False Lives

Monstrous Pages for
Shadow of the Demon Lord

In the years leading up to the orc uprising, the Empire saw incredible innovation, as constructs and other mechanical beings emerged. Although their creation was prohibitively expensive for large-scale manufacturing, wealthy individuals could commission such wondrous devices to toil in mines, haul cargo off and onto ships, and perform whatever other labors they commanded. In Lij, clockworks joined the ranks of other mechanical beings, but rather than be powered by magic or engineering, they derived mobility from souls anchored to their unliving components.

Although some believe these marvels to be recent developments, the methods of their creation can be traced back to antiquity, to the time of the Edene and older, lesser-known peoples before them. The dreaded prometheans and the unstoppable golems embody such ancient artifice. And though the means to produce such entities lies far beyond the abilities of most magicians, the mighty spells remain hidden in old tomes and in the notes of the legendary scholars of magic who pioneered their creation.

False Lives joins the other entries in the Monstrous Pages series, examining beings created by magic and imbued with sentience. Here you'll find new lore and variants for clockworks, golems, prometheans, and other constructs for use in *Shadow of the Demon Lord*.

AUTOMATON

The deep-dwelling molekin created mechanical laborers called automata, both to help open new routes to the Great Mother they believe rests at the center of the planet and to extract all kinds of useful ore in the process. The molekin created several kinds of automata to perform different functions and bestowed on them sentience to receive general instructions and devise the best way to carry them out, adapting as necessary to changing circumstances.

Despite having some self-awareness, automata have yet to display any motivation beyond serving their makers. The molekin whisper that some had developed quirks such as a tendency to violent outbursts, stubbornness, and what appears to be depression. While such traits were interesting, their creators were unconcerned about them.

Although the molekin have now been driven from their subterranean homelands, teams of automata still work in the depths, opening up new tunnels and mining for precious stones and metals. In some places, their workings have caused trouble, especially when they dig too near the surface, causing livestock, people, and even buildings to drop into the darkness.

Automata don't speak, but they understand Molekin. Some older automata have learned the Common Tongue and other languages after encountering different peoples.

Splitter: These basic workers' arms end in sharpened picks, perfect for chipping away at the rock. Splitters stand about 4 feet tall and have wedge-shaped heads fitted with swiveling eyes on either side. They move about on two stubby legs, and steam-powered pistons bestow on them considerable strength.

Driller: The heavy spinning drills capping this automaton's arms can bore through solid stone. Drillers have humanoid shapes built from iron and are equipped with steam tanks whose pumps turn their drills. They have humanoid faces emerging from the center of their chests, usually with odd, exaggerated features such as overlarge noses, wide mouths, or great goggling eyes.

Hammerer: Created to break up large chunks of rock, hammerers sport two powerful arms that end in sledges. They also have humanoid shapes, though they tend to be squat, recalling dwarfs or molekin in appearance. They have wide heads fitted with a large eye in the center.

Hauler: Haulers draw ore from the deep tunnels out for smelting. They have large bins on their backs and move about on four thick legs. A hauler has heads at both ends of its body, but only one is aware at a time. It can switch awareness from one head to the other at will, so that it can change direction without having to turn around.

Loader: Loaders lift and carry rocks and ore to the haulers. Made small to fit into tight spaces, their slight size belies their incredible strength: loaders can hulk heavy rocks with little trouble. They stand 3 feet tall and have squat powerful bodies fitted with steam tanks and hoses to enhance their strength. They have tiny heads that can swivel to look in any direction.

Smelter: The smelters waddle about the work sites on the surface, scooping up the ore wrested from the stone and depositing it into their heated, bowl-like heads where it melts down for pouring into bars. Smelters stand 9 feet tall and weigh several hundred pounds. Not very smart, they ignore threats except those that interrupt their work.

SPLITTER	DIFFICULTY 10

Size 1 construct

Perception 8 (–2); darksight
Defense 14; **Health** 14; **Insanity** 0; **Corruption** 0
Strength 14 (+4), **Agility** 10 (+0), **Intellect** 8 (–2), **Will** 10 (+0)
Speed 8
Immune damage from disease or poison; asleep, charmed, diseased, fatigued, frightened, poisoned
Stonebreaker The automaton's attacks deal maximum damage to objects.

ATTACK OPTIONS

Pick (melee) +4 with 1 boon (1d6 + 2 plus 1d6 on attack roll 20+)

SPECIAL ATTACKS

Double Strike The automaton attacks twice with its pick.

END OF THE ROUND

Forward Progress The automaton moves 1 yard without triggering free attacks.

DRILLER	DIFFICULTY 10

Size 2 construct

Perception 8 (–2); darksight
Defense 12; **Health** 28; **Insanity** 0; **Corruption** 0
Strength 13 (+3), **Agility** 8 (–2), **Intellect** 8 (–2), **Will** 12 (+2)
Speed 8
Immune damage from disease or poison; asleep, charmed, diseased, fatigued, frightened, poisoned
Stonebreaker The automaton's attacks deal maximum damage to objects.

ATTACK OPTIONS

Drill (melee) +3 with 1 boon (2d6 plus Mangle on attack roll 20+)
Mangle A living target becomes impaired until it heals damage.

SPECIAL ATTACKS

Swinging Drills The driller attacks against two different targets with its drill.

SPECIAL ACTIONS

Tunnel The driller can use its arms to bore a hole into a stone or earthen surface it can reach. The hole is 1 yard deep and as tall and wide as the driller.

END OF THE ROUND

Forward Progress The automaton moves 1 yard without triggering free attacks.

HAMMERER   DIFFICULTY 25

Size 1 construct

Perception 8 (–2); darksight
Defense 12; **Health** 35; **Insanity** 0; **Corruption** 0
Strength 15 (+5), **Agility** 8 (–2), **Intellect** 8 (–2), **Will** 10 (+0)
Speed 8
Immune damage from disease or poison; asleep, charmed, diseased, fatigued, frightened, poisoned
Stonebreaker The automaton's attacks deal maximum damage to objects.

ATTACK OPTIONS

Hammer (melee) +5 with 1 boon (1d6 + 2)

SPECIAL ATTACKS

Hammerfall The automaton attacks twice with its hammer. If it hits the same target with both attacks, the target must get a success on a Will challenge roll or become dazed for 1d3 rounds.

END OF THE ROUND

Forward Progress The automaton moves 1 yard without triggering free attacks.

HAULER   DIFFICULTY 50

Size 3 construct

Perception 8 (–2); darksight
Defense 12; **Health** 46; **Insanity** 0; **Corruption** 0
Strength 16 (+6), **Agility** 5 (–5), **Intellect** 8 (–2), **Will** 12 (+2)
Speed 10
Immune damage from disease or poison; asleep, charmed, diseased, fatigued, frightened, poisoned
Trample The hauler moves up to its Speed in a straight line. If the hauler enters the space of another creature, that creature must get a success on an Agility challenge roll or take 2d6 damage and fall prone. A creature makes this roll just once per round, regardless of how many times this hauler enters its space.

ATTACK OPTIONS

Arm (melee) +6 with 1 boon (3d6)

SPECIAL ATTACKS

Swinging Arms The automaton attacks two different targets with its arms.

LOADER   DIFFICULTY 5

Size 1/2 construct

Perception 8 (–2); darksight
Defense 14; **Health** 20; **Insanity** 0; **Corruption** 0
Strength 15 (+5), **Agility** 10 (+0), **Intellect** 8 (–2), **Will** 11 (+1)
Speed 10
Immune damage from disease or poison; asleep, charmed, diseased, fatigued, frightened, poisoned

ATTACK OPTIONS

Claws (melee) +5 (1d6 plus Grasping Claws against a Size 1 or smaller target)
Grasping Claws As part of the same attack, the loader makes a Strength attack roll against the target's Agility. On a success, the target becomes grabbed by the loader. While grabbed in this way, the target is impaired. As well, whenever the loader moves, the grabbed target moves with it.

SMELTER   DIFFICULTY 10

Size 2 construct

Perception 7 (–3); darksight
Defense 12; **Health** 34; **Insanity** 0; **Corruption** 0
Strength 14 (+4), **Agility** 8 (–2), **Intellect** 7 (–3), **Will** 11 (+1)
Speed 6
Immune damage from disease or poison; asleep, charmed, diseased, fatigued, frightened, poisoned
Crucible A smelter's head is a deep crucible in which it melts down ore. Any creature that enters the crucible (it has a Size 1 capacity) takes 1d6 damage plus 3d6 damage if the crucible contains molten ore. The creature takes this damage when it enters the crucible and at the end of each round thereafter until it leaves.
Splashing Ore Whenever the smelter takes damage, molten ore splashes from its crucible, forcing each creature within 1 yard of it to make an Agility challenge roll and take 1d6 damage on a failure. If the smelter falls prone, all the molten ore spills out to cover the ground in a 5-yard cone extending from a point in its space away from the source of the effect that knocked it prone. The molten ore deals 3d6 damage to everything in the area; each creature in it that gets a success on an Agility challenge roll takes just half the damage.

ATTACK OPTIONS

Fist (melee) +4 (2d6)

SPECIAL ATTACKS

Melt Down If the smelter has grabbed a creature, it deposits that creature in its crucible.
Molten Spill The smelter tips its head to spill the contents of its crucible onto one target creature it can reach. The target must make an Agility challenge roll with 1 bane, taking 3d6 damage on a failure, or just half the damage on a success. Once the smelter makes this attack, it loses the Splashing Ore trait until it refills the crucible with ore.

CLOCKWORK

These mechanical beings made of intricate clockwork would be works of art even if left inanimate, but the binding of souls to the machinery makes them priceless, individuals as alive and aware as any human, dwarf, or goblin. *Ghosts in Machines* goes into extensive detail about clockwork player characters, examining their origins and the methods of their creation, as well as providing a slew of customization options.

The following clockworks expand on the basic version presented in *Shadow* and offer various new clockwork threats to challenge your groups.

Ghost Within: Clockworks owe their unique existence to the souls bound to their mechanical bodies. Using dark magic to fetch a manes from the Underworld or a lemure from Hell, the creator traps the entity inside the mechanical form. The process of binding usually strips the captured soul of all its memories, so that once the key is turned, the clockwork functions as a new being. So long as the body remains intact, the soul remains tethered and allows the clockwork to undertake independent action and develop a unique personality. The destruction of the body, however, cuts the magical bonds and frees the soul to find whatever afterlife it earned.

Varied in Form: A clockwork's maker decides the form it will take, and the form usually reflects the purpose for which it was made. Most clockworks have bipedal shapes with varying degrees of physical details that make them appear more or less human. Still, many exceptions exist. Some clockworks look like overlarge spiders, fluttering children, looming hulks, centaurs, or even hounds. The form decides the clockwork's functionality, though it rarely affects the personality of the soul inside the mechanical body.

Creature and Object: A clockwork can be either a creature or an object, as decided by the key positioned somewhere on its body, usually in a place the clockwork cannot reach. Turning the key activates the inner mechanisms and awakens the animating soul within, causing the clockwork to function as a creature for as long as the key keeps turning. The key eventually winds down, and when it stops, the animating soul enters a dormant state, during which it becomes utterly unaware of its surroundings. Turning the key rouses the soul and causes the clockwork to become a creature once more. The clockwork has no memory of what happened once it became an object; for it, no time has passed at all.

A People without a Place: As a created people, clockworks have no societies or cultures of their own. Instead, they must make a choice: try to find a way to fit in with those around them or go their own way.

Many clockworks drift from place to place, searching for some purpose to explain their existence, while others become embittered by isolation. Such anger and resentment has led many a clockwork to walk down paths to darkness. Of course, some clockworks are still bound to their creators, often living little better than slaves. Even those who are prized as individuals by their makers can feel trapped by the chains of obligation, unable to find a place for themselves or of their own making.

Humans are the peoples most likely to create clockworks, so most clockworks speak the Common Tongue or whatever language their makers speak.

CLOCKWORK TRAITS

Clockworks, regardless of their forms, have the following common traits.

Key A clockwork has a key somewhere on its body that it cannot reach. The key determines whether the clockwork is a creature or an object. If the key is turning, the clockwork counts as a creature and uses its normal statistics. If the key isn't turning, the clockwork counts as an object and uses the **Object Form** statistics (the clockwork's Health becomes the object form's Health). A clockwork's key stops turning when it becomes incapacitated or at the end of any round in which it got a 0 or less on an attack roll or challenge roll. Any damage taken in excess of the Health of the clockwork's creature form applies to its Health in object form; if the clockwork takes damage equal to the Health of its object form, it is destroyed.

CLOCKWORK OBJECT FORM

Same Size as creature form

Perception —
Defense 5; **Health** 15; **Insanity** —; **Corruption** —
Strength 0 (–10), **Agility** 0 (–10), **Intellect** —, **Will** —
Speed 0
Immune damage from disease and poison; attack rolls against Intellect, Will, or Perception; attacks that can be resisted with Intellect, Will, or Perception challenge rolls; afflictions (see Suppressed Afflictions)
Suppressed Afflictions Any existing afflictions in the clockwork's creature form are suppressed and have no effect for as long as the clockwork remains an object. However, rounds spent in object form count toward the duration of those afflictions.
Object The clockwork cannot use actions or triggered actions. It cannot move and is completely insensate.
Failing Magic If the clockwork became an object as a result of being incapacitated, the magic binding the soul to its body begins to fail. At the end of each round, roll a d6.
   6: The clockwork arrests the failing magic and is no longer incapacitated, though it remains an object until another creature uses an action to turn its key.
   2–5: The magic fails. If the clockwork gets this result three times, its soul escapes the body and it remains an object permanently.
   1: The clockwork explodes into a sphere with a radius of 1d6 yards centered on a point in its space. The clockwork is destroyed and everything in the area takes 2d6 damage. A creature in the

area can make an Agility challenge roll, taking half the damage on a success.

Wind the Clock While the clockwork is an object, any creature that can reach it can use an action to twist the key. If the clockwork is not incapacitated, its mechanisms start working again and it becomes a creature at the end of the round. If the clockwork was incapacitated, roll a d6. On a 3 or lower, it remains incapacitated. On a 4 or higher, it heals 1 damage and becomes a creature at the end of the round.

Repair Damage A creature can use a tool kit and an action to start repairing a clockwork in its object form. If the creature spends a total of 4 hours working, it can make an Intellect challenge roll with 1 bane. On a success, the object form heals 1d6 + 1 damage.

CLOCKWORK   DIFFICULTY 25

Size 1 clockwork

Perception 10 (+0)
Defense 14 (small shield); **Health** 32; **Insanity** 1d3 – 1; **Corruption** 0
Strength 12 (+2), **Agility** 8 (–2), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 8
Immune damage from disease and poison; asleep, diseased, fatigued, poisoned
Clockwork Traits See above
Grind the Gears The clockwork can increase the number of actions it can use on its turn by one. When it finishes its turn, roll a d6. On an odd number, the clockwork becomes an object at the end of the round.

ATTACK OPTIONS

Sword (melee) +2 with 1 boon (2d6 + 2)

CHERUB

The cherubim speed between the towering buildings of Lij, birthplace of the clockworks, bound on errands set for them by their mysterious makers. Small-bodied with spindly limbs, they prefer to fly on fast-beating glass wings that speed them wherever they wish to go. Cherubim typically wear porcelain coverings over their heads, shaped to make them look like laughing, crying, or pouting children.

CHERUB   DIFFICULTY 5

Size 1/2 clockwork

Perception 10 (+0)
Defense 13; **Health** 8; **Insanity** 1d3 – 1; **Corruption** 0
Strength 9 (–1), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 9 (–1)
Speed 8; flier
Immune damage from disease and poison; asleep, diseased, fatigued, poisoned
Clockwork Traits See above
Message-Bearer A cherub can record up to 10 minutes of sound at a time. It can start replaying the sound as a minor activity.

ATTACK OPTIONS

Long Knife (melee) +1 (1d6)
Bow (long range) +1 (1d6 plus Poison)
Poison A living target must get a success on a Strength challenge roll or take 1d6 damage and become poisoned for 1 minute. If the target is already poisoned, it takes 1d6 extra damage.

SPECIAL ACTIONS

Darting Shot If the cherub is flying, it moves up to its Speed. At any point during its movement, it can attack with its bow, making the attack roll with 1 boon.

GLADIUS

The gray stone tower of Murtenious Fent, an artificer of great skill, climbs crookedly above Lij like the finger of an ancient hag. Its top juts out at an odd angle, and from numerous hooks set into the exterior hang bells by the dozens. Believing that rivals seek to steal his secrets, Fent draped spells about his home to tear apart would-be thieves. That his traps have to date yielded no bodies, though, suggests the looming enemies might live only in his mind.

Paranoia aside, Fent achieved fame and notoriety for his creation of clockworks. His workshop produced the usual sorts of mechanical people, none of which would garner any special attention, but for the gladii. These towering clockworks dwarf other representatives of their kind. Their thick armored plating and cruel weapons, wielded with expert skill, command high prices from the magogs who rule the city. Selling these creations is no better than engaging in the slave trade, for they remain people regardless of the forms they have been given. So far, Fent has created just ten gladii and has sold all but three, which he kept for himself to patrol the labyrinthine passages of his unlikely home.

GLADIUS   DIFFICULTY 250

Size 2 clockwork

Perception 8 (–2)
Defense 18; **Health** 100; **Insanity** 1d3 – 1; **Corruption** 0
Strength 15 (+5), **Agility** 9 (–1), **Intellect** 8 (–2), **Will** 11 (+1)
Speed 8
Immune damage from disease and poison; asleep, diseased, fatigued, poisoned
Grind the Gears The clockwork can increase the number of actions it can use on its turn by one. When it finishes its turn, roll a d6. On an odd number, the clockwork becomes an object at the end of the round.
Clockwork Traits See above
Sentinel A gladius makes Perception rolls with 1 boon.

ATTACK OPTIONS

Greatsword (melee) +5 with 1 boon (4d6)
Bash (melee) +5 with 1 boon (2d6 + 1 plus Knock Out on attack roll 20+)
Knock Out The target must get a success on a Strength challenge roll with 1 bane or become dazed for 1d3 rounds. If the target heals any damage, it removes the dazed affliction.

Combo Attack The gladius attacks one creature with its greatsword and bash.
Sweeping Strike The gladius attacks two different targets with its greatsword.

ASSEMBLED

A growing number of freed clockworks in Lij and elsewhere in the Confederacy pledge their souls to a mysterious figure known as the Cog God. It is a recent divinity, unknown more than a few years back. Clockwork followers believe this figure revealed the secrets of creating clockworks to humanity, and uses human agents to propagate a new and superior people who will outlast their makers.

Only after the clockworks have gathered in sufficient numbers will the Cog God reveal itself to the world and cast down the other gods as false. Lore about the Cog God evolves as more and more clockworks come into the fold, drawn to the faith's teachings and contributing their own suspicions about the nature of divinity from their efforts to find their places in the world. Each body of Cog God followers looks to a priest, called an assembled, to lead and instruct them. These priests claim to hear the voice of their god in the whirs and clicks emanating from their mechanisms and record the knowledge they uncover by etching the pronouncements on cogs they fasten to their bodies.

ASSEMBLED	DIFFICULTY 25

Size 1 clockwork

Perception 11 (+1)
Defense 13; **Health** 40; **Insanity** 1d6; **Corruption** 0
Strength 10 (+0), **Agility** 9 (−1), **Intellect** 11 (+1),
 Will 12 (+2)
Speed 8
Immune damage from disease and poison; asleep, diseased, fatigued, poisoned
Clockwork Traits see above

ATTACK OPTIONS

Cog Staff (melee) +0 (1d6 + 1)

SPECIAL ACTIONS

Invoke the Machine Mind When a creature within short range would make an attack roll or challenge roll, the assembled can use a triggered action to grant that creature 1 boon on the roll. If the roll results in a success, the triggering creature can move up to 2 yards. This movement does not trigger free attacks.
Rouse the Sleeper The assembled can use an action, or a triggered action on its turn, to choose one target clockwork within short range that's in its object form. If the target is not incapacitated, it immediately becomes a creature.

MAGIC

Power 2
Technomancy *magic wrench* (3), *bolt thrower* (2), *sparking shield* (2), *grenades* (1)

WORSHIPING THE COG GOD

If you are a clockwork priest, or happen to be someone with a strong affinity for clockworks, you might be moved to devote yourself to the religion of the Cog God. A new faith, it has few rules and little doctrine. In fact, different followers of the faith adhere to different beliefs, sometimes even contradictory ones. The flexibility of the religion makes it simple for you to ascribe whatever traits and qualities you like to this mysterious entity. The one concept all factions hold in common is the idea that the Cog God bestowed knowledge of making clockworks on humans so that they would create clockworks in sufficient numbers to replace themselves. Clockworks who follow this idea have come to see themselves as superior to other peoples and bide their time for the arrival of their god to lead them and help them realize their destinies. If you happen to be a priest, the traditions associated with this religion are Divination, Necromancy, and Technomancy. The Necromancy tradition makes available a critical spells for summoning souls forth from the Underworld, which clockworks must do to bind them to the machine bodies.

TICK-TOCK

The Mistress of the Black Hand rules the people of Azūl by fear, for she commands a vast network of trained killers who have a reputation for being able to infiltrate anywhere, no matter the security

precautions. Ever interested in strengthening her position both in the City of Death and beyond, the Mistress recently commissioned the creation of six clockworks by an unnamed artificer who built each to her exact specifications. Upon awakening, they all underwent intensive training to make them efficient killers.

Called tick-tocks for the faint ticking that sounds from their bodies—as well for the fleeting nature of life—these clockworks are wrapped in black cloth and filled with sand to deaden the noise of their inner mechanisms. Black-glass goggles serve for eyes while their smooth metal faces offer a mere suggestion of a frown. All assassins in the Mistress's employ serve her well, but these specialized killers need no air, food, or water, which means they can reach places that others cannot. Thus, the shadow she casts across the continent grows even darker.

TICK-TOCK	DIFFICULTY 25

Size 1 clockwork

Perception 11 (+1); darksight
Defense 13; **Health** 33; **Insanity** 1d6; **Corruption** 1d3
Strength 11 (+1), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 10 (+0)
Speed 8
Immune damage from disease and poison; asleep, diseased, fatigued, poisoned
Clockwork Traits see above
Stealthy A tick-tock makes rolls to hide and sneak with 1 boon.
Vicious Strike Once per round, when the tick-tock gets a success on an attack made using a weapon, the attack deals 1d6 extra damage.

ATTACK OPTIONS

Sword (melee) +3 with 1 boon (1d6 + 2)
Long Knife (melee) +3 with 1 boon (1d6)

SPECIAL ATTACKS

Double Strike The tick-tock attacks with its sword and long knife.

SPECIAL ACTIONS

Shadowhide If the tick-tock moves into an area obscured by shadows or darkness, it can use a triggered action to hide.
Slip Away When a creature attacks the tick-tock, the tick-tock can use a triggered action to impose 2 banes on the triggering roll. If the attack results in a failure, the tick-tock can move up to half its Speed without triggering free attacks.

COLOSSUS

Magic makes many wonders, but the colossi stand among the greatest. Sentient constructs of almost impossible size, each standing some 60 feet tall and weighing many thousands of pounds, these enormous creations baffle imagination at the labor and magical might required to fashion them. Indeed, these titans can level cities, smash armies, and hurl galleons across the seas, being incredible assets and signs of power for those who manage to command them.

Most colossi have humanoid shapes carved from stone to resemble mighty warriors, although many incorporate animalistic features such as a lion's head, clawed hands, or the lower body of a goat, horse, or something else. Some colossi might have the forms of fantastic creatures, such as dragons, griffons, and so on.

Colossi understand and obey the spoken commands of their masters.

Limited in Number: According to Kiela, the High Shaper of the Guild of Artificers in Lij, the City of Wonders, only six of the many attempts to fashion the dread colossus have resulted in anything approximating success. The extravagant cost of their creation, combined with the perils inherent in the magic required to bind souls to the inanimate form, led to tragic ends for the ambitious tinkers and binders who believed they were equal to such a monumental task. The wreckage of their efforts can be found littering Lij and scattered across Rûl.

Of the six colossi, several met a strange or unique end. One fell to the sharp cutlass of the dread pirate Kirk, who skewered the titanic construct en route to sacking the city it was raised to guard. Another was stolen by the Redeemer, a mysterious and dreadful wizard from antiquity who was known for his thieving ways—he also stole the color from the second emperor's daughter, spirited away Tarterus for two days and three hours, and made the entire city of Nessus disappear for exactly forty-three minutes, though none in the city perceived their new invisible nature. Of the last four, two were lost, their fates unknown; one walks the battlements of the Tower Arcane; and the other guards Dis, the City of Chains, bound by terrible oaths to shield the city against all enemies.

Legendary Magic: Few have been able to reproduce the magic responsible for the creation of the known colossi. The materials required would beggar a kingdom and the spell, guarded and kept secret, carries terrible risks to the lives and the very souls of anyone attempting to cast it.

Cries of the Doomed: Faint cries and wails sound from the colossus's body to fill the air nearby: the lamentations of the doomed souls trapped inside. Eager to be free and return to the Underworld where their memories will be stripped from them, they strain against the magical bonds holding them to the construct's form. Once each year, on the anniversary of their binding, the souls come close to breaking free. Roll 2d20. If both come up as 1s, the souls take control of the body and go on a destructive rampage that lasts until the colossus is destroyed, at which point they are released.

COLOSSUS

DIFFICULTY 1,000

Size 10 frightening construct

Perception 15 (+5); darksight
Defense 15; **Health** 200; **Insanity** —; **Corruption** —
Strength 20 (+10), **Agility** 9 (–1), **Intellect** 8 (–2),
  Will 18 (+8)
Speed 6
Immune damage from cold, disease, and poison;
  gaining Insanity
Colossal A colossus takes half damage from
  creatures half its Size or smaller. It cannot be
  charmed, compelled, dazed, immobilized, slowed,
  or stunned by effects originating from creatures
  half its Size or smaller.
Spell Defense A colossus takes half damage from
  spells. When a creature attacks the colossus with
  a spell, the colossus imposes 1 bane on the attack
  roll and makes the challenge roll to resist the
  attack with 1 boon.
Crumbling Body When a colossus becomes injured,
  chunks of stone break from its body and fall to the
  ground. Everything within 4 yards of the colossus
  takes 4d6 damage. Each creature in the area
  can make an Agility challenge roll and takes no
  damage on a success.

ATTACK OPTIONS

Fist (melee) +10 (6d6, or 32 against an object, plus
  Awesome Strike on attack roll 20+)
Awesome Strike A Size 3 or smaller target must
  get a success on a Strength challenge roll with
  2 banes or fly 3d6 yards in a straight line away
  from the colossus. At the end of this movement,
  the target takes 1d6 damage per 3 yards it moved,
  falls prone, and becomes stunned for 1d3 rounds.
    If the target encounters a solid object while
  moving in this way, the object takes 3d6 damage.
  If this damage destroys the object, the target
  takes 3d6 extra damage and continues moving.
  If the object is not destroyed, the target stops
  moving and takes 1 damage for each yard it was
  prevented from moving.

SPECIAL ACTIONS

Double Attack The colossus attacks twice with its fist.

END OF THE ROUND

Unnerving Wails Each living creature within 3 yards
  of the colossus that can hear must get a success on
  a Will challenge roll with 1 bane or gain 1 Insanity.
Unstoppable Advance The colossus moves up to
  its Speed.

GOLEM

Great, hulking human-like beings formed from blocks
of clay, golems exist to serve their makers.

Eternal Service: Although they possess a dim
intelligence, magic binds golems to their masters,
stripping them of any capacity for independent
action. They do as their makers command them
and commit themselves to whatever work has been
assigned them until they complete the task or receive
new orders. No matter the nature of their assignment,
golems perform endlessly without complaint and
without tiring.

Durable and Magic Resistant: The magic
responsible for a golem's creation ensures its
continued existence. Their makers build in
protections to ensure golems can watch over them,
protect them, and carry out whatever commands they
issue. Golems have a supernatural resistance to injury:
most strikes fall without leaving a scratch, and any
that do manage to hit merely chip away at the strange
clay of the creatures' form. Similarly, magic rolls off
golems with little to no effect.

Three Rules: Inside the hollowed-out space of its
head are inscribed three commandments specific to
each golem. These rules restrict its activity so that
if, for some reason, the golem escapes its maker's
control or outlives its maker, it cannot wreak havoc
as a result. The rules vary from golem to golem
and usually act as insurance, but dark stories tell
of vengeful creators who scribe rules empowering
their golems to commit atrocities as vengeance in the
event of the master's death.

Creating Golems: The creation of golems involves
the most potent of Alchemy spells, requiring a
substantial investment of raw materials and posing
great risk to the creator if something goes awry. Few
dare to produce these servants, and those who do
rarely create more than one at a time.

GOLEM

ALCHEMY UTILITY 10

Requirement You must have an alchemist's kit and exotic
  ingredients worth 5,000 gc, which are consumed in the
  casting.
Target A Size 3 block of clay
Duration Permanent

Upon casting the spell, you must concentrate for 24 hours,
during which time you work with your alchemist's kit to
expend the ingredients and shape the body from the target
block of clay. In addition, you must also inscribe three rules
on the inside of the golem's head. The rules can be anything

you choose, but they must limit the golem's activity in some way. When you finish, you create a golem.

The golem regards you as its master and obeys your spoken commands, provided those commands do not violate the rules you gave it. Giving the golem a command does not use an action, and you can give the golem commands at any time.

When you finish casting the spell, make a Will challenge roll with 5 banes. On a failure, you gain 3d6 Insanity. If the Insanity gained would cause you to go mad, you instead die and the golem becomes hostile to all creatures until it's destroyed.

GOLEM

DIFFICULTY 500

Size 2 or 3 construct

Perception 7 (–3); darksight
Defense 21; **Health** 200; **Insanity** —; **Corruption** —
Strength 18 (+8), **Agility** 9 (–1), **Intellect** 7 (–3),
  Will 10 (+0)
Speed 8
Immune damage from cold, disease, and poison; gaining Insanity; all afflictions; banes
Damage Resistance A golem takes half damage from fire and weapons.
Spell Defense A golem takes half damage from spells. When a creature attacks the golem with a spell, the golem imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.

ATTACK OPTIONS

Fist (melee) +8 with 3 boons (4d6)

SPECIAL ATTACKS

Double Attack The golem attacks twice with its fist.

END OF THE ROUND

Unstoppable Advance The golem moves up to its Speed.

LEGION

A seething horde of metal components oozes forward, each toothed and grinding, a veritable swarm of machine parts hostile to anything made of flesh and blood. Within this shifting mass of iron, brass, and other metals, one can spot gleaming red lights that shine with malevolence. When the light from these "eyes" falls upon a living creature, the legion flows toward and over its prey, turning flesh and bone into pink slime.

Mad Tinker's Revenge: Aglumius the Profound bears responsibility for unleashing these horrors onto the world. Despite his incredible talents at engineering, his creations had a tendency to run amok, causing destruction of property and claiming too many lives. For this reason, his peers shunned him and even tried four times to arrest him; he escaped thanks to his wondrous machines. As Aglumius advanced in years, his bitterness grew and he poured all his spite, all his hatred into his work until, near death, he finished his ultimate creation: the legion.

One Mind, Many Parts: The legion consists of hundreds of tiny thinking machines, each capable of independent action, but linked to each other to act as one entity. Unlike other constructs, legions can create more of their kind by using raw materials harvested from their environment to construct new machines to add to their bodies. When a legion reaches about twice its initial size, it divides, each half going its separate way. Since there's no limit on how many times legions can reproduce, they present a monumental threat to their environments, such that even a whisper of their presence can mobilize a significant force.

Inscrutable Language: The component machines communicate with each other through a language of chirps and clicks. Thus legions can speak to other legions, but other creatures have had little luck in mastering this strange tongue.

LEGION

DIFFICULTY 50

Size 1 construct (swarm)

Perception 10 (+0); darksight
Defense 15; **Health** 42; **Insanity** —; **Corruption** —
Strength 12 (+2), **Agility** 14 (+4), **Intellect** 10 (+0),
  Will 13 (+3)
Speed 12
Immune damage from cold, disease, and poison; gaining Insanity; charmed, dazed, deafened, diseased, frightened, grabbed, immobilized, poisoned, prone, slowed, stunned
Multitude A legion takes half damage from attacks that use an attack roll and double damage from attacks that can be resisted with a challenge roll.
Noisy The sound of its moving mechanical components can be heard from anywhere within long range of the legion.
Revulsion Creatures that are not swarms are impaired while within the legion's space or within 1 yard of it.

ATTACK OPTIONS

Gnashing Machinery (melee) +4 with 1 boon (3d6 plus Rending Ruin on attack roll 20+)
Rending Ruin If the target is wearing armor that is neither magical nor under the effect of a spell, the armor takes damage equal to its Health and is destroyed. A target wearing clothing or no armor takes 3d6 extra damage.

SPECIAL ATTACKS

Flowing Destruction The legion moves up to its Speed. If it moves through the space of a creature of its Size or smaller, it can attack that creature with its gnashing gears. The legion cannot attack the same target more than once per turn.

SPECIAL ACTIONS

Unform/Reform When a creature gets a failure on an attack roll against it, the legion can use a triggered action to move up to one-quarter its Speed. This movement does not trigger free attacks.

END OF THE ROUND

Swarming Machines Each creature that isn't a swarm and that is in the legion's space or within 1 yard of it must get a success on an Agility challenge roll or take 1d6 damage and become slowed for 1 round.

PROMETHEAN

A lumbering humanoid figure, its body stitched and bolted together from harvested flesh, the promethean groans its torment, recalling fleeting images from the lives of the people whose bodies make up its sinister form. Driven to the brink of madness by these recollections, the promethean lashes out, hammering at its surroundings with powerful fists, seeking to destroy everything it can in some desperate attempt to gain control of itself and drive the unwanted memories from its mind.

Grudging Servants: Prometheans see their masters as cruel gods who brought them into the world without regard for the horror they created. They would gladly tear their makers to pieces if not for the magic that binds them. Despite the control their masters exert, prometheans often plot against their creators.

Dim Intelligence: Thanks to the memories gained from the bodies used in their creation, prometheans possess a crude intellect that lets them reason and plan. They understand the Common Tongue, though they cannot usually speak it unless their makers choose to let them. Prometheans often overlook children and animals in their rampages, and they become enraged if forced to hurt innocents.

Pushed to the Brink: The rage burning inside prometheans can sometimes snap the magical chains their makers use to compel them. As an optional rule, whenever you roll for the promethean's Enrage ability and you get a 6 on the die, you can roll the die again. If you get a 4 or higher on the second roll, the promethean becomes immune to the compelled affliction until the Enrage effect ends.

Creating a Promethean: The one place where Alchemy comes closest to dark magic is in the spell used to create a promethean.

PROMETHEAN   ALCHEMY UTILITY 7

Requirement You must have at least 3 Corruption to cast this spell.

When you cast this spell, you can choose the create promethean or command promethean effect.

CREATE PROMETHEAN

Requirement You must have an alchemist's kit and exotic ingredients worth 1,000 gc, which are consumed in the casting
Target A pile of body parts
Duration Permanent

Upon casting the spell, you must concentrate for 24 hours, during which time you work with your alchemist's kit to expend the ingredients and assemble the promethean's body from the target body parts. At the end of this time, you create a new **promethean**, which becomes compelled by you until you complete a rest.

When you finish casting the spell, you must make a Strength challenge roll with 3 banes. On a failure, you gain 2d6 Insanity and reduce your Will by 1. The reduction to Will is permanent. If the Insanity gained would cause you to go mad, you instead die and the promethean becomes hostile to all creatures until it's destroyed.

COMMAND PROMETHEAN

Target One promethean within short range that you created

Make an Intellect attack roll against the target's Will. On a success, the promethean becomes compelled until you complete a rest. On a failure, the promethean becomes hostile to you and takes the next available turn to attack you.

PROMETHEAN   DIFFICULTY 250

Size 2 construct

Perception 11 (+1); darksight
Defense 16; **Health** 140; **Insanity** 1d6 + 1;
   Corruption 1d3 + 1 **Strength** 18 (+8),
   Agility 11 (+1), **Intellect** 7 (−3), **Will** 12 (+2)
Speed 10
Immune asleep, charmed, dazed, fatigued, stunned
Spell Defense A promethean takes half damage from spells. When a creature attacks the promethean with a spell, the promethean imposes 1 bane on the attack roll and makes the challenge roll to resist the attack with 1 boon.
Empowered by Lightning When a promethean would take damage from lightning, it instead adds the damage as a bonus to its Health that lasts for 1 minute. While it has this bonus, it makes attack rolls and challenge rolls with 1 boon.

ATTACK OPTIONS

Fist (melee) +8 with 2 boons (3d6)

SPECIAL ATTACKS

Double Attack The promethean attacks twice with its fist.

END OF THE ROUND

Enrage If the promethean is not enraged, roll 1 d6. On a roll of 4 or higher, it becomes enraged for a minute. While enraged, the promethean's weapon attacks deal 1d6 extra damage, and it can take both a fast turn and a slow turn each round.