

1. **Construct I:** Allows the caster to create and animate a construct of creation level 1.
2. **Detect Construct Possession:** Caster is aware of any spirits trapped or possessing any constructs within range.
3. **Construct III:** As **Construct I**, except constructs of up to creation level 3 can be created and animated.
4. **Purge Construct V:** Allows the caster to expel one spirit of up to 5th level from a Construct.
5. **Construct V:** As **Construct I**, except constructs of up to creation level 5 can be created and animated.
6. **Glyph of Control:** Allows the caster to inscribe a symbol on a Construct of up to 10th level, which will prevent any spirit from possessing the entity without permission from its creator. Any spirit trapped within the Construct must obey the entity's creator and designated master. At casting, the caster must choose what will happen if the glyph is defaced: **either** the Construct will deanimate (until the Glyph is repaired) **or** the protection against possession is removed and any spirit already possessing the Construct is released from obedience to the entity's creator and master. It takes one round per creation level of the entity to inscribe the glyph.
7. **Construct VII:** As **Construct I**, except constructs of up to creation level 7 can be created and animated.
8. **Minor Construct Repair:** Caster can restore 2d10 concussion hits to a Construct **or** reattach an undamaged body part to a Construct **or** repair a damaged body part, which is still attached to a Construct. A reattachment or repair takes 10 minutes to take effect.
9. **Purge Construct X:** As **Purge Construct V**, except one spirit of up to 10th level can be expelled.
10. **Construct X:** As **Construct I**, except constructs of up to creation level 10 can be created and animated.
11. **Enhance Construct:** Allows the caster to integrate one mechanical contraption into a Construct during the creation process.
12. **Construct XII:** As **Construct I**, except constructs of up to creation level 12 can be created and animated.
13. **Major Construct Repair:** Caster can restore 5d10 concussion hits to a Construct **or** reattach a damaged body part to a Construct, as long as all the bits are available. A reattachment takes 30 minutes to take effect.
14. **Lord Purge Construct:** As **Purge Construct V**, except one spirit of up to 20th level can be expelled.
15. **Construct XV:** As **Construct I**, except constructs of up to creation level 15 can be created and animated.
16. **Glyph of Control II:** As **Glyph of Control**, except it can be applied to a Construct of up to 20th level.
17. **Replenish Construct:** Allows the caster to replenish a Construct's supply of expendable materials. For non-magical materials, this spell will transmute and transform base materials (raw iron, water, etc.) into finished bolts and poisons inside the Construct. For magical materials, the spell will transform the material into the right forms and transfer them into the Construct.

10.1.4

CONSTRUCT MASTERY

Lvl	Name	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1	Construct I	1 entity	24 hrs	10'	F
<input type="checkbox"/> 2	Detect Construct Possession	10'R	1min/lvl(C)	100'	P
<input type="checkbox"/> 3	Construct III	1 entity	24 hrs	10'	F
<input type="checkbox"/> 4	Purge Construct V	1 spirit	P	100'	F
<input type="checkbox"/> 5	Construct V	1 entity	24 hrs	10'	F
<input type="checkbox"/> 6	Glyph of Control	1 entity	P	Touch	F
<input type="checkbox"/> 7	Construct VII	1 entity	24 hrs	10'	F
<input type="checkbox"/> 8	Minor Construct Repair	1 entity	P	10'	F
<input type="checkbox"/> 9	Purge Construct X	1 spirit	P	100'	F
<input type="checkbox"/> 10	Construct X	1 entity	24 hrs	10'	F
<input type="checkbox"/> 11	Enhance Construct	1 entity	24 hrs	10'	F
<input type="checkbox"/> 12	Construct XII	1 entity	24 hrs	10'	F
<input type="checkbox"/> 13	Major Construct Repair	1 entity	P	10'	F
<input type="checkbox"/> 14	Lord Purge Construct	1 spirit	P	100'	F
<input type="checkbox"/> 15	Construct XV	1 entity	24 hrs	10'	F
<input type="checkbox"/> 16	Glyph of Control II	1 entity	P	Touch	F
<input type="checkbox"/> 17	Replenish Construct	1 entity	P	10'	F
<input type="checkbox"/> 18	Construct Repair True	1 entity	P	10'	F
<input type="checkbox"/> 19	Purge Construct True	1 spirit	P	100'	F
<input type="checkbox"/> 20	Lord Construct	1 entity	24 hrs	10'	F
<input type="checkbox"/> 25	Glyph of Control True	1 entity	P	Touch	F
<input type="checkbox"/> 30	High Construct	1 entity	24 hrs	10'	F
<input type="checkbox"/> 50	Construct True	1 entity	24 hrs	10'	F

18. **Construct Repair True:** Caster can restore all concussion hits to a Construct **or** unite a replacement body part to a Construct. Installing a replacement body part takes 1 hour to take effect.

19. **Purge Construct True:** As **Purge Construct V**, except one spirit of any level can be expelled.

20. **Lord Construct:** As **Construct I**, except constructs of up to creation level 20 can be created and animated.

25. **Glyph of Control True:** As **Glyph of Control**, except it can be applied to a Construct of any level.

30. **High Construct:** As **Construct I**, except constructs of up to creation level 30 can be created and animated.

50. **Construct True:** As **Construct I**, except constructs of any creation level can be created and animated.

Special Notes:

1. Many of the spells on this spell list have a duration of 24 hrs – the creation process requires that these spells be cast once per day during entity creation and gives the caster the ability to enchant entities for a whole day. The Construct's animation is permanent once the creation process is complete.

2. For more details on Construct creation, please see Chapter 6.