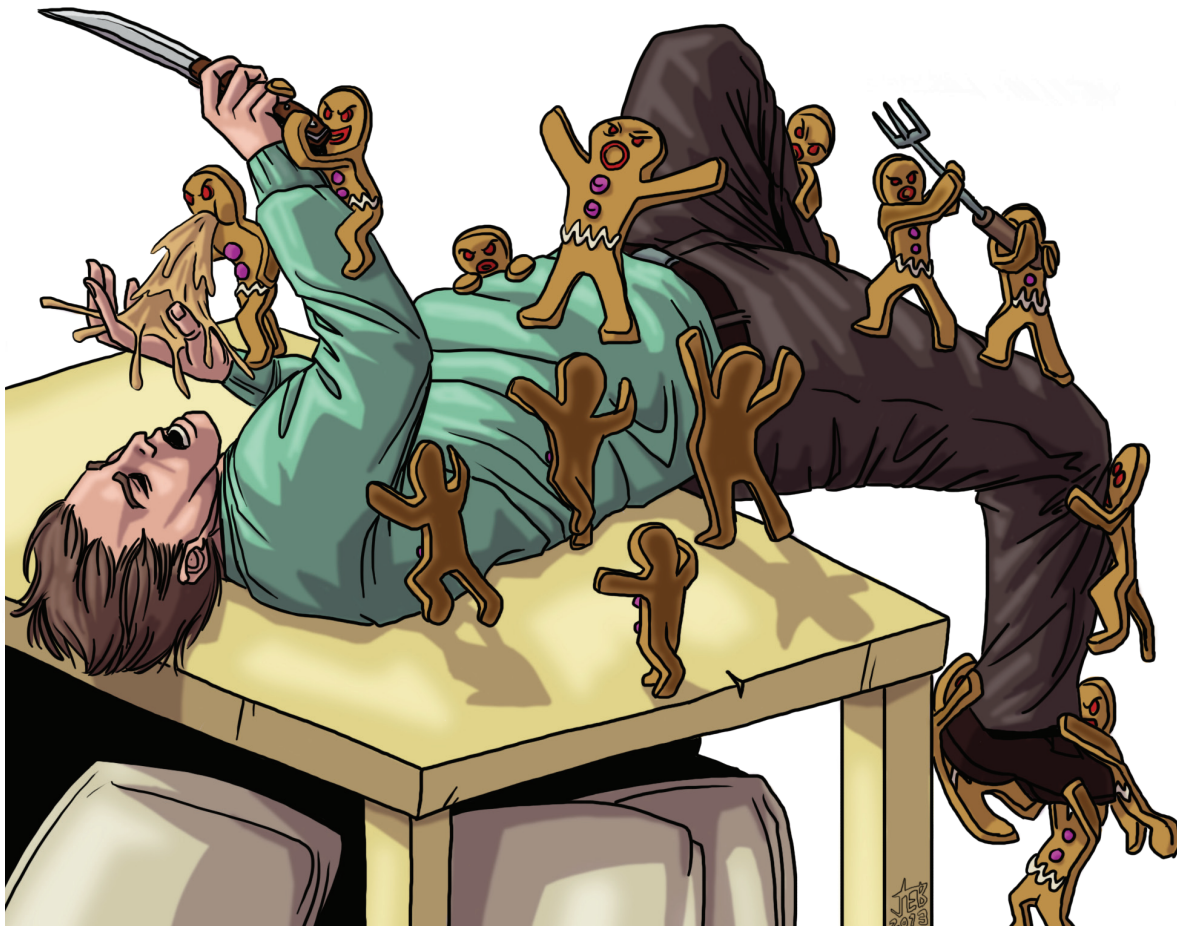
Swallow Whole (1 CP, Ex): The object has the ability to swallow whole (as the universal monster rule), except individuals who are swallowed are contained and undamaged until they are released or escape. For 2 CP, the ability acts exactly as the universal monster rule and causes damage to those who have been swallowed. The bite damage is equal to the object's normal slam attack damage, and the internal damage varies depending on the object, but is typically limited to 1d6 damage per round for Medium objects, with an additional 1d6

damage for each size category larger than Medium. The object must possess the grab special attack ability before it may possess swallow whole.

Swarm (2 CP, Ex): The object animated is actually composed of many small pieces like ball bearings or miniscule constructs that act in concert like a swarm. The animated object gains the swarm subtype. A swarm of Tiny objects must be constructed as at least a Huge animated object, a Diminutive swarm must be at least a Gargantuan animated object, and a Fine swarm must be a Colossal animated object. Regardless of the typical size and statistics of an animated object of the given size, it still only fills a 10-foot by 10-foot square as normal.

CONSTRUCTION FLAWS

Animated objects can gain more construction points by applying flaws, which hamper the object but provide additional construction points to spend on beneficial abilities. If the construction points gained in this way are not spent on beneficial abilities, the object's CR decreases by 1 for every 2 construction points conserved.



Crystalline (Ex, +1 CP): The object is primarily composed of crystal or glass. Its hardness is reduced to 1, and it is susceptible to the *shatter* spell as a crystalline creature.

Disloyal (Su, +1 CP): The mystical bonds between the master and the object are not quite fully formed, and other individuals may potentially usurp control of it. Whenever the creator wishes to direct the object, he must make a DC 20 concentration check as a move-equivalent action. Failure means that the object continues obeying its last received order, or it does nothing if it has received no orders. For +2 CP, individuals other than the creator (including enemies) can issue orders to the construct with a successful concentration check as above. If more than one individual attempts to issue orders to the object, they must all make opposed concentration checks to see whose order the object obeys. If no individual succeeds against a DC 20 concentration check, the object does not follow any orders.

Fuel Requirement (Ex, +1 CP): The magic animating the object requires a constant source of exotic or difficult-to-come-by fuel in order to continue functioning. The object must consume at least 100 gp worth of this fuel each day, or it becomes an inanimate object. If it has been rendered inanimate due to lack of fuel, it may be animated again if it receives that fuel at any point in the future. The cost of the fuel increases to 500 gp for +2 CP and 1,000 gp for +3 CP. This flaw may not be applied to objects animated with the *animate objects* spell.

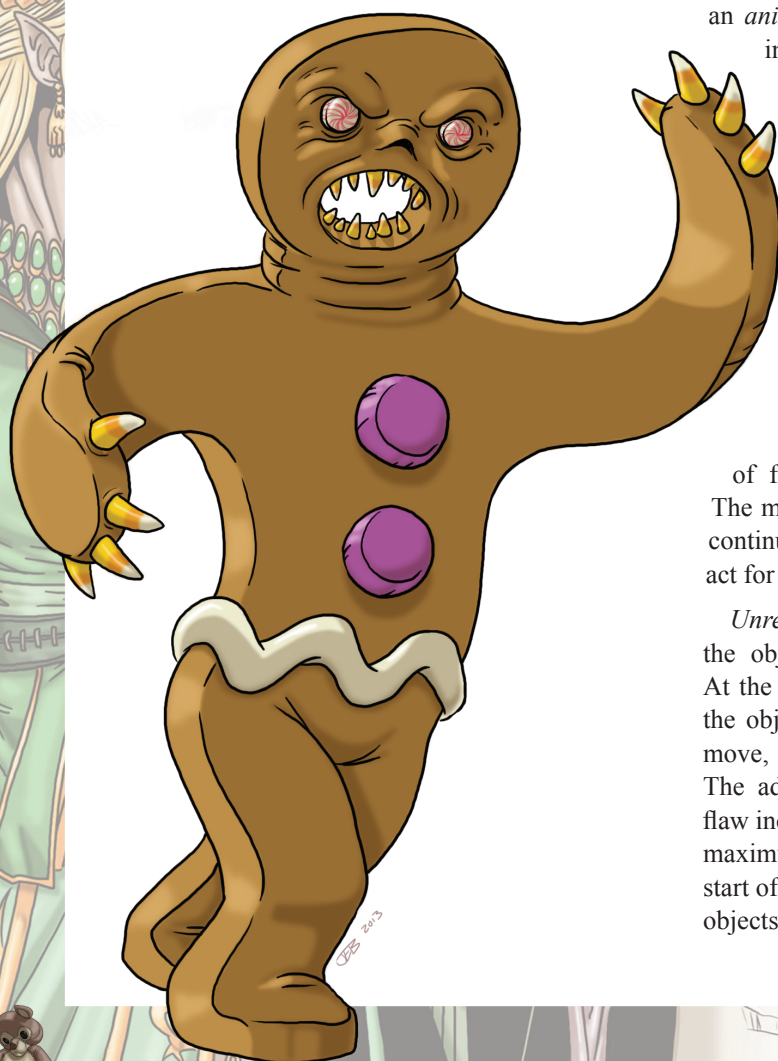
Gremlins (Su, +2 CP): While the object is not truly hampered by intelligent saboteurs, it does seem to misinterpret orders when it becomes damaged. Whenever the object takes damage in excess of its hardness, it must succeed on a DC 11 Will save or suffer the equivalent of a *lesser confusion* spell (this effect bypasses the construct's normal immunities).

Renewal (Su, +1 CP): The magic animating the object fades each day. Thus, the object must be the target of an *animate objects* spell each day, or it becomes an inanimate object. If it has been rendered inanimate due to not being the target of an *animate objects* spell, it may be reanimated with an *animate objects* spell at any point in the future. This flaw may not be applied to objects animated with the *animate objects* spell.

Soft (Ex, +1 CP): The object is primarily composed of materials softer than are normally used in construct creation. Its hardness is reduced to 2, and its Strength is reduced by 2 points.

Stupid (Ex, +1 CP): The object is less capable of following orders than most animated objects. The master must devote a move action each round to continually direct the animated object, or it does not act for that round.

Unreliable (Ex, +1 CP): The magic animating the object is prone to temporarily breaking down. At the start of any combat, there is a 5% chance that the object ceases to function and is unable to attack, move, or defend itself for the duration of the combat. The additional construction points gained from this flaw increase by 1 for every 5% added to this flaw (to a maximum of +5 CP for a 25% chance of failure at the start of every combat). This flaw may not be applied to objects animated with the *animate objects* spell.



Wear and Tear (Ex, +1 CP): This complex object slowly breaks itself down through the course of its normal functioning. Every day, it takes 1 hit point of damage. For every round it is engaged in combat, it takes 1 hit point of damage. Particularly strenuous or difficult actions may also cause it to damage itself. This flaw may not be applied to objects animated with the *animate objects* spell.

REANIMATED OBJECTS

Some scholars equate creating animated objects from the destroyed remnants of constructs with using necromancy upon the corpses of formerly living creatures. Particularly, when this process is performed upon intelligent constructs, it can be viewed as gruesome or disrespectful. To most though, it is merely practical.

While the animated objects created from recycled constructs may be mere shadows of their former selves, they are a good deal more useful than a random amalgamation of materials. Like undead, reanimated objects tend to be far cruder and less aesthetically pleasing in appearance, with varying degrees of wear and tear caused by the injuries that destroyed them. More enterprising and intrepid crafters sometimes incorporate portions of destroyed constructs into more elaborate creations, as opposed to simply forcing a destroyed construct to continue serving them until it falls to pieces.

The following are new abilities that can be applied to animated objects, whether created by the *animate objects* spell, or with the Craft Construct feat. Adding to these abilities requires the expenditure of Construction Points (CP), as described in the Animated Objects description. These abilities also require raw materials in the form of a destroyed construct of the appropriate type to be incorporated into the animated object, and some have specific restrictions as described below. Multiple constructs of different types may not be incorporated into a single animated object. The save DCs for any ability gained by the animated object is recalculated based upon the object's HD and abilities, but it retains any racial bonuses. Once a reanimated object is destroyed, it may not be used for this purpose again. It is important to note that some constructs (such as the ice golem) destroy themselves upon destruction, have inappropriate abilities for animated objects, or are almost never destroyed (such as the adamantite golem), and so these constructs, or some abilities associated with constructs, are not included below.

NEW ANIMATED OBJECT ABILITIES

Alchemical Golem (Ex, 1 CP): The animated object must be constructed from the remains of an alchemical golem, and it must be at least Large size. The animated object gains the alchemical golem's splash special ability. For 2 CP, it additionally gains the alchemical golem's alchemy ability.

Carrion Golem (Ex, 1 CP): The animated object must be constructed from the remains of a carrion golem, and it must be at least Medium size. The animated object may not possess the metal or stone animated object abilities. The animated object gains the carrion golem's plague carrier special ability (with whatever disease was possessed by the destroyed carrion golem the animated object is created from). For 2 CP, it additionally gains the carrion golem's foul stench ability.

Caryatid Column or Cephalophore (Ex, 1 CP): The animated object must be constructed from the remains of a caryatid column or cephalophore, and it must be at least Medium or Large size, respectively. The animated object must possess the stone animated object ability. The animated object gains the caryatid column or cephalophore's shatter weapons special ability.

Clay Golem (Su, 1 CP): The animated object must be constructed from the remains of a clay golem, and it must be at least Large size. The animated object may not possess the metal or stone animated object abilities. The animated object gains the clay golem's haste special ability. For 3 CP, it additionally gains the clay golem's cursed wound ability (with a caster level check equal to double the animated object's Hit Dice).

Glass Golem (Ex, 1 CP): The animated object must be constructed from the remains of a glass golem, and it must be at least Large size. The animated object must possess the crystalline flaw**. The animated object gains the glass golem's dazzling brightness special ability. For 2 CP, if the animated object additionally gains the glass golem's reflect spells special ability, but only if it possesses the 3 CP version of the magic immunity animated object ability.

Golden Golem (Ex, 1 CP): The animated object must be constructed from the remains of a golden golem, and it must be at least Large size. The animated object must possess the metal animated object ability. The animated object gains the golden golem's heavy special ability.

Homunculus (Su, 1 CP): The animated object must be constructed from the remains of a homunculus that the creator shared a telepathic link with. The animated object gains the homunculus' telepathic link special ability.

Iron Golem (Su, 2 CP): The animated object must be constructed from the remains of an iron golem, and it must be at least Large size. The animated object must possess the metal animated object ability. The animated object gains the iron golem's breath weapon special ability.

Magic Immunity (Su, 1 CP): The animated object must be created from the destroyed remnants of a construct with the magic immunity special ability. The animated object gains spell resistance equal to 10 + its CR. For 3 CP, the animated object gains the magic immunity of the destroyed construct it is constructed from.

Mithral Golem (Ex, 3 CP): The animated object must be constructed from the remains of a mithral golem, and it must be at least Huge size. The animated object must possess the metal (mithral) object ability. The animated object gains the mithral golem's quickness special ability.

Powerful Blow (Ex, 1 CP): The animated object must be constructed from the remains of a construct with the powerful blows special ability. The animated object's slam attacks deal one and a half times its Strength modifier in damage and threaten a critical on 19-20.

Reef Golem (Ex, 1 CP): The animated object must be constructed from the remains of a reef golem, and it must be at least Large size. The animated object gains the reef golem's paralysis special ability. For 2 CP, the animated object additionally gains the reef golem's healing waters special ability.

Salt Golem (Su, 1 CP): The animated object must be constructed from the remains of a salt golem, and it must be at least Medium size. The animated object may not possess the metal or stone animated object abilities. The animated object gains the salt golem's salt in the wounds special ability. For 2 CP, the animated object additionally gains the salt golem's corrosive defense special ability (with hardness substituted for damage reduction).

Stone Golem (Su, 2 CP): The animated object must be constructed from the remains of a stone golem, and it must be at least Large size. The animated object must possess the stone animated object ability. The animated object gains the stone golem's slow special ability.

Tooth Golem (Ex, 2 CP): The animated object must be constructed from the remains of a tooth golem, and it must be at least Large size. The animated object may not possess the metal or stone animated object abilities. The animated object gains the tooth golem's stench special ability. For 4 CP, the animated object additionally gains the tooth golem's laceration special ability.

Tupilaq (Ex, 1 CP): The animated object must be constructed from the remains of a tupilaq, and it must be at least Small size. The animated object may not possess the metal or stone animated object abilities. The animated object gains the tupilaq's bite attack and shearing jaws special ability.

Wood Golem (Su, 1 CP): The animated object must be constructed from the remains of a wood golem, and it must be at least Medium size. The animated object may not possess the metal or stone animated object abilities. The animated object gains the wood golem's splintering special ability.

CONSTRUCTION FLAWS

The following are new flaws that can be applied to animated objects, whether created by the *animate objects* spell, or with the Craft Construct feat. These flaws only apply to animated objects created using raw materials in the form of a destroyed construct of the appropriate type.

Berserk (Ex, +1 CP): The object must be created from the destroyed remnants of a golem with the berserk special ability. The animated object gains the berserk special ability, but the master may regain control over it as per the flesh golem's version of berserk. For +2 CP, the creator cannot regain control over the object as per the clay golem's version of berserk.

Incomplete (Ex, +1 CP): The object is created from a construct that was thoroughly or completely damaged, or it is made from the incomplete pieces of a whole construct. The object loses 2 points of natural armor and 2 hit points per Hit Die.

Old Master (Ex, +1 CP): The object is created from a construct that you did not create. The animated object will not intentionally harm its former master. The construct's original creator may make opposed Charisma checks against you in order to have the animated object obey its commands instead of yours for one round.

Weakness (Ex, +1 CP): If the construct that the object is created from possessed a weakness (such as a wood golem's vulnerability to fire), the animated object gains that same weakness.

ANIMATED TRAPS

The distinction between trap and construct blurs when you introduce an animated trap, a trap imbued with a semblance of animation and life by its creator to better defend a given location.

Adventurers are savvy individuals. Even those who do not specifically train themselves to deal with traps are sometimes rather paranoid when it comes to avoiding them. It can be a frustrating matter for trap crafters when some fighter pokes their pit trap with a 10-foot pole and prevents his untimely demise at its bottom.

A few of these clever artificers have built a better adventurer trap. The animated trap is a combination of construct and reusable mechanical trap that is designed to eliminate the need for triggering and reset mechanisms. The trap simply activates itself when it is most advantageous, and it then returns itself to a starting or ready position without requiring any outside influence. Many animated traps are simply modifications to existing time-honored traps, but others are created from scratch and take advantage of the opportunities that animation affords.

ANIMATED TRAP RULES

Although animated traps function like normal traps, they are difficult to detect and disable, since they do not require any trigger mechanisms and may have odd mechanical or magical methods of operation.

An animated trap may trigger or reset itself on its initiative each round as a standard action unless specified otherwise, and may be attacked as a creature to disable it. The base statistics for an animated trap are that of an animated object of its size, except it does not possess the benefits of construction points, and it does not have an attack unless the trap is designed to possess one. If reduced to 0 hit points or fewer, animated traps are both disabled and destroyed.

Most mechanical traps can be modified into an animated trap, with the exception of traps that are designed to only function once (such as a collapsing ceiling).

SAMPLE ANIMATED TRAPS

ARROW TRAP, ANIMATED

(CR 5)

XP 1,600

Type animated trap; **Perception** DC 24, **Disable Device** DC 24

N Small construct

hp 21 (2d10+10)

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

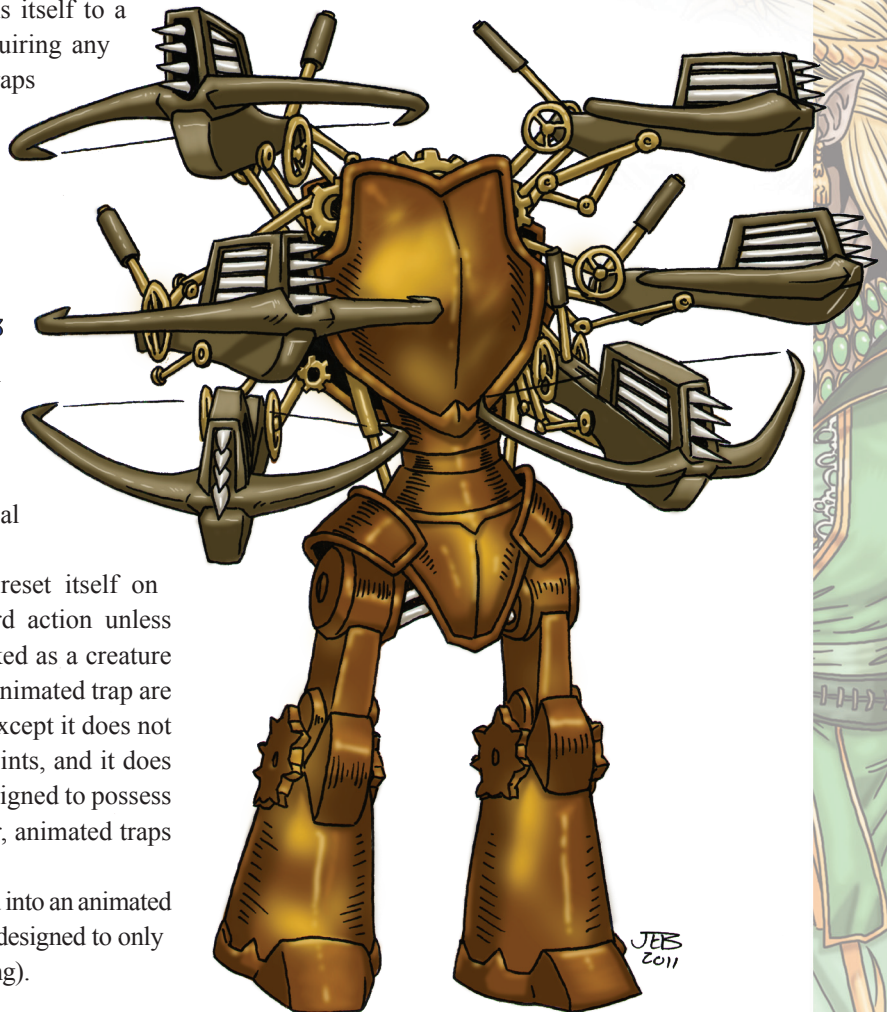
AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

Defensive Abilities hardness 5, construct traits

EFFECTS

Trigger special; Reset automatic

Effect Atk +15 ranged (arrow; 1d8+1/x3); an animated arrow trap may load itself and fire as a full-round action each round, and it preferentially targets certain individuals or types of individuals, as directed by its master.



CHAMBER OF BLADES TRAP, ANIMATED (CR 15)

XP 38,400

Type animated trap; Perception DC 29, Disable Device DC 24

N Gargantuan construct

hp 105 (10d10+60)

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

Perception -5

AC 17, touch 4, flat-footed 17 (-2 Dex, +13 natural, -4 size)

Defensive Abilities hardness 10, construct traits

CREATING AN ANIMATED TRAP

STEP 1

Determine the Base CR: An animated trap's base CR is determined as normal per a mechanical trap, except you do not determine the trap's trigger or reset capabilities—these become “special” and “automatic,” respectively. Objects such as doors or locks that do not ordinarily have a CR function as a trap with a base CR 0.

STEP 2

Determine Actual CR: Add +4 to the base trap's Perception and Disable Device DCs. Recalculate the trap's CR based on these increases, and add a further +2 CR to determine the trap's final CR.

STEP 3

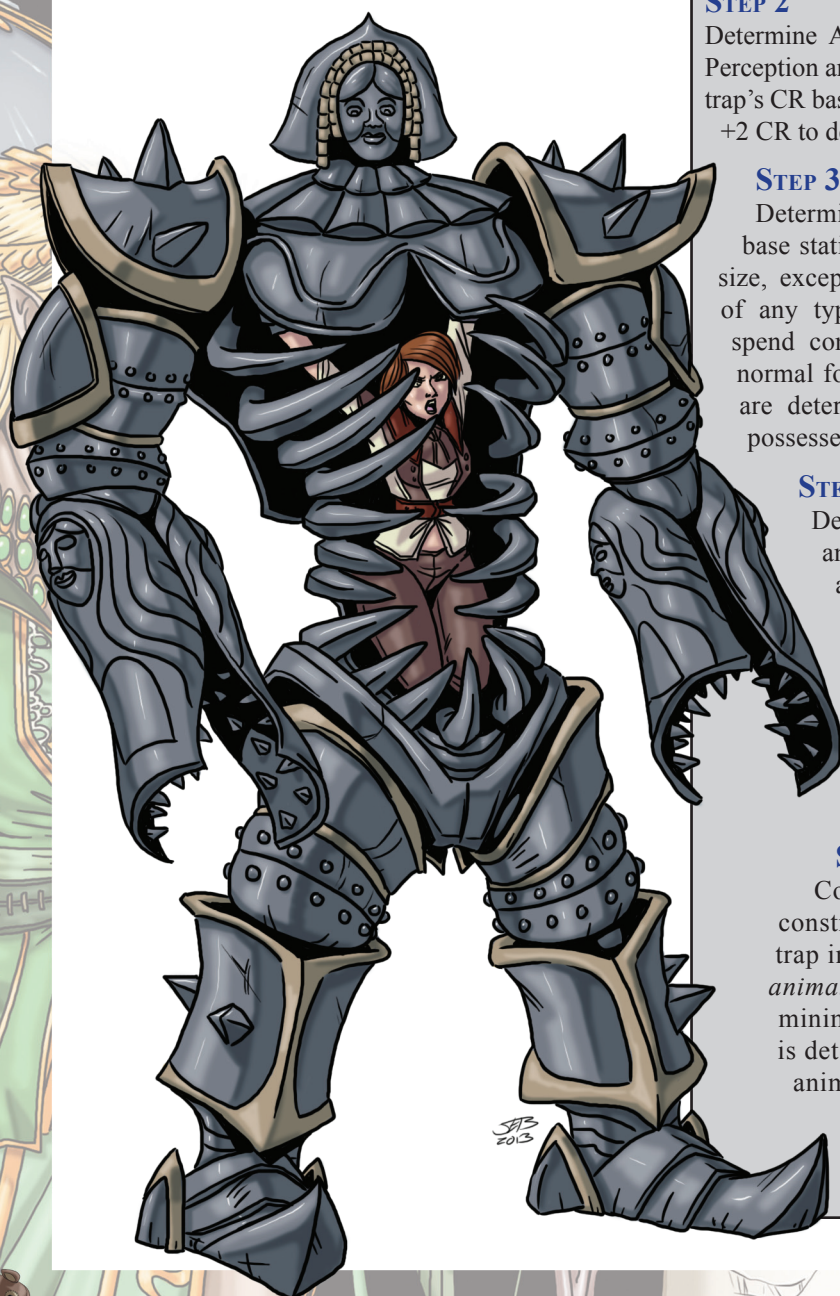
Determine Base Stats: An animated trap's base statistics are for an animated object of its size, except it begins with no movement speed of any type, no slam attack, and it may not spend construction points. It has hardness as normal for an object of its type, and its effects are determined by its nature or the abilities possessed by the base trap.

STEP 4

Determine Additional Effects: An animated trap has all of the effects of a base trap of its type, but may gain additional effects depending on its nature. If the animated trap is not based off of an existing mechanical trap, then determine what effects are appropriate for it to possess, using the base trap-building rules as a guideline.

STEP 5

Construction Requirements: Additional construction requirements for an animated trap include the Craft Construct feat or the *animate object* and *permanency* spells. The minimum caster level of the animated trap is determined by the size of the equivalent animated object. The cost to construct an animated trap is calculated as normal for a trap of its CR.



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EFFECTS

Trigger special; Reset automatic

Effect Atk +20 melee (3d8+3); multiple targets (all targets in a 20-ft.-square chamber). The animated chamber of blades trap may attack every creature or select targets within its space each round as a full-round action.

CRUSHING STONE TRAP, ANIMATED (CR 18)

XP 204,800

Type animated trap; **Perception** DC 34, **Disable Device** DC 24

N Huge construct

hp 78 (7d10+40)

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

AC 15, touch 6, flat-footed 15 (-2 Dex, +9 natural, -2 size)

Defensive Abilities hardness 8, construct traits

EFFECTS

Trigger special; Reset automatic

Effect Atk +15 melee (16d6); multiple targets (all targets in a 10-ft. square); creatures hit by the animated crushing stone trap must succeed on a DC 23 Reflex save or be pinned, automatically taking the crushing damage on the following round unless the crushing stone trap lifts off of them. The save DC is Constitution-based and includes a +10 racial bonus.

LOCK TRAP, ANIMATED (CR 3)

XP 1,200

Type animated trap; **Perception** DC 19; **Disable Device** DC 19

N Tiny construct

hp 5 (1d10)

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

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

Defensive Abilities hardness 10, construct traits

EFFECTS

Trigger special; Reset automatic

Effect An animated lock adds +5 to the standard DC of any Disable Device check to pick the lock. The animated lock may break any lock pick or similar device inserted into it as a standard action on its initiative. An animated lock may lock, unlock, or unjam itself as a standard action.

POISONED PIT TRAP, ANIMATED (CR 16)

XP 76,800

Type animated trap; **Perception** DC 29, **Disable Device** DC 24

N Colossal construct

hp 151 (13d10+80)

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

AC 18, touch 1, flat-footed 18 (-2 Dex, +18 natural, -8 size)

Defensive Abilities hardness 8, construct traits

EFFECTS

Trigger special; Reset automatic

Effect 50-ft.-deep pit, 5d6 falling damage; pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each plus poison [Shadow Essence]); DC 25 Reflex avoids; multiple targets (all targets in a 10-ft.-square area). The animated poisoned pit trap may open or close its trap door as a swift action. Anything within the space occupied by the trap door (such as limbs or rope) takes 3d6 damage (DC 25 Reflex avoids). The animated poisoned pit trap may attack individuals within it with 1d4 poisoned spikes as a full-round action.

WOODEN DOOR TRAP, ANIMATED (CR 3)

XP 1,200

Type animated trap; **Perception** DC 19, **Disable Device** DC 19

N Medium construct

hp 36 (3d10+20)

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

AC 14, touch 10, flat-footed 14 (+4 natural)

Defensive Abilities hardness 5, construct traits

EFFECTS

Trigger special; Reset automatic

Effect An animated door may open or close itself as a swift action. Any creature caught in the door as it closes must succeed at a DC 11 Reflex save or take 2d6 bashing damage. A successful save negates the damage, and allows the creature to choose which side of the door it wishes to be on.

NEW SPELL OPTIONS

The following spells are presented as an optional replacement for or supplement to the *animate objects* spell. The gp value of the diamond dust necessary to make any of the following spells permanent (as per the *permanency* spell) is equal to 2,500 gp x the spell level (minimum 2,500 gp).

ANIMATE OBJECTS I

School transmutation; **Level** bard 1, cleric 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range medium (100 ft. +10 ft./level)

Targets one objects

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You imbue an inanimate object with mobility and a semblance of life. The animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate a single Tiny object. The animated object gains its normal allocation of construction points based on its size, and you may distribute an additional number of construction points to the animated object equal to $\frac{1}{2}$ your caster level (maximum 5 at 10th level).

You can change the designated target or targets as a move action, as if directing an active spell.

This spell can only affect unattended objects. Objects animated must be separate and distinct. A caster cannot, for example, animate the wall of a building without animating the building entirely.

Animate objects can be made permanent with a *permanency* spell.

ANIMATE OBJECTS II

School transmutation; **Level** bard 2, cleric 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range medium (100 ft. +10 ft./level)

Targets one or more objects; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell functions as *animate objects I*, except that you can animate a single Small object or 2 Tiny objects.

Each animated object gains its normal allocation of construction points based on its size, and you may distribute a number of additional construction points among the animated objects equal to $\frac{1}{2}$ your caster level (maximum 5 at 10th level).

ANIMATE OBJECTS III

School transmutation; **Level** bard 3, cleric 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. +10 ft./level)

Targets one or more objects; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell functions as *animate objects I*, except that you can animate a single Medium object, 2 Small objects, or 4 Tiny objects. Each animated object gains its normal allocation of construction points based on its size, and you may distribute a number of additional construction points among the animated objects equal to $\frac{1}{2}$ your caster level (maximum 5 at 10th level).



ANIMATE OBJECTS IV

School transmutation; **Level** bard 4, cleric 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. +10 ft./level)

Targets one or more objects; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell functions as *animate objects I*, except that you can animate a single Large object, 2 Medium objects, 4 Small objects, or 8 Tiny objects. Each animated object gains its normal allocation of construction points based on its size, and you may distribute a number of additional construction points among the animated objects equal to ½ your caster level (maximum 5 at 10th level).

ANIMATE OBJECTS V

School transmutation; **Level** bard 5, cleric 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. +10 ft./level)

Targets one or more objects; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell functions as *animate objects I*, except that you can animate a single Huge object, 2 Large objects, 4 Medium objects, 8 Small objects, or 16 Tiny objects. Each animated object gains its normal allocation of construction points based on its size, and you may distribute a number of additional construction points among the animated objects equal to ½ your caster level (maximum 10 at 20th level).

ANIMATE OBJECTS VI

School transmutation; **Level** bard 6, cleric 6, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S

Range medium (100 ft. +10 ft./level)

Targets one or more objects; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell functions as *animate objects I*, except that you can animate a single Gargantuan object, 2 Huge objects, 4 Large objects, 8 Medium objects, 16 Small objects, or 32 Tiny objects. Each animated object gains its normal allocation of construction points based on its size, and you may distribute a number of additional construction points among the animated objects equal to ½ your caster level (maximum 10 at 20th level).

ANIMATE OBJECTS VII

School transmutation; **Level** cleric 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

Range medium (100 ft. +10 ft./level)

Targets one or more objects; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell functions as *animate objects I*, except that you can animate a single Colossal object, 2 Gargantuan objects, 4 Huge objects, 8 Large objects, 16 Medium objects, 32 Small objects, or 64 Tiny objects. Each animated object gains its normal allocation of construction points based on its size, and you may distribute a number of additional construction points among the animated objects equal to ½ your caster level (maximum 10 at 20th level).

ANIMATE OBJECTS, LESSER

School transmutation; **Level** bard 0, cleric 0, sorcerer/wizard 0, witch 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. +5 ft./2 levels)

Targets one objects

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You imbue an unattended Diminutive object with mobility and a semblance of life. The animated object has no combat statistics and gains no construction points. It may only perform simple tasks related to its form as directed by you. Animated objects of this type may perform any simple task that does not require a skill check, such as an animated pair of scissors cutting cloth or an animated cup tipping itself over. If used to assist an individual making a skill check, the animated object adds a +2 competence bonus to the check.

This spell can only affect unattended objects. An object animated must be separate and distinct.

Lesser animate objects can be made permanent with a *permanency* spell.

MYTHIC ANIMATE OBJECTS I-VII

Animated objects you create with these spells receive the maximum number of hit points per level, gain a +4 bonus to their Strength ability scores, and have 1-½ times the normal base number of construction points based on their size (this does not include additional construction points allocated due to your caster level).

ANIMATED VEHICLES

The following animated objects serve as vehicles that are capable of defending themselves and their passengers. Animated objects of this type are often created by powerful spellcasters who wish to travel in style, or by nations creating weapons of war. Note that the animated objects detailed in the following section behave as creatures and not as vehicles (*Pathfinder Roleplaying Game Ultimate Combat*), and do not possess propulsion, driving checks, etc.

ANIMATED VEHICLE, DIRIGIBLE

In the sky floats a wooden contraption the size of a carriage, with a big leather balloon affixed above it.

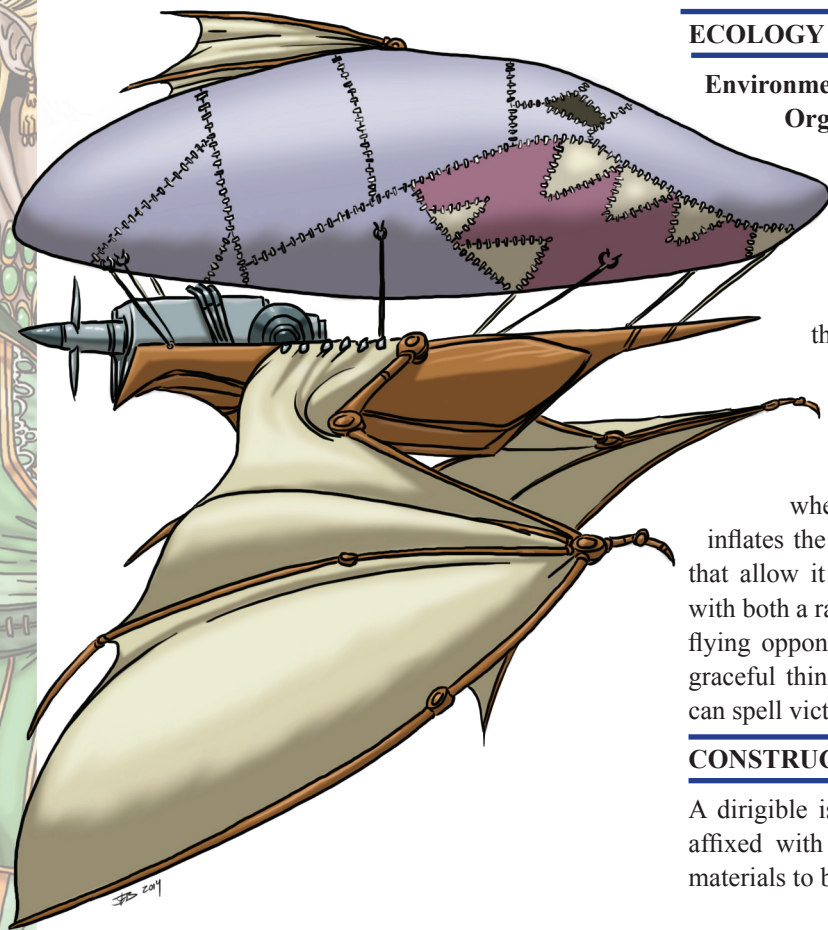
DIRIGIBLE

CR7

XP 3,200

N Huge construct

Init -2; **Senses** darkvision 60 ft., low-light vision; **Perception** -5



DEFENSE

AC 15, touch 6, flat-footed 15 (-2 Dex, +9 natural, -2 size)

hp 78 (7d10+40)

Fort +2, **Ref** +0, **Will** -3

Defensive Abilities hardness 5; Immune construct traits

OFFENSE

Speed 30 ft., fly 40 ft. (clumsy)

Melee slam +15 (2d6+10)

Ranged cannon +3 (2d8+10)

Space 15 ft.; **Reach** 10 ft.

STATISTICS

Str 30, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +19; **CMD** 27

SQ construction points (5 CP); additional attack (1 CP), additional movement (1 CP), faster (1 CP), fuel requirement** (+1 CP), hollow** (1 CP), improved attack (1 CP), ranged attack (2 CP), stupid** (+1 CP)

ECOLOGY

Environment any

Organization solitary, pair, or fleet (4-12)

Treasure none

The dirigible is a flying wooden vessel that is usually held aloft with great artificial wings or a bag of gas that is lighter than the surrounding air. The complexity of the operations involved in its flight requires the vehicle to be piloted at all times, and a crew of 3-4 man it. Most dirigibles require fuel of some sort, whether it is coal for the steam engine that inflates the gas bag or more esoteric magical fuels that allow it to defy gravity. They are often armed with both a ram and an animated cannon for attacking flying opponents. While they are far from the most graceful things to fly the heavens, aerial superiority can spell victory or defeat for entire armies.

CONSTRUCTION

A dirigible is constructed from a small sailing ship affixed with wings or a great leather gasbag. The materials to build the vessel cost 1,500 gp.

DIRIGIBLE

CL 11th; **Price** 26,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *permanency*, creator must be caster level 11th, Skill Craft (ships) DC 16, **Cost** 14,000 gp

ANIMATED VEHICLE, GALLEY

A massive, oddly decorated wooden sailing vessel moves through the sea, despite the lack of a strong wind. Its masthead displays a beautifully painted woman that appears to be moving.

GALLEY

CR11

XP 12,800

N Colossal construct

Init -2; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

DEFENSE

AC 18, touch 1, flat-footed 18 (-2 Dex, +18 natural, -8 size)

hp 151 (13d10+80)

Fort +4, **Ref** +2, **Will** -1

Defensive Abilities hardness 5; Immune construct traits, magic

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., swim 40 ft.

Melee 2 slams +23 (2d10+18)

Space 30 ft.; **Reach** 25 ft.

Special Attacks splintering

STATISTICS

Str 46, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +13; **CMB** +39; **CMD** 47

SQ construction points (6 CP); additional attack (1 CP), additional movement (1 CP), animator** (2 CP), faster (1 CP), gremlins** (+2 CP), hollow** (1 CP), magic immunity** (2 CP), weakness** (+1 CP), wood golem** (1 CP)

ECOLOGY

Environment any

Organization solitary, pair, or fleet (4-12)

Treasure none

A galley is constructed from the destroyed remnants of dozens of wood golems that are worked in with the rest of the lumber. The lingering enchantments from the golems give the galley its immunity to magic, but also a weakness to flame. Galleys are often decorated with long wooden ramming spikes, intricate mastheads, and odd faces. The crews of these strange magical vessels sometimes believe them to be haunted, given the way the rope, sails, and cannons appear to work themselves, or because of the strange way the vessel sometimes behaves when damaged. However, very few complain when the great ship manages to ride the waves on days when there isn't even a hint of wind.

CONSTRUCTION

The galley is created from a massive sailing ship constructed from the destroyed bodies of wood golems which costs 6,000 gp.

GALLEY

CL 11th; **Price** 66,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *permanency*, creator must be caster level 11th, Skill Craft (ships) DC 16, **Cost** 36,000 gp

ANIMATED VEHICLE, TANK

A great black-iron machine rolls on treaded wheels across the field of battle, spewing green noxious fumes and crushing screaming soldiers who are too slow or injured to get out of its way.

TANK

CR5

XP 1,600

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

DEFENSE

AC 16, touch 8, flat-footed 16 (-1 Dex, +8 natural, -1 size)

hp 52 (4d10+30)

Fort +1, **Ref** +0, **Will** -4

Defensive Abilities hardness 10; Immune construct traits

OFFENSE

Speed 30 ft.

Melee slam +9 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon (10-ft. cube, poison, Fortitude DC 12, usable every 1d4+1 rounds), trample (1d8+9, DC 18)

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +11; **CMD** 20

SQ construction points (3 CP); fuel requirement** (+3 CP), hollow** (1 CP), iron golem** (2 CP), metal (2 CP), trample (2 CP), unreliable** (+1 CP)

ECOLOGY

Environment any

Organization solitary, pair, or vanguard (4-12)

Treasure none

SPECIAL ABILITIES

Breath Weapon (Su) The tank has been constructed from the destroyed remnants of an iron golem. It possesses the iron golem's breath weapon special ability. As a free action once every 1d4+1 rounds, the tank may exude a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the tank uses this power. Creatures inside of the tank's hollow interior are protected from this effect.

Breath Weapon- inhaled; *save* Fort 12; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves.

Iron golem tanks are often created by nations to supplement their ground forces. Tanks cut a rather imposing figure as they roll across the battlefield spewing out clouds of poisonous gas in their wake. Due to their complex nature, they are sometimes considered to be rather unreliable and difficult to operate. The tank is also an expensive war machine to maintain, as it runs on a unique magical fuel distilled from a number of highly flammable alchemical substances. This fuel costs 100 gp for a full day's operation, but it can be manufactured for half that cost with a DC 30 Craft (alchemy) check. Tanks tend to remain in storage until they are needed.

CONSTRUCTION

Iron golem tanks are constructed from thick iron plates pulled from the remnants of destroyed iron golems, which costs 1,000 gp.

TANK

CL 11th; **Price** 13,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *permanency*, creator must be caster level 11th, Skill Craft (armor) or Craft (weapons) DC 16, **Cost** 7,250 gp

ANIMATED VEHICLE, SUBMERSIBLE

A massive fish with metallic scales plows its way steadily through the sea before it suddenly turns in your direction with a wide open mouth and dead black eyes.

SUBMERSIBLE

CR9

XP 6,400

N Gargantuan construct

Init -2; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

DEFENSE

AC 19, touch 4, flat-footed 19 (-2 Dex, +15 natural, -4 size)

hp 115 (10d10+60)

Fort +3, **Ref** +1, **Will** -2

Defensive Abilities hardness 10; Immune construct traits

OFFENSE

Speed 30 ft., swim 30 ft.

Melee slam +20 (2d8+14)

Space 20 ft.; **Reach** 15 ft.

Special Attacks grab, swallow whole

STATISTICS

Str 38, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +10; **CMB** +27; **CMD** 35

SQ construction points (5 CP); additional movement (1 CP), grab (1 CP), hollow** (1 CP), living disguise** (1 CP), metal (2 CP), stupid** (+1 CP), swallow whole** (1 CP), wear and tear ** (+1 CP)

ECOLOGY

Environment any

Organization solitary

Treasure none

The submersible is a metallic construct that allows a crew to safely explore the depths of deep bodies of water. They are often camouflaged as massive sea creatures to protect the vessel from curious monsters and mermaids. Unfortunately, the airtight metal frame is prone to rust and must be constantly maintained. Curiosities (whether creatures or objects) are gobbled up by the submersible's massive maw and introduced unharmed to the hollow interior via an airlock.

CONSTRUCTION

A submersible is constructed from large supplies of treated steel formed around a thick wooden frame, which costs 3,000 gp.

SUBMERSIBLE

CL 11th; Price 43,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *permanency*, creator must be caster level 11th, Skill Craft (ships) DC 16, **Cost** 23,000 gp

COMPLEX CONSTRUCT MODIFICATIONS

These modifications represent complex changes to the structure and function of the construct. The cost is equivalent to the minimum level to cast the spell x the spell level x 250 gp.

COMMUNICATION

Requirements: Craft Construct, *magic mouth*

CR Increase: none

Cost: 1,500 gp

The construct gains the ability to speak one language chosen by its creator, if it did not already possess the ability to speak. If the construct is not intelligent enough to communicate on its own, it may only be ordered to relay messages as instructed by its creator.

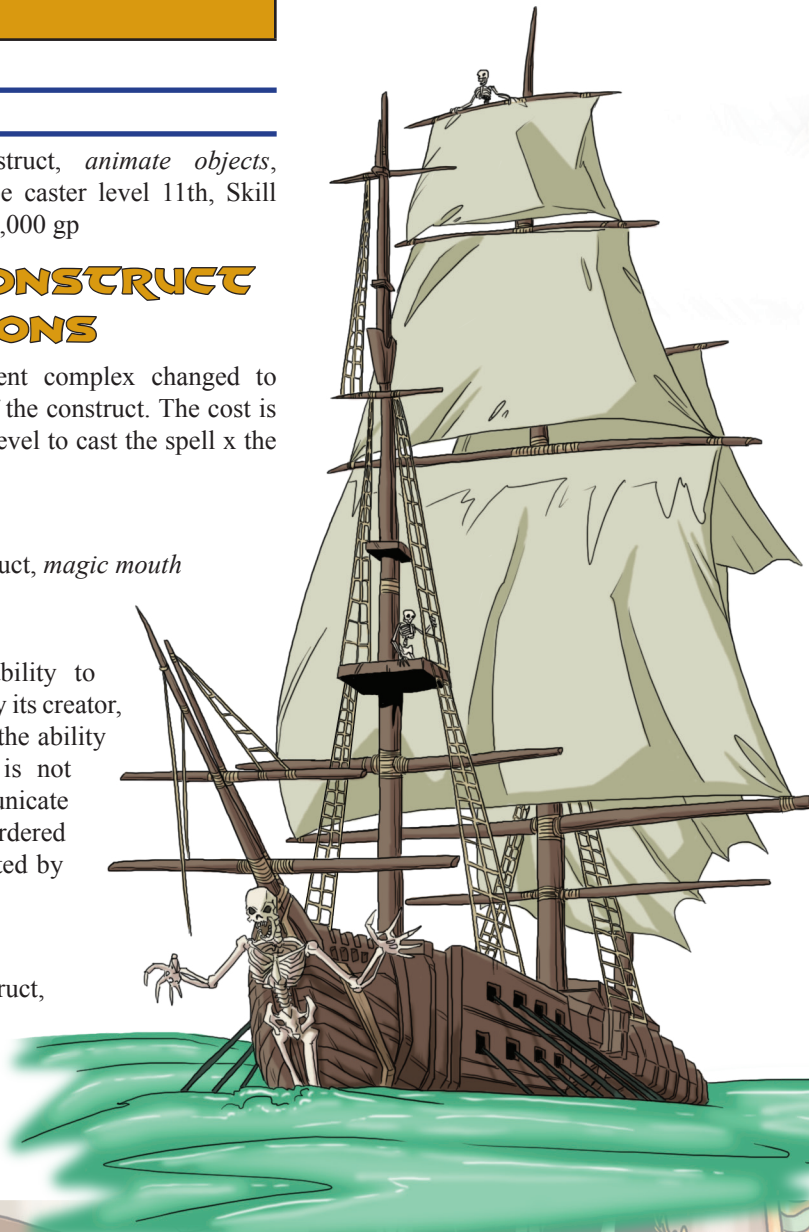
DEDICATED SKILL

Requirements: Craft Construct, *borrow skill*

CR Increase: none

Cost: 1,500 gp

The construct gains a single skill of its creator's choice, as well as an instinctive understanding of when to use the skill, and built-in tools required for the skill. For example, a flesh golem with Dedicated Skill (Heal) understands what the Heal skill can do, can be given instructions relating to specific use of Healing, and has built-in tools needed to make Heal checks. The construct gains ranks equal to half its HD, and does not treat the skill as a class skill. An improved version of this ability can be used at a cost of 3,750, granting the construct skill ranks equal to its HD, allowing it to treat the skill as a class skill, and giving it a +2 circumstance bonus to uses of the skill (from its superior built-in tools).



DISGUISED

Requirements: Craft Construct, *alter form*

CR Increase: none

Cost: 1,500 gp

This modification is purely superficial, and it only affects the construct's appearance. Instead of the standard appearance for a construct of its type, the modified construct appears to be a living creature of a type chosen by its creator. A successful DC 15 + the construct's CR Perception check identifies it as a construct and not a living creature. The disguised construct may still be identified as a construct of its type by individuals with

the Knowledge (arcana) skill as normal, but all efforts to identify the construct are at a +5 DC.

IMMUNITY EXCEPTION

Requirements: Craft Construct, *dispel magic*

CR Increase: none

Cost: 3,750 gp

This modification can only be applied to a construct with the magic immunity special ability. The construct's creator may choose a single spell of any level that bypasses the magical immunity of the construct and affects it as if the spell did not allow spell resistance.

INFERIOR CONSTRUCTION

Requirements: Craft Construct

CR Decrease: -1

Cost: see below

The construct is intentionally built from inferior materials, and while it is cheaper to craft, the resulting construct is weaker than ordinary constructs of its type. The construct takes a -2 penalty to attack, damage, and natural armor. It loses 2 hit points per Hit Die. However, the cost to craft the construct is reduced by 10%.

INJECTORS

Requirements: Craft Construct, *alchemical allocation*

CR Increase: +1

Cost: 1,500 gp

The construct has built-in syringes it can use to make melee attacks (treat as the golem's slam attack, but dealing piercing damage), and inject poisons or potions into its target. A golem with injectors can carry up to 4 doses of poison or potion (paid for separately), which are automatically applied to targets of its attacks in keeping with the golem's instructions.

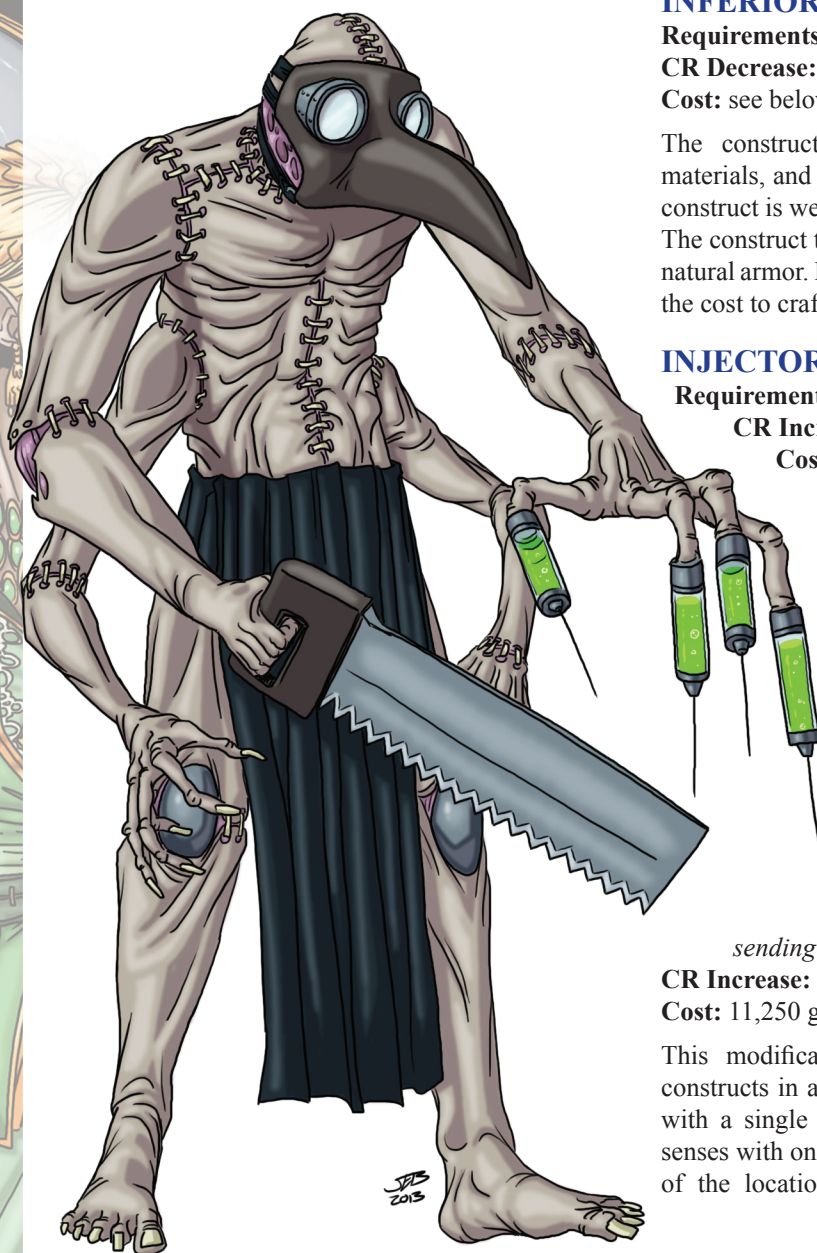
LINKED

Requirements: Craft Construct, *sending*

CR Increase: none

Cost: 11,250 gp

This modification magically links any number of constructs in a crude sort of hive mind. All constructs with a single creator and this modification share all senses with one another and have a constant awareness of the location and physical condition of all other



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linked constructs. If the master of the linked constructs gives an order to a single linked construct, the order is instantly relayed to all linked constructs.

MOBILE SUIT GOLEM

Requirements: Craft Construct, *wish*

CR Increase: +2 CR

Cost: 40,000 gp

Any humanoid creature that is at least one size category smaller than the golem can enter or exit a hollow cavity within it as a full-round action. Anyone within the golem in this fashion may act as the golem, using all of the golem's physical statistics, attacks, and abilities. They share in the golem's armor class, magic immunity, damage reduction, and the resistances provided by the construct trait. They may use any class abilities, feats, or skills they possess, modified by the golem's physical ability scores instead of their own. Spellcasting within the golem that requires material or somatic components is impossible, and any spell that is cast must be capable of bypassing the golem's magic immunity to exit the construct. Any damage that is taken in excess of the golem's damage reduction is taken by both the golem and its pilot. If the passenger is rendered unconscious and the golem is not destroyed, the golem acts independently, obeying its last orders or defending itself as required. If the golem is destroyed and the passenger is still conscious, the pilot may take no physical actions until he exits the golem.

WONDROUS ITEM SLOT

Requirements: Craft Construct, *magic vestment*

CR Increase: none

Cost: 3,750 gp

Select a single wondrous item slot for the construct (belt, body, chest, eyes, feet, etc.). If a magic item is installed into this slot on the construct, the construct enjoys all of the benefits of that magical item and instinctually understands (even if unintelligent) its use as if its abilities were simply additional special abilities available to the construct. The abilities of the wondrous item automatically bypass any magical immunity that the construct may possess. Wondrous items may be added or removed from the slot as a full-round action, but only when the construct is inanimate or nonfunctioning. At any time, a construct's creator can deactivate a construct under his control with a touch and a standard action.

NEW CREATURE TEMPLATES

The following rules present two new creature templates: constructed creatures and golem creatures.

CONSTRUCTED CREATURES (TEMPLATE)

Constructed creature is an inherited template that can be applied to any corporeal aberration, animal, dragon, humanoid, magical beast, monstrous humanoid, or vermin (referred to hereafter as the base creature). A constructed creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Type: The creature's type changes to construct. It loses all subtypes (with the exception of swarm) and does not gain the augmented subtype. Recalculate base attack bonus, saving throws, feats, and skills as described below.

Hit Dice: Change all of the creature's racial Hit Dice to d10s. As a construct, the creature loses any bonus hit points for high Constitution, but it gains bonus hit points based on its size.

Speed: Same as the base creature.

Armor Class: A constructed creature gains +2 to natural armor due to being constructed by materials sturdier than flesh and bone.

Base Attack Bonus: As a construct, a constructed creature's base attack bonus is equal to its Hit Dice (fast progression).

Attacks: A constructed creature retains all the natural attacks and weapon proficiencies of the base creature. A constructed creature based on a humanoid-shaped creature with no natural attacks gains a slam attack, which it can use in place of a weapon attack.

Special Attacks: A constructed creature loses all supernatural special attacks, spell-like abilities, and extraordinary special attacks whose save DCs are Constitution-based (with the exception of distraction—constructed swarms retain this special attack). It retains any extraordinary special attacks that do not allow a saving throw, or any for which the save DC is based on Strength or Dexterity.

Special Qualities: A constructed creature loses all the special qualities of the base creature (with the exception

of immunity to damage, in the case of sufficiently small swarms), but it gains the special qualities associated with the construct type, as well as damage reduction as noted below.

Damage Reduction (Ex): A constructed creature gains damage reduction based on its Hit Dice:

Hit Dice	Damage Reduction
1-4	1/adamantine
5-8	5/adamantine
9-12	10/adamantine
13+	15/adamantine

Abilities: Adjust the base creature's ability scores as follows: +4 Strength, -2 Dexterity. A constructed creature has no Constitution or Intelligence score, has Wisdom 11, and Charisma 1.

Skills and Feats: A constructed creature loses all skill points and all feats except for those feats that improve its attacks or abilities (such as ability focus, improved natural attack, multiattack, etc.).

GOLEM CREATURE (TEMPLATE)

Golem creature is an inherited template that can be applied to any corporeal, non-swarm aberration, animal, dragon, humanoid, magical beast, monstrous humanoid, or vermin (referred to hereafter as the base creature). Choose a variety of golem when creating a golem creature: flesh, clay, stone, or iron. A golem creature uses all of the base creature's statistics and special abilities except as noted, depending on the chosen variety of golem.

Challenge Rating: Adjust the creature's challenge rating as appropriate to the golem creature's variety, as defined below.

If the base creature's CR is less than double the CR addition for this template, the creature may not be converted into a golem creature (minimum CR 3 for flesh, CR 5 for clay or stone, and CR 7 for iron).

Type: The creature's type changes to construct. It loses all subtypes and does not gain the augmented subtype.

Hit Dice: Change all the creature's racial Hit Dice to d10s. As a construct, the creature does not have a

Constitution score, but it gains bonus hit points based on its size.

Speed: Same as the base creature.

Armor Class: A golem creature gains a bonus to natural armor based on its golem variety, as defined below.

Base Attack Bonus: As a construct, a golem creature's base attack bonus is equal to its Hit Dice (fast progression).

Attacks: A golem creature retains the base creature's natural attacks but none of its weapon proficiencies. A golem creature with no natural attack gains a slam attack. This attack deals damage as if the base creature were two sizes larger.

Special Attacks: A golem creature loses all supernatural special attacks, spell-like abilities, and extraordinary special attacks whose save DCs are Constitution-based (with the exception of distraction—constructed swarms retain this special attack). It retains any extraordinary special attacks that do not allow a saving throw, or any for which the save DC is based on Strength or Dexterity.

A golem creature gains new special attacks based on its golem variety, as defined below.

Special Qualities: A golem creature loses all the special qualities of the base creature, but it gains the special qualities associated with the construct type, as well as the special qualities noted below.

Damage Reduction (Ex): A golem creature gains damage reduction based on its variety:

Magic Immunity (Su): A golem creature gains the magic immunity special quality as a standard golem of its variety.

Abilities: Adjust the base creature's Strength and Dexterity scores, depending on the variety of golem creature, as defined below. A golem creature has no Constitution or Intelligence score, Wisdom 11, and Charisma 1.

Skills and Feats: A golem creature loses all skill points and all feats except for those feats that improve its attacks or abilities (such as ability focus, improved natural attack, multiattack, etc.).

CLAY GOLEM CREATURE

CR +3

Natural Armor Bonus +4

DR 10/adamantine and bludgeoning

Abilities: A clay golem creature gains +4 Str, -2 Dex

A clay golem created with this template gains the berserk, cursed wound, and haste abilities:

Berserk (Ex): When a clay golem creature enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem creature attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Cursed Wound (Ex): The damage a clay golem creature deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem creature must succeed on a caster level check with a DC equal to 11 plus the clay golem creature's Hit Dice, or the healing has no effect on the injured creature.

Haste (Su): After it has engaged in at least 1 round of combat, a clay golem creature can haste itself once per day as a free action. The effect lasts 3 rounds, and is otherwise the same as the spell.

FLESH GOLEM CREATURE

CR +2

Natural Armor Bonus +3

DR 5/adamantine

Abilities: A flesh golem creature gains +2 Str, -2 Dex

A flesh golem created with this template gains the berserk ability:

Berserk (Ex): When a flesh golem creature enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem creature goes berserk. The uncontrolled golem creature goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem creature's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem creature to reset its berserk chance to 0%.

IRON GOLEM CREATURE

CR +4

Natural Armor Bonus +6

DR 15/adamantine

Abilities: An iron golem creature gains +8 Str, -2 Dex

An iron golem created with this template gains the breath weapon and powerful blows abilities:

Breath Weapon (Su): As a free action once every 1d4+1 rounds, an iron golem creature can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creature creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem creature uses this power.

Breath weapon—inhaled; save Fort (DC equal to 10 + ½ the golem creature's Hit Dice); frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 saves.

Powerful Blows (Ex): An iron golem creature inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its primary natural attack, or its slam attack if it has no natural attacks.

STONE GOLEM CREATURE

CR +3

Natural Armor Bonus +5

DR 10/adamantine

Abilities: A stone golem creature gains +6 Str, -2 Dex

A stone golem created with this template gains the slow ability:

Slow (Su): A stone golem creature can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem creature and a duration of 7 rounds, requiring a Will save with a DC equal to 10 + ½ the stone golem creature's Hit Dice to negate.

CHAPTER 3: NEW CHARACTER OPTIONS

In a campaign that features expanded rules for constructs, players need new options to keep up with more dynamic creatures and plots. This chapter presents two new races suitable as player characters or NPCs, along with a rich history and a few options that further define their cultures. For non-construct characters, there are a host of options available, beginning with several archetypes and prestige classes. Finally, the *Construct Companion* presents mechanics for constructed animal companions and familiars, as well as several new feats and magic items to choose from.

NEW RACES

IMPENDINGS

The impendings were originally created by a heretical group of axiomites practicing a rogue branch of mathematics that they termed “chaos theory.” These axiomites came to see order in even the most disordered system, and they believed that great beauty existed in watching design arise spontaneously. Their radical ideas were deemed unacceptable, and they were forced to flee to the Material Plane to escape persecution. Some among them went one step further and sought to create a new creature, one similar to an inevitable, but given no lawful constraints to its nature. They dubbed their creations the “impendings,” and allowed their new children to create lives for themselves, instead of having form and function forced upon them.

Impendings are creatures driven by awe for life and the world. They constantly seek out new experiences and approach each moment with a boundless passion. While impendings are incredibly versatile, they have an innate talent for magical artistry, and it is considered a crowning achievement when one manages to reproduce by making more of its own kind.

Physical Description: Impendings vary widely in form, but are always obviously artificial. They are often crafted of rare or precious metals beautifully sculpted in the form of a humanoid. Their outer layers conceal incredibly small and intricate clockwork. Each is a unique work of art made by a master with love and care. Some bear similarities due to having the same maker and others modify their appearance in order to express their individuality.

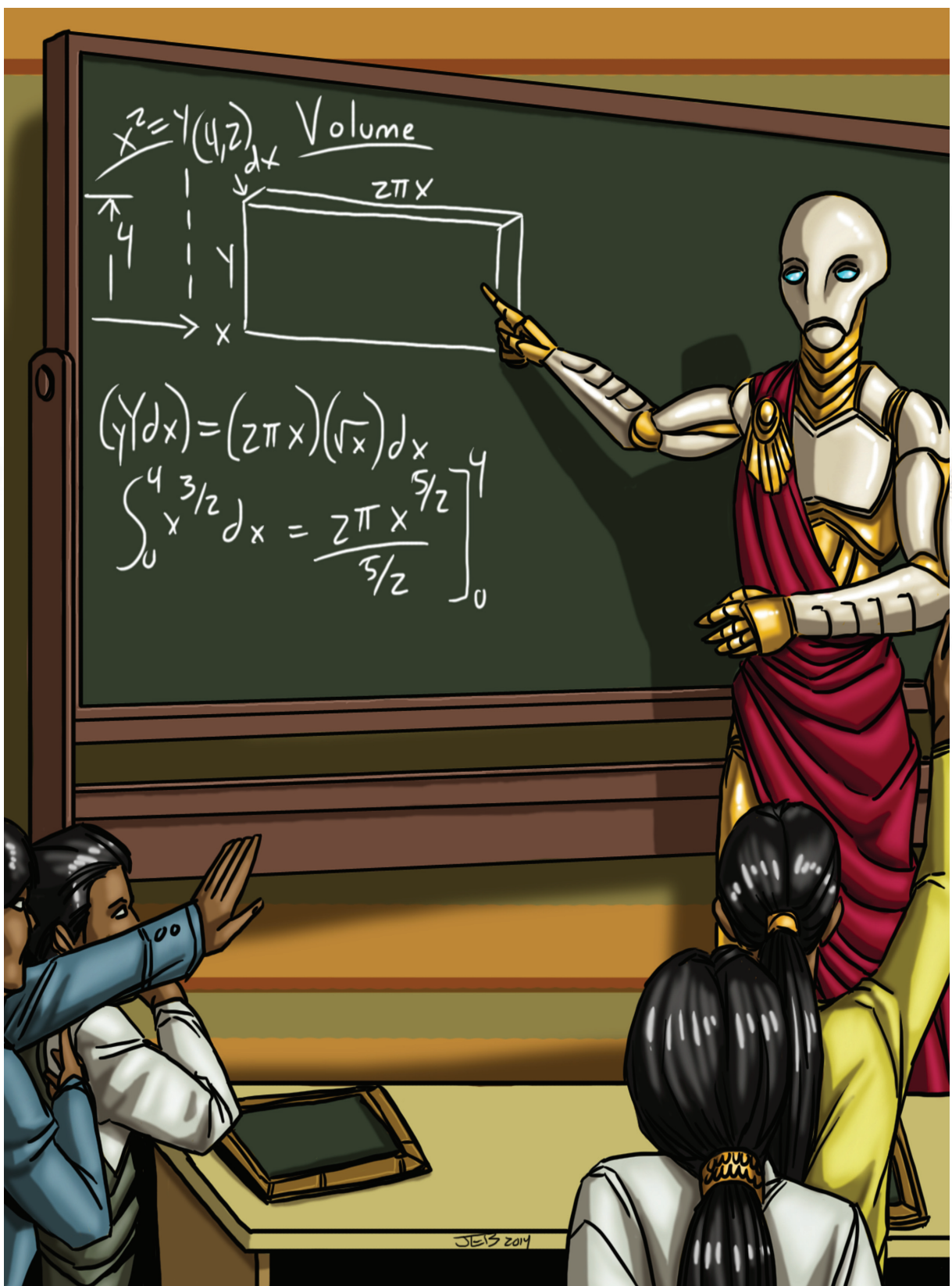
Society: Impending society is the essence of ordered chaos. An impending community is a bustling hive of activity at all hours of the day and night, with each impending performing set tasks, trades, and professions like clockwork. However, each impending rarely does the same task every day, which sometimes leads to great confusion for outsiders. As they have few of the earthly needs of most races, impendings tend to focus on creating a wide variety of high end trade goods and providing secondary education to anyone who wishes to learn. Individual impendings are encouraged by their society to travel and spread their skills and knowledge. They are eventually expected to bring new experiences back to the community in order to enrich the lives of everyone. Any impending that wishes to have a voice within the community may have one and leaders are chosen from a pool of acceptable candidates through democracy (although the leadership likewise changes frequently).

Relations: Most impendings are extremely social, but are rather unfocused by the standards of most races. They work tirelessly to form new relationships with anyone around them that strikes their interest; usually by demonstrating some impressive skill, possessing some intriguing knowledge, or simply because they are fun. Impendings are genderless and asexual, so do not form mated pair bonds. Families of impendings are nothing more than close friendships created by individuals who have similar interests, or impendings who share a single creator.

Alignment and Religion: Impendings, by design, can be of any alignment. They are rarely evil, and despite their tendency to lack long term focus on any single activity, they are not particularly drawn to chaos. Impendings see life as a great glorious total and are trying to perceive the big picture from the sum of its parts.

They treat religion like any other new thing to experience and learn about, but rarely have the focus to become truly dedicated to any single belief system. Impendings tend to adopt whatever religion is most popular in a given area by a majority or just whatever new religious practice strikes their fancy.

Adventurers: Impendings often become adventurers as the practice of exploring the world is highly encouraged by their society and few practices are as



exciting as adventuring. Impendings are drawn to wizardry because of the mysteriousness and versatility, but commonly become any class, with the notable exception of clerics, due to their issues with religious commitments. Impending sorcerers are quite rare, and generally only occur due to incredibly weird and unique circumstances during their crafting.

Names: Each impending chooses whatever name it would like for itself and so their names tend to be as varied as the individuals. Some take the names of their creator or at least reference their “family name.” Others simply choose something that is unique, fun to say, or belongs to someone that they admire.

RACIAL TRAITS

Abilities: +2 Constitution, +2 Intelligence, -4 Wisdom: Impendings are made from sturdy materials and their clockwork minds are impressive by mortal standards, but they are driven to experience life, sometimes at the expense of good sense.

Medium: Impendings are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Impendings have a base speed of 30 feet.

Senses: Impendings have darkvision 60 feet and low-light vision

Jack of All Trades: An impending chooses one skill to specialize in at the start of each day. They gain the benefits of the Skill Focus feat in this skill.

Constructed Constitution: Impendings are not creatures of flesh and bone, but their carefully crafted bodies are complex to a degree that blurs the line between machine and mortality.

An Impending’s creature type is half-construct. They possess a Constitution score and are treated as living creatures for most spells and effects. They cannot be raised or resurrected.

Impendings are harmed by negative energy and healed by positive energy, but conjuration (healing) spells are only half as effective. They are affected by any spell or effect that affects constructs (such as *make whole*), as constructs.

Impendings are immune to disease, poison, sleep, fatigue, and exhaustion. They do not need to breathe, eat, or sleep unless they wish to gain some beneficial effect from one of these activities. They do not take aging penalties or die from old age

RACIAL ARCHETYPES

ADAPTABLE ARCANIST (WIZARD)

Impendings are drawn to arcane magic for its mysterious nature and the versatility that it allows, but the idea of specialization in any one school of magic at the expense of the others is a stifling thought to the curious creatures. The adaptable arcanist is an impending generalist wizard that seeks to sample all the flavors of magic equally.

Arcane School: An adaptable arcanist must belong to the universalist school (he may not specialize in a single school of magic).

Versatile Caster: Each day, an adaptable arcanist receives an additional spell slot of the highest level spell he can cast. Spells cannot be prepared in this slot, but the adaptable arcanist may spontaneously cast any spell known using this slot. A known spell must be within the adaptable arcanist’s spell book or a selected spell for the Spell Mastery feat. An adaptable arcanist can cast a spell using this slot that is modified by a metamagic feat as normal, but it takes a full round action to cast. This replaces the Scribe Scroll bonus feat received at 1st level.

Unbound Specialization: At 5th level, when memorizing spells each day, an adaptable arcanist may choose to temporarily specialize in one school of magic, selecting two other schools as opposition schools. Choosing a specialty in this manner removes the universalist arcane school powers for the day and the adaptable arcanist instead gains any school powers associated with the selected arcane school. An adaptable arcanist does not gain any additional spell slots and may not choose any focused arcane school powers. This replaces the bonus feat gained at 5th level.

Broad Focus: At 10th level, when the adaptable arcanist makes a skill check with their specialized skill from the jack of all trades racial ability, he may take 10 even if stress and distractions would normally prevent him from doing so. This replaces the bonus feat gained at 10th level.

Greater Versatility: At 15th level, the adaptable arcanist receives an additional spell slot of each spell level he can cast. This otherwise acts as and replaces the versatile caster special ability. If the adaptable arcanist uses his unbound specialization ability to select an arcane school other than universal, then the additional spells cast spontaneously must come from the specialty school selected. This replaces the bonus feat gained at 15th level.

AWAKENED (DRUID)

Some impendings learn to befriend the natural world by approaching it as an equal. They find that their half-construct natures make them uniquely suited to freeing the enslaved elemental spirits bound to golems, granting the beings the full rich lives that they enjoy themselves.

Skills: The awakened adds Knowledge (arcana) and Knowledge (planes) to their list of class skills and removes Handle Animal and Knowledge (geography) from their list of class skills.

Spells: An awakened druid relates to nature in a personal way that even most druids find puzzling. She casts spells as a druid, but uses her Charisma ability score in place of her Wisdom for the purposes of determining the highest level spells she can cast, the save DCs of her spells, and bonus spells per day.

Construct Bond (Su): An awakened chooses an animal companion at 1st level. She does not have the option to choose a cleric domain. Her animal companion gains the constructed creature template (page 91). The companion increases in hit dice and other abilities as a normal animal companion. This ability modifies and replaces nature bond.

Golem Empathy (Ex): At 1st level, the awakened druid is capable of communicating with the elemental spirit used to animate a golem and may attempt to soothe and befriend it. This requires a full-round action and is only useable on a single golem within 30 feet of the awakened druid. The awakened druid rolls 1d20 and adds her awakened druid level and Charisma modifier against a difficulty equal to 15 + the golem's CR. Success changes the golem's attitude to friendly (as the Diplomacy skill). The awakened may make requests of the golem by making additional checks with a DC of 10 + the golem's CR. Any request that counters

or interferes with any orders given to a golem by its master is treated as being against its nature. The golem refuses to attack the awakened druid, even when berserk, unless given a direct order from its creator. Even then, the golem takes a -2 penalty to attack rolls made against the awakened druid. The awakened druid may use this ability on any construct, but she takes a -4 penalty on the check.

The awakened druid counts as a golem's creator for the purposes of calming any golem that has gone berserk and may add her awakened druid level to her Charisma modifier for the DC 19 check to calm the golem. This ability replaces the wild empathy ability.

Nature's Artifice (Ex): The awakened druid gains Craft Wondrous Items as a bonus feat at 3rd level, Craft Magic Arms and Armor as a bonus feat at 5th level, and Craft Construct as a bonus feat at 7th level. These bonus feats replace the woodland stride, trackless step, and resist nature's lure abilities.

Constructed Shape (Su): An awakened druid gains this ability at 6th level. Wild shape functions as if the



awakened were a normal druid two levels lower than the awakened's class level. Any animal or plant shape the awakened assumes has the constructed creature template. This ability otherwise functions as wild shape. This ability replaces wild shape.

Unbound Spirit (Su): At 7th level, an awakened druid learns how to craft unbound golems from willing elemental spirits. Unbound golems retain their free will, but are inclined to serve, protect, and guide the awakened druid in the same manner as their animal companion. Unbound golems gain the mental abilities (Intelligence, Wisdom, Charisma), skill ranks, and feats of the elemental used to bind it. For this purpose, use the statistics of a medium elemental of the appropriate type. If the elemental type used for the golem's construction is not obvious, use the statistics for an earth elemental. Golems created in this way lose the berserk special ability if they normally possess it. The cost of crafting the golem is unchanged. This ability replaces venom immunity.

Release (Su): At 15th level, an awakened druid can temporarily free an elemental spirit trapped within a golem body of the enchantments that enslave its will. This ability affects friendly golems touched by the druid. The golem may be made to either immediately go berserk as a flesh golem (regardless of whether it possesses the berserk special ability or not) or it gains all of the benefits of a golem created using the awakened druid's unbound spirit ability. The awakened druid may use this ability for a number of rounds per day equal to her class level + her Charisma modifier. This ability replaces timeless body.

INEXORABLES

Among those races wrought by ancient smiths of magic and machine, the inexorables were designed primarily for war. The race is all but extinct now, though a few of its survivors work in remote locations to increase their numbers until they can resume their mercenary roles.

Inexorables were first crafted by a long dead cult of technomancers that financed their artifice research with mercenary work performed by their magical creations. For a time, the inexorables were an unstoppable military force; fast and ruthless troops backed by the magic of their arcane masters. Their dominance ended when a coterie of enemies pooled their resources to attack the artificers themselves. With their creators dead or scattered, the inexorables faltered. Division in their ranks created confusion in their ordered minds, and they ceased to pursue their mercenary work almost

immediately. Leaderless and lacking in the resources to repair or replace themselves, they dissolved into increasingly smaller factions. Today, a single inexorable remains a deadly warrior, but has little chance of knowing its legacy. Most don't suspect another of their kind even exists.

Physical Description: Inexorables display efficient lines and details in their builds. They are graceful in form, but are built for combat and nothing else. Even those who practice diplomacy and leadership are severe in their appearance. Most inexorables bear a brand on their wood-and-iron frames to identify them, and were crafted with identical porcelain masks. In their day, only an inexorable who distinguished itself in combat or tactics received an individual name and a mask with varying details. Such a promotion identified the soldier as a potential officer or commander. Historical accounts of well-known inexorables include details such as iron masks, rosewood bodies, or rune-carved mithral frames.

Society: Inexorables today have no society to speak of. When they numbered in the tens of thousands, they pursued organized, militaristic lives in keeping with their original purpose. Very few bands of cooperating inexorables exist, with the vast majority being isolated individuals who train and operate on their own. Some arcane historians posit that entire cities of inevitables, populated with silent armies of listless constructs, exist in a few secret corners of the world. Most inexorables encountered today scoff at this notion, but a few actively seek out these lost caches, hoping to restore their forebears to prominence and found a new nation of warrior constructs.

Relations: Inexorables view life in terms of duty and challenge. They respect rank and authority without hesitation, but are designed to be competitive. Their rigid outlook and behavior often frustrates potential partners, but once the loyalty of an inexorable is gained, it can be counted on forever after.

Alignment and Religion: Inexorables are almost exclusively lawful in nature. There are a few exceptions owing to the creatures' isolation, but their basic programming as constructs often reorders their thinking once they are exposed to a militaristic lifestyle. Inexorables tend to think in pragmatic and self-serving terms, and are sometimes confused by altruism. However, the earliest function of their race was predicated on assisting their clientele, so they are more likely to find fulfillment assisting another creature with troubles than taking advantage of those weaker than themselves.

Inexorable society initially eschewed religion, since their creators were mortal artificers and practitioners of arcane magic. Because of this, and because healing magic is intrinsically less effective for them, inexorables do not often pursue spirituality. Rare exceptions follow deities and concerns related to community or conflict.

Adventurers: The fractured nature of inexorable society requires that individuals pursue whatever careers or skills allow them to survive or prosper in the world. However, something in their ancestors' makeup survives in each modern inexorable. An inexorable might be a soldier, a steward, or even a technically proficient musician, but whatever choices an inexorable makes consistently point to a military or combat application. Blacksmiths tend to make armor and weapons. Laborers frequently attack projects from a tactical perspective and involve themselves heavily in physical work. Inexorable adventurers may belong to virtually any class, but without exception make some effort to involve themselves in combat.

Names: Inexorables in their earliest days did not even take names until they received some form of recognition as superior to their peers. Today, a porcelain-masked inexorable decides when it is ready to don a unique name. Such beings also frequently individualize their appearance. In many cases, inexorables take the name or change their appearance in reference to great soldiers of their own or another race.

RACIAL TRAITS

Abilities: +2 Dexterity, +2 Wisdom, -2 Charisma: Inexorables are agile and disciplined, but lack ethos or compassion.

Medium: Inexorables are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Inexorables have a base speed of 30 feet.

Senses: Inexorables have darkvision 60 feet and low-light vision

Ferocity: Inexorables are built to survive combat and value military objectives over self-preservation. If an inexorable's hit points fall below 0 but it still lives, it does not become disabled or unconscious; it fights on. Instead, it is staggered and loses 1 hit point each round. It still dies when its hit points reach a negative total equal to its Constitution score.

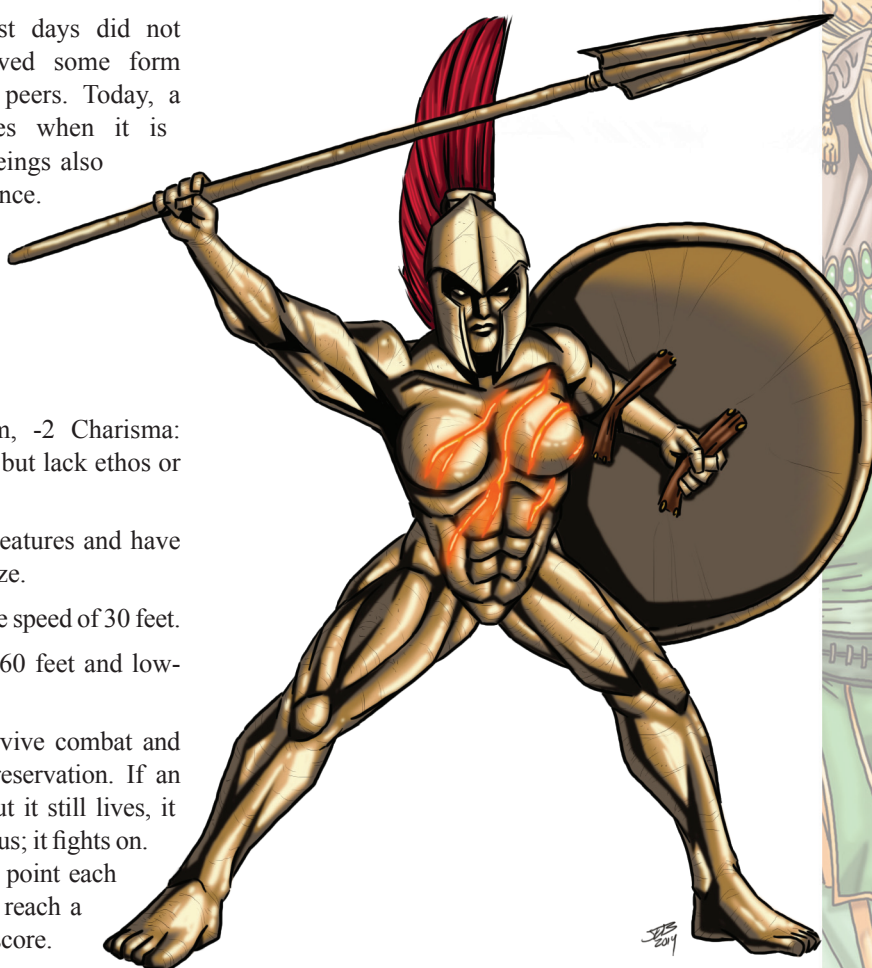
Lesser Spell Resistance: Inexorables gain spell resistance equal to $6 +$ their character level.

Natural Attack: Though it may not be their specialty in combat, each inexorable has a single primary slam attack that deals 1d4 points of damage, plus 150% of the inexorable's Strength bonus.

Constructed Constitution: Inexorables are not creatures of flesh and bone, but their carefully crafted bodies blur the line between machine and mortal.

An Inexorable's creature type is half-construct. They possess a Constitution score and are treated as living creatures for most spells and effects. They cannot be raised or resurrected, however.

Inexorables are harmed by negative energy and healed by positive energy, but conjuration (healing) spells are only half as effective. They are affected by any spell or effect that affects constructs (such as *make whole*), as constructs.



Inexorables are immune to disease, poison, sleep, fatigue, and exhaustion. They do not need to breathe, eat, or sleep unless they wish to gain some beneficial effect from one of these activities. They do not take aging penalties or die from old age.

RACIAL ARCHETYPES

DRONE (FIGHTER)

At their most powerful, inexorables trained legions of versatile warriors in special divisions, supplementing their skill at arms with advanced tactics based on their expected roles in the military.

Divisions: At 1st level, a drone is assigned a training regimen focused on his specific branch of military service. The drone becomes a member of the command, infantry, or strike division. This assignment affects his class skills and other features.

Weapon and Armor Proficiency: All drones are proficient with all simple and martial weapons and with light armor, medium armor, and all shields except tower shields. Command drones are proficient with one exotic weapon. Infantry drones are proficient with heavy armor and tower shields. Strike drones are proficient with one type or firearm. Drones do not gain the bonus combat feat typically available at 1st level.

Skills: Drones gain 4 skill points per level instead of the fighter's usual 2. Each division adds two skills to the drone's list of class skills. Command drones add Diplomacy and Perception. Infantry drones add Acrobatics and Stealth. Strike drones add Disable Device and Stealth. This modifies the fighter's normal rules for skill ranks and class skills, and replaces heavy armor and tower shield proficiency.

Hive Mind: Drones are trained to respond uniformly and instinctively in combat. Beginning at 2nd level, they gain a +1 bonus on Will saves against mind-affecting effects. This bonus increases every five levels thereafter, for a maximum bonus of +4 at 17th level. This ability replaces bravery.

Field Training (Ex): Drones develop skills to complement one another in military formations. Beginning at 3rd level, Command drones gain a +1 morale bonus to initiative rolls. The command drone can make this bonus available to allies within 30 feet, but may only affect a number of allies equal to his Wisdom bonus. Infantry drones gain a +1 bonus on CMD and CMD when making or resisting two combat maneuvers

of their choosing. Once chosen, these choices cannot be changed. Strike drones gain a +1 bonus on ranged damage rolls during the surprise round, or when they confirm a critical hit. These bonuses increase by +1 at 7th level, and again every four levels thereafter. This replaces armor training 1, 2, 3, and 4.

Improved Field Training (Ex): Starting at 5th level, drones display advanced training in their respective fields. Once per day, command drones may allow a single ally within 30 feet to reroll a missed melee attack roll. Infantry drones may reroll a single melee damage roll. Strike drones may reroll a failed miss chance due to cover or concealment. Each of these abilities is an immediate action. A drone can use this ability one additional time per day at 9th level, and again at 13th and 17th level. This replaces weapon training 1, 2, 3, and 4.

Hardened Veteran (Ex): At 19th level, all drones harden and gain damage reduction 10/adamantine. This ability replaces armor mastery.

Field Mastery (Ex): At 20th level, drones exhibit incredible tactical skills. Command drones add their Wisdom bonus to initiative rolls, and they may lose a single move, standard, or swift action to grant an ally within 30 feet the same kind of action. Infantry drones gain permanent hit points equal to those gained by a construct of their size, and only take half the normal penalty on attack rolls when using the Combat Expertise or Power Attack feats. Strike drones allowed to act in surprise rounds may take full-attack actions and automatically confirm critical threats against flat-footed targets. This replaces weapon mastery.

MUNITIONIST (GUNSLINGER)

Inexorables frequently fight with firearms, magically adapting their ammunition to dominate their enemies. Note that this archetype requires the gunslinger to be a construct, a half-construct, or for her firearm to be a part of her physical body, mechanically or magically.

Integral Weapon (Su): The munitionist wields a battered firearm or crossbow built into her mechanical body. The munitionist chooses one firearm (or a type of crossbow, if the campaign does not allow firearms) at 1st level; this firearm is a part of the munitionist's physiology and cannot be sundered or disarmed. The munitionist must expend powder and ammunition as with any other firearm, and she follows the normal rules for reloading her gun. At 5th level, and again at

10th, 15th, and 20th level, the munitionist can choose to make alterations in her integral weapon and convert to a different kind of firearm. This ability otherwise functions as the gunslinger's gunsmith ability.

Enhanced Weapon (Su): So long as the munitionist has at least one point of grit in her pool, her integral weapon gains a +1 enhancement bonus to attack and damage rolls. The gun may be further enchanted as a magical weapon, provided the munitionist gains access to a caster with the appropriate feats and spells. This deed replaces the gunslinger's pistol-whip deed.

Adroit Arsenal (Su): At 7th level, a munitionist can spend a point of grit as a free action to add the *corrosive*, *distance*, *dry load*, *flaming*, *frost*, *keen*, *limning*, *planar*, *seeking*, *shocking*, or *thundering* weapon quality to any ammunition fired from her integral weapon. Alternatively, the munitionist can use this ability to bypass the damage reduction of a creature resistant to damage except from special materials, like silver or adamantite. Only one quality from this list can be added using this ability at one time. To change qualities, the munitionist must spend a new point of grit at least one round later. Once added, the quality lasts for 1 round for every 2 class levels the munitionist possesses. These qualities are in addition to any magical qualities the munitionist's weapon or ammunition already possess. At 12th level, the munitionist may add the *corrosive burst*, *flaming burst*, *icy burst*, *igniting*, *phase locking*, or *shocking burst* quality to her integral weapon in lieu of one of the qualities available at 7th level. This deed replaces the gunslinger's dead shot deed.

Exit Wound (Ex): Beginning at 11th level, whenever a munitionist threatens a critical hit with her integral weapon, she can spend a point of grit to gain a +2 bonus on critical confirmation rolls until the beginning of her next turn. This bonus stacks with the Critical Focus feat or other bonuses that affect critical confirmation rolls. If any critical hit is confirmed during this duration, the munitionist may elect for the ammunition that scored a critical hit to exit her first target and continue in a straight line to attack a creature no more than one range increment away. The munitionist makes an attack roll at the same bonus as the initial attack, rolling damage normally on a successful hit. If the second hit is also a critical hit, the munitionist may repeat this process, so long as she elects to strike additional targets, up to one range increment beyond the initial target. This deed replaces the gunslinger's bleeding wound deed.

CLASS ARCHETYPES

BLOODLESS (SORCERER)

Constructs lack sorcerer bloodlines in the traditional sense, but there are rare constructs with the ability to draw upon the innate magic used to create them. These individuals refer to themselves as the bloodless and are capable of modifying themselves both physically and magically by altering their mechanical bodies and the magic that ties them together.

A bloodless sorcerer has the following class features.

Requirement: Must be a construct or half-construct.

Bonus Class Skill: Knowledge (any one)

Bonus Feats: A bloodless sorcerer gains a bonus feat chosen from the following list at 7th, 13th, and 19th level: Armored Plating**, Augmented Armor**, Craft Construct, Craft Half-Construct**, Craft Magic Arms and Armor, Craft Self, Craft Wondrous Item, Improved Repair Construct**. She must meet the prerequisites for these feats. These bonus feats replace the bloodline bonus feats.

Resonant Body: At 1st level, whenever a bloodless sorcerer casts a spell with a range of personal, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend Spell feat. This ability replaces bloodline arcana gained at 1st level.

Self-Improvement: A bloodless sorcerer gains an unparalleled understanding of her own physical form and the ability to modify her body as she chooses on a day-to-day basis.

Self-Repair (Ex): At 1st level, a bloodless sorcerer may heal herself of 1d4 + ½ her Charisma modifier in points of damage as a standard action. She may use this ability a number of times per day equal to 3 + her Charisma modifier.

Reforging (Ex): Starting at 3rd level, a bloodless sorcerer may make minor modifications to her body each day. The bloodless sorcerer may choose one of the following options to apply to herself at a time. The bloodless sorcerer may switch which modification she possesses once per day when concentrating to regain spells. At 9th level, the bloodless sorcerer may select two modifications from the list each day. At 15th level, the bloodless may select three modifications each day. The same modification may not be selected twice on a given day.

Magical Attunement: A bloodless sorcerer casts all sorcerer spells at +1 caster level. This increases to a +2 bonus to at 9th level and +3 bonus at 15th level.

Armaments: A bloodless sorcerer gains a slam attack that deals 1d4 damage + 1.5 times her Strength modifier. The die type increases to 1d8 at 9th level and 2d6 at 15th level.

Calibrated Hydraulics: A bloodless sorcerer may add 5 feet to her base movement speed. This increases to 10 feet at 9th level and 20 feet at 15th level.

Chassis Reinforcement: A bloodless sorcerer gains a +1 enhancement bonus to natural armor. This increases to a +2 bonus at 9th level and a +4 bonus at 15th level.

Physical Efficiency: A bloodless sorcerer may gain a +2 enhancement bonus to Strength, Dexterity, or Constitution. This becomes a +4 bonus at 9th level and a +6 bonus at 15th level.

Constructed Body (Ex): At 20th level, a half-construct bloodless sorcerer gains the constructed racial trait (as an inevitable) and all associated abilities, including bonus hit points based on size. A construct bloodless sorcerer instead becomes much closer to a true living creature. She may be healed by positive energy and harmed by negative energy, raised or resurrected from the dead, and is not destroyed unless she is reduced to -10 hit points or less (and is dying while at negative hit points).

These abilities replace bloodline powers.

Malleable Magic: At 3rd level, the bloodless sorcerer may choose any single spell on the sorcerer/wizard spell list to add to her spell list for the day while concentrating to regain spell slots. This spell may be changed to a different spell each day. This replaces the bloodline spells gained by the sorcerer's bloodline.

GOLEM SLAYER (RANGER)

Certain rangers have dedicated their studies to the golem. They know as much if not more than the golem's own creator about the creature, including the proper ways to destroy it.

Class Skills: At 1st level, a golem slayer adds Knowledge (arcana) and Spellcraft to his list of class skills and removes Handle Animal and Knowledge (nature) from his list of class skills.

Favored Enemy (Ex): At 1st level, the golem slayer must take constructs as his favored enemy. Constructs must have the highest bonus of any of his favored enemies. Otherwise, this ability works the same as normal for a ranger. This ability modifies favored enemy.

Minor Sigil (Su): At 5th level, the golem slayer can place a minor sigil on a golem as a melee touch attack. He must choose one of the following effects:

- -2 to AC
- -4 to Attack Rolls
- Any successful hit the golem slayer makes gains 1d6 extra damage.

A single golem can only be affected by one sigil at a time. A sigil lasts for one minute before fading away from the golem's body. A golem slayer may use this ability a number of times per day equal to 3 + his Wisdom modifier. This ability replaces wild empathy.

Major Sigil (Su): At 11th level, the golem slayer can place a major sigil on a golem as a melee touch attack. Major sigils follow all of the same rules as minor sigils and count toward his number of sigils per day. He must choose one of the following effects:

- Suppresses the golem's immunity to magic special ability. This sigil lasts for one minute or until the golem is affected by a spell it would normally be immune to, whichever comes first.
- Suppresses the golem's DR.
- Automatically confirms all critical hits on the targeted golem.

This ability replaces quarry.

Swift Sigil (Su): At 15th level, the golem slayer may place a sigil as a swift action instead of standard action. This ability replaces improved quarry.

Grand Sigil (Ex): At 20th level, the golem slayer can place a grand sigil on a golem as melee touch attack. If the attack hits, the target must make a Fortitude save or be destroyed. The DC of this Fortitude save is equal to 10 + 1/2 the golem slayer's level + the golem slayer's Wisdom modifier. This ability ignores the golem's immunity to effects that require a Fortitude save. He can use this ability if he has any uses of sigils left for the day but not against the same golem more than once in a 24-hour period. This ability replaces master hunter.

IDOLATER (CLERIC)

Like other clerics, the idolater places faith in, and is empowered by, a god or pantheon. Unlike other clerics, she sees constructs as a physical manifestation of her patron: embodied miracles walking the world.

Class Skills: At 1st level, an idolater adds Knowledge (engineering) to her list of class skills and removes Knowledge (nobility) from her list of class skills.

Weapon and Armor Proficiency: The idolater gains heavy armor proficiency, but does not gain proficiency with her deity's favored weapon.

Domains: The idolater may select the Artifice domain and the Construct subdomain regardless of whether or not her deity normally grants it.

Summoned Idol (Su): The idolater's expression of divine magic through constructed beings shines when conjuring otherworldly creatures. When she casts any *summon monster* spell to summon a creature with the celestial or fiendish templates, she instead summons a creature with the constructed template (page 71).

Elemental Channel (Su): Regardless of alignment, an idolater channels elemental energy that infuses constructs (including half-constructs and bypassing golem magic immunity) with power and disrupts the bodies of living creatures. Elemental channel causes a burst that heals constructs or deals electricity damage to all creatures in a 30-foot radius centered on the idolater. The amount of damage dealt or healed is equal to 1d6 plus 1d6 for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from elemental channel receive a Will save to halve the damage. The DC of this Will save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Constructs healed by elemental channel cannot exceed their maximum hit point total—all excess healing is lost. A cleric may use elemental channel a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. The idolater may choose whether or not to include herself in this effect. This ability replaces channel energy.

Spontaneous Repair (Ex): In addition to spontaneously casting *cure* or *inflict* spells as dictated by her alignment, the idolater may sacrifice a prepared spell of 2nd level or higher to cast *make whole*. This ability modifies spontaneous casting.

LAWBRINGER (CAVALIER)

There are wise knights that recognize that any mortal individual or institution can become corrupt. These tireless pursuers of rationality and justice choose to dedicate themselves to serving the highest lawful authorities in existence: the axiomites and inevitables.



Inevitable Mount: The lawbringer gains an outsider steed crafted for him by axiomites. This mount functions as a druid's animal companion using the cavalier's level as his effective druid level, except it possesses the construct companion animal companion archetype (see page 91).

ORDER OF THE LAWBRINGERS

A cavalier belonging to this order serves the ideals of law embodied by the axiomites and inevitables. Cavaliers of this type tend to be serious and unbending in their pursuit of justice. A lawbringer cavalier must belong to the order of the lawbringers.

Edicts: The order of the lawbringers cavalier must retain a Lawful alignment. He must obey the rules of any lawfully empowered authority and the orders of any inevitables or axiomites of a rank higher than an arbiter inevitable. They are expected to oppose Chaos whenever possible. In situations where there is a disagreement between mortal authorities and the inevitables, the orders of the axiomites and inevitables take precedent.

Challenge: Whenever an order of the lawbringers cavalier issues a challenge, he receives a +1 morale bonus to AC against all attacks made by the target of his challenge, as long as he is the only creature threatening the target. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: The order of the lawbringers cavalier adds Disable Device and Knowledge (planes) to his list of class skills. Whenever the cavalier uses Sense Motive to oppose a Bluff check, he receives a competence bonus on the check equal to $\frac{1}{2}$ his cavalier level (minimum +1).

Order Abilities: An order of the lawbringers cavalier receives the following abilities as he increases in level.

Armor of Order: At 2nd level, the order of the lawbringers cavalier is gifted with a special suit of masterwork full-plate armor hand crafted by axiomites. The plate is specifically decorated to be extremely reminiscent of an inevitable and serves as a badge of office for the order of lawbringers. Selling the armor counts as a violation of the cavalier's edicts, and if the armor is lost, the cavalier is expected to retrieve it, or pay the axiomites to have it replaced. The armor is designed to lock into the cavalier's inevitable mount. The cavalier may secure or unsecure himself to his mount as a move action. As long as he is secured in this manner, he cannot fall off of his mount or be unseated.

Touch of the Axiomite: At 8th level, the order of the lawbringers cavalier's armor of order is changed by the axiomites to either adamantine or mithral, whichever he prefers. Furthermore, he is gifted with the tools and understanding that he requires to modify his armor and mount. He counts as having the Craft Magic Arms and Armor and Master Craftsman feats for the purposes of enchanting his armor of order and his inevitable mount (which counts as a masterwork armor or weapon for these purposes). If he already possesses these feats, Spellcraft checks made to enchant his armor or his mount are made with a +4 bonus.

Avatar of Order: At 15th level, as long as the order of the lawbringers cavalier is locked onto his inevitable mount and has issued a challenge, his armor grants him some of the immunities of the inevitables. He is immune to death effects, disease, paralysis, poison, sleep, and stun. Furthermore, he is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or death from massive damage. If the order of the lawbringers cavalier is experiencing any of the above negative status conditions prior to the issuing of the challenge, they are suppressed for the duration of the challenge. Effects with a duration longer than the cavalier's challenge duration may affect him after the challenge has ended.

PROGENITOR (SUMMONER)

Rather than conjure a mysterious being from worlds beyond, a progenitor builds and supports a mechanical eidolon called a servitor. As he grows more powerful, he can animate objects as an act of will and graft mechanical evolutions onto his own body.

Skills Replace Handle Animal with Disable Device on the progenitor list of class skills.

Servitor (Su): At 1st level, a progenitor designs and builds a magically animated servitor. This ability functions like the summoner's eidolon ability, except the servitor has the construct type. Servitors have an Intelligence score of 1 and a Charisma score of 10. Being constructs, they have no Constitution score, but gain hit points based on size. The servitor responds to its master's telepathic commands without fail, but has little ability to think on its own. The servitor is always active and does not need to be summoned. It loses no hit points due to distance from its progenitor, but beyond 10,000 feet from its progenitor it becomes disabled. Spells, feats, and abilities designed to affect an eidolon have their normal effect on the servitor, except for effects that don't affect the construct type. This ability modifies the eidolon ability and replaces life link.

Animus (Su): A progenitor can animate nonliving matter and control the animated subject, up to a total number of times per day equal to progenitor's class level. He can animate any unattended object within 100 feet. The progenitor can animate multiple items by spending additional uses of this ability per round equal to the number of objects he wishes to make active. He may animate objects even while his servitor is active and within 10,000 feet.

Animated objects have a number of additional construction points equal to $\frac{1}{2}$ the progenitor's level, and these must be appropriate to the object animated by the progenitor. At 4th level, and every third level thereafter, the progenitor may animate an object one size category larger (Small at 4th, Medium at 7th, and so on). This ability replaces the use of the *summon monster* spell-like ability.

Imbue Spells (Su): Beginning at 6th level, a progenitor may store spells in his servitor for the construct to cast. He may store a maximum of 1 spell level per 2 class levels into his servitor. After this, the servitor may use those spells as if cast by itself, using the progenitor's caster level. If so imbued, the servitor may cast spells that normally target the caster's eidolon on itself. At 8th level, the servitor gains spell resistance equal to $11 +$ the progenitor's class level against spells and spell-like abilities except for spells cast by the progenitor or imbued within the servitor itself.

This ability replaces maker's call and transposition.

Hardness (Ex): Beginning at 14th level, the progenitor's servitor gains hardness equal to $1 + \frac{1}{2}$ the progenitor's level, regardless of the material the object is crafted from. This replaces life bond.

Exostructure (Su): At 20th level, the progenitor can summon a mechanical exoskeleton similar in appearance and function to his servitor. Summoning

the exoskeleton is a full-round action and requires the servitor to be within 30 feet. Thereafter, the progenitor and his servitor move normally and independently of one another. The exoskeleton lasts a total of one minute per progenitor level per day. This duration does not need to be consecutive, but must be used in 1-minute increments. This ability otherwise functions just like the twin eidolon ability of the summoner class.

SHIELDED (MAGUS)

The shielded is a magus who chooses to focus his arcane energies into transforming a shield into a versatile animated ally instead of empowering a weapon.



Optional *Animate Objects* If your GM allows you to use the alternate *animate objects* spells presented in **Chapter 2**, the progenitor receives a modified version of this ability. He gains *animate objects I* as a spell-like ability at 1st level. The spell-like ability changes to *animate objects II* at 3rd level, and it increases from there (*animate objects III* at 5th level, and so on). He can use this ability once per day at 1st level, and one additional time per day for every fourth level thereafter.

This archetype also gains the *animate object* spells as addition to his spell list. The progenitor adds *lesser animate objects* and *animate objects I* to his spell list at 1st level. Each alternate *animate objects* spell is added to the list in order from there (*animate objects II* as a 2nd-level spell, and so on).

Shielded: At 1st level, a shielded magus gains Shield Proficiency as a bonus feat and does not incur the normal arcane spell failure chance while using light shields. Like any other arcane spellcaster, a shielded magus using a heavy or tower shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass shielded magus incurs the normal arcane spell failure chance for arcane spells received from other classes. This replaces cantrips.

Living Shield (Su): At 1st level, the shielded gains arcane pool points as normal and can expend 1 point from his arcane pool as a swift action to grant any shield he is wielding some properties of a Tiny animated object for 1 minute. The living shield gains construction points as normal for its size, and the shielded may distribute construction points on the additional attack, augmented critical, grab, constrict, enchanted, exceptional reach, improved attack, piercing attack, ranged attack, slashing attack, or trip object abilities. The shielded may not assign construction flaws to gain additional construction points. The living shield's slam attack counts as a shield bash for the purposes of all feats and restrictions.

The shielded may make slam attacks with the living shield using the base damage for an animated object of its size. The shielded may use either his attack and damage bonus or the living shield's, whichever is most favorable. When making combat maneuvers using the living shield, the shielded may use either his CMB or the living shield's, whichever is most favorable. This is treated in all other ways as an ordinary one-handed melee weapon. If the living shield gains an additional slam attack through the expenditure of construction

points, this extra attack may only be taken if the shielded forgoes all other attacks for the round (including those gained through the use of off-handed attacks).

The living shield retains its actual size, shield bonus to AC, weight, Dexterity modifiers to AC, any magical enhancements, and all other physical properties (hardness, hit points, etc.). Magical weapon enhancements to the shield apply to all slam attacks made by the shield when animated. At 4th level, and every four levels thereafter (8th, 12th, 16th, and 20th), the animated shield counts as an animated object of one size category larger for the purposes of base attack bonus, Strength, CMB, and construction points, to a maximum of Gargantuan at 20th level.

A shielded can only enhance one shield in this way at a time. If he uses this ability again, the first use immediately ends. The shielded may not spend points from his arcane pool to grant weapons he is holding enhancement bonuses or weapon properties. Living shields count as a one-handed melee weapon for the purposes of all magus abilities. This ability modifies arcane pool.

Heavy Shields (Ex): At 8th level, a shielded magus can cast spells while wielding heavy shields without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a shielded magus using a tower shield incurs a chance of arcane spell failure if the spell in question has a somatic component. This ability replaces improved spell combat gained at 8th level.

Tower Shields (Ex): At 14th level, a shielded magus gains Tower Shield Proficiency as a bonus feat and can cast spells while wielding tower shields without incurring the normal arcane spell failure chance. The shielded magus may make slam attacks with a tower shield affected by the living shield ability in spite of the normal tower shield restriction against shield bash attacks. This ability replaces greater spell combat gained at 14th level.

New Magus Arcana: The following are new magus arcana options for the magus and are not restricted to the shielded magus archetype.

Dancing Shield (Su): The magus may spend 1 point from his arcane pool as a standard action to grant a wielded shield both the *animated shield* and *dancing weapon* magical enhancements. In a given round, a shield may only act as either an *animated shield* or a *dancing weapon*, but not both. The magus may choose to switch the shield between these two options each round as an immediate action. The magus must be at least 6th level before selecting this arcana.

Shielded Casting (Ex): As long as the magus is wielding a shield and benefiting from the shield bonus to armor class, he also gains the shield's total bonus to AC as a bonus to all concentration checks.

Spike Growth (Su): The magus may spend 1 point from his arcane pool as a move action to make a wielded shield grow shield spikes. The shield spikes persist for 1 minute per class level or until the shield is no longer wielded by the magus. If the shield is crafted from a special material, the shield spikes gain the benefits of the special material as well.

WARMACHINE (FIGHTER)

Some warriors forsake their humanity for the cold efficiency constructs display during combat.

Class Skills: A warmachine adds Knowledge (arcana) to his list of class skills and removes Handle Animal from his list of class skills.

Weapon and Armor Proficiency: A warmachine is proficient with all simple and martial weapons. He is proficient with light armor, medium armor, and shields, except tower shields.

Transformation (Ex): A warmachine is a living creature that is transformed into a blend of mortal and construct. Undergoing the process of becoming a warmachine is a harrowing experience that often leaves the individual mentally scarred. A warmachine gains the half-construct subtype in addition to his base creature type. This qualifies him for any class or feat that requires the half-construct type as a prerequisite. He gains a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue. He cannot be raised or resurrected. He does not need to breathe, eat, or sleep unless he wants to gain some beneficial effect from one of these activities. One of the warmachine's mental ability scores gains a permanent -2 penalty, representing brain damage, madness, or a loss of appearance. This ability replaces the fighter bonus feat gained at 1st level.

Bonus Feats: In addition to combat feats, a warmachine may choose any feat that has the half-construct subtype as one of his fighter bonus feats.

Indomitable (Ex): Starting at 2nd, a warmachine gains a +1 bonus on Will saves against mind-affecting effects. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Warmachine Armor (Ex): At 2nd level, a warmachine gains a +2 enhancement bonus to natural armor. Every

four levels thereafter (6th, 10th, 14th and 18th), this enhancement bonus increases by +2. This ability replaces armor training 1, 2, 3 and 4.

Metal Body (Ex): At 19th level, the warmachine's skin turns to plated steel and his organs become a magical clockwork system. The warmachine gains DR 10/adamantine. This ability replaces armor mastery.

PRESTIGE CLASSES

MAKER

For most adventurers, the concept of spending hard-earned gold on constructs seems like a waste of time and money. Constructs are usually unintelligent, extremely expensive, do not increase in power from the moment of their creation, and are difficult to maintain. Worse still, once destroyed, they cannot be repaired, and so the prospective crafter must start over again from scratch. The maker is a rare individual who passionately devotes her talents to the creation and use of constructs. Her dedication pays off with abilities that compensate for the inherent negatives associated with construct creation.

Role: The maker generally possesses the role of her base casting class, with the additional benefit of constructs to aid her in battle or guard her while she casts spells. If she was not a healer before, she must adopt that mantle for her constructs, at least, to keep them repaired between battles.

Alignment: Characters of any alignment are drawn to the path of the maker.

Hit Dice: d6.

REQUIREMENTS

To qualify to become a maker, a character must fulfill all of the following criteria:

Required Feats: Craft Construct

Required Skills: Craft (any) 5 ranks

Required Spells: Ability to cast 3rd-level arcane or divine spells or create 2nd-level extracts.

Required Special: The character must possess at least one unintelligent construct or golem that she has created to qualify for this prestige class.

CLASS SKILLS

The maker's class skills are Appraise (Int), Craft (Int), Disable Device (Int), Knowledge (arcana) (Int), Knowledge (planes) (Int), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha)

Skill Ranks at Each Level: 2 + Int Modifier

TABLE 3-1: THE MAKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day	Special
1	+0	+0	+0	+1	+1 level of existing class	Guardian, Improved Repair Construct
2	+1	+1	+1	+1	+1 level of existing class	Improved construct crafting (5%)
3	+1	+1	+1	+2	+1 level of existing class	
4	+2	+1	+1	+2	+1 level of existing class	Improved construct crafting (10%)
5	+2	+2	+2	+3	+1 level of existing class	
6	+3	+2	+2	+3	+1 level of existing class	Improved construct crafting (15%)
7	+3	+2	+2	+4	+1 level of existing class	Reanimate Construct
8	+4	+3	+3	+4	+1 level of existing class	Improved construct crafting (20%)
9	+4	+3	+3	+5	+1 level of existing class	
10	+5	+3	+3	+5	+1 level of existing class	Master maker, improved construct crafting (25%)

CLASS FEATURES

All of the following are class features of the maker prestige class.

Weapons and Armor Proficiency: The maker gains no proficiency with any weapon or armor.

Spells per Day: When a new maker level is gained, the character gains new spells as if she had also gained a level in an arcane or divine spellcasting class she belonged to before adding the prestige class. An alchemist may gain new extracts per day as if she had also gained a level in alchemist.

She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If the character had more than one arcane or divine spellcasting class before becoming a maker, she must decide which class she adds the new level to for the purposes of determining spells per day.

Guardian (Ex) At 1st level, a maker selects a single unintelligent construct that she has created to be her personal guardian. She forges a special connection with this construct, and it grows in power and ability alongside its maker. Makers have been known to personify these

creations, even going so far as naming them, or having very one-sided conversations with their companions. If the maker wishes to switch the abilities to a different construct, she may do so (the former guardian construct becomes a normal construct if it has not been destroyed). The process costs gold equal to 10% of the base price to create the construct, and the process requires an amount of time equal to 1 day for every 1000 gp spent. If a guardian construct is destroyed and then repaired using the resurrect construct ability, this cost does not need to be repaid.

TABLE 3-2: GUARDIAN

Class Level	HD	Skills ¹	Feats ¹	Natural Armor	Str/Dex Bonus	Special
1	+1	2	1	+0	+0	Controlled
2	+1	3	2	+0	+0	Find Master
3	+2	3	2	+2	+1	
4	+2	4	2	+2	+1	Guard
5	+3	5	3	+2	+2	
6	+3	6	3	+4	+2	Fast Healing
7	+4	6	3	+4	+2	
8	+4	7	4	+4	+3	Shield Other
9	+5	8	4	+6	+3	
10	+5	9	5	+6	+3	Spell Storing

1: Skills and feats reference total points in skills and total number of feats, respectively. This is an exception to an unintelligent creature's ordinary lack of feats and skills. Skills chosen may not have either Intelligence or Constitution as a key ability. The construct must meet all prerequisites for any feat selected.

Controlled (Ex) At 1st level, a guardian construct that has the berserk special attack cannot go berserk as long as its maker is within 30 feet.

Find Master (Su) At 2nd level, as long as a guardian construct and its maker are on the same plane, the construct can locate its maker.

Guard (Ex) At 4th level, if ordered to do so, a guardian construct moves to defend the maker. All attacks against the maker take a –2 penalty when the guardian construct is adjacent to its maker.

Fast Healing (Ex) At 6th level, a guardian construct gains fast healing 5.

Shield Other (Sp) At 8th level, the maker of a guardian construct can activate this defensive ability as a standard action if within 100 feet of the construct. Just as the spell of the same name, this ability transfers to the guardian construct half the damage that would be dealt to the maker (note that this ability does not provide the spell's AC or save bonuses). Damage transferred in this manner bypasses any defensive abilities (such as immunity or damage reduction) the construct possesses.

Spell Storing (Sp) At 10th level, a guardian construct can store one spell of 4th level or lower that is cast into it by another creature. It “casts” this spell when commanded to do so, or when a predefined situation arises. Once this spell is used, the guardian construct can store another spell (or the same spell again).

Improved Repair Construct: At 1st level, the maker gains the Improved Repair Construct** feat as a bonus feat.

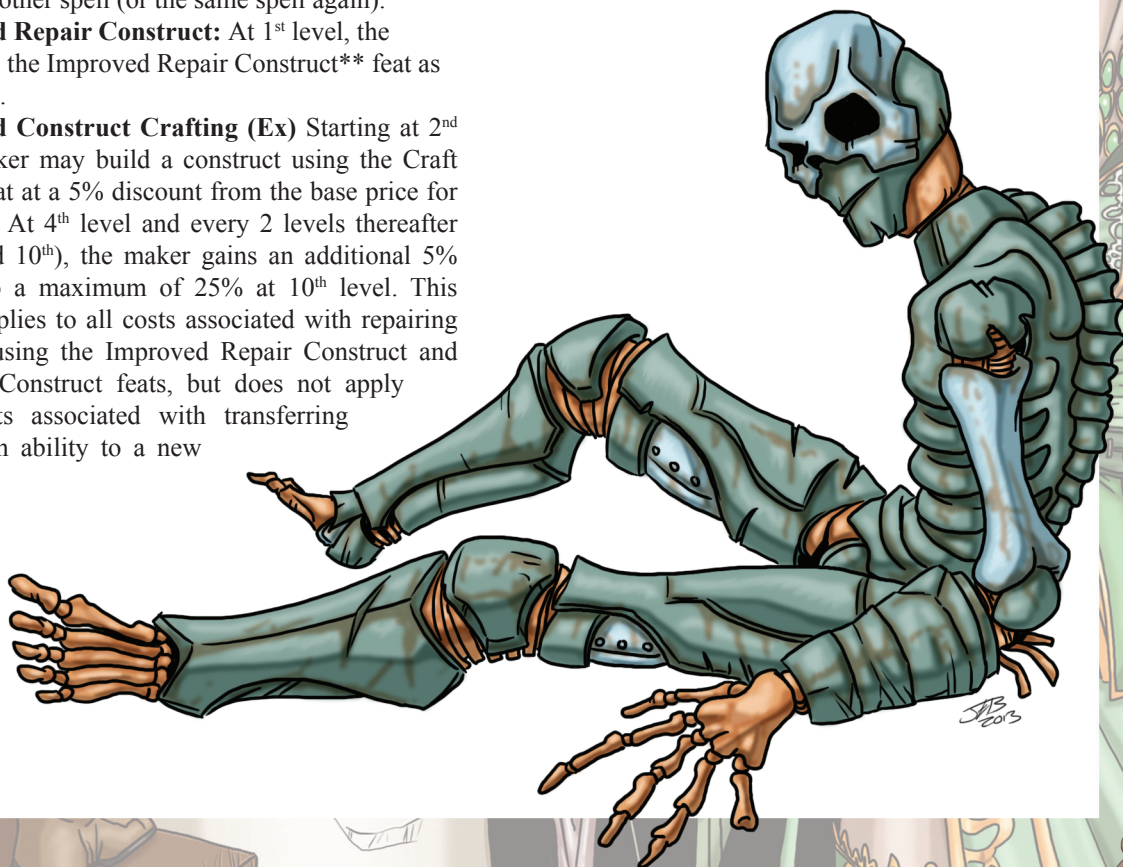
Improved Construct Crafting (Ex) Starting at 2nd level, a maker may build a construct using the Craft Construct feat at a 5% discount from the base price for its creation. At 4th level and every 2 levels thereafter (6th, 8th, and 10th), the maker gains an additional 5% discount, to a maximum of 25% at 10th level. This discount applies to all costs associated with repairing constructs using the Improved Repair Construct and Reanimate Construct feats, but does not apply to the costs associated with transferring the guardian ability to a new construct.

Reanimate Construct: At 7th level, a maker gains the Reanimate Construct** feat as a bonus feat.

Master Maker (Ex) At 10th level, the maker gains the ability to resurrect and take control of constructs built by others. The maker may use the Reanimate Construct feat on constructs that he did not personally create. If he does so, he may additionally pay the costs associated with transferring the guardian ability to the construct. The reanimated guardian construct regards the maker as its master and has no loyalty to its former creator. The maker counts as the construct's creator as long as the construct retains the guardian abilities.

MARTINET

A martinet sees himself as a commanding officer. Even if the martinet has no recognized rank among his adventuring companions, he insists on discipline and perfect execution in cooperative efforts. His allies might chafe under his lack of respect for individual achievement, but under his tactical watch, a group of individuals may well accomplish more than the sum of their parts. Among inexorables and those with an affinity for constructs, a martinet exemplifies the efficiency of military automatons.



Role: Martinets frequently hail from the bard, cavalier, or inquisitor classes, filling a role as tactical leaders first, and as secondary combatants when called on. However, any adventurer who exemplifies a rigid approach to conflict benefits from the presence of a martinet in his or her party.

Alignment: The role filled by a martinet appeals only to lawful characters, though a martinet can be good, neutral, or evil.

Hit Dice: d8.

REQUIREMENTS

To qualify to become a martinet, a character must fulfill all of the following criteria:

Base Will Save: +4

Required Feats: Shared Will**

Required Special: The character must have a spell-like or supernatural ability to grant a morale bonus to allies in combat.

CLASS SKILLS

The maker's class skills are Craft (Int), Diplomacy (Cha), Intimidate (Cha), Perception (Wis), Perform (Cha), Profession (Wis), and Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int Modifier

CLASS FEATURES

All of the following are class features of the martinet prestige class.

Weapon and Armor Proficiency: A martinet is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Spells per Day: At the indicated levels, a martinet gains new spells per day as if he had also gained a level in a class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a martinet, he must decide to which class he adds the new level for purposes of determining spells per day.

Reward Obedience (Ex): The martinet may grant bonuses to those who follow a prepared tactical plan. Martinet levels stack with bard levels for the purpose of the inspire courage ability. A martinet with no bard levels may inspire courage as a bard equal to his martinet level. At 5th level, the martinet's ability to inspire courage in allies lasts for an additional round after the martinet stops using the ability. At 10th level, the bonuses from inspire courage persist for an additional 2 rounds.

Drills (Ex) The martinet gains a bonus teamwork feat at 2nd level, and again at 7th level. He must meet the prerequisites for these feats. As a standard action, the martinet chooses to grant any teamwork feat he has to all allies within 30 feet, even if they do not meet the feat's prerequisites, or do not have an Intelligence score. Allies retain this feat for 3 rounds after the martinet uses this ability. The martinet may use this ability once per day per 2 class levels.

Team Tactics (Ex) A martinet's allies gain advantages when employing group tactics. Beginning at 3rd

TABLE 3-3: THE MARTINET

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day	Special
1	+0	+1	+0	+1	+1 level of existing class	Reward Obedience
2	+1	+1	+1	+1	+1 level of existing class	Teamwork Feat
3	+2	+2	+1	+2	-	Team Tactics I
4	+3	+2	+1	+2	+1 level of existing class	Shared Sacrifice
5	+3	+3	+2	+3	+1 level of existing class	Reward Obedience (+1 rounds)
6	+4	+3	+2	+3	-	Team Tactics II
7	+5	+4	+2	+4	+1 level of existing class	Teamwork Feat
8	+6	+4	+3	+4	+1 level of existing class	Shared Sacrifice (2/day)
9	+6	+5	+3	+5	-	Team Tactics III
10	+7	+5	+3	+5	+1 level of existing class	Reward Obedience (+2 rounds)



level, allies within 30 feet of the martinet take only a -2 penalty when firing ranged weapons at opponents engaged in melee. At 6th level, the bonuses for flanking combat increase by 1, as do any bonuses gained from use of teamwork feats. At 9th level, when the martinet or his allies declare ready or held actions, their initiative order is not modified for following rounds after they take those actions.

Shared Sacrifice (Su) The martinet creates a mystical connection between himself and his allies. This connection prevents attrition among his troops by spreading wounds across his entire party. Once per day, as an immediate action, a martinet may divide the total damage dealt to one or more allies within 30 feet by the total number of willing allies within 30 feet. Each willing ally takes an equal portion of the damage so divided. Unintelligent constructs or undead under the martinet's control are automatically considered willing. The martinet may use this ability an additional time per day at 8th level.

CONSTRUCT COMPANION (COMPANION ARCHETYPE)

A construct companion is one that is built or inherited rather than summoned. They take many forms, from intricate clockwork dinosaurs to golem-like steeds crudely built from wood, dirt, and rock.

Construct: A construct companion replaces the animal type with the construct type. It gains all the abilities of the construct type, including hit points based off of its size. The construct companion obeys all instructions from its master without the need for the Handle Animal skill or tricks. It is in all other ways treated as an ordinary animal companion. This ability replaces share spells.

Animal Feats: In addition to the standard animal companion feats, a construct companion may take any feat with the construct type as a prerequisite, as long as it fulfills all other prerequisites.

Repair Companion (Ex) At 1st level, the construct companion's master may repair his construct companion as if he possessed the Craft Construct feat and it was a construct that he had created. If the master possesses the Craft Construct feat, he may repair the construct as if he possessed the Improved Repair Construct feat. This ability replaces link and devotion.

Spell Resistance (Su) At 3rd level, the construct companion begins to gain some of the resistance to spells enjoyed by golems. The construct companion gains spell resistance equal to the master's level +5. This ability replaces evasion.

Magic Immunity (Su) At 15th level, the construct companion gains the magic immunity and elemental affinities of a golem. It is immune to any spell or effect that allows for spell resistance. Select one elemental type (acid, cold, electricity, or fire) for the construct companion to be slowed by; whenever it is subject to elemental damage of that type, it is slowed, as the *slow* spell, for 2d6 rounds (no save). Select one elemental type (acid, cold, electricity, or fire) for the construct companion to be healed by; whenever it is subject to elemental damage of that type, it is healed of 1 point of damage for every 3 points of damage the attack would otherwise deal. Elemental damage that heals the construct companion breaks any *slow* effect on the construct companion. The elemental types that heal or slow the construct companion cannot be of the same type. The construct companion does not gain temporary hit points from the elemental type that heals it. This ability replaces improved evasion and supersedes the construct companion's spell resistance.

CONSTRUCT FAMILIARS

These rules modify the Improved Familiar feat with additional options for construct familiars. All of the following familiars must be created by the master (in a similar fashion to a homunculus) as detailed below.

Animated Object

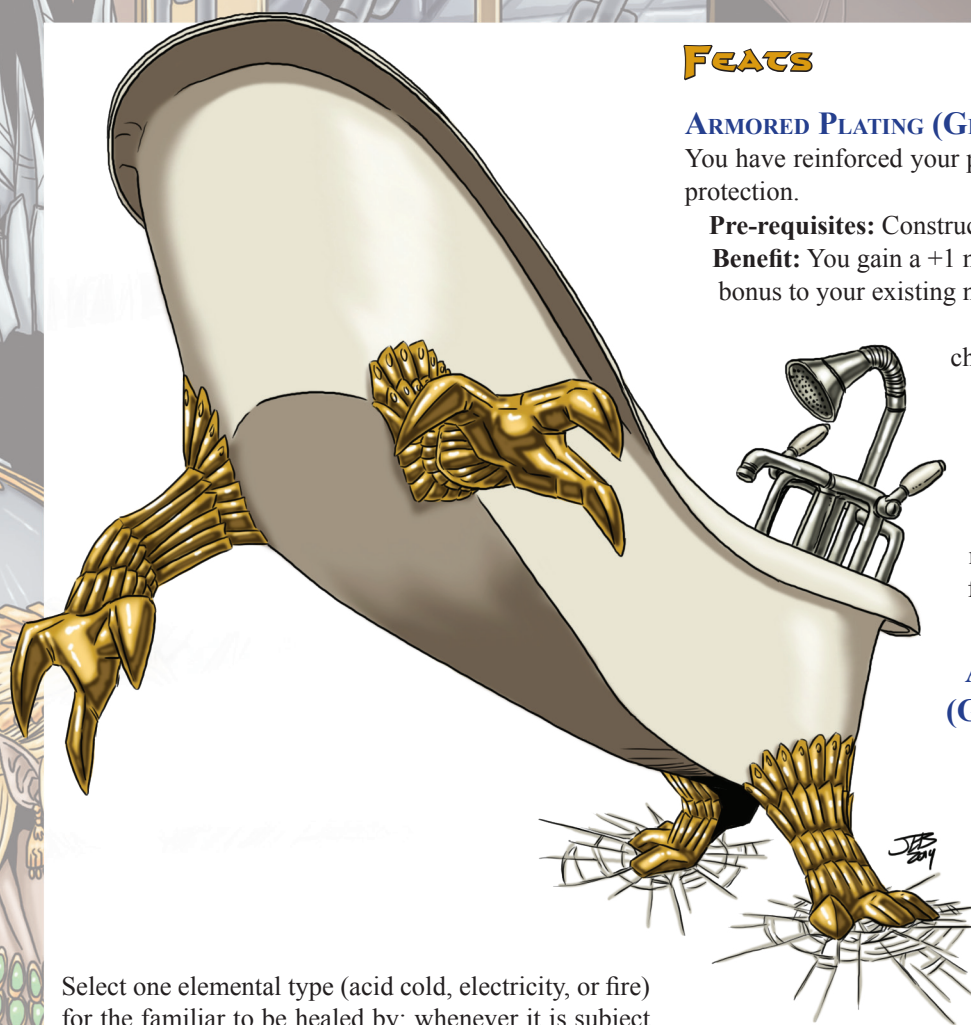
You gain a Small animated object as a familiar. The animated object familiar must be created as normal using the Craft Construct feat or the *animate object* spell in conjunction with *permanency*. The animated object familiar may take any form the creator chooses as normal.

Construct

You may apply the construct type to any familiar normally available without the Improved Familiar feat, and the construct familiar in all other ways functions as an ordinary familiar of its type. Creating the construct familiar requires the Craft Construct feat, costs 200 gp per wizard level, and takes 1 day per 1000 gp spent (minimum of 1 day).

Golem

You may create a familiar that is not only a construct, but gains the magic immunity of golems. The golem familiar is immune to any spell or effect that allows for spell resistance. Select one elemental type (acid, cold, electricity, or fire) for the familiar to be slowed by; whenever it is subject to elemental damage of that type, it is slowed, as the *slow* spell, for 2d6 rounds (no save).



Select one elemental type (acid cold, electricity, or fire) for the familiar to be healed by; whenever it is subject to elemental damage of that type, it is healed of 1 point of damage for every 3 points of damage the attack would otherwise deal. Elemental damage that heals the golem familiar breaks any *slow* effect on the golem familiar. The elemental types that heals or slow the golem familiar cannot be of the same type. The golem familiar does not gain temporary hit points from the elemental type that heals it. Any spell used through the share spells ability of the golem familiar automatically bypasses its magic immunity. This, in all other ways, functions as the construct familiar option, except that the golem familiar costs 500 gp per wizard level.

Familiar	Alignment	Arcane Spellcaster Level
Animated Object	Any	5th
Construct	Any	3rd
Golem	Any	7th

FEATS

ARMORED PLATING (GENERAL, CONSTRUCT)

You have reinforced your physical body for additional protection.

Pre-requisites: Construct or half-construct

Benefit: You gain a +1 natural armor bonus (or a +1 bonus to your existing natural armor) or a +2 armor bonus (with no arcane spell chance failure or armor check penalty), whichever you prefer.

Special: This feat may be taken multiple times, and its benefits stack. You may only take this feat once for every three Hit Dice you possess.

AUGMENTED ARMOR (GENERAL, CONSTRUCT)

Your physical body has an ablative outer layer.

Pre-requisites:

Construct or half-construct type and Armored Plating

Benefits: You gain DR 1/adamantine.

Special: This feat may be taken multiple times, and its benefits stack.

You may only take this feat once for every three Hit Die you possess.

AUGMENT CONSTRUCT (ITEM CREATION)

Constructs you create are stronger and tougher than normal.

Prerequisite: Craft Construct

Benefit: Each construct you create gains a +4 enhancement bonus to Strength and +2 hit points per Hit Die.

BESTOW INTELLIGENCE (ITEM CREATION)

You learn how to imbue constructs with a portion of your own intelligence and personality.

Prerequisites Bestow Training, Craft Construct

Benefit Constructs you create gain an Intelligence score equal to your unmodified (including no bonuses) Intelligence score, or an Intelligence score of 1, as

you choose. In either case, the construct gains your alignment. The intelligent construct may take any skills possessed by you and counts any of your class skills as class skills. Constructs created in this manner may not possess ranks in these skills that exceed yours. Constructs created in this manner are naturally inclined to assist, protect, and love you, although they are capable of acting under their own autonomy.

Normal: Created constructs have no Intelligence score.

BESTOW TRAINING (ITEM CREATION)

You begin learning how to empower mindless constructs with a spark of intelligence or how to modify the abilities of intelligent constructs.

Prerequisites Craft Construct

Benefit Any construct you create may be granted a number of bonus feats equal to $\frac{1}{2}$ your Intelligence modifier (minimum 1), even if the construct does not normally possess an Intelligence score. The construct must still meet all prerequisites for any bonus feat taken in this manner.

CRAFT HALF-CONSTRUCT (ITEM CREATION)

You learn how to create or repair half-constructs.

Pre-requisites: Craft Construct, Craft (Sculpture) 7 ranks

Benefits: You learn how to build half-constructs (such as impendings, inexorables, or even unique half-construct creatures). Creating a half-construct in this manner works like gaining a cohort from the Leadership feat, except the cohort must be a half-construct, and the creator gains no additional followers. Creating a 1st-level half-construct costs 2,100 gp (with materials costing at least 100 gp included in the cost). Each additional Hit Die (taken as class levels) beyond the 1st adds +2,000 gp to the cost. You may only possess one half-construct cohort at a time, and creating a new half-construct cohort causes the first one to leave you. The maximum starting level of a half-construct cohort is determined in the same manner as the maximum cohort level from the Leadership feat, and after their creation, they gain experience in the same manner as a cohort gained from the Leadership feat. A character with this feat cannot gain a cohort from taking the Leadership feat. Additionally, you can also use this feat to resurrect any half-construct creature, by paying half the normal costs associated with their construction. Half-constructs resurrected in this manner gain one permanent negative level.

CRAFT SELF (ITEM CREATION)

You learn how to improve the enchantments on your physical body.

Pre-requisites: Half-Construct or Construct, Caster Level 5th

Benefits: You may enchant your physical body as a magical weapon, suit of armor, or wondrous item. The portion of your body enchanted corresponds to the appropriate body slot. You act as if you possess both the Craft Magic Arms and Armor, and Craft Wondrous Item feats. If you possess either of these feats, you gain a +5 bonus on all skill checks made to enchant your own body, and you receive a 10% discount on enhancements added in this manner. Portions of your body enchanted are still subject to all limitations on magical item slots (so you cannot enchant your hands and then also wear magical gloves). If you are ever killed, the enchantments return if you are resurrected from the dead in any manner. If you enchant your body with an armor enhancement, you may not enchant yourself with any body slot enhancements, and vice versa.

GOLEM MAGIC (ITEM CREATION)

The construct crafter learns to alter the magical resistances of golems or to grant other constructs he creates a shadow of a golem's resistance to magic.

Prerequisites Craft Construct

Benefit When creating a construct with magical immunity (golem), the crafter may choose to include a number of additional spells equal to his Intelligence modifier that affect the golem normally (bypassing its magical immunity). If creating a construct that does not possess magical immunity, the crafter may grant it spell resistance equal to 10 + his caster level + his Intelligence modifier.

IMPROVED REPAIR CONSTRUCT (ITEM CREATION)

You are able to repair constructs in a cheaper and more efficient manner.

Prerequisite: Craft Construct

Benefit: You may repair an inanimate or nonfunctioning construct by spending 10 gp per Hit Die of the construct and making a skill check as if you were crafting the construct, with a DC of 5 less than the DC for crafting that construct. With a success, the construct regains 1d10 hit points per Hit Die of the construct. Completing repairs in this manner takes 1 hour per 100 gp spent on the repairs (minimum of 1 hour).

PUSH OFF (COMBAT)

You can push an opponent back to free up room for ranged attacks.

Pre-requisites: Improved Unarmed Strike or natural attack

Benefit: If you have attacked a threatened opponent with a natural attack or unarmed strike since the beginning of your last turn, you do not provoke attacks of opportunity when attacking with ranged weapons until the beginning of your next turn.

REANIMATE CONSTRUCT (ITEM CREATION)

You are able to restore a destroyed construct to full function.

Prerequisite: Craft Construct, Improved Repair Construct, Caster Level 9th

Benefit: Through a combination of ritual and repairs, you may restore function to a destroyed construct that you created. The repairs take 1 hour per Hit Die possessed by the construct and require special materials

worth 5,000gp. At the end of this time, the construct becomes functional again, with 1 hit point per Hit Die, and may be repaired normally.

SHARED WILL (GENERAL)

You can motivate constructs by imbuing them with a portion of your will.

Benefit: Whenever you cast a spell or use an ability that grants a morale bonus to allies, any allies within range that have the construct or undead type benefit as if they were living creatures, even if they have no Intelligence score.

SWIFT CREATION (ITEM CREATION)

Constructs you create are faster and react more quickly than normal.

Prerequisite: Augment Construct, Craft Construct

Benefit: Each construct you create gains +4 to initiative checks, and its base land speed increases by 10 feet.

SUPERIOR SKILL FOCUS (GENERAL)

You gain both broad and narrow focus in the areas that you devote yourself to.

Pre-requisites: Skill Focus (Craft, Knowledge, Perform, or Profession)

Benefit: You may apply the bonus to skill checks granted by the Skill Focus feat taken for a specific Craft, Knowledge, Perform, or Profession skill to all skill checks made using that overall skill category. Additionally, the bonus granted by any Skill Focus feat possessed by you is +6 (or +9 if you have 10 or more ranks in the skill).

TOUCH OF THE FORGE (ITEM CREATION)

Constructs you create are infused with the heat of your forge and deal more damage than normal.

Prerequisite: Augment Construct, Craft Construct

Benefit: Each construct you create deals an extra 1d6 points of fire damage with its slam attack or natural weapons. For each size category above Medium, this damage increases by an additional 1d6.



MAGIC ITEMS

CONTROL COLLAR

Aura strong transmutation; **CL** 13th **Slot** neck; **Price** 7,200 gp (leather), 36,000 gp (iron), 180,000 gp (adamantine); **Weight** 1lb.

DESCRIPTION

Control collars come in three varieties and always are a matching pair. When the first collar is worn and the second is placed upon the neck of a construct, it allows the wearer to command the construct as if he were its creator. This does not function for constructs with an Intelligence score greater than 1 or for golems with the shield guardian template. If the true creator attempts to give their construct a command that is contradictory to the collar wearer's orders, then the master and *control collar* wearer must make opposed Charisma checks to see whose order the construct follows.

The *control collar* may be placed upon or removed from a hostile construct's neck with a successful check to maintain a grapple. The magic of the collar bypasses the magical immunity of golems, and a golem wearing the *control collar* is never subject to berserk.

Leather—Can control constructs with <10 HD

Iron—Can control constructs with 10-20 HD

Adamantine—Can control any construct regardless of HD

CONSTRUCTION

Requirements Craft Wondrous Item, *calm emotions* and *control construct*; **Cost** 3,600 gp (leather), 18,000 gp (iron), 90,000 gp (adamantine)

GOLEM ARMOR, ADAMANTINE (MYTHIC)

Aura strong abjuration; **CL** 15th; **Slot** Armor; **Price** 166,500 gp; **Weight** 50 lbs.

DESCRIPTION

Adamantine golem armor is composed of thick, spiked, black metal plates. It acts as +5 *adamantine full-plate armor* that grants its wearer spell resistance 19. As an immediate action, the wearer may expend one use of mythic power to gain an adamantine golem's immunity to magic for one round. This immunity to magic does not extend to any mythic spells or effects, but the armor's spell resistance still applies. When the immunity to magic is active, the *transmute metal to wood* spell slows the wearer (as the *slow* spell) for 1 round with no saving throw.

CONSTRUCTION

Requirements Craft Construct, Craft Magic Arms and Armor, Mythic Crafting, *spell turning* and *stoneskin*; **Cost** 91,500 gp

GOLEM ARMOR, FLESH (MYTHIC)

Aura strong abjuration; **CL** 15th; **Slot** Armor; **Price** 13,660 gp; **Weight** 15 lbs.

DESCRIPTION

Flesh golem armor is composed of tanned, leathery humanoid skin that has been sewn together. It acts as +1 *leather armor* that grants its wearer spell resistance 13. As an immediate action, the wearer may expend one use of mythic power to gain a flesh golem's immunity to magic for one round. This immunity to magic does not extend to any mythic spells or effects, but the armor's spell resistance still applies. When the immunity to magic is active, any attack that deals cold or fire damage slows the wearer (as the *slow* spell) for 1 round, with no saving throw. Any attack that deals electricity damage breaks any *slow* effect that the wearer is experiencing and heals the wearer of 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the wearer to exceed his full normal hit points, he does not gain the excess as temporary hit points.

CONSTRUCTION

Requirements Craft Construct, Craft Magic Arms and Armor, Mythic Crafting, *animate dead* and *spell turning*; **Cost** 6,910 gp

GOLEM ARMOR, IRON (MYTHIC)

Aura strong abjuration; **CL** 15th; **Slot** Armor; **Price** 54,350 gp; **Weight** 50 lbs.

DESCRIPTION

Iron golem armor is composed of ill-fitting iron plates that have been roughly forged together. It acts as +3 *breastplate armor* that grants its wearer spell resistance 15. As an immediate action, the wearer may expend one use of mythic power to gain an iron golem's immunity to magic for one round. This immunity to magic does not extend to any mythic spells or effects, but the armor's spell resistance still applies. When the immunity to magic is active, any attack that deals electricity damage slows the wearer (as the *slow* spell) for 1 round, with no saving throw. Any attack that deals fire damage breaks any *slow* effect that the wearer is experiencing and heals the wearer of 1 point of damage



of cases. The manual allows the user to act as if she possessed the Craft Half-Construct feat (as long as she meets all other pre-requisites) for the purposes of resurrecting a deceased half-construct. If the user possesses the Craft Half-Construct feat, the manual instead halves all costs associated with the creation or resurrection of half-constructs.

CONSTRUCTION

Requirements Craft Half-Construct, Craft Wondrous Item, *major image*;
Cost 3,000 gp

MARKSMAN'S EYE

Aura faint divination and transmutation;
CL 1st, **Slot** body; **Price** 18,000 gp;
Weight —

DESCRIPTION

This mechanical orb replaces its bearer's physical eye without affecting his vision. Once per day, the wearer can make a *true strike* (as the spell) as part of a single attack roll when firing a ranged weapon at a target beyond at least three range increments. In addition, the wearer may focus the orb as a move action to deal precision damage to a target at any range at will.

CONSTRUCTION

Requirements Craft Wondrous Item, *aspect of the falcon*, *true strike*; **Cost** 9,000 gp

RESTORATION SPIDER

Aura faint transmutation; **CL** 3rd, **Slot** body; **Price** 18,000 gp; **Weight** 2lb

DESCRIPTION

A *restoration spider* is a Diminutive clockwork arachnid with each leg ending in a different tool or magical apparatus. A *restoration spider* may be used to cast the *make whole* spell at will, except that every 10 hit points repaired costs 1 gp in raw materials. While it is healing a construct in this manner, it takes up the construct's body slot.

CONSTRUCTION

Requirements Craft Wondrous Item, *make whole*;
Cost 9,000 gp

for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the wearer to exceed his full normal hit points, he does not gain the excess as temporary hit points. *Iron golem armor* is always affected normally by rusting attacks, such as those of a rust monster or a *rusting grasp* spell.

CONSTRUCTION

Requirements Craft Construct, Craft Magic Arms and Armor, Mythic Crafting, *polymorph any object* and *spell turning*; **Cost** 27,350 gp

HALF-CONSTRUCT MANUAL

Aura faint illusion; **CL** 5th, **Slot** none; **Price** 6,000 gp; **Weight** 1lb

DESCRIPTION

A *half-construct manual* is a detailed guide outlining the construction and repair of half-constructs, with moving diagrams and helpful advice for a variety

RING OF INEVITABLE POWER

Aura strong transmutation; **CL** 15th, **Slot** ring; **Price** 120,000 gp; **Weight** -

DESCRIPTION

The ring is of a deceptively simple design incorporating adamantine, mithral, and gold into a perfect seamless whole. A half-construct who wears the ring gains the constructed abilities of the inevitables. He becomes immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). He is not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Nor is he at risk of death from massive damage. The wearer gains bonus hit points as constructs of his size. The *ring of inevitable power* must be worn for 24 hours before the benefits take effect.

CONSTRUCTION

Requirements Forge Ring, *iron body, lesser planar ally*; **Cost** 60,000 gp

ROD OF ANIMATION

Aura moderate transmutation; **CL** 11th, **Slot** none; **Price** 11,000 gp; **Weight** 5 lbs.

DESCRIPTION

This rod is made of clear crystal with complex clockwork whirring within. The wielder doubles

his caster level for the purposes of the largest sized object he can animate with the *animate objects* spell. The wielder may choose to modify the duration of any *animate objects* spell to concentration + 1 round/level, and may continue concentrating on the spell as long as he wields the rod.

CONSTRUCTION

Requirements Craft Rod, Heighten Spell; *animate objects*; **Cost** 5,500 gp

SETTLING MASK

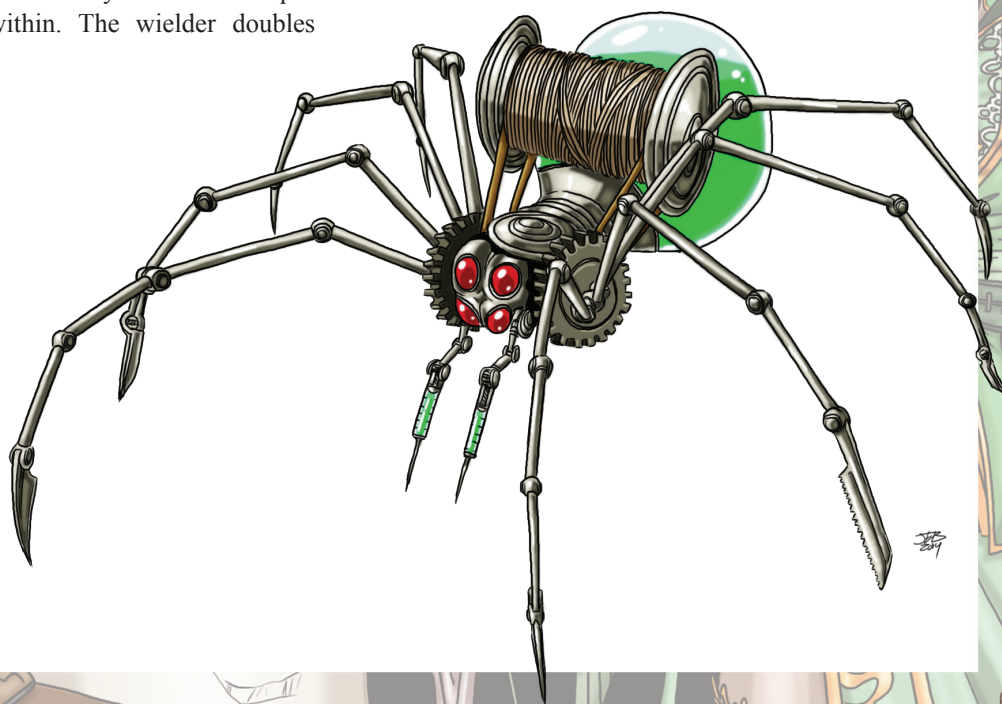
Aura faint enchantment and transmutation; **CL** 3rd, **Slot** face; **Price** 11,000 gp; **Weight** 1 lb.

DESCRIPTION

This mask aids the wearer in matters of diplomacy. It begins as featureless white porcelain and takes on warm facial features when donned. The mask gives the wearer a +2 circumstance bonus to Bluff and Diplomacy checks, and it adds 1 to the DC to resist spells and abilities of its wearer with the charm and compulsion subschools.

CONSTRUCTION

Requirements Craft Wondrous Item, *charm person, eagle's splendor*; **Cost** 5,500 gp



CHAPTER 4: ABSTRACTION GOLEMS

Abstraction golems bring more ephemeral and intangible concepts to life in the physical body of a construct. The union of planar ideology and material reality, abstraction golems champion the natural laws of creation and civilization wherever they reside. In mechanical terms, the rules below expand the role of constructs into the mythic realm, where these magnificent metaphysical creatures serve a concept higher than themselves or their creators.

Mythic crafters create an abstraction golem by tying the spirit of an inevitable to a golem body in place of an elemental spirit. The process frees the will of the inevitable to exist outside of the harsh confines of pure order, and instead focuses its being into a direction chosen by its creator.

It is said a group of rogue axiomites pioneered the process, believing that living creatures would gravitate towards law of their own volition. The majority of the axiomites saw this as heresy, and thus view the abstraction golems as abominations. In a bygone age, the inevitables waged a crusade to wipe out the abstraction golems, their makers, and the secret behind their creation. The inevitables were successful, but while many perished, some have survived to the modern age. Mythic crafters may resurrect the lost art of abstraction golems if they wish to risk the ire of the inevitables.

CREATING AN ABSTRACTION GOLEM

An abstraction golem is a mythic creature template that can be added to any non-mythic construct with the magic immunity special ability (golem). The abstraction golem template must be added to the golem during its creation, similar to the shield guardian template. An abstraction golem may not also be a shield guardian.

Abstraction golems have all of the same statistics as the base golem, but with the following additional special qualities. After their creation, abstraction golems may continue to advance in class levels and mythic rank.

Mythic Rank: The golem gains the mythic subtype and a mythic rank equal to $\frac{1}{2}$ its original CR.

Mythic Subtype: The golem gains the mythic subtype (see *Pathfinder® Roleplaying Game: Mythic Adventures™*), which includes a bonus to natural armor equal to its mythic rank, 10 bonus hit points per mythic rank, the epic quality added to its damage reduction,

the mythic power and surge universal monster abilities, ability bonuses, and mythic feats. Additional mythic abilities are detailed below.

Challenge Rating: Same as the base golem + $\frac{1}{2}$ its mythic rank.

Abilities: The golem gains a base Intelligence score and Charisma ability score of 10 (although may have higher or lower ability scores than the average).

Class Skills: The golem gains two skills as class skills.

Mythic Abilities: The golem gains the following mythic abilities depending on its mythic rank:

Immunity to Magic: All abstraction golems gain a modification to their immunity to magic special ability that grants them 1-2 new magical immunity exceptions. These exceptions should, in general, be both a potential boon and weakness.

Path Ability: An abstraction golem of mythic rank 1+ gains one 1st-tier path ability from any mythic path or universal path ability list.

Spell-like Abilities: An abstraction golem of mythic rank 2+ gains a number of spell-like abilities. Its caster level is either the base CR of the golem or the minimum required to cast its highest spell-like ability.

Constant—Any one sensory or detection spell of 3rd level or lower. The spell affects the golem regardless of magic immunity.

At will—Any three spells of 3rd level or lower

3/day—Any two spells of 6th level or lower

Mythic Magic: An abstraction golem of mythic rank 3+ gains the mythic magic universal monster abilities. They additionally gain a spell-like ability of 8th level or lower, usable 1/day.

Additional Mythic Abilities: An abstraction golem of mythic rank 4 gains an additional unique mythic ability, and an additional ability for every 2 mythic ranks thereafter (6th, 8th, and 10th). Examples are included under each example abstraction golem template shown below.

CONSTRUCTION REQUIREMENTS

(In addition to any prerequisites required for the base golem)

Spells: *lesser planar ally* or *greater planar ally*

Materials: Creating an abstraction golem costs an additional 50,000 gp in special materials.

Craft Skill: The DC of the Craft check required to create an abstraction golem body is equal to the base golem's plus its mythic rank.

Mythic Feat: Mythic Crafter

Mythic Tier: The creator must have a mythic rank or tier equal to or greater than the golem to be created.

SAMPLE ABSTRACTION GOLEM TEMPLATES

The following sample abstraction types provide the GM with an idea of what can be done with this template.

ARTIFICE GOLEM

Artifice golems are always better constructed than their kin, having been made with care by masters of their art. They often have incredible detail to them that is not immediately noticeable. These golems tend to concern themselves primarily with the act of creation, particularly creating magical items or even other golems.

Class Skills An artifice golem gains the Craft and Spellcraft skills as class skills.

Immunity to Magic (Su): In addition to the base golem's magical immunity special rules, artifice golems can be affected as an object by any spell effect that works on objects.

Crafting Mastery (Ex): An artifice golem of mythic rank 1+ gains the archmage path ability of the same name.

Spell-like Abilities: An artifice golem of mythic rank 2+ gains the following spell-like abilities:

Constant—*arcane sight*

At will—*greater magic weapon, make whole, minor creation*

3/day—*break enchantment, major creation*

Mythic Magic (Su): An artifice golem of mythic rank 3+ gains the mythic magic universal monster ability and *polymorph any object* as a spell-like ability usable 1/day.

Additional Mythic Abilities: An artifice golem of mythic rank 4 may select one additional ability from the list below and gains an additional ability for every 2 ranks thereafter. At mythic rank 10, an artifice golem possesses all of the following abilities:

Animation (Su): An artifice golem with this ability can animate any object it touches (as the *animate object* spell) as a standard action. The artifice golem's total caster level equals its Hit Dice plus its mythic rank. If the artifice golem spends a point of mythic power, the

animation is made permanent (as the *permanency* spell) for no additional cost.

Armor Attunement (Ex): An artifice golem with this ability is proficient in any armor it has personally crafted. An artifice golem may spend a point of mythic power to apply an enhancement bonus or a single armor special ability to armor it has personally crafted, with a duration of one hour per mythic rank of the artifice golem. The maximum enhancement bonus or base price modifier of the special ability is equal to the artifice golem's mythic rank or +5, whichever is lower. This ability may be used on the same armor multiple times, but the total enhancement bonus and base price modifier of all special abilities is still limited to +10.

Device Kinship (Su): An artifice golem with this ability may use any magical device that it has identified with *arcane sight* as if it had automatically succeeded on a Use Magic Device skill check. Furthermore, it may spend a point of mythic power to use its *arcane sight* to identify artifacts as if they were ordinary magic items.

Weapon Attunement (Ex): An artifice golem with this ability gains proficiency in any weapon it has personally crafted. An artifice golem may spend a point of mythic power to apply an enhancement bonus or a single weapon special ability to weapon it has personally crafted, with a duration of one hour per mythic rank of the artifice golem. The maximum enhancement bonus or base price modifier of the special ability is equal to the artifice golem's mythic rank or +5, whichever is lower. This ability may be used on the same weapon multiple times, but the total enhancement bonus and base price modifier of all special abilities is still limited to +10. If the artifice golem has a mythic rank of 6+, the enchanted weapon counts as epic for the purposes of bypassing damage reduction.

DEATH GOLEM

Death golems are generally crafted to resemble culturally iconic symbols of death or undeath. These golems tend to concern themselves only with death, whether that is committing murder, maintaining the natural order of life and death, or acting as the general for a mythic necromancer's undead hordes.

Class Skills A death golem gains the Intimidate and Stealth skills as class skills

Immunity to Magic (Su): In addition to the base golem's magical immunity special rules, death golems may be harmed by positive energy or healed by negative energy. Any such spell or effect is only half as effective as normal.

Menacing Presence (Su): A death golem of mythic rank 1+ gains the marshal path ability of the same name.

Spell-like Abilities: A death golem of mythic rank 2+ gains the following spell-like abilities:

Constant—*deathwatch*

At will—*command undead*, *ray of enfeeblement*, *vampiric touch*

3/day—*blight*, *create undead*

Mythic Magic (Su): A death golem of mythic rank 3+ gains the mythic magic universal monster ability and *finger of death* as a spell-like ability usable 1/day.

Additional Mythic Abilities: A death golem of mythic rank 4 may select one additional ability from the list below, and it gains an additional ability for every 2 ranks thereafter. At mythic rank 10, a death golem possesses all of the following abilities:

Immortal (Su): A death golem with this ability is not immediately destroyed when it reaches 0 hit points or fewer. Each round the death golem remains at 0 hit points or fewer, it must spend a point of mythic power as a swift action at the start of its turn to continue functioning normally. If the death golem is repaired to positive hit points before it runs out of mythic power points, then it is not destroyed. The death golem is destroyed at the start of any round that it is at 0 hit points or fewer, and it cannot spend a point of mythic power or use a swift action for this ability.

Reaper of Souls (Su): A death golem with this ability gains a +2 enhancement bonus to Strength and 1d8 temporary hit points whenever any living creature dies within 10 feet per mythic rank of the death golem. The enhancement bonus and temporary hit points fade after 10 minutes per HD of the subject creature. The death golem may spend a point of mythic power when a creature dies to instead gain a +4 enhancement bonus to Strength and Dexterity and 2d8 temporary hit points.

Swift and Lasting Death (Su): Whenever a death golem with this ability reduces any living creature to 0 hit points or fewer, the creature is automatically killed. The death golem may spend a point of mythic power as an immediate action to prevent the creature from being raised or resurrected by any non-mythic spell or effect, including *miracle* or *wish*.

Transcend Destruction (Su): A death golem with this ability may be raised or resurrected after it has been destroyed, as if it was an ordinary living creature that had died.

Love Golem

Love golems are fashioned in the likeness of gods of love and beauty, or in the image of great loves of their creator's. These golems concern themselves only with matters of the heart. Some delight in having fawning masses of sycophants or in gaining revenge for the heartbroken, while others desire only to bring the lonely together in lasting commitment.

Class Skills A love golem gains the Diplomacy and Perform skills as class skills

Immunity to Magic (Su): In addition to the base golem's magical immunity special rules, love golems may be affected by any enchantment spell as normal. Any enchantment (charm) spell cast on a love golem gives it a +2 morale bonus to attacks, saves, and skill checks for the duration of the spell, in addition to the normal effects.

Persuasive Countenance (Su): A love golem of mythic rank 1+ gains the trickster path ability of the same name.

Spell-like Abilities: A love golem of mythic rank 2+ gains the following spell-like abilities:

Constant—*detect thoughts*

At will—*charm person*, *enthrall*, *suggestion*

3/day—*charm monster*, *mass suggestion*

Mythic Magic (Su): A love golem of mythic rank 3+ gains the mythic magic universal monster ability and *mass charm monster* as a spell-like ability usable 1/day.

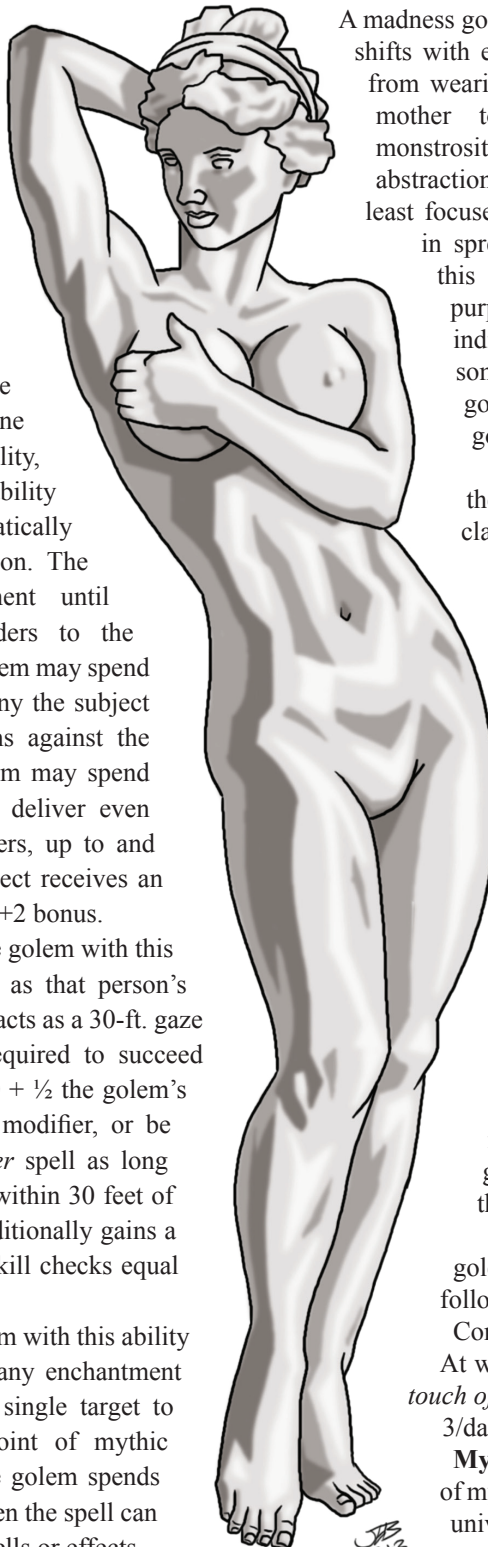
Additional Mythic Abilities: A love golem of mythic rank 4 may select one additional ability from the list below, and it gains an additional ability for every 2 ranks thereafter. At mythic rank 10, a love golem possesses all of the following abilities:

Biting Quip (Su) A love golem with this ability can deliver physically painful insults backed with the supernatural power of its personality. The love golem may target a living creature as a swift action. The target must be able to hear and understand the love golem and is allowed a Will save against a DC equal to 10 +½ the love golem's HD + the love golem's Charisma modifier. A failed save deals 1d6 points of damage per mythic rank of the love golem to its victim and inflicts a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for 1 minute per mythic rank of the love golem. The love golem may spend a point of mythic power to use this ability as an immediate action.

Obsession (Su): A love golem with this ability may dominate (as per the *dominate monster* spell) any living creature with an Intelligence score as a full-round action. The love golem's caster level is equal to its Hit Dice, and the save DC to resist this effect is equal to $10 + \frac{1}{2}$ the love golem's HD + the love golem's Charisma modifier. The love golem may only dominate one creature at a time with this ability, and additional uses of the ability on a different creature automatically dispels any existing domination. The effect is otherwise permanent until dispelled. When issuing orders to the dominated subject, the love golem may spend a point of mythic power to deny the subject a save to resist taking actions against the victim's nature. The love golem may spend 2 points of mythic power to deliver even obviously self-destructive orders, up to and including suicide, but the subject receives an additional saving throw with a +2 bonus.

Perfected Ideal (Su): A love golem with this ability appears to all viewers as that person's perfected ideal of beauty. This acts as a 30-ft. gaze attack, with viewers being required to succeed on a Will save equal to $DC\ 10 + \frac{1}{2}$ the golem's HD + the golem's Charisma modifier, or be charmed as the *charm monster* spell as long as the affected targets remain within 30 feet of the love golem. The golem additionally gains a bonus to all Charisma-based skill checks equal to its mythic rank.

Till Death (Su): A love golem with this ability may increase the duration of any enchantment (charm) spell they cast on a single target to permanent by spending a point of mythic power as it is cast. If the love golem spends two points of mythic power, then the spell can only be dispelled by mythic spells or effects.



MADNESS GOLEM

A madness golem's visage is highly mercurial and shifts with each passing moment. They can go from wearing the distorted face of a viewer's mother to a gruesome tentacle-covered monstrosity in the blink of an eye. Of all the abstraction golems, madness golems are the least focused, and they tend to simply delight in spreading or reveling in insanity. For this reason, those who create them purposefully are not generally stable individuals, but madness golems can sometimes arise when something goes horribly awry in the abstraction golem's creation process.

Class Skills A madness golem gains the Bluff and Sense Motive skills as class skills

Immunity to Magic (Su): In addition to the base golem's magical immunity special rules, a madness golem that is the target of any spell that ends the *insanity* spell becomes an unthinking killing machine. This acts as the clay golem version of berserk, and the golem loses access to all spell-like abilities, but gains a +2 morale bonus to attacks, saves, and damage. This state lasts until the golem kills every living thing in their vicinity or is the target of a *confusion* or *insanity* spell or effect.

Flash of Omniscience (Ex): A madness golem of mythic rank 1+ gains the archmage path ability of the same name.

Spell-like Abilities: A madness golem of mythic rank 2+ gains the following spell-like abilities:

Constant—*detect thoughts*

At will—*lesser confusion*, *major image*, *touch of idiocy*

3/day—*confusion*, *feeblemind*

Mythic Magic (Su): A madness golem of mythic rank 3+ gains the mythic magic universal monster ability and *insanity* as a spell-like ability usable 1/day.

Additional Mythic Abilities: A madness golem of mythic rank 4 may select one additional ability from the list below, and it gains an additional ability for every 2 ranks thereafter. At mythic rank 10, a madness golem possesses all of the following abilities:

Clarity of Madness (Su): A madness golem with this ability may permanently bestow a blessing of madness upon a willing living creature touched by spending a point of mythic power as a full-round action. The affected creature loses 6 points of Wisdom. The creature, however, becomes immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), but not mythic spells and effects. It is thereafter specifically immune to a madness golem's maddening visage and terrifying presence abilities. This effect may only be removed by a *miracle* or *wish* spell.

Hallucinations (Su): A madness golem with this ability may cause incredibly convincing hallucinations in any living creature with an Intelligence score. This acts as a *quicken permanent image* spell, except the illusion can only be seen by one creature. The save DC to disbelieve the illusion is equal to 10 + ½ the madness golem's HD + the madness golem's Charisma modifier, and the madness golem's caster level is equal to its HD. The madness golem may spend a point of mythic power to have the image be locked to the target regardless of range.

Maddening Visage (Su): A madness golem with this ability drives those who view it insane. This acts as a 30-ft. gaze attack, with viewers being required to succeed on a Will save at DC 10 + ½ the golem's HD + the golem's Charisma modifier or be affected by the *confusion* spell as long as they remain within 30 feet of the madness golem. Even if a creature subjected to the madness golem's maddening visage succeeds on its save, it still takes 1 point of Wisdom damage. The madness golem may spend a point of mythic power to make the effect the equivalent of *mythic confusion* for one round and to upgrade the Wisdom damage to Wisdom drain. The madness golem may cease or resume this ability as a free action.

Terrifying Presence (Ex): A madness golem with this ability is so horrifyingly unsettling that it can drive even the most brave to despair. This counts as the frightful presence special quality with a range of 10 feet per mythic rank of the madness golem, except

that non-mythic opponents are panicked if they have Hit Dice fewer than 4 + the madness golem's mythic rank. Furthermore, this ability can affect non-mythic creatures that are normally immune to mind-affecting fear effects (such as constructs or paladins with the aura of courage class ability) as long as they possess an Intelligence score

SPACE GOLEM

A space golem is always a complicated geometric construction, but it does not always strictly conform to Euclidian geometry. Some space golems merely wish to explore every corner of reality, while others wish to remake reality in their own image.

Class Skills A space golem gains the Knowledge (geography) and Perception skills as class skills.

Immunity to Magic (Su): In addition to the base golem's magical immunity special rules, space golems may be affected by any conjuration (teleportation) spell as normal.

Retributive Reach (Ex): A space golem of mythic rank 1+ gains the guardian path ability of the same name.

Spell-like Abilities: A space golem of mythic rank 2+ gains the following spell-like abilities:

Constant—*locate object*

At will—*clairaudience/clairvoyance*, *enlarge person*, *reduce person*

3/day—*dimension door*, *teleport*

Mythic Magic (Su): A space golem of mythic rank 3+ gains the mythic magic universal monster ability and *greater teleport* as a spell-like ability usable 1/day.

Additional Mythic Abilities: A space golem of mythic rank 4 may select one additional ability from the list below, and it gains an additional ability for every 2 ranks thereafter. At mythic rank 10, a space golem possesses all of the following abilities:

Dimensional Mastery (Su): A space golem with this ability has complete and total control over dimensional travel out to a radius of 10 feet per mythic rank of the space golem. Within the aura, the golem may allow or disallow any conjuration (summoning or teleportation) spell or effect that it is aware of, and it may resume or cease this aura as an immediate action. The aura never interferes with the golem's own abilities, spells, or spell-like abilities. .

Dimensional Mobility (Ex): A space golem with this ability may take actions in the same round after using

the *dimension door* spell or similar effects. Additionally, the space golem can make short dimensional leaps as a move action as the *dimension door* spell at will, except the distance is only 10 feet per mythic rank of the space golem. The space golem may spend a point of mythic power to use this ability as an immediate action.

Spatial Awareness (Su) A space golem with this ability is treated as being constantly under the effects of a *detect scrying* spell and may spend a point of mythic power to duplicate the effects of a mythic *detect scrying* spell for 24 hours. The space golem also gains the x-ray vision universal monster ability.

Warp (Su) A space golem with this power can reach any point in the universe. They may spend a point of mythic power to cast the *interplanetary teleport*^{UM} spell or the mythic version of the *plane shift* spell as a full-round action.

TIME GOLEM

A time golem's body always features time-keeping devices. Some time golems are eccentric beings, concerned with the chronicling of events as they transpire, or in sharing the lessons of history; while others become fascinated with creating large changes to the world through relatively small actions.

Class Skills A time golem gains the Knowledge (history) and Perception skills as class skills.

Immunity to Magic (Su): In addition to the base golem's magical immunity special rules, time golems may be affected by any spell effect that alters their speed or time, such as *haste*, *slow*, *temporal stasis*, etc.

Impossible Speed (Ex): A time golem of mythic rank 1+ gains the guardian path ability of the same name.

Spell-like Abilities: A time golem of mythic rank 2+ gains the following spell-like abilities:

Constant—*locate weakness*^{UC}

At will—*haste*, *hold person*, *slow*

3/day—*hold monster*, *legend lore*

Mythic Magic (Su): A time golem of mythic rank 3+ gains the mythic magic universal

monster ability and *temporal stasis* as a spell-like ability usable 1/day.

Additional Mythic Abilities: A time golem of mythic rank 4 may select one additional ability from the list below, and it gains an additional ability for every 2 ranks thereafter. At mythic rank 10, a time golem possesses all of the following abilities:

Decay (Su): A time golem with this ability may greatly accelerate the passage of time for creatures or objects as a touch attack. This inflicts 1d3 points of Strength, Dexterity, and Constitution drain on living creatures or 1d10 damage per mythic rank on objects



that bypasses hardness (no save). Objects destroyed or creatures killed by this ability are entirely disintegrated as the *disintegrate* spell. The time golem may spend a point of mythic power to use this ability as part of an ordinary slam attack.

Precognition (Su): A time golem with this ability gains the Improved Initiative and the Mythic Improved Initiative feats if the time golem did not already possess them. The time golem also gains the benefits of the dual initiative universal monster special ability.

Renewal (Su): A time golem with this ability may rewind time to erase damage that creatures or objects have experienced. The time golem may touch a creature or object as a standard action and spend a point of mythic power to heal a living creature as the *heal* spell or repair damage to objects as the *make whole* spell. The time golem may additionally spend 2 points of mythic power to permanently reduce the effects of aging for a living creature by one step (from venerable to old, old to middle age, or middle age to adulthood) as a full-round action, which extends the creature's lifespan accordingly. This ability has no effect on creatures or objects that have been disintegrated by the decay ability.

Twist Time (Su): The time golem with this ability may spend a point of mythic power as an immediate action to reroll a failed roll, pre-emptively abort a failed action, or automatically ignore any single attack, spell, or effect after the results have been rolled.

SAMPLE ABSTRACTION GOLEM NPCs

DESIRE (GOLEM, LOVE STONE)

This beautifully sculpted marble figure of a giant-sized woman is easily one of the most gorgeous things you have ever laid eyes upon. It moves with an easy, sinuous grace and smiles with a strange sadness.

DESIRE, LOVE STONE GOLEM

CR15/MR5

XP 51,200

CN Large construct (mythic) bard 4

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

DEFENSE

AC 31, touch 8, flat-footed 31 (-1 Dex, +23 natural, -1 size)

hp 211 (14d10+4d8+116)

Fort +5, **Ref** +8, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

DR 10/adamantine and epic; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +22 (2d10+9/19-20/x3)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 15, concentration +21)

Constant—*detect thoughts* (DC 16)

At will—*charm person* (DC 17), *enthrall* (DC 18), *suggestion* (DC 19)

3/day—*charm monster* (DC 20), *mass suggestion* (DC 22)

1/day—*mass charm monster* (DC 24)

Special Attacks bardic performance 22 rounds/day (countersong, distraction, fascinate [DC 18], inspire competence +2, inspire courage +1), mythic magic 3/day, mythic power (5/day, surge +1d8), slow

Bard Spells Known (CL 4th, concentration +10)

2nd (3/day)—*calm emotions* (DC 18), *silence* (DC 18)

1st (5/day)—*hideous laughter* (DC 17), *remove fear*, *silent image* (DC 17), *sleep* (DC 17)

0 (at will)—*dancing lights*, *ghost sound*, *light*, *mage hand*, *mending*, *summon instrument*

STATISTICS

Str 28, **Dex** 10, **Con** -, **Int** 10, **Wis** 11, **Cha** 22

Base Atk +14; **CMB** +24; **CMD** 34

Feats Arcane Strike, Extra Performance, Improved Critical (slam)^M, Persuasive, Power Attack^M, Toughness, Skill Focus (Diplomacy)

Skills Bluff +18, Diplomacy +40, Intimidate +20, Perception +7, Perform (dance) +32, Sense Motive +7

Languages Common

SQ bardic knowledge +2, cantrips, perfected ideal, persuasive countenance, versatile performance (dance)

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Immunity to Magic (Ex) A love stone golem 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.

A *transmute rock to mud* spell slows an love stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

A love stone golem can be affected by any enchantment (compulsion) [mind-affecting] spell as normal. Any enchantment (charm) spell cast on a love golem gives it a +2 morale bonus to attacks, saves, skill and skill checks for the duration, in addition to the normal effects.

Perfected Ideal (Su): A love golem with this ability appears to all viewers as their perfected ideal of beauty. This acts as a 30-ft. gaze attack, with viewers being required to succeed on a Will save at DC 23 or be charmed as the *charm monster* spell as long as they remain within 30 feet of the love golem. The golem additionally gains a +5 bonus to all Charisma-based skill checks. The save DC is Charisma-based.

Slow (Su) A love stone golem can use a *slow* effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 18 Will save to negate. The save DC is Constitution-based.

Desire was created long ago by a powerful archmage in the image of the wife who abandoned him. He resolved to craft for himself an eternal companion whose beauty would put mortal women to shame. His Desire would be a boon at his side, always. His creation exceeded his expectations.

The coming of the inevitables spelled certain doom for the archmage and Desire. The inevitables were legion and would never surrender. He created a lesser version of Desire to act as a ruse while he hid the original away in safety. He gave his life defending the false copy to sell the deception. Desire has held only one passion since that day: revenge. She is a creature sadly lacking

in imagination, and so has despaired about a means to achieve her only goal. She has spent centuries accruing worldly influence from the shadows, with no clear plan on how to wield it to gain the only thing she wants.

DUST (GOLEM, TIME SAND)

A vague humanoid shape made from sand rises out of the dunes. Its chest is an hourglass filled with fine green dust.

DUST, TIME SAND GOLEM

CR15/MR4

XP 51,200

N Medium construct wizard 11

Init +12^M; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 21, touch 9, flat-footed 21 (-1 Dex, +12 natural)
hp 139 (8d10+10d6+60)

Fort +5, **Ref** +4, **Will** +9

DR 10/epic; **Immune** bludgeoning, construct traits, magic

OFFENSE

Speed 50 ft.

Melee 2 slams +26 (1d8+8/19-20)

Spell-Like Abilities (CL 15, concentration +19)

Constant—*locate weakness*^{UC}

At will—*hold person* (DC 16), *haste*, *slow* (DC 17)

3/day—*hold monster* (DC 19), *legend lore*

1/day—*temporal stasis* (DC 22)

Special Attacks augmented critical, mythic magic 3/day, mythic power (4/day, surge +1d8)

Wizard Spells Prepared (CL 11th, concentration +14)

6th—*disintegrate* (2) (DC 22)

5th—*baleful polymorph* (DC 21), *telekinesis* (2) (DC 21)

4th—*hallucinatory terrain* (DC 17), *mass enlarge person*, *stone shape*, *secure shelter*

3rd—*dispel magic* (2), *fireball* (DC 16), *major image* (DC 16), *sands of time*^{UM} (DC 16), *secret page*

2nd—*make whole* (3), *pyrotechnics* (2) (DC 18), *rope trick*

1st—*animate rope*, *charm person* (DC 14), *magic missile*, *obscuring mist*, *ray of enfeeblement*, *unseen servant*

0 (at will)—*ghost sound*, *mage hand*, *message*, *prestidigitation*

STATISTICS

Str 23 (26), **Dex** 9, **Con** —, **Int** 16, **Wis** 11, **Cha** 18

Base Atk +13; **CMB** +26; **CMD** 35

Feats Combat Expertise, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Eschew Components, Greater Spell Focus (transmutation), Improved Initiative^M, Power Attack, Spell Focus (transmutation)^M, Spell Penetration, Spell Specialization^{UM} (*disintegrate*), Scribe Scroll

Skills Craft (sculpture) +16, Knowledge (arcana) +24, Knowledge (history) +24, Knowledge (local) +14, Perception +21, Spellcraft +24

Languages Common, Draconic, Elven, Ignan

SQ arcane bond (hourglass), arcane school (transmutation), cantrips, dune form, freeze, impossible speed

ECOLOGY

Environment any desert

Organization solitary

Treasure standard

SPECIAL ABILITIES

Augmented Critical (Ex) A sand time golem shifts internally to throw extra weight behind its attacks. A sand golem's slam attacks threaten a critical hit on a 19-20.

Decay (Su): A time golem with this ability may greatly accelerate the passage of time for creatures or objects as a touch attack. This inflicts 1d3 points of Strength, Dexterity, and Constitution drain on living creatures or 1d10 damage per mythic rank on objects that bypasses hardness (no save). Objects destroyed or creatures killed by this ability are entirely disintegrated as the *disintegrate* spell. The time golem may spend a point of mythic power to use this ability as part of an ordinary slam attack.

Dune Form (Ex) A sand time golem may collapse into a shapeless pile of sand as a standard action. The golem counts as prone and can take attacks of opportunity against creatures moving through its threatened squares.

Immunity to Magic (Ex) A sand time golem 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.

A *stone shape* spell slows a sand time golem (as the *slow* spell) for 1d6 rounds (no save).

A *shifting sand* spell ends any *slow* effect and gives the sand time golem fast healing 2 for 6 rounds.

Time golems may be affected by any spell effect that alters its speed or time, such as *haste*, *slow*, *temporal stasis*, etc.

Dust was made by an ancient cabal of primitive shamans to guard their people against all harm and to guide their children after they passed over into the next life. When the inevitables began their purges, Dust fled into the deserts that he knew, and hid there, using every trick he had learned from his makers. Eventually, even the inevitables largely gave up the search for the creature of sand and time, but it took a long while by the reckoning of mortals.

When Dust returned to his people, he was all but forgotten. He took back up his sacred duties, but found that his people did not understand that he was a servant to them and not a god. His people's worship of him made him feel odd emotions that he had a difficult time quantifying. He decided it was best—safest—if he remained their guardian from the shadows.

CHAPTER 5: CONSTRUCT ENCOUNTERS

Great encounters in the Pathfinder game blend the elements of danger and storytelling. They should feature a challenging creature in its primary environment. Designing exciting encounters for your players takes careful time and planning, so the *Construct Companion* provides the following encounters to illustrate some of the rules presented here, at their best. Each encounter offers a bit of background information to provide context. They can function as stand-alone encounters or edify your campaign with light modification.

FLESH OF THE FEY

BACKGROUND

The ancient woods of Mirenmire once contained a rare portal to the mysterious lands of the fey. The strange, magical creatures of that far-off plane occasionally wandered into the mortal world for reasons as varied as the fey themselves. When the gnomish race fled the lands of their forefathers, the fey gate was one of the passages they used to do so.

Gnomes settled the surrounding territories, and the fey creatures already dwelling there for eons greeted the refugees as kindred spirits. Unfortunately, the mass exodus of the gnomish people drained the portal of its magic, rendering it dormant.

An evil feyflesh golem was drawn to the concentration of fey magic by its eternal hunger. It proceeded to gorge itself on the relatively peaceful fey, and it soon gained enough power to subjugate them directly. Those who would not serve it were consumed, and all but the most vicious were killed. With its new kingdom secure, the feyflesh golem turned its attention to the gnomish villages surrounding the forest. It began sending its fearful minions in the night to abduct anyone with fey blood.

The golem has now gathered dozens of victims and is preparing to gorge on their lives. It is possible that such concentrated fey magic could reopen the gate to the ancestral lands of the fey. If such a creature managed to find its way into the ancient realm, tragedy would surely ensue.

ENCOUNTER: FLESH OF THE FEY CR 10

Read or paraphrase the following to begin this encounter.

Unnerving and inhuman screams echo throughout the dark forest. Hanging from the trees around you are the unconscious bodies of gnomes, dryads, and satyrs.

Swinging from one of the trees is a still-living, struggling woman of legendary beauty. Her otherwise flawless skin is marred by ugly bruises and cuts. She looks at you with a mixture of fear and hope.

Beneath her stands a miniscule, wrinkled old man. He holds a large scythe in both hands, as he pokes at his groaning victim. Blood from her wounds drips down upon his red-stained hat as he turns to smile with a mouthful of jagged, rotten teeth.

Creatures: The nymphlike creature is actually a feyflesh golem using its *disguise self* spell-like ability to appear harmless. Its companion is a red cap. If the ruse buys the feyflesh golem more time, it subtly targets the PCs with its *suggestion* spell-like ability. The feyflesh golem tries to convince the PCs to run away and save themselves before “It” returns to kill them all. Failing that, it attempts to send them into the surrounding traps (see below). If the PCs ask, the “woman” describes “It” as a vile pile of walking flesh that consumes everything.

The feyflesh golem and red cap seek to shed enough fey blood to empower the golem and travel to the ancient world of the fey. They cooperate in combat against the PCs to foil any interruption.

REDCAP

CR6

XP 2,400

NE Small fey

hp 60 (*Pathfinder® Roleplaying Game: Bestiary 2™*)

Melee Medium scythe +10 (2d4+10/x4), kick +4 (1d6+6)

ADVANCED FEYFLESH GOLEM

CR7

XP 3,200

CE Medium construct

AC 21

hp 80 (see page 22)

Melee 2 slams +12 (2d6+4)

Traps: Complicating matters further, the feyflesh golem has surrounded the area with simple pit and deadfall traps. The traps usually serve to capture the golem's victims, but they also give the golem and red cap an advantage over intruders.

NOOSE (3)

CR1

XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; **Reset** repair

Effect +15 CMB check (grapple)

PIT TRAP (2)

CR1

XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Development: In addition to the feyflesh golem, there are 12 gnomes, 2 satyrs, and 1 dryad hanging from the trees. The gnomes are all unconscious and stable (-1 hit point), but the dryad and satyrs are dead. All the victims' hands and feet are bound separately, with their wrists secured to the branches of the trees above by tangles of vine. The tough vines are hardness 1, with 2 hit points, and a break DC of 23. Untying the vines requires a DC 15 Escape Artist check. A gnome, just stabbed by the redcap, is at -6 hit points and dying. He dies at the end of the 4th round of combat, if no one applies healing.

If the feyflesh golem's trickery fails, or if the redcap is reduced to below 20 hp, the golem turns *invisible* and

attempts to slip its binding via *dimension door*. It uses Spring Attack and spell-like abilities to engage PCs with hit-and-run tactics. If possible, the golem uses its deceptive abilities to draw aggressive PCs into its traps. If left alone, it gorges itself on the dead or unconscious fey around it, growing in size and strength with each corpse so consumed. Once it consumes at least four fey or gnomes, it gains the giant simple template, and it then confronts the PCs more directly.

If the PCs defeat the feyflesh golem before it can gain the additional template, they still receive experience for it as a CR 8 creature.

ADVANCED GIANT FEYFLESH GOLEM

CR8

XP 4,800

CE Large construct

AC 23

hp 96 (see page 22)

Melee 2 slams +14 (2d6+6)

Treasure: A DC 15 Perception check reveals the golem's cache of stolen valuables within the boughs of a nearby tree. After the gnome victims retrieve their belongings, there is still a divine scroll of *remove curse*, a +1 *light steel shield*, a masterwork suit of splint mail, a *potion of fox's cunning*, a leather bag containing four pinches of *dust of appearance*, and 260 gp.

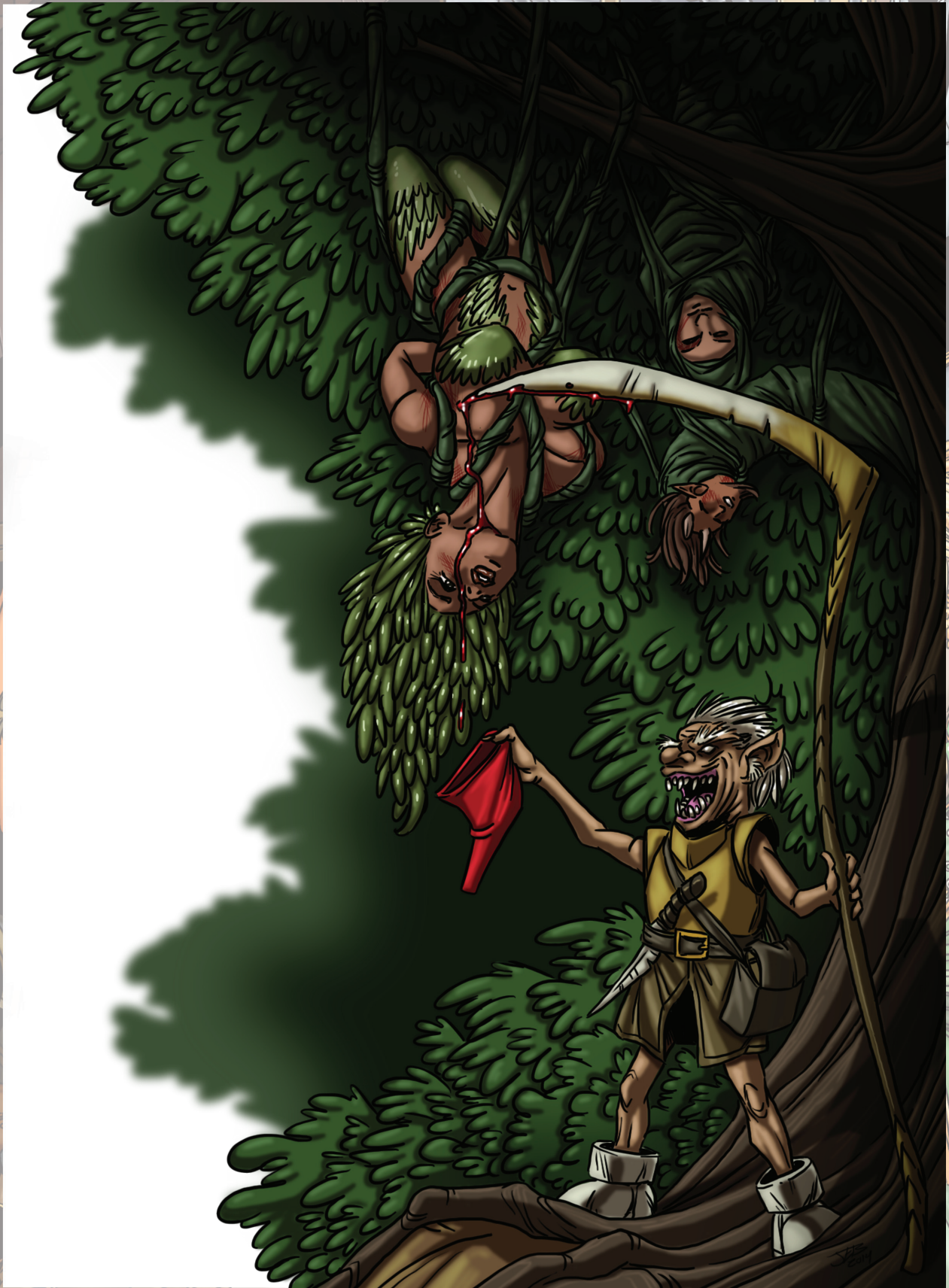
AFTERMATH

The rescued gnomes are overjoyed, heralding the PCs as heroes to the townspeople and the surviving forest fey. However, it is possible the feyflesh golem's brief flirtation with incredible power was enough to reopen the gateway. The PCs may have to deal with the repercussions.

Fool's Gold

BACKGROUND

The bards claim that the King of Thieves only ceased plundering the mortal planes after stealing godhood for himself. While reliable historical accounts surrounding the mythical figure are few, there is purportedly a tomb ... or perhaps a monument, built ages ago to house the cunning king's worldly possessions.



It is said that none have yet reached the center of the vast underground labyrinth. Legend claims that should someone manage to best the tricks and traps left behind by the great rogue, he would discover a dungeon full of wealth beyond imagination, and earn the right to call himself the King's equal.

The truth is, Arelvak, the self-declared King of Thieves, accrued vast power by taking over and subjugating a rogue's guild that spanned continents. He and the princes of the guild were fond of testing their underlings to see who was worthy to ascend to leadership positions. As the organization grew in size, more difficult and complex tests became necessary. They would fashion entire gauntlets or mazes to send their minions through in order to test their mettle.

As Arelvak neared the end of his life, he realized that he had no true successor. The worth of even the greatest of his lieutenants required a final test. In secret, he fashioned a vast underground maze filled with every trap, trick, and illusion that he could think of, financed by his life's savings. On his deathbed, he declared that the one who could make his way to the center would lead the guilds and inherit his greatest treasure.

Though many tried, all failed, and as the guilds fractured into many warring elements, the full truth of the story became lost to the mists of time. The descendants of those guilds still tell the ever-growing legends of the great King of Thieves and the maze he left behind.

Some even speak of an idealized day when the King's true heir, or heirs, will arise, conquer the maze, and reunite the many-fractured guilds into one once again.

ENCOUNTER: FOOL'S GOLD

CR 18

This encounter assumes the PCs have made it through a labyrinth or a lengthy and perilous maze to get to this point.

Read or paraphrase the following to begin this encounter.

The last key is placed within the grand and complex vault door. The sounds of machinery can be heard as the clockwork and magical mechanisms begin to unseal. The iron door

slowly rolls away revealing a massive chamber, lit by the flickering light of dozens of torches interspersed throughout.

The flames illuminate a breathtaking sight; gold, massive piles of it, rising to the ceiling and spilling out in every direction. Protruding from the twinkling piles are expensive looking weapons, armor, and relics of obvious value.

At the center of the chamber stands a great golden statue of a benignly smiling older man.

While the PCs have surely faced grave perils to reach this point, the King of Thieves only wished to be replaced by those who would not be blinded to danger by a lust for wealth. This false treasure chamber is yet another test the intruders must pass.

The "gold" in the chamber is actually gilded iron and the many wondrous items are worthless or cursed. A *permanent image* has been cast over the chamber to reinforce the deception.

Creatures The statue is a golden golem, and hidden beneath piles of the worthless gold are a pair of lodestone golems using their attraction ability to conceal themselves in preparation for an ambush.

LODESTONE GOLEM (2)

CR13

XP 25,600

N Large construct

hp 129 (see page 34)

Melee 2 slams +25 (2d10+8)

GOLDEN GOLEM

CR17

XP 102,400

N Large construct

hp 162 (see page 32)

Melee 2 slams +37 (2d10+21/19-20 plus golden touch)

Development: The moment a PC either touches the treasure, or once four creatures enter the chamber, the door seals shut over the course of 1 round.

Once the door closes completely, all of the *continual flame torches* within the chamber cease producing light,



casting the room into pitch darkness. The lodestone golems immediately use their repulsion and shrapnel abilities to hurl the gilded pieces of iron at the party. The golden golem advances on the nearest PC.

Once the golems have been defeated, the light from the torches will once more illuminate the chamber, the vault door will reopen, and the *permanent image* cast over the false wealth will fade. A *magic mouth* spell activates at this point, speaking with the voice of the long dead King of Thieves.

“My congratulations on surviving. Unfortunately, as you can see, I sunk all of my money into those golems you just destroyed. At least you get the satisfaction of a job well done, right?”

A DC 30 Sense Motive check reveals that the *magic mouth* is programmed to tell a lie. Alternatively, any PC who searches the piles of false gold may make a DC 20 Perception check to find a hidden trap door that leads to the next level of the dungeon.

Reward: The only treasure in the room is in the form of the 13 *continual flame torches* that can be pried from the walls.

AFTERMATH

The real treasure vault of the King of Thieves lies below the trap door. After several more clever traps and dangerous guardians, the PCs may yet see the legendary hoard of the infamous rogue.

OPEN WIDE

BACKGROUND

The village of Sanslet has survived in a sleepy valley on the edge of a forest for generations. The villagers have known peace, and a simple kind of prosperity that has been passed down to them through the values their ancestors cherished. Hard work, honesty, compassion, and a very simple practice, hidden in plain sight all these years, have brought the people remarkable good

fortune. Like many folk the world over, when the children of Sanslet lost a tooth they would engage in the timeless childhood ritual of leaving the tooth beneath their pillow in exchange for a coin. Unlike most people, however, the villagers would save any teeth lost (including those lost to age, disease, or accidents) until the first night of the new moon. On that night, each person who lost teeth would tuck them away and wake in the morning to find the teeth gone, and a shining gold coin of strange mint left in their place. The years rolled by, and the truth behind the barter of lost teeth faded into obscurity.

Today, many generations past from the founding of Sanslet, not even the eldest of the village council recall why the exchange must be done just so, an error that spells doom for the villagers.

The truth is, a motley gathering of tooth fairies has long made the woods near Sanslet their earthly home. The first village council ran afoul of the mean-tempered little fey when woodcutters ventured too far into the woods and attracted the fairies’ attention. After much suffering, and the cruelest mischief, the elders managed to treat with the leader of the fairies and a bargain was struck. If the villagers swore to ritually gift every tooth ever lost in their town to the fairies, the fey would see to it that Sanslet and her people would always prosper.

As belief and knowledge of the fairies outside their doorstep passed from the minds of the villagers, they began to unwittingly renege on the binding contract. Initially, the teeth were left beneath pillows on the wrong night, so no rewards came. Then some teeth were exchanged for more normal coins or toys by parents and then discarded, others left to crumble where they fell in the grass or woods. The fairies first grew irritated, then angry, and they began to remind the villagers of the bargain in their own subtle way. The mischief was harmless but annoying at first, though it escalated quickly as more and more new moons passed with no teeth left for the fairies. Finally the fairies would wait no longer, and they called down the full force of the broken pact. They gathered their collections of teeth and bound them with ancient magics into an horrific creature, a tooth golem.

They have loosed this golem upon the unsuspecting people of Sanslet, and are reveling in the destruction left in the creature’s wake.



ENCOUNTER: OPEN WIDE**CR 10**

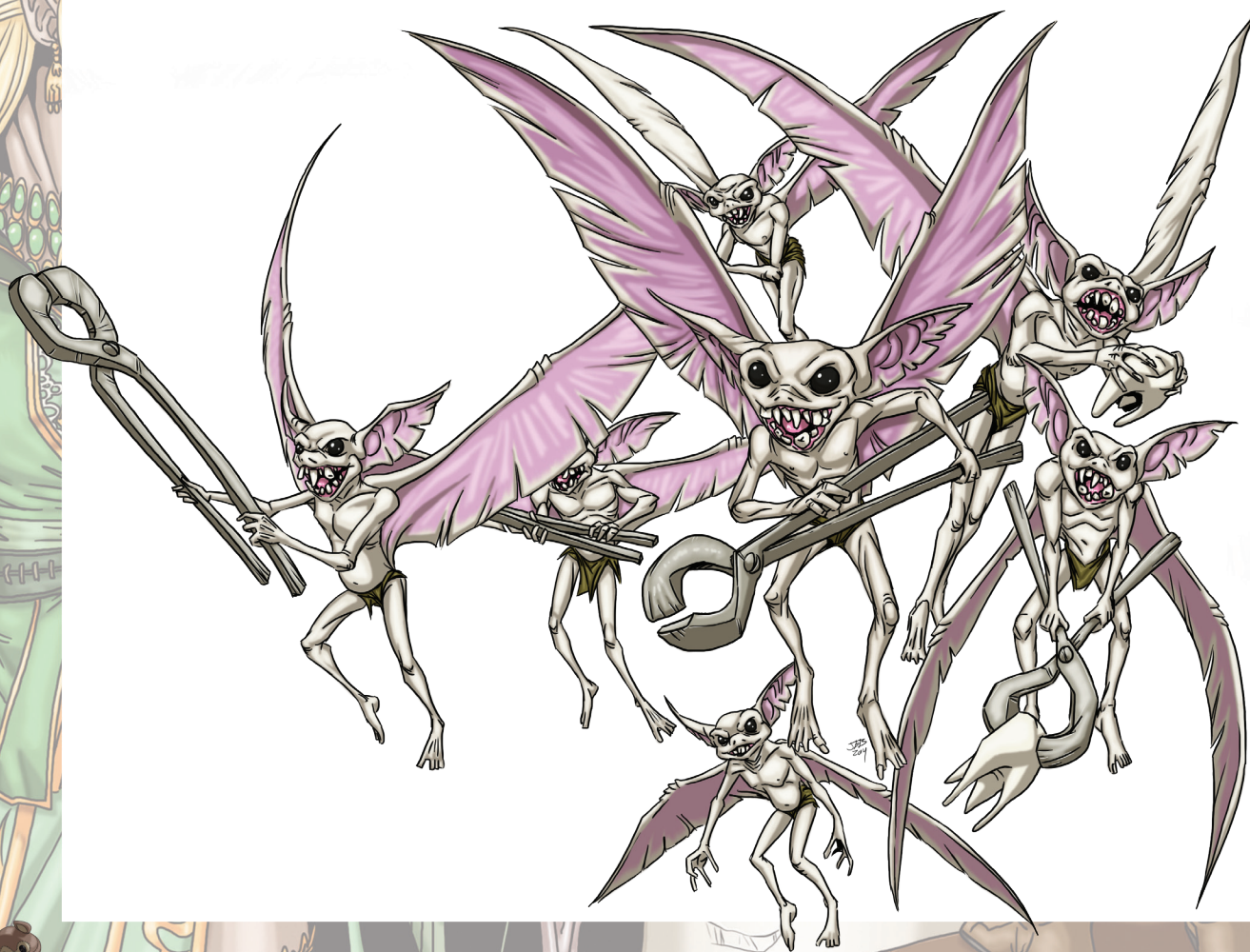
Read or paraphrase the following to begin this encounter.

The road through the hills is sparsely traveled, but the journey has been safe. The magistrate's task seems simple enough, and the purse of gold she offered makes this a very attractive milk run. A babbling creek runs parallel to the road, leading you to the edge of a lush forest, and you wonder if losing contact with the remote village of Sanslet isn't simply a case of the villagers being loathe to leave their beautiful home to visit surrounding settlements.

When you round the bend, such pleasant thoughts are banished by a dark smear of

greasy smoke creeping up from the valley below. The remains of the village come into view shortly—a sprawling vista of smoldering timber and homes reduced to splinters. Flitting movement among the ruins confirms that whatever did this to Sanslet may still be there.

As the PCs arrive at the village, Sanslet is almost completely destroyed by the rampaging tooth golem and the revelry of the tooth fairies. None of the wooden buildings are structurally sound, many are collapsed completely. The one structure remaining mostly still intact is the only stone building in the settlement, the small town temple. The sun is just setting as the party arrives, and the village is cast into shadowy illumination by the smoldering embers that were once the villagers' homes.



Though the scene is bleak, all is not lost. A handful of survivors have managed to escape the carnage, and barricade themselves in the temple's basement. The building's sturdy stone construction and thick wooden door have thwarted the tooth fairies' assault for the time being. It has stood up to the golem's relentless pounding, but it's only a matter of time before the cruel little fey devise a scheme to reach the villagers cowering in the cellar.

The flitting movement the PCs see from a distance is, of course, the tooth fairies, cavorting about the wreckage and plundering teeth from slain villagers. As they approach, allow the PCs a DC 25 Perception check to catch a solid glimpse of a fairy before it darts out of sight. If the PCs approach by stealth and defeat the fairies' Perception checks, they can likewise learn what they're dealing with beforehand, though they may be lulled into a false sense of security.

The outrage of the broken pact coupled with the chaos and destruction caused by sacking the village, has whipped the little creatures into a frenzy, and when they notice new tooth-bearers entering the village they will gather in one great mass as a swarm (see new monster below) to attack the PCs. The tooth fairy swarm opens combat by immediately attempting to swarm one or more PCs, hoping that they will be reluctant to hit one another with destructive magic.

The tooth golem, meanwhile, has become idle after the tooth fairies sent it away from the temple when they failed to breach the door. The golem waits in the charred remains of a large building. It will attack the PCs on sight, or will move out of the building when a fight breaks out with the tooth fairies, at the GM's discretion.

In combat, the fairies will not subject the golem to their swarm damage, and they will try to overtake anyone nauseated by the golem's stench.

TOOTH GOLEM

CR8
XP 4,800

N Large construct

hp 85 (see page 46)

Melee bite +14 (2d8+7 plus laceration)

NEW MONSTER: TOOTH FAIRY SWARM

Thousands of miniscule fairies with leathery skin and rictus grins filled with wild arrays of different teeth, swarm through the air brandishing rusty pliers, and cackling madly.

TOOTH FAIRY SWARM

CR8
XP 1,600

CE diminutive fey (extraplanar, swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 16, touch 16, flat-footed 14; (+2 Dex, +4 size)

hp 58 (13d6+13)

Fort +4, **Ref** +11, **Will** +10

Defensive Traits swarm traits **Immune** weapon damage

OFFENSE

Speed 15 ft., fly 60 (perfect)

Melee swarm (3d6 plus paralysis)

Space 10 ft.; **Reach** 0 ft.

Special Attacks death throes (DC 18), distraction (DC 16), paralysis (1d3 rounds, DC 16), pliers, tricky thief

Spell-like Abilities (CL 5th; concentration +7)

 At will—*mage hand*, *open/close*

 1/day—*invisibility* (self only), *sleep* (DC 18)

STATISTICS

Str 5, **Dex** 14, **Con** 10, **Int** 8, **Wis** 15, **Cha** 14

Base Atk +6; **CMB** +4 (+8 dirty trick, +12 steal); **CMD** 18 (20 vs. steal)

Feats Ability Focus (death throes), Greater Steal^{B, APG}, Improved Initiative, Improved Lightning Reflexes, Improved Steal^{B, APG}, Lightning Reflexes, Skill Focus (Perception), Toughness, Weapon Finesse

Skills Acrobatics +7 (+3 when jumping), Escape Artist +7,

Fly +16, Perception +10, Sense Motive +7, Stealth +19;

Racial Modifiers -4 Acrobatics when jumping

Languages Sylvan

ECOLOGY

Environment any urban or forest

Organization solitary or murder (2–4)

Treasure standard

SPECIAL ABILITIES

Death Throes (Su) When dispersed, a tooth fairy swarm explodes into a cloud of sparkling white fairy dust that clings to creatures within 5 feet. This glittery substance has a stench so foul that it sickens any creature coated by it for 1d4 rounds (Fortitude DC 18 negates). This is a poison effect. The save DC is Constitution-based and includes a +2 bonus for the swarm's Ability Focus feat.



Pliers (Su) Each tooth fairy owns a pair of pliers it uses to torment its victims. Though the swarm does not attack with the pliers, they do turn them against distracted or helpless victims to torment them and snatch teeth from their slack jaws. The pliers have hardness 10 and 3 hit points. If all of a swarm's pliers are destroyed by an area attack, a tooth fairy swarm is stunned for 1 round. If the swarm is dispersed, the pliers rust away into worthless splinters 1d4 rounds later. The fairies that make up the swarm can create a new pair of pliers by spending one hour crafting (no materials required), which destroys the previous pair. The pliers grant the tooth fairy swarm the Greater Dirty Trick^{APG} feat and a +4 bonus on dirty trick and steal combat maneuvers.

Tricky Thief (Su) A tooth fairy swarm can use a dirty trick combat maneuver with its pliers to pinch an opponent's fingers, or a steal combat maneuver to steal an opponent's tooth. Instead of taking actions to apply combat maneuvers, at the start of its turn the swarm makes one combat maneuver check against all opponents in spaces the swarm occupies. A finger pinch deals 1 point of Dexterity damage. Stealing a tooth deals 1 point of Charisma damage and 1 point of bleed damage. If the stolen tooth is replaced within 10 minutes and the character receives any amount of magical healing, the tooth reattaches, the bleed damage ends, and the Charisma damage is cured.

Reward: If searched, the dispersed swarm carries, in various pouches, 300 gp, and 3 golden pearls. Two of these pearls are worth 100 gp, the third is actually a *pearl of power, 1st level*. The villagers are so grateful for being rescued they would gladly give the PCs everything they own, but all they can salvage is a few coins, trinkets and goods worth a total of 50 gp.

AFTERMATH

Once the fairies and golem have been defeated, a simple search of the temple reveals that the front doors, though battered, have held. And although the fairies got into the building through smashed stained glass windows, the heavy trap door to the cellar is scarred and gouged but likewise, intact. A DC 20 Perception check allows the PCs to hear terrified voices filtering up through the door, and a DC 20 Survival check reveals that Medium and Small, shod humanoids passed into the cellar within the last day. Hiding in the cellar are six adults, and four children.

The surviving villagers can manage enough food to travel to the nearest settlement, and the nearby woods may be a tempting target for further adventure. After all, the home of the tooth fairies is in there somewhere.

DON'T TALK TO STRANGERS

BACKGROUND

Long ago, there lived an artisan so talented in the weaving of fabric and carving of wood, that he could supposedly imbue magic into his creations. His true name is lost, but today he is known as the Doll Maker. While he made many things, the Doll Maker is remembered most for the small effigies and children's toys he produced during his life. He was a kind-hearted man who gave away his fine creations for a pittance, or even free of charge to needy or deserving children. The Doll Maker was himself a father years before his rise to prominence, but some tragedy, the details of which are now lost to the ages, took his family from him. It was this loss that drove him to instill life into some of his finest works, and to solidify in the tiny creations the desire to defend children against all harm.

Though these so-called plush golems can be created with relative ease by skilled spellcasters, it has become a mark of prestige and status to acquire one believed to be the work of the Doll Maker, himself. Many of his creations still exist in the hands of collectors and powerful families, or even sitting idly, dusty and unknown, simply waiting for a child to cross their path so they might fulfill their intended purpose.

As fate would have it, three of the Doll Maker's plush golems found their way to new charges after the untimely death of an eccentric, wealthy widower. The golems were found in the man's attic amidst many other old children's toys, and the entire lot was donated to a local charitable institution, the Mercy's Gate orphanage.

Once the toys arrived they were distributed amongst the children cared for at Mercy's Gate. The three golems; a stuffed bear missing one button eye, a ragdoll in the likeness of an armored knight with a kind smile, and a golden-yarn-haired princess, each lay inanimate in the possession of a child. Each one waited until some article belonging to its respective child was left on or near the doll when no one was looking. Once this occurred, each golem took the token and hid it away into a pocket, or within its own stitches, and the bond was made complete.

Shortly after the golems arrived at the orphanage, however, troubles began. There have been several attacks, one resulting in a child's beating, and another spelling the doom of an orphanage worker.

The attacks at Mercy's Gate are the work of the three plush golems. They are attempting to protect their newly acquired charges as best they know how, but they lack the ability to distinguish between a true mortal threat to their wards, and an empty threat or otherwise less permanently dangerous situation. Each golem is bound to a particular child, but they work in loose concert. The bear protects Kev, age 5; the knight guards Alain, age 5; and the princess defends Kaitlyn, age 7.

Bern, the orphan who was beaten and found unconscious, is a bully who tried to knock Alain down to steal the knight doll for himself. The golem immediately reacted and quickly subdued Bern once he laid his hands on the golem's ward. Gastin, the night custodian, is a bitter man who thought Kaitlyn had stolen something and hidden it amongst her belongings. He angrily threatened that if she didn't give him whatever it was she had stolen, she would regret it. When Kaitlyn refused, he crept into the common bedroom that night to rifle her things. The golden-haired princess struck without warning when it spied the man looming over Kaitlyn's bed, and pummeled him to death.

The other children in Mercy's Gate have come to realize that something is very, very wrong with the three friends and their dolls, but they are all too terrified to talk to any adults about it. Madame Baldala is desperate to ensure the safety of the children, and to avoid a false murder charge. She eagerly accepts the help of the PCs in discovering the truth and preventing any further incidents. For their part, Kev, Alain, and Kaitlyn are aware that their dolls come to life, but they feel comforted and protected by the golems. They keep to themselves now, and play away from the other children.

ENCOUNTER: DON'T TALK TO STRANGERS CR 3

Read or paraphrase the following to begin this encounter.

At first you dismissed the rumors of strange goings-on at Mercy's Gate orphanage. People are always eager for gossip to spice

up their day, and a fight or altercation among the children is hardly something to draw the attention of adventurers. The trouble is, the stories keep spreading, and they're getting worse as time goes on. At first it was children overheard speaking to seemingly no one. Then it was a fight over a toy that ended in a bloody nose. Now a child at the orphanage has been found beaten unconscious, and a man who worked as a night custodian was murdered.

The town watch has little to say on the matter, and seems torn between writing the incident off as the work of some transient, and laying the blame at the feet of the dwarven headmistress of Mercy's Gate, Madame Baldala. Desperate for help, the headmistress is practically begging for someone to uncover the truth behind the attacks.

The plush golems are currently in a state of high alert, or at least as close to it as mindless beings can be. Twice now they have perceived threats against their children, and if the PCs are not extremely careful they become the next threats the golems try to neutralize. If the PCs question the other orphans, and succeed at a DC 17 Diplomacy check, the children suggest that Kev, Alain, and Kaitlyn know more about the attacks than anyone, but they are too afraid of the dolls to say anything further without being magically compelled.

If the party searches out the three friends during the day, Kev, Alain, and Kaitlyn are playing together with their new toys in a side room off of the main sleeping chamber. This room is usually reserved for adult workers to care for infants, but the orphanage currently houses no children that young so the room is not in use. There are several rocking chairs and flat-topped dressers full of swaddling blankets and baby clothes. If the PCs show any interest in the three children then the golems take note of it. They attack if they feel that the

characters are threatening their children in any way. So much as a raised voice or an offhand remark or gesture that seems even vaguely threatening are enough to provoke the golems.

At night the children are fast asleep in their beds in the common bedroom. The golems are more dangerous at night, and any PCs who sneak their way into the orphanage while the children sleep become targets immediately, if they approach the sleeping children. In either scenario, if combat breaks out, the children move to the farthest side of the room and cower. The golems immediately interpose themselves between the PCs and the children and attempt to flank the nearest threat. Each plush golem will always prioritize its attacks against any PC that moves toward its bonded child.

PLUSH GOLEM (3)

CR1

XP 400

N Tiny construct

hp 16 (see page 38)

Melee slam +6 (1d2+1)

AFTERMATH

Once the plush golems have been destroyed, the authorities quickly clear Madame Baldala of all suspicion in the previous attacks. The children at Mercy's Gate slowly return to a more normal routine, though Kev, Alain, and Kaitlyn will be withdrawn from the others for some time to come.

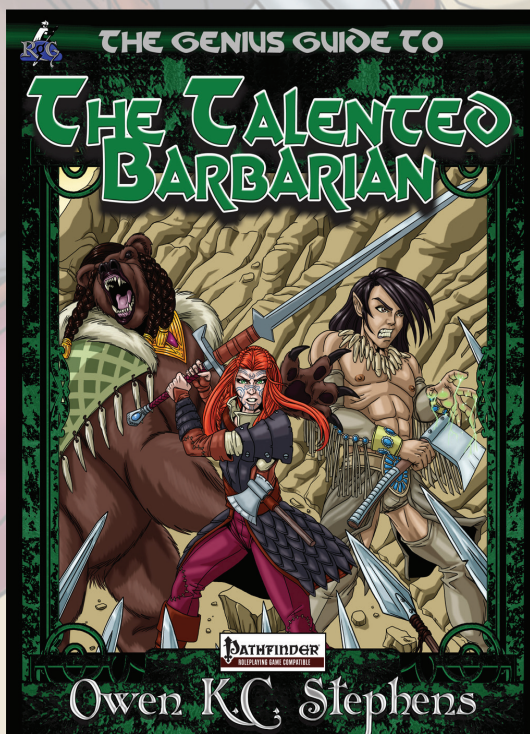
Allow PCs investigating the remains of the plush golems to find a similar maker's mark stitched into the fabric of each. A successful DC 20 Knowledge (arcana) or Knowledge (history) check reveals the brief history of the Doll Maker. Even if they fail the check initially, an afternoon of research at a library, or consultation with a sage returns the same information. If they track the toys to the wealthy landowner's estate, they might find more evidence pointing to the Doll Maker's work. Perhaps the old man's records contain clues to a workshop of the fabled construct creator.

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