

Revised Artificer Class and Rules Addenda

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The artificer has proven to require clarification and revision after several months of play. Several people have mentioned to me that while it is a great NPC class, there is little incentive to play one as a PC. Since the artificer is such an important class in Morningstar, I wanted to change that. Though the changes below are relatively small textually, the class is altered significantly. Thus, rather than simply listing the textual changes, I have included the entire, revised class. Changes are in red, and include a new first level ability, a change to the 5th level *Soul Sacrifice* ability, changes to the Reduced Creation Costs ability, and an altered progression of spell emulations. The latter was in part necessary because the chart in the book lists no spell progression for 17th level, and in part because of the new 1st level ability.

In addition there are some new rules and ideas to help you make the most of your play as an artificer, or to make your artificer NPCs more interesting. Enjoy.

Revised Artificer

Abilities: Intelligence is the most important stat for an artificer. Charisma aids in controlling his constructs.

Alignment: Any non-chaotic

Hit Die: d6

Class Skills: An artificer's class skills and their pertinent abilities are: Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (arcana) (Int), Profession (Wis), Use Magic Device (Cha).

Skill Points at 1st Level: (6 + Int modifier) x 4

Skill Points at Each Additional Level: 6 + Int Modifier.

Weapon and Armor Proficiency:

The artificer is familiar with all simple weapons, and leather armor. Their experiments require that they have freedom of movement, while protecting against minor alchemical spills or explosions.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Spell emulation, Summon Numina, Reduced Creation Costs (Temporary Items), Construct Empathy, Improvisation, Mystic Infusion*.
2	+1	+0	+0	+3	Mystic Artisan-Wondrous Items
3	+2	+1	+1	+3	Breath of Life
4	+3	+1	+1	+4	Mystic Artisan-Weapons and Armor, Disrupt Numinus
5	+3	+1	+1	+4	Commandeer Construct, Soul

6	+4	+2	+2	+5	Sacrifice Mystic Artisan-Rods, Numinus Bond
7	+5	+2	+2	+5	Commandeer Construct
8	+6/+1	+2	+2	+6	Mystic Artisan-Rings
9	+6/+1	+3	+3	+6	Field Repair
10	+7/+2	+3	+3	+7	Reduced Creation Costs (Permanent Items)
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	Render Salts
13	+9/+4	+4	+4	+8	
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	Transfer Consciousness
16	+12/+7/+2	+5	+5	+10	
17	+12/+7/+2	+5	+5	+10	
18	+13/+8/+3	+6	+6	+11	
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	Numinus Translation

**Credit goes to [Alex Rogan](#) for suggesting this ability (Mystic Infusion), and thereby making the artificer a viable PC option at low levels. Thanks also to [Jon Gan](#) for help in making the Reduced Creation Costs work.*

Spell Emulation (Sp): An artificer is not a spellcaster, per se. Though a master of magical item creation, the artificer doesn't possess the skill to cast spells on the fly. Instead, his much slower method of spell use results in rapid and efficient item creation. With the aid of his numina, he creates magical items without casting actual spells. An artificer requires a spell book or scroll for reference (scrolls are used up at the end of the process), and may use any spell in item creation (arcane or divine) up to his daily limits (see table 1-11), as long as he has access to it in written form. Any spell an artificer uses is considered arcane. Wherever multiple caster classes are listed for a spell, the artificer can use the spell for item creation at its lowest listed level.

An artificer does not actually *cast* spells at all. He may create the effects of any spell from anyone's spell list, as long as he has reference material – and then only when creating magical items. He can not use scrolls except to create magical items.

Summon Numina (Ex): At first level, the artificer may summon the numina that will serve him throughout his career. He may summon a number of these spirits equaling his Int bonus and may summon a number of different types equaling his Cha bonus. Though an artificer can control a limited number of free numina, he may also command a total number of constructs equal to twice his Cha bonus at any one time. The difference is that the numina of these other constructs cannot leave their vessels, and are destroyed if their vessel is destroyed.

One of these numina becomes the artificer's "prime." The prime numinus' Intelligence is equal to the artificer's level. Every level, the artificer may choose to exchange one of his numina for another type. While not within a vessel, numina serve as eyes and ears for the artificer, and can travel 10 ft. per level away from him (the artificer's circle of control), even through walls. The prime numinus may travel any distance from the artificer while he retains control. **Prime Numina may be traded out as with any numina upon reaching a new**

level, at which time, they become free spirits, retaining the abilities and intellect that they gained under the artificer's command.

Disembodied numina also serve as an aid to item creation, weaving themselves through the tools and subtly altering the essence of the materials the artificer is working to complete the required spells. The numina have certain restrictions to the kinds of items they can create listed under the numina types.

If a numinus is ever forced outside of the artificer's circle of control it will use all of its power to return to him, knowing his location. Only the prime numinus can leave a vessel without the aid of the artificer. If this travel takes more than a month, the numinus is lost. Lost numina are recovered after the artificer gains a level.

Reduced Creation Costs (Ex): An artificer is adept at containing magical energies, and may take shortcuts in the process. At first level, and every level thereafter until 20th, the base gold and experience requirements for creating temporary (charged or single use magical items such as dust charged with "Mystic Infusion", potions, and wands) are reduced by 5%. Thus a 3rd-level artificer can create an item by expending 85% of the base gold and experience, and an 8th-level artificer can create an item with a mere 60% of the listed expenditures. At 20th level, the artificer must only spend 5% of the required gold and XP to create an item with charges or a single use. Round fractional values to the nearest gp, and all needed components must be purchased at their listed price. Any item creation feats that the artificer gains, even those not listed under the Mystic Artisan ability below, benefit from this reduced creation cost.

At 10th level, reduced creation costs begin for permanent items as well, starting at 5% and increasing by 5% per level. Thus a 15th level artificer only needs 75% of the money and XP required to create a permanent item, and a 20th level artificer only requires 50%.

In addition, while an item normally takes 1 day to create per 1000 gp of its value, an artificer may take advantage of fractions of a day in item creation. Thus, a tenth-level artificer creating an item that costs him 500 gp could in fact create two items of the same value (costing a total of 1000 gp) in that day. In other words, an artificer may create any number of items in a day, providing that the total cost does not exceed 1000 gp, and he meets the prerequisites and has the spell emulation slots available to do so.

Numinus constructs count as temporary items, while standard ones, including rendered constructs, count as permanent items.

Construct Empathy (Ex): The artificer understands the primal motives of a construct's numinus, and these spirits instinctively recognize this. As a full round action, he can persuade them that he means them no harm, through verbal and gestural coaxing. He may try to fool any construct. The construct resists with a Will save (DC 10 + the artificer's level). If it fails, it is fooled. During this time, the construct will ignore the artificer and any of his allies, until such time as they attack it. If the party does choose to attack it, they will be considered to have surprise for that round.

The artificer may only use Construct Empathy once per combat with a particular construct, but if the party escapes and the construct breaks pursuit, the artificer may return and use this ability once again.

Improvisation (Ex): An artificer is a walking workshop and laboratory. For the simple cost of flasks, standard artisan tools, various chemical components, and a magnifying glass, he may use any of his craft skills or feats while traveling. He need never pay for a special

laboratory to create his objects, but if he has one he gains +2 to all skill checks required while crafting items. This bonus stacks with masterwork bonuses, and any other separate bonuses the artificer may receive for circumstances. Each day of uneventful travel counts as a day in a proper workshop. The artificer is considered to be mixing potions and powders while en route, and is able to stoke fires for an impromptu forge when the group makes camp for the night.

Hard to acquire or expensive components still cost the same amounts, but this cost goes to tools to gather these items while in transit. It's also safe to say that most artificers keep many of the required items in the numerous pouches that usually cover their clothing. If there is combat on that day, some of the artificer's work is ruined, and it only counts as half of a day's work. If the entire day is filled by an adventure, that day does not count for item creation.

Mystic Infusion (Sp): The artificer can create magically infused dust, composed of ground gemstones, and material spell components. This infusion may be enchanted by the artificer to hold any spell the artificer has the capability to emulate, up to 3rd level.

Each dose of dust holds a single spell, which must be determined when the dust is prepared. Once prepared, dust remains viable indefinitely, but is consumed when used. When applied to a nonliving, organic object or substance that had been alive within one week of use, this dust charges that item with a single, pre-determined, spell. The object or substance itself becomes a delivery device for the spell, and must be used within 10 minutes of preparation.

Listed ranges for the infused spell are ignored; the item itself must be delivered to the center of its area of effect. Therefore an egg enchanted with a fireball must be thrown or otherwise propelled at the square that will be its spell's center. Even spells such as *Magic Missile* which are otherwise unerring, take effect in the target square (affecting creatures within their area of effect, or a single randomly-determined creature in the square, if no area is given.). Squares, rather than creatures are targeted, and even if a creature were hit directly, that creature receives normal saving throws for that particular spell, if any. The item must be destroyed in order to trigger the spell effect. Breaking, eating, or crushing are all acceptable methods of destroying the item, and others may become apparent in play.

To create this dust costs Caster Level * 10 GP (which benefits from reduced creation costs), and uses spell slots equaling the level of the spell to be infused. Therefore it costs one 1st level slot to infuse a 1st level spell, two 2nd level slots to infuse a 2nd level spell, and three 3rd level slots for a 3rd level spell. These slots may be expended over several concurrent days. In addition, another spell emulation slot is used to activate the spell when it is applied to an object.

This infusion may be used by another artificer by simply expending the spell emulation slot to activate it, and by a wizard or cleric as a single use item that requires a Use Magic Device check equal to 20+the creator's level. Failure on the Use Magic Device check indicates that the dust or infused item goes off in the square where it's being activated.

Mystic Artisan (Ex): The Mystic Artisan abilities are free "virtual feats," emulating the effects of Craft Wondrous Item at 2nd level, Craft Magical Arms and Armor at 4th level, Craft Rod at 6th level, and Forge Ring at 8th Level. The artificer may create any items whose prerequisites he meets, including the required spell emulation slots, and source material.

Breath of Life (Su): At 3rd level, the artificer can place any of his numina into a vessel of his creation, effectively creating a minor construct. He must pay for the vessel's creation, however. He may give away or sell unintelligent constructs created with this power, shifting control to another (who can in turn transfer control) and losing the numinus (recovered when he gains a level, as explained above). Such a construct is created as if by an artificer of one level lower for determining the maximum size of the construct. The artificer may not regain the lost numina if the construct remains within the artificer's circle of control (10 ft. per level). Effectively, the numinus warns off other spirits, believing it is still under the command of the artificer, acting out an extended order to listen to the new controller. When a vessel is destroyed, the numina returns to the artificer and is ready to inhabit a new vessel after 1d4-1 rounds (minimum of 1). Inhabiting a prepared vessel is instantaneous.

Thus it takes a minimum of 1 round to inhabit a new vessel. Magical items and powers may be incorporated into the vessel, at an additional cost equaling the value of the item to be included. These items may be used by the construct, unless they require abilities the construct does not have.

Disrupt Numinus (Ex): At fourth level, the artificer may deliver critical hits to a construct. This is because of his intimate knowledge of the energy flows that power constructs, and knowledge of what metaphysical conduits are active for a given construct's physiology at a given moment. If he has the ability to do so, the artificer may also deliver sneak attacks.

Soul Sacrifice (Su): The artificer may now expend 1 xp to cover 25 gp worth of the cost of creating an item. This ability is modified by the artificer's Reduced Creation Costs.

Numinus Bond (Ex): The artificer now understands enough about the metaphysics of spirits to fuse them together. He may create artificial limbs that bond to their wearer, or place two numina in the same vessel – bestowing the powers of both upon the construct. A limb counts as a construct one size smaller than the recipient, and has a Craft DC appropriate to the material that is being used. Limbs may have extra abilities built into them at normal costs. When placing two or more numina into a vessel, they still count as the same number of numina for purposes of how many of the spirits the artificer can control.

Commandeer Construct (Su): At 7th level, the artificer may attempt to take control of another creator's construct (but never one powered by his prime numinus). Upon maintaining physical contact with a construct (via Construct Empathy, grappling, etc.) for 1 full round, the character may attempt a Disable Device check (DC 10 + construct's Will bonus). If unsuccessful, the construct attacks furiously, gaining a +2 bonus to attack and to damage until the combat ends. If successful, the artificer gains control. If he is capable of controlling a construct of that size, and has not reached the limit on how many he can control, the construct is now his as if he had created it. If not, the artificer may deliver a single command before control is lost. The command must be a single word for unintelligent constructs, but can be more complex if the construct is capable of understanding.

Field Repair (Ex): An artificer may now attempt to repair a construct that was destroyed, as long as no significant portion that would prevent functioning is missing. This requires a successful Craft check (DC 10 + creator's caster level), and can only be attempted within six rounds of the construct's destruction lest the numinus leave. For example, if a vessel had lost

an arm, it could still function, and would be repairable. Vessels are only brought to one hit point until they can be repaired more fully, but they function. It takes one full minute to perform a field repair.

Render Salts (Su): If the artificer succeeds at a successful Craft (alchemy) check (DC 20 + creature's HD) he may concentrate the body and spirit of a slain creature into its essential salts, if the body is recovered within one day of the creature's untimely demise. The process of rendering salts takes 1 day.

These salts may be used to recreate the creature, under the right circumstances. Essential salts count as the creature's entire, intact body for spells such as *resurrection*, *reincarnation*, or *raise dead*. Additionally, these salts may be used to place the spirit within a vessel of the artificer's design, effectively raising the creature. The new creature has the mental stats of the original, but the physical stats are those of the new vessel. He may later extract the salts once more to be used in another method of restoral. Essential salts will remain viable indefinitely. Render Salts allows for the creation of constructs with creature spirits, such as scorpion golems or lion golems. These creatures may be trained to accept riders or to take instruction before or after they are placed within a vessel. Constructs created in this way are still very much animals. Any mental powers the original creature had are retained but other special abilities are not, unless the artificer builds sufficient analogs into the new vessel.

Transfer Consciousness (Su): The artificer may temporarily transfer his own consciousness to a vessel he has prepared for a number of hours equal to 3x his Int bonus. His body is left behind, as with astral travel, and is vulnerable in the same ways. At will, or when the duration of this power is over, the artificer's soul returns to his body, and wakes up one round later.

He may use any special abilities or powers that are built into the vessel, and gains the following abilities. He has no Constitution score, and doesn't need to rest, eat, or breathe. He is immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, but not mind-affecting ones. He cannot heal damage naturally, though he can be healed. He can be repaired in the same way an object can and can repair himself. A vessel with the regeneration and fast healing special qualities still benefits from those qualities.

He is not normally subject to critical hits (except with Disrupt Numinus), nonlethal damage, ability damage, ability drain, or energy drain. He is immune to any effect that requires a Fortitude save (unless the effect also works on objects). The character is not at risk of death from massive damage, but when reduced to 0 hit points or less, he is immediately destroyed, and is actually dead. He has darkvision to 60 feet while using this power.

Numinus Translation (Su): The artificer may permanently transfer his consciousness to a vessel. If he makes this choice, it is irreversible, without the aid of a *wish* or *miracle*, or spells such as *raise dead*, *resurrection* or *reincarnation*. This final transfer takes one full day.

Revised Artificer Spell Emulation Slots

	0	1	2	3	4	5	6	7	8	9
1	1	1	-	-	-	-	-	-	-	-
2	2	1	-	-	-	-	-	-	-	-
3	3	2	-	-	-	-	-	-	-	-
4	3	2	1	-	-	-	-	-	-	-
5	3	3	2	-	-	-	-	-	-	-
6	3	3	2	1	-	-	-	-	-	-
7	3	3	3	2	-	-	-	-	-	-
8	3	3	3	2	1	-	-	-	-	-
9	3	3	3	3	2	-	-	-	-	-
10	3	3	3	3	2	1	-	-	-	-
11	3	3	3	3	3	2	-	-	-	-
12	3	3	3	3	3	2	1	-	-	-
13	3	3	3	3	3	3	2	-	-	-
14	3	3	3	3	3	3	2	1	-	-
15	3	3	3	3	3	3	3	2	-	-
16	3	3	3	3	3	3	3	2	1	-
17	3	3	3	3	3	3	3	3	2	-
18	3	3	3	3	3	3	3	3	2	1
19	3	3	3	3	3	3	3	3	3	2
20	3	3	3	3	3	3	3	3	3	3

Numina Addenda

Not all of the numina in the book have appropriate restrictions to the types of items they are unable to aid in the creation of, while water numina are lacking a “side effect” like the air numina’s ability to create air, or the energy numina’s ability to animate normal matter. The Energy Numinus animate object ability has been improved as well.

Air: Air Numina cannot aid in the creation of items that conjure material objects, or create matter.

Earth: Earth Numina cannot aid in the creation of items that bestow *Haste* effects, improve movement rates, or which fly.

Fire: Fire numina cannot be used in the creation of items with cold or water based effects.

Water: Vessels animated with Water Numina can create 1 gallon of potable water for every one of the commanding artificer’s levels every day.

Energy: Movement rates increase by +10 per artificer level. Additionally, a free energy numinus can animate normal matter as the spell *animate object*, up to the maximum size the

artificer can control a number of times per day equaling 1/5 the master's artificer level. Note that this ability can animate multiple objects simultaneously. Caster level uses the artificer's level. Energy numina cannot aid in the creation of items with effects that slow or arrest movement.

New Numina!

Sonic: Penetrating Attack. Sonic Numina are spirits of vibration. Attacks by a construct animated by Sonic Numinus bypass hardness, and ignore nonmagical armor. This ability is subject to silence. Additionally, the numinus can amplify a voice of the artificer's choosing within 10 feet of the construct to carry over an area equal to 100 cubic feet per level. The master artificer also gains a bonus to listen checks equaling his artificer level when touching the construct. Sonic Numina cannot aid in the creation of items that stifle sound or stifle noise.

Cold: Cold Numina are spirits of frost and ice. Cold Numina allow the animated construct to deliver a Cold-based touch attack in lieu of one of its other attacks. This attack deals damage according to the chart below. In addition, Cold numina can freeze a volume of water as a full round action, once per day. Unattended frozen water at room temperature thaws by shrinking one size category every 10 rounds. It takes ice 6 inches thick to support the weight of a medium sized creature, 1 foot for up to huge size, and 5 feet for larger. Ice takes full damage from fire attacks, bypassing hardness, and instantly destroying ice by fire results in a cloud of fog 10' square for every size category of the item. This fog lingers for 10 minutes before dispersing or condensing. At the GM's discretion, great quantities of falling water might allow for the creation of walls or other vertical structures of ice.

Artificer Level	Size	Damage	Volume of Water Frozen
3	Diminutive	1d2	1x1x1' cube
5	Tiny	1d4	3x3x3' cube
7	Small	1d6	5x5x5' cube
9	Medium	1d8	10x10x10' cube
11	Large	1d10	15x15x15' cube
13	Huge	2d6	20x20x20' cube
15	Gargantuan	4d6	25x25x25' cube
17	Colossal	6d6	30x30x30' cube

Cold numina cannot aid in the creation of items that use heat or fire to achieve their effects.

Astral: Masterful intellect. Astral Numina are spirits of the astral plane. An Astral numinus gets a +2 to intelligence, and can gain skills up to rank 10. The cost for these skills is as follows:

Rank	Cost
6	25,000 gp
7	37,500 gp
8	50,000 gp

9	75,000 gp
10	100,000 gp

In addition, an astral numinus can change vessels as a free action. While on the Astral Plane with its vessel, the numinus can stay perfectly in place, even resisting the pull of the Wheel. Any beings within compartment of such a vessel are protected by this effect. When moving on the astral plane, the master artificer's Intelligence bonus stacks with the construct's bonus. Astral numina cannot aid in the creation of damage-dealing items.

Nihil: Disease of the soul. Nihil Numina are spirits of entropy and decay. The numinus itself may be infected with a number of diseases equaling the artificer's Int bonus, with which it may attempt to infect opponents on a touch attack from within any vessel.

Additionally, Nihil numina can inhabit a single dead vessel, creating a construct with a vessel of flesh up to the artificer's size restrictions, once per day, for a number of rounds equaling the artificer level, or until the artificer commands the spirit to vacate. A vessel of flesh animated with a Nihil Numinus is not considered undead. Nihil numina cannot aid in the creation of magical items that heal, or use positive energy in any way.

Creating Standard Constructs with Unusual Numina.

The Golems in the MM are considered to be animated by earth numina. But what about so-called 'standard' constructs that are animated by air numina or water numina? Use the rules supplied in the book, but require that the artificer create an item (or Mystic Infusion) to cast *Summon Familiar* for him, to summon the numina to serve him. He may only summon types of numina that he is able to control.

Alternately, the caster may "release" a numinus that previously served him, and permanently bond the numinus to a construct, sacrificing it until he gains more at the next level. If the artificer attempts to use his prime numinus in this way, it becomes free willed, and is no longer under the artificer's control. It is an NPC, and may attack him, or attempt to leave, depending on the alignment of the construct (which is the same as the creating artificer's). The leadership feat may allow the newly created NPC to be brought under the artificer's command once again, but only if the construct meets the requirements of the feat (GM Discretion).

Intelligent constructs will have personalities in keeping with the ideals of the element or force they represent, i.e. fire may be impulsive and easily agitated, and water might be slow to anger but also slow to calm.... Use your imagination.

New Skill: Craft (Device)

For groups who prefer that their artificer's devices do not default to Craft (Trapmaking), use Craft (Device) instead. This skill allows for the creation of mechanical marvels like clocks, Triskatar Crossbows, Telescoping staves, or anything else with moving parts.

Example Craft Device DCs

Item	Craft DC
Simple Device	5-9

Water Spigot	5
Basic Device	10-14
Self-Trimming oil lamp or other device of moderate complexity	10
Wind-up toy	12
Moderate Device	15-19
Clock	15
Siphoning, two stage groundwater pump (h)*	18
Telescoping staff (usable in melee)	15
Triskatar Crossbow	16
Complex Device	20-24
Catapult, trebuchet	20
Drawbridges and transportable bridges (d)*	23
Pocket watch	20
Whirligig (works as feather fall via a propeller)	23
Extraordinary Device	25+
Scythed Chariot (blades sweep out at opponents as wheels turn) (d)*	30
Submersible paddleboat (d)*	25
Sunken ship raising device (d)*	30
Temple door opened by fire on altar (h)*	25
Universal Key	30

*These were all invented by Hero of Alexandria or Leonardo Da Vinci. (h) indicates an item invented by Hero of Alexandria and (d) indicates one invented by Leonardo Da Vinci.

Tips for Playing Your Artificer

- Use craft, and especially, Craft (Trapmaking), Craft (Device), and Craft (Alchemy). Seriously. Several spell-like effects can be achieved via Alchemy, and as a rule of thumb, 0 level spells can nearly all be emulated via alchemical concoctions. Nonmagical devices can be nearly as useful as well as magical ones.
- Send your constructs out to fight and explore. You have the ability to command a number of standard constructs equaling twice your charisma (minus any numinus constructs you have). These constructs are only limited in size by your level, so their value scales with your own needs as an adventurer. Use these constructs to defend you while you attack from the rear with your gadgets, or give them skills so they can check for traps or open locks.
- The available skills for constructs are: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Open Lock, Sleight of Hand (hide small items quickly, or pick pockets), Swim, Tumble, and Use Rope. If the construct is intelligent (i.e. your Prime Numinus), you also have access to Appraise, Knowledge skills, Craft, Decipher Script, Disable Device, Forgery, Search, and Spellcraft. You have right here the means to make grappling hooks that climb with a rope, widgets that steal opponents

- possessions, or retrieve things from the enemies 'treasure pile' for use in combat, ambush opponents from the ceiling, etcetera, etcetera. Be creative.
- Invent things! I can't stress this one enough. As an artificer, you are a trail blazer. Rather than recreating things that are already in the DMG, come up with novel solutions to old problems, such as the Universal Key (with teeth that expand to conform to the tumbler scheme of any nonmagical lock), or the Liquid Hut (an alchemical substance in a jar that can be poured or spattered over a wooden frame and which dries hard as leather almost instantly in air.)

Minor Lexicon

In Morningstar, scholars and the populace know constructs by many names. These names have little effect on mechanical play, but can be used to distinguish between these types of constructs in the minds and speech of NPCs and PCs alike. Below are a few of these names.

Automaton (plural: Automata): Any unintelligent construct (Int 2 or less) that usually, but not always, takes the form of an animal or humanoid. Numinus or rendered.

Apoxyomenos (plural: Apoxyomenoi): Brendirian golems created from the rendered salts of a human. These often have marble vessels, with grand sculpted features.

Simulacrum (plural: simulacra): As an automaton, but possessing recognizable intelligence. Also refers to created beings composed of flesh, but this is not common parlance.

Vimana: A massive flying construct of any shape, common in Haseth. These may resemble anything from a flying city, to a statuesque human head, or simply a polyhedron.