

Requires the use of the Dungeons & Dragons® Player's Handbook



VISIONS

Book Three

Stitches

by Patrick Younts

Life and death appeared to me ideal bounds, which I should first break through, and pour a torrent of light into our dark world. A new species would bless me as its creator and source; many happy and excellent natures would owe their beings to me. No father could claim the gratitude of his child so completely as I should deserve their's.

– Mary Shelley, *Frankenstein*

Magic is the king of a fantasy world, and science its poor, beggar cousin. Or so it is commonly believed. But even in a world soaked in sorcerous energy, and awash in divine light and darkness, there are men and women of vision who seek to wrest the truth of the universe from the jealous gods, using not magic, but math, biology, the study of anatomy, and the esoteric arts of scientific alchemy. Some revile them as madmen, others as heretics, and in truth they are both, and in truth they are neither. For good or evil, these men and women of science, these dreamers, these heretics, these madmen, dare attempt to wrest from the heavens the secret the gods have declared to be their's alone:

VISIONS

Visions is Arcane Runes Press' new line of sourcebooks dealing with folklore, legend and myth. Each sourcebook in the series will present fresh new rules, spells, magic items, monsters or prestige classes dealing with the most compelling elements of real world mythology.

The Promethean spark.
The secret of life.

The Promethean Golem

"The moon gazed on my midnight labours, while, with unrelaxed and breathless eagerness, I pursued nature to her hiding-places. Who shall conceive the horrors of my secret toil as I dabbled among the unhallowed damps of the grave or tortured the living animal to animate lifeless clay? My limbs now tremble, and my eyes swim with the remembrance; but then a resistless and almost frantic impulse urged me forward; I seemed to have lost all soul or sensation but for this one pursuit."

– Mary Shelley, *Frankenstein*

Promethean science is a catchall term for the pseudo-science of Victorian literature, and modern day science fiction, that

focused on the quest for the secret of creating life. The rules presented here are intentionally simple; the purpose of this source-

book is not to create an entirely new system of science as magic, or even to create an entirely new skill for use in your campaigns. Instead, the Prometheus science system provides you with an alternative means of creating flesh golems, one that hews closer to the archetypal images of literature and film. After all, a battle against a flesh golem in a castle is interesting, but a battle against a flesh golem in a castle, against a backdrop of arcing lightning, lightning rods, Tesla coils and immense machinery belching steam is *exciting*.

Preparing a Promethean Flesh Golem

The process used to awaken a flesh golem through the use of Promethean science is similar to that used to create a golem through magic, at least initially. Assembling the golem requires at least six different bodies; one for each limb, one for the head, and one for the torso. In all cases, these bodies are selected for their relative perfection; their muscles are firm and well developed, their bones are strong, and their flesh is still whole, and resilient to the touch.

Once the bodies are selected, they must be soaked in a special solution that invigorates the dead nerves, prevents rotting, and strengthens the flesh against the electrical currents that will spark life. This solution's ingredients cost a total of 5,000 gold pieces, and the parts to be used in the creation of the golem must soak in it, undisturbed, for a week's time.

After a week has passed, the body parts must be removed from the solution and assembled. It is slightly more difficult to correctly assemble the limbs of a Promethean golem than it is for its magical counterpart, for

the nerve bundles must be woven together precisely, and the bones and muscle groups lined up just so, lest the electrical current be impeded. The Craft (leatherworking) or Heal skill check required to properly assemble a Promethean flesh golem is 17.

Promethean Apparatus

Once a satisfactory body has been crafted, the actual process of awakening new life can begin. In order to create life, the Promethean crafter must gather or assemble a number of machines designed to regulate the flow of electricity, for it is the power of lightning that awakens the Promethean man from his eternal slumber.

The collection of apparatuses required to create a Promethean golem costs a total of 10,000 gold pieces, and once assembled, can be used to create more than one golem. The components are, however, relatively fragile, and each time they are used to create a golem (whether or not the attempt is successful), they suffer serious damage – the cost of repairing the Promethean apparatus is 1d20 x 500 gold pieces each use. Until the machine is repaired, it cannot be used again.

Crafting Promethean apparatus requires successful Craft (alchemy) checks against a DC of 20.

The Spark Of Life

When the golem body is repaired, and the apparatus required to awaken it constructed, then the Promethean spark of life can be captured. In order to awaken the golem, the prepared corpse must be hooked up to the various apparatus, and then subjected to a massive torrent of natural, electrical energy.

The most common source of natural, elec-

Thunderstorms

According to the rules in *Core Rulebook I*, a single stroke of lightning occurs each minute in the heart of a thunderstorm. Because an apparatus is built to not just accumulate, but to attract lightning, assume that all lightning bolts will automatically strike it. The strokes of lightning inflict damage as normal, meaning each bolt inflicts between one and ten, eight-sided dice. Because the method of collecting and storing electric bolts is imperfect, and because the apparatus used to collect it must be insulated well enough to protect fragile components, the damage inflicted by each stroke is only half that rolled, exactly as though the apparatus had successfully saved against electrical damage.

This means that while it is theoretically possible for one to two strokes of lightning to inflict sufficient damage to awaken a Promethean golem, it is not terribly likely. Typically, it will require most of the hour of exposure to successfully awaken a Promethean golem, and there will be times, particularly if the golem to be created is powerful, where multiple exposures are required.

trical energy is a thunderstorm, and so most Promethean golems are brought to life on dark nights when the clouds roil, the thunder roars across the sky, and the rain falls thick as a waterfall (in other words, thunderstorm conditions, as per *Core Rulebook II*). Magic can also be used to power Promethean apparatus, but only if it generates natural lightning – for this reason, *lightning bolt* cannot be used to power the golem's creation, but the druid spell *call lightning* can (though it must be said that many druids would be loathe to use their gifts for such a purpose).

In order for the attempt to be successful, the apparatus must collect enough electricity, in the form of electric damage inflicted, to equal or surpass the maximum hit points possible of the golem to be awoken. This accumulation must occur within the space of an hour.

Assuming enough energy is accumulated within the hour, the Promethean spark takes hold, and the golem awakens to life. From that point on, it functions as a standard flesh golem of its type, under control of the one who assembled it. All golems created through the

use of Promethean science gain the Promethean subtype.

If enough energy is not accumulated within an hour, then the attempt is unsuccessful. The apparatus suffers damage as outlined earlier, and must be repaired before another attempt can be made. The body of the would-be golem is not damaged, however, and remains intact until the next attempt. Accumulated hit points of damage are lost if the attempt is not successful.

The Promethean Subtype

The Promethean subtype is a means of representing the differences between standard, unintelligent flesh golems, and flesh golems that have been gifted with true life through the use of Promethean science. In practice, the primary use of the Promethean subtype is to differentiate between flesh golems when using the templates introduced below.

ADVANCED ABILITIES FOR FLESH GOLEMS

The flesh golem is a poor man's substitute for Frankenstein's monster, but is still a compelling opponent in its own right. The flesh golem, more than any other golem type, is deserving of possessing a diverse assortment of unusual special abilities – after all, since living beings are so diverse in form and ability, it only makes sense.

The following new abilities can be added to any Promethean flesh golem created via the use of “science”, as described above. Each adds to the golem's challenge rating as listed at the end of the ability. Alternately, in exchange for gaining a single +1 CR ability for free, the golem's spell immunity can be altered as listed below.

Note: It is perfectly acceptable to apply these modifications to traditional golems crafted through magic, should you not wish to include Promethean science in your games. Should you choose to do this, then an ability is considered to be equivalent in price to the cost of adding an additional HD to the golem (5,000 gold pieces). It is not recommended, however, that you allow golems created through magic access to these abilities if you include Promethean golems in your games; the unique abilities introduced here are intended to highlight the differences between flesh golems created through science, and those created through magic, so allowing both to make use of them takes away from the campaign's flavor.

Advanced Combat (Ex): Normally, as an unintelligent construct, a flesh golem lacks the ability to possess feats. A flesh

golem with this ability, however, has been programmed to fight in a manner that takes advantage of its massive brawn and durability. An advanced combat flesh golem gains the Cleave, Improved Overrun, Improved Sunder, and Power Attack feats.

If the golem's creator is not within 60 feet of it while it is engaged in combat, then it lacks the capacity to use Improved Sunder, and Improved Overrun entirely, and can only use Power Attack at a preset level – the golem will, however, use Cleave attack automatically, unless commanded otherwise. This means that, when the creator of the golem sets him to his task of guarding a location, he must assign the reduction to base attack which the flesh golem will apply to its damage via Power Attack. For example, he might reduce the golem's base attack by 5, giving the golem +5 to damage with each slam attack. The golem's creator can alter the attack/damage ratio as a free action, if he wishes, exactly as though commanding the golem in combat.

If the flesh golem's creator is within 60 feet of the golem while it is in combat, he can command it, as a free action on his or the golem's turn, to use any of its four feats. He can alter the golem's Power Attack values each round if he chooses, and can direct the golem to target specific beings with its Improved Overrun, Improved Sunder, and Cleave feats (subject to the limits of the feat).

The challenge rating of an advanced combat golem is increased by +1.

Berserker Strength (Ex): A flesh golem with this ability has a minor flaw of construction, one that makes it both more dangerous to its creator, and dangerous to those who dare engage it in combat. A berserker strength golem has a cumulative 5% chance per round of going berserk in combat, going on a rampage as described under the flesh golem entry in *Core Rulebook III*. A golem with this “flaw” is also more difficult to bring under control; the creator can only retake control of the golem with a DC 21 Charisma check.

While this might seem a dangerous flaw – and it is – it is not without its benefits. While berserk, the flesh golem gains a +6 bonus to its Strength, and a +2 bonus to all saves; in essence, the flesh golem’s rage supercharges its body far beyond its normal limits.

Berserker strength increases the challenged rating of a flesh golem by +1.

Bite and Claw (Ex): A flesh golem with this ability has been implanted with large claws and fangs, generally taken from a large animal or monster, but sometimes created artificially from iron or bone. The golem gains claw attacks that inflict 2d6 + Strength bonus damage instead of its normal slam attacks, and gains a bite as a secondary attack that inflicts 1d6 + $\frac{1}{2}$ Strength bonus damage.

The challenge rating of a flesh golem with a bite and claw attack is increased by +1.

Fast Healing (Ex): A flesh golem with this ability is permeated with magic, to the point where its flesh constantly knits and repairs itself as muscle is torn, and sinew

ripped. The flesh golem gains fast healing 5, allowing it to heal 5 points of damage each round.

The CR of a golem with fast healing is increased by +1

Note: Fast healing 5 is normally a very potent ability, but remember that a flesh golem is a mindless being, unable to retreat from battle to take full advantage of its fast healing. The rate of fast healing the flesh golem gains will prove just enough to extend its survivability a few rounds, at best, and require the adventurers to expend just enough extra resources to justify a slight increase in challenge rating.

Improved Grab and Constrict (Ex): A flesh golem with this ability has been programmed to seize opponents in its mighty limbs and crush the life from them. Such a golem will automatically attempt to grapple an opponent whenever it successfully strikes with its slam attack (or claw attack, if it possesses the bite and claw ability), and can do so as a free action without provoking an attack of opportunity. In subsequent rounds, the golem will attempt to constrict its grappled opponent, inflicting 2d6 points of damage.

An unsupervised golem with this ability cannot discern between opponents when using improved grab or constrict, and so will attack and grapple the first opponent within reach. Once an opponent has been grappled, it will continue to attempt to constrict that opponent until its victim escapes or is slain, or until the golem itself is destroyed. It will ignore all other attacks in favor of this strategy.

If the golem’s creator is within 60 feet of the golem during combat, he can direct the

golem's use of improved grab and constriction, as a free action on his or the golem's turn. In this way, he can prevent the golem from using its improved grab or constriction, direct it to grapple a specific target or to release a victim who is already grappled.

The Challenge rating of a flesh golem with this ability is increased by +1.

Lightning Fist (Ex): The body of a golem with this ability rages with the primal force of the storm. Its body is draped in a cloak of lightning, and blows from its mighty fists transmit not just kinetic energy, but electricity as well. Slam attacks from a flesh golem with this ability inflict an additional 2d4 points of electric damage with each blow. On a successful critical hit with its slam attack, the golem's electrical damage is doubled to 4d4.

If a golem with this special ability is struck by a non-magical or magical attack that causes electrical damage, the damage from its lightning fist is maximized for either 3 rounds or a number of rounds equal to the caster level of the attack (in the case of spells or spell-like abilities).

The Challenge rating of a flesh golem with this ability is increased by +1.

Lightning Shot (Ex): A golem with this ability is implanted with a coil that collects and absorbs ambient electrical energy. Beginning in the third round of combat, and in every third round after that, the golem can unleash a stroke of non-magical lightning that strikes all living beings within a 60 foot line that originates from the golem's location. This stroke of lightning inflicts 1d10 eight-sided dice of damage, exactly as the lightning from a thunderstorm does. The Reflex DC to

suffer _ damage is 10 + _ the golems HD.

The Challenge rating of a flesh golem with this ability is increased by +1.

Rudimentary Intellect (Ex): A flesh golem with this ability has a very limited form of sentience, akin to that of a very intelligent animal. It understands little of emotions, and has the amorality of an infant child. The flesh golem possesses an intelligence score of 3, and gains 1 skill point per hit die (2 – Int penalty, to a minimum of 1), and 4 skill points for its first hit die. A flesh golem with rudimentary intelligence also gains the Cleave, Improved Overrun, Improved Sunder, and Power Attack feats, exactly as though it possessed the advanced combat ability.

A flesh golem with a rudimentary intelligence can be given more complex commands by its creator, such as “remain within this room, attacking all strangers on sight, unless it is someone you know. When I call for you, follow the sound of my voice until you find me.”

There is a danger in granting a flesh golem intelligence, however, danger enough to give any creator pause. If and when the flesh golem goes berserk, the creator has only one opportunity to bring it under control with a Charisma check. If the check fails, the bond between creator and golem is permanently severed. A golem without a creator bond automatically calms after a number of rounds have passed equal to the accumulated chance of berserking in the round when the golem succumbed. So, for example, if a golem berserks when its chance of doing so is 13 percent, it does not come out of its berserk state until 13 rounds have passed.

A flesh golem with rudimentary intellect retains its immunity to mind-affecting spells, spell-like effects, and supernatural abilities.

The Challenge rating of a flesh golem with this ability is increased by +2.

Spell Sponge (Ex): As a result of the scientific process used to create it, the body of a Promethean golem with this ability absorbs magical, elemental energy and transmutes it to healing. A golem with this ability heals 1 point of damage for every 3 points of damage a magical effect with the acid, cold, fire, electricity, or sonic descriptor would normally deliver. In addition, the golem is now immune to being slowed by fire or cold attacks.

The Challenge rating of a flesh golem with this ability is increased by +1.

Note: If this ability is applied to a flesh golem that also has the weakened spell immunity defect, then the golem only absorbs those spells that do not pierce its spell resistance.

Weakened Spell Immunity (Ex): A golem with this weakness is more vulnerable to magical effects than are other golems, probably as a side effect of the non-magical process used to create a Promethean flesh golem. Golems with this weakness do not possess the normal flesh golem's immunity to spells that allow spell resistance; instead, the golem gains spell resistance equal to its CR + 11. So, for example, a flesh golem with weakened spell immunity and fast healing (CR 7) would have SR 18.

A golem with this defect is still slowed (as by the *slow* spell) when struck by a fire or cold-based magical attack, even if the spell fails to pierce its spell resistance; if the attack does overcome the golem's spell resistance, then it inflicts damage as normal, in addition to causing the *slow* effect.

The Challenge rating of a flesh golem with this defect is decreased by -1.

THE DOCTOR'S MONSTER

Look! It's moving. It's alive. It's alive... It's alive, it's moving, it's alive, it's alive, it's alive, it's alive, IT'S ALIVE!

Frankenstein, Universal Picture's Frankenstein (1931)

Large Construct (Promethean flesh golem)

Hit Dice: 9d10 + 30 (100 hp)

Initiative: 0

Speed: 30 ft.

Armor Class: 19 (-1 size, +10 natural), touch 9, flatfooted 19

Base Attack/Grapple: +6/+15

Attack: Slam +12 melee (2d8 + 6)

Full Attack: 2 slams +12 melee (2d8 + 6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Berserk, improved grab and constrict

Special Qualities: Rudimentary intellect, fear of fire, weakened spell immunity (SR 20)

Saves: Fort +3, Ref +3, Will +3
Abilities: Str 23, Dex 10, Con -, Int 3, Wis 11, Cha 11
Skills: Climb +10, Intimidate +11
Feats: Power Attack, Great Fortitude, Improved Overrun, Skill Focus (Intimidation)
Environment: Any
Organization: Always alone
Challenge Rating: 9
Treasure: None
Alignment: Neutral
Advancement: -
Level Adjustment: -

The monster portrayed in Universal Picture's classic 1931 film (and its sequels), has little in common with Mary Shelley's intelligent, haunted, and tormented creation, but is still a compelling character in his own right, an archetype worthy of making an appearance in your own campaign.

The monster portrayed in the film is a child fumbling in the dark, rejected, abandoned, and lost in a world that it cannot understand. The tragedy of Universal Studios' monster is that he yearns to understand the world, and to become a part of it, but cannot do so; as you might imagine, this is a terrific hook for good, memorable gaming.

The version of the monster presented here is based on the flesh golem introduced in *Core Rulebook III*, and has been modified with the advancements introduced in this book, as a demonstration of how you can use the new abilities to create more interesting, and compelling flesh golem opponents.

In order to do justice to one of the icons of horror, the Game Master should allow

the monster to be more than just another encounter. He should be the focus of a low to very early mid-level adventure, so that the party cannot simply overwhelm him with weight of magic, and force of arms. It is even better if you use the monster as a looming presence in the background of an adventure, as the engine that drives the adventure forward, but does not take center stage at all times. In other words, use him as you might use a powerful artifact; he is a potentially dangerous force to be accounted for, and dealt with in a circumspect fashion, at least until the climax of the adventure. It is very possible that the players will wish their characters to pacify or even befriend the monster, and this is something to be encouraged. After all, who knows? Their characters might avert tragedy, and help the monster find his peace and place in the world, or they might be forced to destroy their friend, a fitting end for an adventure featuring one of cinema's most tragic creations.

Note: The Monster is an atypical example of a flesh golem, in terms of his advanced abilities, in terms of its hit points and ability scores, and in terms of his unique weakness. This is done to better represent both the sheer power of the monster, and his personality in his films.

Combat

The monster is a gentle creature who would not (intentionally) initiate violence, but who, if he or someone he cares for is frightened or threatened, can create destruction on a staggering scale.

If forced to fight, the monster will either lash out with clumsy, incredibly powerful

punches or, if there are suitable materials nearby, will throw heavy objects in an attempt to crush his enemies from a distance or frighten them into running away. Only if his attempts to frighten his opponents fail will he resort to his improved grab and constriction abilities, lashing out and crushing the life from the nearest victim before moving on to another.

Fear of Fire: The monster has a pathological fear of fire. When exposed to an open flame the size of a torch or larger, his chance of going berserk in combat is tripled. So, if exposed to flame in the third round of combat, his percentage chance of going berserk is 9%, and in the fourth round, 12%.

Flesh Golem Templates

The following templates are intended to expand the role of the flesh golem, as well as introduce new concepts that are similar to it. As with any new concept, they should be introduced into your campaign carefully, so as not to disrupt the theme of your game.

AWAKENED MAN

The brain you stole, Fritz. Think of it. The brain of a dead man waiting to live again in a body I made with my own hands!

– *Frankenstein, Universal Picture's Frankenstein (1931)*

The awakened man template exists to give Game Masters a superior tool for creating characters that recall the power of Mary Shelley's Adam – Frankenstein's monster. Until now, there has never really been a way to represent the unique combination of abilities which Adam possessed; the flesh golem, though obviously inspired by Shelley's seminal creation, bears little more than a passing resemblance to Frankenstein's monster, at least in his literary form.

The awakened man template bridges the gap between flesh golems and living beings, and represents a more authentic recreation of Frankenstein's monster, as he appeared in Mary Shelley's novel.

Crafting an Awakened Man

Crafting an awakened man requires the same process as crafting a Promethean flesh golem, though the crafter must spend an additional 1,000 gold pieces on a double strength fortifying solution.

The Awakened Man Template

The awakened man is an augmented template that can be added to any humanoid or monstrous humanoid being. The tem-

plate uses all the base creature's abilities, except as noted below.

Size and Type: Change the base creature's type to Construct, and give it the augmented and Promethean subtypes. The base creature's size is unchanged. Do not recalculate saving throws, skills or attack bonuses.

Hit Die and Hit Points: Increase all current and future hit die to d10. In addition, add the bonus hit points all Constructs receive (per *Core Rulebook III*) to the creature's hit point total.

Initiative: As base creature (see ability score modifiers).

Speed: Increase the base creature's land speed by 10 feet, but leave all other forms of movement unchanged (if applicable).

Armor Class: An awakened man gains a +6 natural armor bonus.

Base Attack/Grapple: As the base creature.

Attack and Full Attack: An awakened man retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, then the awakened man retains this ability. Likewise, a creature with natural weapons retains those weapons. An awakened man with a weapon can use either its weapon, or its slam (or natural weapon) as desired.

Damage: All awakened men have a slam attack. If the base creature does not already possess this ability, use the appropriate damage value for the awakened man's size from the table below.

Size Damage

| | |
|------------|------|
| Fine | 1d2 |
| Diminutive | 1d4 |
| Tiny | 1d6 |
| Small | 2d4 |
| Medium | 1d10 |
| Large | 2d8 |
| Huge | 3d6 |
| Gargantuan | 5d4 |
| Colossal | 4d6 |

Space/Reach: As base creature.

Special Attacks: An awakened man retains all the special qualities of the base creature, and gains those listed below.

Improved Grab (Ex): If an awakened man successfully strikes an opponent with its slam attack, it can attempt to initiate a grapple as a free action, without provoking an attack of opportunity. An awakened man's strength is such that it can use improved grab even against creatures of its own size category.

Special Qualities: An awakened man retains all the special qualities of the base creature, and gains those listed below.

Berserk (Ex): The awakened man is possessed of intelligence, but his soul is conflicted, and his ability to control his emotions limited at best. There is a 2% cumulative chance per round of combat that an awakened man goes berserk. Should this occur, the awakened man reverts to an almost animalistic intelligence, attacking the closest living creature within reach or destroying inanimate objects if no other targets are available. Each round, the awakened man can attempt a Will save to come out of the berserk state. In the first round, the DC is equal to the awakened man's base Will save

WHY THE MINIMUM HIT DICE REQUIREMENT?

The flavor text of the awakened man template describes a process of creation that requires the use of limbs and organs from the corpses of only the most perfect humanoid specimens, and it is this superiority of form that is represented by the minimum hit die.

Levels and hit dice are an abstract concept, and in this sourcebook I have chosen to use them as a means of representing the natural power and instinctive skill that a Promethean man formed from the corpses of strongmen, geniuses, and great heroes would have.

Always keep in mind that while the awakened man template can be applied to a whole corpse (and in this way serves as a means of resurrecting an adventurer as a new, interesting character) it is intended to represent an amalgamation of multiple corpses into a new, more powerful whole. For this reason, it is better if you consider the awakened man's class levels to be representative of raw power, rather than developed skill. So, for example, an awakened man whose base form is a 5th level fighter is not a learned, warrior, but rather a physical titan whose prodigious gifts make him the natural equal of a skilled soldier. In the same way, an awakened woman whose base form is a 5th level barbarian is a raging force of nature, not a woman who has spent a lifetime honing her instincts in the wild.

The best class choices to incorporate into an awakened man are barbarian, fighter, monk, rogue and, to a lesser extent, ranger, since these classes rely primarily on physical skill, which meshes well with the idea of the awakened man as natural savant. Should you incorporate ranger levels into the awakened man, it is strongly recommended that you either limit his levels in the class, so that he does not gain access to divine spells, or ignore his access to spells entirely, perhaps replacing them with another, minor benefit, such as a bonus feat.

Though you can use a spellcaster as the base creature when making an awakened man, it is recommended that you do so only after considerable thought, since it can be difficult to thematically justify using science to construct an amalgamated man with the arcane knowledge of a wizard, or the divine glory of a bard. Should you decide that a spellcasting awakened man is right for your campaign, strongly consider making him (or her) a sorcerer themed around the use of electricity; because sorcerer's gifts arise spontaneously, and can come from any number of sources, it is far easier to justify including levels of this base class in an awakened man.

The Elite Array

Most monsters are constructed using the standard array of ability scores, but it is recommended that all awakened men non-player characters use the elite array of ability scores (as listed in *Core Rulebook III*), because the elite array better represents the awakened man's assumed mental, and physical superiority.

+12. Each round after the first, the save DC drops by one, until the awakened man successfully saves.

Unlike with normal golems, the awakened man's creator cannot attempt a Charisma check to end the berserk state.

Damage Reduction (Ex): An awakened man gains DR 5/adamantine.

Fast Healing (Ex): The energy that courses through an awakened man's veins is sufficient to spark the growth and re-growth of new cells. The awakened man gains fast healing 1, allowing him to heal a single hit point each round.

Spell Resistance (Ex): An awakened man gains spell resistance equal to its hit die (base + class levels) + 11.

Base Saves: As base creature.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Int +4, Wis +4, Cha +2. An awakened man is made from the

most perfect components the crafter has access to, and the energies that quicken its life make it more perfect still.

Skills: An awakened man has a +4 racial bonus to all Climb, Intimidation, Jump, Listen, Search, Spot, and Swim skill checks, but is otherwise as the base creature.

Feats: An awakened man gains the Alertness, Great Fortitude, Iron Will and Lightning Reflexes feats for free, if it does not already possess these feats.

Environment: Any.

Organization: Always solitary

Challenge Rating: Same as base creature +2

Treasure: Standard

Alignment: Always neutral (but may be lawful or chaotic)

Advancement: By character class.

Level Adjustment: As the base creature +6

ADAM, CHILD OF PROMETHEUS' EDEN

"You, who call Frankenstein your friend, seem to have a knowledge of my crimes and his misfortunes. But in the detail which he gave you of them he could not sum up the hours and months of misery which I endured wasting in impotent passions. For while I destroyed his hopes, I did not satisfy my own desires. They were forever ardent and craving; still I desired love and fellowship, and I was still spurned. Was there no injustice in this? Am I to be thought the only criminal, when all mankind sinned against me? Why do you not hate Felix, who drove his friend from his door with contumely? Why do you not execrate the rustic who sought to destroy the saviour of his child? Nay, these are virtuous and immaculate beings! I, the miserable and the abandoned, am an abortion, to be spurned at, kicked at, and trampled on."

– Mary Shelley, *Frankenstein*

Elite Awakened Man, 10th level
Human Expert4/Barbarian2/Fighter4

Medium Construct (augmented Promethean humanoid)

Hit Dice: 10d10 + 20 (100 hp)

Initiative: +8 (Improved Initiative, Dexterity)

Speed: 50 ft.

Armor Class: 22 (armored long coat, +4 Dex, +6 natural), touch 14, flatfooted 18

Base Attack/Grapple: +9/+15

Attack: +16 slam (1d10 + 8)

Full Attack: 2 slams +16 (1d10 + 8), or by weapon

Space/Reach: 5 ft./5 ft.

Special Attacks: Berserk, improved grab, barbarian rage

Special Qualities: Construct traits, damage reduction 5/adamantine, fast healing 1, spell resistance 21, dark vision 60 ft, low light vision.

Saves: Fort +9, Ref +7, Will +9

Abilities: Str 22, Dex 18, Con -, Int 18, Wis 16, Cha 12

Skills: Bluff +10, Climb +14, Gather Information +8, Hide +13, Intimidate +16, Jump +13, Knowledge (Promethean science) +11, Knowledge (religion) +11, Listen +14, Move Silently +13, Sense Motive +12, Spot +13, Survival +12, Swim +13.

Feats: Alertness, Improved Initiative, Persuasive, Power Attack, Stealthy, Track, Weapon Focus (unarmed), Weapon Specialization (unarmed)

Environment: Any

Organization: Alone

Challenge Rating: 12

Treasure: Standard

Alignment: Chaotic neutral

Advancement: By character class

Level Adjustment: -

Adam, the first child of Promethean science, and the literal and figurative child of Victor Frankenstein, is Mary Shelley's seminal literary creation, and one of the most compelling characters in literature.

The story of Adam and Dr. Frankenstein is one with many layers. On one level, it is a story about the dangers of misguided ambition in the name of progress, on another, a meditation on the nature of human existence, and on still another, a parable about the relationship between man and God. In fact, the parable of the relationship of man and his creator is itself an invitation to explore the implications of parental responsibility, and the role of the parent in shaping their child's existence.

The "Monster"

Adam is monstrous to look upon, a true horror of misguided science. His body is hulking, massive, and covered with scars, and so hideous that the mere sight of him shuddering to life causes Victor Frankenstein to recoil in horror. Despite his deformity, Adam is a physical savant, stronger than any two men, durable as stone, and yet when he has resolved himself to action, swift and graceful as a tiger. Adam's mental gifts are just as prodigious; he teaches himself to speak and to read by observing an educated family in the countryside, and though he is born a flawed, amoral child, he quickly comes to understand both his own, and Dr. Frankenstein's motivations in a way that reveals a deep, intuitive understanding of human nature.

In order to do justice to Adam, the Game Master absolutely must remember that he is no mere flesh golem, a lump of meat and

Armored Long Jacket

Adam's statistics include reference to the armored long jacket, a piece of armor first introduced in Arcane Runes Press and Ronin Art's *Forgotten Archetypes #1: The Gunslinger*. The armored long jacket has statistics as follows.

| Armor | Cost | Armor/ Shield Bonus | | Max. Dex. Bonus | Armor Check Penalty | Arcane Spell Failure | Spd (30ft) | Spd (20ft) | Weight |
|---------------------|------|---------------------------|----|-----------------------|---------------------------|----------------------------|------------|------------|--------|
| Armored long jacket | | 20 gp | +1 | +8 | 0 | 5% | 30 ft | 20 ft | 5 lbs |

gristle to be stuffed in a dungeon room waiting for intrepid heroes to cross his path. He is a living being of genius level intellect, driven by dark desires and consumed by passions, fears, desires, and emotions he cannot control. An adventure featuring Adam should highlight his prodigious mental gifts, and his tormented soul, as much if not more than it should highlight his combat prowess. The easiest way to accomplish this is to seed the adventure with a number of non-combat encounters, most of which should involve Adam only in the background, as an instigator for events. Alternately, you can introduce Adam as an ostensibly neutral character, one who interacts with the characters in a non-hostile, even friendly way – at least until their actions interfere with Adam's interests in some way.

Combat

Adam is a powerful, confident warrior, blessed with a tactician's mind, and the strength, grace and absolute amorality of a stalking panther. In combat, he is a predator on the hunt, moving swift and silent in the darkness, and always striking the moment his prey is most vulnerable. Adam has no compunctions about attacking his enemies

while they sleep or when they are otherwise unable to defend themselves, and will not hesitate to strike at the loved ones of those who have opposed him or whom he feels have wronged him.

Adam is canny enough to avoid being drawn into an open battle against multiple, skilled opponents – unless, of course, he feels that is the best way to accomplish his goals – for he understands that while no single man can stand against his superior physical and mental gifts, he can still be overwhelmed by weight of numbers.

Adam understands the strengths and weaknesses of his body intimately, and will always fight in a manner that maximizes the former, while minimizing the latter. He will use his improved grab ability against spellcasters, and against small but swift opponents, moving to crush the life from them at the beginning of battle. Against stronger, well armed opponents, he uses hit and run tactics, using his speed to charge in, strike, and then retreat before his disoriented enemies can react. He has no problems retreating from a battle that is going poorly, and will alter his tactics as needed to assure his eventual victory.

THE UNSTOPPABLE KILLER

"I abhorred the face of man. Oh, not abhorred! They were my brethren, my fellow beings, and I felt attracted even to the most repulsive among them, as to creatures of angelic nature and celestial mechanism. But I felt I had no right to share their intercourse. I had unchained an enemy among them whose joy it was to shed their blood and to revel in their groans. How they would, each and all, abhor me and hunt me from the world did they know my unhallowed acts and the crimes which had their source in me!"

– Mary Shelley, *Frankenstein*

The unstoppable killer is not truly a golem, or at least, not always a golem. Instead, the unstoppable killer template is intended to represent the supernatural, unstoppable serial killers who have been a staple of horror films (and to a lesser extent, horror fiction) for the last few decades. An implacable force of nature, the unstoppable killer is a nightmare vision that embodies humanity's fear of the inevitability of death.

Note: Though the unstoppable killer is not a golem per se, the template is included here because the monster's nature meshes well with the archetypal golem. An unstoppable killer is more force of nature than living being; often unintelligent, the unstoppable killer feels no pain, cannot be reasoned with, knows nothing of mercy, and carries out its grim work with no thought for its own safety. In other words, it is more a construct of flesh than an actual, living being.

The Unstoppable Killer Template

The unstoppable killer is an augmented template that can be added to any humanoid, monstrous humanoid or flesh

Crafting an Unstoppable Killer

Generally, an unstoppable killer is not purposefully created. Instead, the unstoppable killer comes to life spontaneously, or is created unintentionally when the crafter wishes to awaken a Promethean being of another sort (much to the crafter's regret).

If, however, someone is mad enough to wish to create an unstoppable killer through Promethean science, the process is identical to that necessary to create a Promethean golem, though the crafter must spend an additional 1,000 gold pieces to build a double strength fortifying solution.

In addition, the process of awakening an unstoppable killer taxes the Promethean apparatus to the limit; the Promethean apparatus automatically suffers a full 10,000 gold pieces of damage during exposure, whether or not the killer arises.

golem with the Promethean subtype and the rudimentary intellect ability (referred to hereafter as the base creature).

An unstoppable killer uses all the base creature's statistics and special abilities, except as noted below.

Size and Type: Change the base creature's type to Construct if necessary, and give it the promethean and augmented subtypes. Do not recalculate base attack bonus, skills, or saves. Size is unchanged.

Hit Die and Hit Points: Change all past and future hit die to d10. In addition, the unstoppable killer always possesses a full 10 hit points per hit die. Add the bonus hit points all Constructs receive (per *Core Rulebook III*) to the creature's hit point total (unless the base creature is already a construct).

Initiative: As the base creature.

Speed: Reduce by 10 feet, to a minimum of 10 feet. Unstoppable killers are almost always slow and plodding – at least at first (see Special Qualities).

Armor Class: The base creature gains a +4 natural armor bonus, or its existing natural armor bonus increases by +4.

Base Attack/Grapple: As the base creature.

Attack and Full Attack: An unstoppable killer retains all the attacks of the base creature, and gains a slam attack if it did not already possess one. If the base creature can use weapons, it retains this ability.

Damage: An unstoppable killer's slam attack inflicts damage as listed below. If it already possesses a slam attack, then it retains its original damage if it is higher.

Size Damage

| | |
|------------|------|
| Fine | 1d2 |
| Diminutive | 1d4 |
| Tiny | 1d6 |
| Small | 2d4 |
| Medium | 1d10 |
| Large | 2d8 |
| Huge | 3d6 |
| Gargantuan | 5d4 |
| Colossal | 4d6 |

Space/Reach: As the base creature.

Special Attacks: The unstoppable killer retains all the special attacks of the base creature, gains the intuitive killer ability, and also gains one to two other special attacks, as outlined below.

Intuitive Killer (Ex): An unstoppable killer is a savant of death, able to turn any implement into a lethal weapon. An unstoppable killer is considered to be proficient in every weapon (though it vastly prefers melee weapons), meaning it can use any weapon without penalty. In addition, a weapon's critical multiplier is increased by one step, from x3 to x4 for example, while in an unstoppable killer's hands.

An unstoppable killer's slam attack is likewise more deadly than it would normally be; the critical multiplier of an unstoppable killer's slam attack is increased from x2 to x3.

Constrict (Ex): The unstoppable killer inflicts damage equal to its slam attack on a successfully grapple check. If the killer also has improved grapple, this damage is in addition to the normal damage inflicted by its slam attack. So, for example, a Medium size unstoppable killer with a 24 Strength, and both the constrict and improved grap-

Uncovering the Key

There are a number of ways for characters to uncover the key to an unstoppable killer's existence. Gather Information skill checks can help, particularly if the unstoppable killer is well known, or the event that created him a recent one. Likewise, Knowledge (local) checks might reveal clues helpful in solving the mystery, particularly in the case of killers whose origins are in the distant past. If the unstoppable killer is particularly infamous, then Knowledge (history) checks will serve the same purpose.

Spells like *legend lore*, *commune* (if carefully worded) and other, similar spells are also very useful for discovering the key to an unstoppable killer's existence, though they should never provide more than clues to the characters (and the players).

Perhaps the best vehicle for dispensing clues to the key to an unstoppable killer's existence is Bardic Knowledge. Obscure legends are the bread and butter of Bardic Knowledge, so it is both thematically appropriate to tie the means to ending the threat of an unstoppable killer to this ability, and a great way to make a bard's player feel useful, since the class' other abilities are not well suited to adventures against such foes.

In any case, the DC of the skill of Bardic Knowledge check will vary from killer to killer, with the DC to uncover clues to the nature of especially infamous killers in the range of 20 – 25, and the DC to uncover the key to an obscure killer set at a minimum of 30. If the Game Master wants, he might consider creating a hierarchy of clues, with less valuable clues set at a lower DC; doing this will prolong the mystery and suspense of an adventure, with the party scrambling from clue to clue with the unstoppable killer hot on their trail.

ple special attacks would inflict 1d6+7 damage from the slam, and another 1d6+7 damage from the constriction, for a total of 2d6+14 damage.

Frightful Presence (Ex): The first time an unstoppable killer successfully strikes in combat, all living beings within 30 feet must attempt a Will save (DC 10 + _ killer's HD +/- Charisma bonus), or become shaken for 5d6 rounds. Frightful presence is a mind-affecting, fear effect.

Improved Grab (Ex): If an unstoppable killer successfully strikes with its slam attack, it can initiate a grapple as a free action that does not provoke an attack of opportunity. The unstoppable killer is so

powerful that it can initiate an improved grapple even against beings of its own size category.

Killer's Instinct (Ex): The threat range of any weapon the unstoppable killer wields is increased by +1. This bonus stacks with that received from Improved Critical, the *keen* ability, or other, similar spells and abilities.

Savage Fury (Ex): Once a day, the unstoppable killer can rage, exactly as the barbarian class ability of the same name. The rage lasts a total of 5 rounds.

Special Qualities: The unstoppable killer retains all the special qualities of the base creature, and also gains the following.

Damage Reduction (Ex): An unstoppable killer gains DR 5/- against all attacks.

Reintegration (Ex): An unstoppable killer gains the ability to reintegrate its body, allowing it to self-repair as it suffers damage. An unstoppable killer automatically regains 5 hit points each round, regardless of the attack form. Attacks that ignore hit points (such as most poisons, ignore damage reduction).

If reduced to 0 hit points or less by any attack, the unstoppable killer is destroyed, but not permanently slain. It reintegrates, at full hit points, after one week's time has passed. In order to permanently destroy an unstoppable killer, the defining key to its existence must be found and dealt with. Typically, this key is a defining event that must be dealt with, but can also require the performance of a specific action. For example, the key to an unstoppable killer's existence might be uncovering the names of those who murdered the being who became the unstoppable killer, and bringing them to justice. Or, it might be finding, and returning, an object that was precious to the killer in its former incarnation. In any case, once the defining event is dealt with, the unstoppable killer can be destroyed permanently by reducing it to 0 hit points.

Stalking (Su): When an unstoppable killer has successfully inflicted damage against an opponent in combat, it gains the benefits of *haste* for the duration of the encounter. For the purposes of dispelling, the *haste* effect is considered to have been cast by a 10th level sorcerer, or by a sorcerer of a level equal to the unstoppable killer's HD, whichever is higher.

Unstoppable Force (Ex): An unstoppable killer does not suffer terrain penalties

to movement, and can move through non-magical impediments like thorns without taking damage. Magical impediments still hinder him, however.

Base Saves: Unchanged from base creature.

Abilities: Increase from the base creature as follows: Str +10, Int -4 (minimum of 1), Wis +4, Cha -4 (minimum 1). As a construct, the unstoppable killer has no Constitution score.

Skills: Unstoppable killers have a +8 racial bonus to Hide, Intimidate, Listen, Move Silently, Spot and Survival (Tracking only) skill checks.

Feats: Unstoppable killers gain the Alertness, Cleave, Combat Reflexes, Great Cleave, Power Attack, and Track feats for free, assuming the base creature meets the prerequisites, and does not already possess them.

Environment: Any, usually in remote wilderness locations (often near lake-side camps).

Organization: Always solitary.

Challenge Rating: Increase by +3 from the base creature.

Treasure: None

Alignment: Always Chaotic Evil.

Advancement: -

Level Adjustment: -

RedRum

Unstoppable Killer, Promethean flesh golem

Large Construct (augmented Promethean construct)

Hit Dice: 9d10 + 30 (120 hp)

Initiative: -1

Speed: 20 ft.

Armor Class: 22 (-1 size, -1 Dex, +14 natural), touch 8, flatfooted 22

Base Attack/Grapple: +6/+15

Attack: Slam +16 melee (2d8 +10)

Full Attack: 2 slams +16 melee (2d8 +10)

Space/Reach: 10 ft./10 ft.

Special Attacks: Berserk, improved grab and constrict, frightful presence, killer's instinct, savage fury.

Special Qualities: Rudimentary intellect, construct traits, reintegration, stalking, unstoppable force, damage reduction 5/-, darkvision 60 ft., immunity to magic, low light vision.

Saves: Fort +3, Ref +2, Will +5

Abilities: Str 31, Dex 9, Con -, Int 3, Wis 15, Cha 1

Skills: Move Silently +5, Spot +8

Feats: Cleave, Improved Overrun, Improved Sunder, Power Attack

Environment: Any

Organization: Always alone

Challenge Rating: 13

Treasure: None

Alignment: Neutral

Advancement: -

Level Adjustment: -

The fiend known as RedRum haunts the deep woods near the village of Wickerwill, a nightmare stalker who stalks the darkness, torturing and slaying any foolish enough to dare step foot within his hunting grounds after the sun goes down.

Once, RedRum was nothing more than a simple flesh golem, quickened to life by a party of adventurers and set to guard their keep while they were away. He served this

function admirably for many years, slaying goblins, bandits, and wandering animals when they dared enter the keep, and otherwise waiting passively for the return of his masters.

But then one day, his masters left... and did not return. Some scholars say they were slain by a powerful wizard, others by a mighty dragon seeking revenge for the death of its mate, but no matter the cause, RedRum's masters never came back to their keep. After decades of waiting, still and silent, the electrical energy that surged through his body fizzled out, and he fell into a slumber lasting centuries.

As time passed, the people of the village of Wickerwill forgot about the adventurers, and the golem who guarded them, and saw only an ancient keep, crumbling and covered with ivy, dead leaves, and moss. And so they disassembled the keep piece by piece, over the course of a century of more, pulling down a tower to build a granary, carting away wall stones to create new homes; in short, they turned a tomb to old memories and forgotten deeds into the strong foundation for a thriving village.

And then, one day, the thunderstorm came, the rain washed away the centuries of dirt and rotting leaves that covered RedRum, and lightning caressed him back to life. He woke to a world he did not know, alone. But RedRum could sense his home, could smell the stones in the air, could feel their presence all around him. And RedRum sensed something else – intruders in *his* keep, in his master's home. And that was something he would not abide.

And so RedRum rose up, and set forth to reclaim the stones, and to punish those who dared trespass upon his home – after all, it was what he was created to do.

Combat

RedRum does not, and cannot understand that his masters are long dead, and that the keep he guarded is no more. He knows only the stones, so he believes the village of Wickerwill to *be* the keep he guarded for so long. And so he kills, not from malice, but because he believes all living things within and around Wickerwill to be intruders within the location he was set

to guard. And there is no way to convince him otherwise.

RedRum is a straightforward combatant, one who relies entirely on instinct. He strikes to kill, and always seeks the most efficient means of destroying his enemies. For the most part, this means lashing out with his enormous, gnarled fists until his target stops moving, and then moving on to the next.

COMPOSITE MIND

... the companions of our childhood always possess a certain power over our minds which hardly any later friend can obtain.

– Mary Shelley, Frankenstein

The composite mind is a Promethean creation that is formed not just from multiple bodies, but also multiple minds. The composite mind's psyche is a horrific jigsaw of conflicting thoughts and personalities, all recoiling in horror from what they have become, but all desperate to seize control of the body that holds them, so that they might at least not be slaves for eternity.

Each composite mind being has a minimum of two brains implanted within its body, and may have up to five. Each brain is shielded inside a bubble of thick glass, sewn into the host body, and connected to every other brain via a tangled web of brass wires. One brain, designated as the primary intelligence, is also connected directly to the nervous system of the host body, which is itself usually made up from limbs, bones, and muscle taken from multiple corpses – very often the earthly remains of those whose brains now form the composite mind.

Crafting a Composite Mind Being

Crafting a composite mind being is basically identical to that of creating a Promethean flesh golem, though the crafter must spend an additional 1,000 gold pieces on each of the secondary minds to be implanted within the being.

The Composite Mind Template

The composite mind is an augmented template that can be added to any humanoid, monstrous humanoid or flesh golem with the Promethean subtype and the rudimentary intellect ability (referred to hereafter as the base creature).

A composite mind uses all the base creature's statistics and special abilities, except as noted below.

Size and Type: Change the base creature's type to Construct if necessary, and give it the augmented subtype. Do not recalculate base attack bonus, skills, or saves. Size is unchanged.

Hit Die and Hit Points: Increase all current and future hit die to d10. In addition, add the bonus hit points all Constructs receive (per *Core Rulebook III*) to the creature's hit point total.

Initiative: An awakened man with a composite mind draws upon the instincts of all its component personalities, giving it senses and reflexes far beyond those of mere mortals. A being with the composite mind template gains an insight bonus to initiative checks equal to its Intelligence modifier.

Speed: The base creature's speed is unchanged.

Armor Class: A being with the composite mind template is capable of defending itself against multiple opponents efficiently, as its awareness is heightened to the point that it can instinctively dodge even the swiftest blows. A being with the composite mind template gains an insight bonus to its armor class equal to its Intelligence bonus.

Base Attack/Grapple: As the base creature.

Attack and Full Attack: As the base creature.

Damage: As the base creature.

Space/Reach: As the base creature.

Special Attacks: The composite mind retains any special attacks the base creature already possessed, and gains the following.

Crushing Mental Weight (Sp): Once every three rounds, a composite mind being

can project the force of his multiple intelligences onto a living being within 30 feet, crushing them beneath the weight of his chaotic thoughts. The target must succeed at a Will save or be affected as by the *confusion* spell; even those who do succeed are dazed for one round.

The use of crushing mental weight forces the composite mind being to immediately roll versus succumbing to mental fugue (see Special Qualities); this check is in addition to the one made at the beginning of each round. Crushing mental weight is a mind-affecting, spell-like ability, its save DC is based off the composite mind's Charisma, and its caster level is equal to 10th level, or the composite mind's hit die, whichever is higher.

Note: If psionics are incorporated into your campaign, then the save DC of crushing mental weight is increased by 2 when used against psionic beings.

Special Qualities: The composite mind retains any special qualities the base creature already possessed, and gains the following.

Mental Armor (Ex): If psionics are incorporated into your game, then the composite mind gains a +2 bonus to all saving throws against psionic powers that allow a saving throw, but do not permit power resistance.

Extraordinary Minds: All composite minds are made up of at least two intelligences, and can be composed of up to five. Though the process of awakening the secondary intelligences of a composite mind being destroys the majority of their personalities and unique abilities, some remnants remain. For every two additional minds within the composite being, it gains one of

these extraordinary minds. Each mind can only be selected once.

Spellcasting Mind (Sp): One of the secondary minds within the composite being possessed limited sorcerous powers in life, powers that still remain, albeit in limited form. Alternately, the trauma of being resurrected as part of a freakish conglomerate of intellects awakened the mind's latent sorcerous abilities. In either case, the composite being gains the ability to use a limited number of spell-like abilities each day.

The spellcasting mind begins with the ability to use one spell (chosen at the time of creation) of 1st through 4th level from the sorcerer spell list once per day each. In addition, it gains bonus spells based off the composite mind's Charisma modifier; these bonus spells can be used either to add an additional spell-like ability of the appropriate level to the spellcasting mind's repertoire (that can be used once per day), or to add an additional use per day to a spell-like ability the secondary mind already possesses.

So, for example, a composite mind being with a spellcasting mind and an 11 Charisma would be able to use one arcane spell of 1st level, 2nd level, 3rd level and 4th level as a spell-like ability each day. If its Charisma score was 13, it would gain a bonus 1st level spell that could be used to either use it's existing 1st level spell-like ability an additional time, or select a second spell-like ability that could also be used once per day.

Barbarous Mind (Ex): One of the secondary minds within the composite mind is filled with raging anger, anger that can boil over with spectacular results. Once a day, the composite mind can rage, as the 1st level barbarian ability of the same name, for a total of 5 rounds.

Absolute Insanity (Su): One of the composite mind's secondary intelligences is a gibbering, howling void of madness. The composite mind need not make a mental fugue check when using its crushing mental weight ability.

Focused Mind (Ex): One of the composite mind being's secondary minds is possessed of a focused, nigh unbreakable will. This secondary mind is not considered when determining the percentage chance of the composite mind being entering a fugue state.

Skilled Mind (Ex): One of the secondary minds retains memories of the skills it possessed in life. The composite mind being gains an additional 10 skill points that can be used to purchase skill ranks as described in the Skills listing for this template, below.

Retained Ability (Ex): One of the secondary minds possesses the memory of an extraordinary skill it possessed in its former life. The composite mind being gains a free General feat; the composite mind can only select feats that it meet the prerequisites for.

Uncanny Dodge (Ex): A composite mind being has a sixth sense that allows it to react to danger before its senses would normally allow it to do so. A composite mind being gains the use of both uncanny dodge and improved uncanny dodge, exactly as the barbarian does.

Mental Fugue (Ex): The diverse intellects residing within a composite mind's body do not rest easy with one another, and fight unceasingly for control. Each round in combat after the first, there is a flat 3% per mind it contains that the tenuous psychic bonds holding a composite mind being's disparate intelligences together snaps. Should this happen, then the composite mind is affected as by a *confusion* spell for a number of rounds equal to the number of minds it contains. There is no save to resist this effect, and once it is entered, no spell or ability can end it prematurely. The roll to determine whether a mental fugue state occurs is made at the beginning of each round.

Saves: The composite mind's multiple intelligences work together when they must to avoid danger, giving it reaction times far in excess of those possessed by mere mortals; the composite mind gains an insight bonus to Reflex saves equal to its Intelligence modifier. The composite mind's other saves are as the base creature.

Abilities: A composite mind gains a +1 bonus to Intelligence, Wisdom and Charisma for every mind beyond the first encased within the shell. Since the maximum number of minds that can be contained within a composite mind being is five, the maximum increase to ability scores is +4. As a construct, a composite mind has no Constitution score.

Note: A composite mind based on a Promethean flesh golem with the rudimentary intellect ability still uses its Intelligence of 3 as a starting point. The strength of a Promethean flesh golem with this template is in the abilities it gains, and the way those abilities mesh with its own golem-born powers.

Skills: A composite mind gains a number of bonus skill points equal to the number of minds beyond the first contained within it x5. So, for example, a composite mind being that contains two minds would gain 5 skill points, while one containing the maximum five minds would have 20 additional skill points.

Bonus skill points can be used to purchase ranks in any non-exclusive class skill, or to increase ranks in any existing skill that the base creature possessed, up to the normal maximum rank.

Feats: As the base creature.

Environment: Any

Organization: Always solitary

Challenge Rating: Increase +1 from the base creature, +1 per every two minds beyond the first within the composite being. So, the challenge rating for a composite mind with three minds would be equal to the base creature's +2, while a composite mind with a full five minds would be +3.

Treasure: Standard

Alignment: Always Chaotic Neutral

Advancement: -

Level Adjustment: +4

Bartholomew

Elite Composite Mind, 5th level Human Expert (augmented Promethean humanoid)

Medium Construct

Hit Dice: 5d10 + 20 (45 hp)

Initiative: +5

Speed: 30 ft.

Armor Class: 17 (leather armor, +5 insight)

Base Attack/Grapple: +3/+4

Attack: +4 dagger (1d4+1)

Full Attack: +4 dagger (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Crushing mental weight.

Special Qualities: Extraordinary mind (absolute insanity), extraordinary mind (skilled mind), mental fugue, construct traits, lowlight vision, dark vision 60 ft., mental armor, uncanny dodge.
Saves: Fort +1, Ref +6, Will +8

Abilities: Str 12, Dex 10, Con -, Int 20, Wis 18, Cha 17

Skills: Bluff +16, Diplomacy +11, Forgery +13, Gather Information +11, Hide +7, Intimidate +13, Knowledge (arcana) +13, Knowledge (architecture and engineering) +13, Knowledge (history) +13, Listen +10, Move Silently +7, Open Locks +8, Sense Motive +12, Speak Languages (8 separate languages), Spot +10, Use Magic Device +11.

Feats: Ability Focus (crushing mental weight), Persuasive, Skill Focus (Bluff).

Environment: Any

Organization: Solitary (though never alone!)

Challenge Rating: 8

Treasure: Standard

Alignment: Chaotic neutral

Advancement: By character class

Level Adjustment: -

There is such a thing as being too good at your job, particularly when that job is to serve as liaison between the king and the pettiest, most ambitious of his frontier nobles. And Bartholomew is much, much, much too good at his job, especially since... the incident.

Until three years ago, Bartholomew was a relatively minor functionary in the king's court, one with the unenviable task of serving as the king's voice and hand in the realm's far-flung northern baronies. It was a job he performed with distinction, and with glee, for the king's hands, no matter how minor, stand apart from the nobility, and it is their right and privilege to point out the follies of the powerful, no matter how embarrassing. He was hated, but he did not care, for he recognized life at court for what it was - a game. He and the nobles were naught but pieces on a grand board, and the intrigues, the bribes, and the threats were all just moves in a complex game, to be anticipated, analyzed, and permitted or countered as needed. Until the day someone stopped playing.

It happened while Bartholomew was traveling home to winter at the king's court. Troops disguised as bandits swept down upon his camp in the night, hacked his guard to bits, and captured Bartholomew. He was drawn and quartered the following morning, and his limbs thrown into an icy river, where they lay frozen and perfectly preserved until the spring, when the water overflowed its banks and vomited his parts

back onto the shore. He was found there by a band of adventurers hired to discover the truth of his disappearance, and his body given over to the crown in return for a small reward. The king, in turn, gave the body to his court wizard, hoping to dredge the identity of those responsible for Bartholomew's death from the corpse's brain. When he had the information he desired, the king captured the murderous guards and their errant baron, and imposed upon them a unique punishment; he ordered their minds ripped from their bodies and used as the fuel needed to awaken Bartholomew through blasphemous Promethean science.

And so Bartholomew lived again, as a freak of nature, and an example and a warning to all those who would dare set themselves against the will of the king.

Personality

Bartholomew, always a clever man, is now a genius, his mental acuity boosted to unimaginable heights by the secondary minds he now carries within him. He has a keen understanding of both logic and emotion, and prides himself on his ability to use logic to twist the emotions of others, forcing them to dance like puppets for his own amusement. He is no longer the king's voice and hand; instead, he has become the king's unofficial advisor, a shadowy presence haunting the back halls of power, and the nightmares of those who would dare set themselves against his lord.

Bartholomew pays little attention to the howls and pleas of the phantom minds trapped in his body with him, and his will is more than strong enough to keep them subdued. Only in moments of extreme stress –

which are few and far between for a man with his skills at manipulation – do they threaten to overwhelm him; and he considers that a small price to pay for all the advantages of his new body.

Bartholomew is hideous to behold, his body a gruesome collection of poorly stitched wounds and open, weeping sores. He walks with a pronounced limp, and his back is hunched under the weight of the four brain-cases implanted along his spine. Only his face, wide and pleasant, with a strong nose and smile seen only in the moments before he has slipped a noose over his opponent's necks, escaped the ravages of his death, and the surgery that restored him to unnatural life.

Blessed with a scientist's keen mind, and the soul of a philosopher, Bartholomew is a voracious reader, and a prodigious writer, with a sage's knowledge of almost every field of scientific study, and a strong grounding in both history and arcane theory. In his spare time he toys with his own theories, but is too interested in studying every facet of science and logic to focus on perfecting any of his ideas, and so all remain unfinished gems, moments of inspiration scrawled in notebooks and then forgotten.

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