

PATHFINDER CAMPAIGN SETTING™



CONSTRUCT HANDBOOK

ICONS OF CONSTRUCT HISTORY



SIDRAH IMERUSS

Founder of the Technic League, Captain Sidrah Imeruss had a great knowledge of the robots that emerged from the Silver Mount. Her expertise allowed the Technic League to gain the mastery of technology it holds to this day, though this knowledge now contributes to the League's dark deeds.

TOTH BHREACHER

A great wizard in his own right, Toth Bhreacher discovered that the ancient Thassilonian stone of the Irespan in Magnimar worked well for the creation of constructs. With this knowledge, he perfected the creation of golems, and today his prestigious studio, the Golemworks, is the premier workshop for golem commissions.



HADIA AL-DANNAH

Formerly a scholar of the Clockwork Cathedral in Absalom, Professor Hadia Al-Dannah is a renowned Qadiran mathematician who wrote the greatest modern treatise on the design and construction of clockworks: *The Glorious Rhythms in Life and Mechanica*. This tome serves as the basis of most clockwork construction on Golarion.

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REFERENCE

This book refers to several Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at pfrd.info.

<i>Advanced Class Guide</i>	ACG	<i>Bestiary 5</i>	B5
<i>Advanced Player's Guide</i>	APG	<i>Bestiary 6</i>	B6
<i>Bestiary 2</i>	B2	<i>Occult Adventures</i>	OA
<i>Bestiary 3</i>	B3	<i>Ultimate Equipment</i>	UE
<i>Bestiary 4</i>	B4	<i>Ultimate Magic</i>	UM

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ON THE COVER

Enora uses her arcane might to issue orders in an action-packed fight between an adamantium golem and a quantum golem in this exhilarating cover by Ignacio Bazán Lazcano.



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INTRODUCTION

From the handcrafted golems of the famous Golemworks in Magnimar to the robots scavenged by the Technic League in Numeria to the remaining constructs originally forged by those in the Jistkan Imperium, there are few allies prized as highly as a construct. Beyond their perfect obedience and unquestioning loyalty, constructs are powerful combatants in their own right. And because constructs are difficult and expensive to create, merely having a construct of one's own can be a major status symbol and an indicator of power, wealth, and prestige.

Depending on a society's circumstances, constructs may be viewed with awe and wonder or simply seen as an everyday aspect of life. In places like Magnimar, Nex, and Numeria, constructs of one sort or another are fairly commonplace. Many spellcasters across Golarion turn to crafting constructs once they become skilled enough, so there are few lands where the existence of constructs is entirely unknown.

Not everyone in Golarion views the use of constructs in such a positive light, of course. There are those who consider the animation of non-living objects to be an unnatural perversion, barely a step above necromancy. And while it is rare even among freedom-loving peoples like the folk of the River Kingdoms or the worshipers of Cayden Cailean to speak out for the rights of non-sentient constructs, there are occasional activists who argue for the rights of constructs that are self-aware and able to think and feel, branding the ownership and the use of these constructs as slavery. As many constructs have an elemental spirit bound to them, there is some truth to this thought.

Of course, for some, it is not so much the allure of owning a construct that motivates, but the joy of building and creating the construct. Crafting a construct is a time-consuming process that requires potentially hundreds of days of labor, as well as a small fortune in raw materials and sufficient skill. In some cases, those materials may be

difficult or even impossible to find at the local market, sending the crafter on an adventure of some kind in order to acquire them. This could take the form of digging up bodies in the local graveyard to stitch into a flesh golem, stealing gears from the local clock tower rather than buying and crafting the gears directly, or traveling to the Elemental Plane of Earth to gather enough adamantine to be able to build an adamantine golem. As each construct has different requirements and materials, a quest to find everything needed to fashion such a creation can vary widely.

Crafting a construct yourself also allows you to customize it to suit your needs, from simple customizations, such as adding Hit Dice, to more complex alterations involving added templates and special abilities. While GMs always have the ability to alter any constructs they wish to use in their game to suit their needs (and even create brand new constructs), players have much more limited options when it comes to the kinds of adjustments they can make to the constructs they craft. This book presents a wide variety of alternate abilities and modifications that can be applied to clockwork creatures, golems, and robots, allowing players and GMs both to customize their constructs to their heart's content, mixing and matching abilities to suit whatever they can imagine.

CRAFTING CONSTRUCTS

To craft a construct, its creator must have the Craft Construct feat, as well as meet any caster level requirement needed to craft the specific type of construct. The creator must pay the cost listed in the construction requirements for that construct, a portion of which goes toward the raw materials for the construct's body, and the rest of which is spent on the magical oils and reagents used to animate the construct. The crafter must spend 8 hours of work per 1,000 gp of the market price of the construct. At the end of this process, the construct builder must succeed on a skill check (the exact skill and DC is listed in the construction requirements) and either cast or otherwise replicate any spells listed in the construction requirements for that type of construct. For each spell requirement that the caster is unable to provide, the DC of the skill check increases by +5. As a general rule, player characters cannot craft constructs that have no construction requirements listed. The process of crafting constructs is elaborated on in greater detail in "Crafting Constructs," beginning on page 4.

OTHER TYPES OF CONSTRUCTS

While this book focuses primarily on clockwork creatures, golems, and robots, a great variety of different kinds of constructs exist. The following section outlines some of the more noteworthy constructs not covered at length in this book.

ANIMATED OBJECTS

Most animated objects are only given the semblance of life briefly through the *animate object* spell, and are not intended to be used for extended periods of time. That said, animated objects can be made permanent with a *permanency* spell, and *Pathfinder RPG: Ultimate Magic* presented rules for creating permanent animated objects with the Craft Construct feat. Because nearly any object can be transformed into an animated object, this provides prospective construct crafters with a great deal of versatility in what kinds of servants they can make. *Ultimate Magic* also contains a selection of new abilities that an animated object's construction points can be spent on, allowing players and GMs to represent a wider array of object types. Animated objects also have the advantage of being relatively easy to hide in plain sight as mundane objects of the same kind.

COLOSSI

First introduced in *Pathfinder RPG Bestiary 4*, colossi are enormous, mythic constructs of incredible power. Only the greatest of construct builders can even dream of crafting one of these complex, towering constructs. Colossi have much in common with golems, being animated by a similar elemental spirit and made of similar materials, albeit on a far larger scale. Many of the alternate abilities presented for golems in this book would be equally suitable for colossi, at the GM's discretion. One unique feature that all colossi share is the ability to transform, changing between two different shapes. While most known colossi have a specific alternate form that they transform into, legends tell of truly incredible crafters who are able to create colossi with more than two forms, or that transform into unusual and even more deadly shapes.

HOMUNCULI

Often a construct builder's first foray into creating mechanical servants, a homunculus is empowered by a magical bond with an individual who gave their blood for its creation. Creating one's first homunculus is often considered a rite of passage for construct builders, with experienced crafters snidely referring to anyone who has not yet made their own homunculus little more than a "dabbler."

Homunculi are also unusual constructs in that they have an Intelligence score, making them far more capable lab assistants than other animated servants. While a basic homunculus is relatively inexpensive to create and can be crafted by anyone with the Craft Construct feat, more powerful and advanced homunculi can be created by those with the skill, knowledge, and resources to do so, though most of such advanced construct builders choose to turn their attention to constructs of other types. *Pathfinder Player Companion: Alchemy Manual* has more information on improved homunculi and the special abilities that can be granted to them.

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CRAFTING CONSTRUCTS

After encountering constructs firsthand on an adventure, it is only natural that you might want to have such a loyal and potentially powerful ally for yourself. The Craft Construct feat has been a part of the Pathfinder Roleplaying Game from the beginning, but the process of crafting a construct, like crafting any magic item, can be confusing. The following section outlines in greater detail the various things to consider when attempting to craft a construct, making the process easier to understand.

REQUIREMENTS

In addition to raw materials, you must supply certain spells to animate a construct, potentially in addition to any other requirements. The exact requirements vary from one construct to another and are included in its construction requirements entry.

Item Creation Feat: You must have the Craft Constructs feat to create a construct. This requirement is mandatory

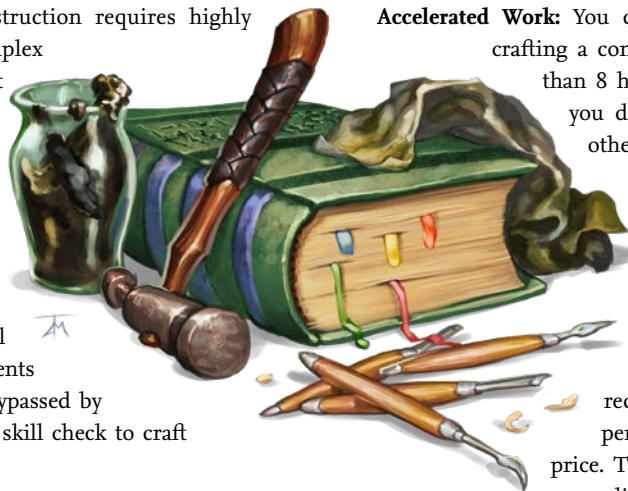
and cannot be avoided unless you have a class feature, feat, or other ability that specifically allows you to do so. Note that because Craft Construct requires both the Craft Magic Arms and Armor and Craft Wondrous Item feats, as well as caster level 5th, these prerequisites will need to be met as well. Some constructs may require you to have one or more additional feats. If these are item creation feats, they are also mandatory.

Spell Requirements: A construct's spell requirements are listed in the construction requirements section of the stat block, in alphabetical order. As with other magic items, you must have prepared the spells to be cast (or must know the spells, in the case of spontaneous spellcasters) but need not provide any material components or focuses the spells require. The act of working on the construct expends the prepared spells, making them unavailable for casting during each day of the construct's creation (that is, those spell slots are expended from the caster's currently

prepared spells, just as if they had been cast.) For each spell requirement you do not meet, the DC to craft the construct increases by 5.

Caster Level: Some constructs, especially the more powerful ones, require the creator to be of a certain caster level in order to craft them. Unlike some other crafting requirements, this requirement must be met in order to craft the construct, and cannot be ignored simply by increasing the DC of the skill check to craft the construct by 5.

Special Requirements: Some constructs have special requirements or restrictions governing their creation. Robots, as a general rule, cannot be crafted by player characters, as their construction requires highly specialized and complex technology that is not normally available. Other constructs have specific requirements that the caster must meet. As a general rule, unless the description of the construct indicates otherwise, any additional construction requirements other than feats can be bypassed by increasing the DC of the skill check to craft the construct by 5.



COST

In order to create a construct, you must first gather the necessary materials. This includes both the materials that form the construct's body and additional materials worth half the base price of the construct. Each construct that can be crafted lists a cost, in gp, in the construction requirements section. This cost includes both the cost of the construct's body and the cost of the additional materials; this is the full amount that you must pay in order to create the construct. The full cost for the construct, including any cost required to provide its body, must be paid before work can begin on the construct.

Finding Materials: Most of the time, it is assumed that the materials for creating the construct's body are readily available and can simply be purchased as part of the cost of the construct's creation. However, depending on the nature of the construct and the materials available at hand, this may not always be the case. Typically, a construct's entry will describe exactly what its body is made of. If those materials are not readily available for purchase, then you must collect them by some other means, which may involve an adventure run by the GM. Other times, the construct's body may already be found fully prepared, potentially inspiring the players to attempt to craft a construct of that specific type. In this case, the cost for the construct's body itself does not need to be paid.

TIME

Animating a construct can be a time-consuming process. The act of animating a construct takes 1 day for every 1,000 gp in its market price (note that this is different than the cost that must be paid to create the construct). For the purposes of crafting constructs (as well as other magic items), 1 day of work consists of 8 hours of uninterrupted labor, which must occur in a fairly quiet, comfortable, and well-lit place. Certain types of constructs may require specialized equipment or laboratories in order to craft, and in this case, the crafter must have access to these resources and facilities.

Accelerated Work: You cannot rush the process of crafting a construct by working for more than 8 hours in a given day (even if you do not need to sleep, or are otherwise able to get extra hours out of the day). However, if you increase the DC to create the construct by 5 (a decision that must be made before the crafting process begins), you can accelerate the process to require only 4 hours of work per 1,000 gp in the item's base price. This allows you to effectively accomplish 2 days' worth of work in a single day, or finish the construct in the same number of days by spending less time on it each day.

Dangerous Conditions: If you are not able to fully focus on your work, it takes much longer to accomplish. Characters attempting to craft in distracting or dangerous conditions, such as a crafter who is working while out adventuring, do so at a much slower pace. You can devote only 4 hours per day to item creation while adventuring or in similar conditions, and you work at half the normal pace (so you complete only 2 hours of work that day).

Intermittent Creation: You do not need to continue working on crafting a construct nonstop until you finish it. While each 8-hour (or 4-hour) block of time spent on crafting must be continuous, once those hours have been spent, you can stop work to pursue other activities as you see fit. You can leave a project partially finished for days, weeks, or even months, not making any progress toward its completion, without impacting the crafting process (provided you do not start crafting something else; see Simultaneous Creation below).

Simultaneous Creation: You can work on only one item at a time. If you start work on a new item, all materials used on the previous item (as well as all progress made on it) are wasted. This applies to all magic items, not just constructs, so for example if you are working on a crafting a stone golem and take a break to craft a *hat of disguise*, the

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materials and progress put towards the stone golem will be lost.

SKILL CHECK

Crafting a construct isn't easy, and not everyone is able to do it. Simply spending time and money does not make the construct spring into existence. Instead, the crafter must succeed at a skill check in order to successfully craft the construct. The skill check is not attempted until the very end of the process, once you have spent the required time working on the construct.

Skill Type: The exact skills that can be used to craft a particular construct are given in its construction requirements and vary from one construct type to another. As a general rule, most constructs require a Craft skill of some kind, although some may allow other skills (such as the flesh golem, which can be created with Heal). Most constructs list more than one possible skill, and you can choose which of these skills to use when making the check.

DC: The DC of the skill check to craft a construct is located in its construction requirements and varies from one construct type to another. Generally speaking, the DC is equal to 5 + the default caster level of the construct. Beyond this base DC, several modifiers can increase the DC.

Accelerated Crafting: When you begin crafting a construct, you can choose to work at an accelerated pace. This halves the amount of time required to create the construct but increases the DC of the skill check to create the construct by 5.

Unmet Prerequisites: As with creating any other magic item, there are certain prerequisites that are mandatory (such as the item creation feat) and others that are optional (such as the spell requirements). For each optional component that you fail to meet, the DC to create the construct increases by 5.

Failure: If you fail the skill check to craft the construct by less than 5, the attempt fails, and the materials and time spent crafting the construct are wasted. Normally, if a character fails a check to create a magic item by 5 or more, the result is a cursed item. At the GM's discretion, if a player fails a check to create a construct by 5 or more, the results may be more dire—the magic animating the construct might fail spectacularly and result in a damaging explosion, or the resulting construct could be uncontrolled and violent.

THE FINISHED CONSTRUCT

Once the crafting process is complete, the resulting construct is ready to receive orders. A construct recognizes

its creator intuitively and obeys all commands issued to it by that individual.

Hit Points: A newly created construct has the average hit points for its Hit Dice. When a construct is created, it has full hit points and is not damaged.

Feats and Skills: Most constructs are mindless, and so they do not have feats or skills. However, a small number of constructs have an Intelligence score, and their creator determines what feats and skill ranks the construct has when it is created. This choice cannot later be changed.

OTHER METHODS

Besides the normal method of crafting a construct from scratch, there are several ways that you can potentially go about gaining possession of a construct.

Golem Manuals: The wondrous items known as *golem manuals* contain all the information and magical power required to create a particular kind of golem. This effectively grants the Craft Construct feat to anyone using the manual to craft a golem of that type, and it provides an increase in caster level for the purpose of meeting the prerequisite to craft that specific type of golem. Further, the manual grants a +5 competence bonus on skill checks to craft the golem and contains all the necessary spells, which can be activated by anyone who has the relevant spells on their class's spell list (but only for the purpose of crafting the golem). When using a *golem manual*, you must still spend the normal amount of time to craft the golem and pay the cost of the golem's body (or provide it through other means), but you do not need to pay the rest of the normal cost to create the golem.

For example, with a *clay golem manual*, you would need to provide a body worth 1,500 gp (rather than the normal full cost of 21,500 gp), spend 42 days constructing the golem's body (1 for each 1,000 gp in the normal price of the golem), have a caster level of 9th or higher (as the manual provides a +2 bonus and the normal requirement is 11th level), have *animate objects*, *bless*, *commune*, *prayer*, and *resurrection* on your class's spell list, and succeed at a DC 16 Craft (sculptures) or Craft (pottery) check (but the manual gives you a +5 bonus on the check.)

Purchasing a Construct: Rather than go through all the hassle of building a construct from scratch, you can always allow someone else to do all of the work for you and simply purchase the results. Of course, this can be quite expensive, as a great deal of time and energy goes into the creation of constructs, and those who are skilled enough to craft them generally charge a premium for their services. Any construct that can be crafted has a market price, which is usually fairly close to twice the cost to craft the construct. Purchasing a construct follows the same rules as purchasing other magic items, meaning that for particularly powerful and expensive

constructs, a prospective buyer might need to travel to a sufficiently large city.

Stealing a Construct: Generally speaking, constructs are quite difficult to steal, being large and heavy. More to the point, stealing them is not terribly effective unless you have a way to control them. One option is the spell *control construct* (*Pathfinder RPG Ultimate Magic* 211), which can grant a limited ability to hijack a construct. By using the spell to bring the construct to a desired location and giving it a final command before the spell ends, you can set the construct to guard a desired spot or direct it to simply wait for you to cast *control construct* on it again the next time you want to give it orders. Of course, if the construct's true owner is able to track it down or you lose control of the construct, you might find the stolen construct turned against you!

CONSTRUCT MODIFICATIONS

Presented here are new construct modifications that can be used to alter or enhance existing constructs so that they are suited to particular purposes. The full rules for construct modifications are found beginning on page 113 of *Pathfinder RPG Ultimate Magic*.

BASIC MODIFICATIONS

These modifications are used to alter a construct's basic properties: movement speed, resistances, senses and spell-like abilities.

Movement Modification: This modification improves a construct's existing movement. This modification can improve a construct's land speed, increasing the speed by 10 feet, up to a total speed equal to double its original land speed. Each 10-foot improvement costs 2,000 gp. Constructs with a climb or swim speed can improve these speeds by 10 feet, up to a total speed equal to double the original speed, at a cost of 3,000 gp per 10-foot improvement. Constructs with a fly speed can improve these speeds by 10 feet, up to a total speed equal to double the original speed, at a cost of 4,000 gp per 10-foot improvement.

Constructs can also gain new means of locomotion with this modification. A construct can gain a climb or swim speed of 15 feet at a cost of 6,000 gp. A construct can gain a fly speed of 15 feet at a cost of 8,000 gp so long as it has at least 5 Hit Dice. A Tiny or smaller construct gains a maneuverability of good, a Medium or Small construct gains a maneuverability of average, a Large or Huge construct gains a maneuverability of poor, and Gargantuan or larger constructs gain a maneuverability of clumsy.

Resistances: This modification grants resistances to a construct or improves existing resistances. The construct gains energy resistance 5 to one of the following energy types: acid, cold, electricity, or fire. This base resistance costs 4,000 gp. This modification can

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also improve resistance to the above energy types, up to a total equal to double the original value or 15, whichever is lower. Improving energy resistance in this way costs 6,000 gp for every increment of 5 by which the resistance is increased. Constructs with vulnerability to one of the above energy types, such as an ice golem's vulnerability to fire, cannot gain resistance to that energy type with this modification.

Sense Modification: This modification improves the construct's existing senses. This modification can improve a construct's darkvision, extending the range of that darkvision by an additional 30 feet, up to a total range of 120 feet. Each improvement costs 2,500 gp. This modification can also provide blindsense and blindsight to a construct. Blindsense can be added at a cost of 4,000 gp per 30 feet of blindsense, up to a total of 60 feet of blindsense. Blindsight can be added to a construct with blindsense at a cost of 7,500 gp per 15 feet of blindsight, up to a total of 30 feet of blindsight.

Spell-Like Ability Modification: This modification allows a construct to cast a spell-like ability in a limited capacity. A spell-like ability chosen for this modification can be of any level, but it must be one that the construct's creator can cast. The construct can cast the selected spell-like ability once per day. Using this modification, a construct's creator can provide additional castings of the same spell-like ability by paying the cost for that spell multiple times. For example, a construct can gain the ability to cast *fireball* three times per day if the creator pays for the cost of the spell-like ability three times. A construct's Hit Dice limit the total amount of spell-like abilities it can gain from this modification. A construct can gain only a number of spell levels through this modification up to a total equal to its Hit Dice. Following the above example, the construct requires at least 9 Hit Dice to cast *fireball* three times per day. The cost for adding a spell like ability is equal to 3,000 gp per spell level of the spell. For the purposes of this cost, a 0-level spell has a spell level of 1/2.

COMPLEX MODIFICATIONS

These modifications represent more complex changes to the structure and function of the construct; each has specific requirements, a cost equivalent to the minimum level to cast the spell × the spell level × 250 gp, and a potential increase to the construct's CR.

ALARM LINK

Requirements Craft Construct, *alarm*

CR Increase none

Cost 250 gp

This modification allows a construct to alert its creator with a mental alarm. The creator sets a specific password for the construct. Any creature it encounters that does not speak the

password within 1 round causes the construct to activate the mental alarm, which alerts the creator so long as the creator is within 1 mile. The mental alarm awakens the creator from nonmagical sleep but does not otherwise disturb concentration. The creator can deactivate or reactivate a construct's alarm feature as a standard action. The maximum distance of the mental alarm can be increased by paying an additional 250 gp for each additional mile of maximum distance.

CONSTRUCT SHELTER

Requirements Craft Construct, Craft Wondrous Item, *mage's private sanctum*, Small or larger construct

CR Increase none

Cost 11,250 gp

This modification allows a construct to transform into a shelter capable of housing its creator and her allies. The transformation is a rigorous process that requires 10 minutes to complete. Once transformed, the shelter can house a number of inhabitants based on the construct's size. A Colossal construct can house one Colossal creature, two Gargantuan creatures, four Huge creatures, eight Large creatures, 16 Medium creatures, or 32 Small creatures. A Gargantuan construct can house one Gargantuan creature, two Huge creatures, four Large creatures, eight Medium creatures, or 16 Small creatures, and so forth. A construct shelter does not have any accommodations beyond the basics required to rest. Creatures within the shelter can see out, but creatures outside cannot see into the shelter.

The construct can still receive orders and can eject a creature or prevent a creature from entering according to its creator's orders. A creature can avoid being ejected with a successful Reflex save (DC = 10 + the construct's CR). A creature that attempts to enter the shelter must attempt to break through with a Strength check opposed by the construct's Strength check, forcing its way into the shelter on a success. Alternatively, a creature seeking entry can attack the shelter. The shelter always has an AC of 10, but it retains any damage reduction or hardness the construct has. The attacker must deal damage equal to one-quarter the construct's total hit points to gain entry, reducing the construct's hit points by an equivalent amount.

CONSTRUCT STORAGE

Requirements Craft Construct, Craft Wondrous Item, *secret chest*, Small or larger construct

CR Increase none

Cost 11,250 gp

This modification creates an extradimensional space within the construct, allowing the creator and her allies to store objects within the construct. The construct's size determines the amount of storage available. A Small construct contains 4 cubic feet of space that can hold up to 25 pounds. This space and weight limit is doubled for each size category larger than Small, up to a total of 128 cubic feet and a weight limit of



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800 pounds for a Colossal construct. The construct can retrieve any object held within this space as a swift action. Other creatures accessing this space can retrieve an object as a move action. This extradimensional space otherwise functions like a *bag of holding*.

MIND LINK

Requirements Craft Construct, *telepathy*

CR Increase none

Cost 16,500 gp

This modification allows a creator to issue orders to its construct via a mental connection. The creator must be within 100 feet of the construct to issue orders in this way. Unintelligent constructs and constructs unable to communicate can receive orders but not respond through this mental connection.

SELF-REPAIR

Requirements Craft Construct, *make whole*

CR Increase +1

Cost 1,500 gp

This modification allows a construct to use some of the innate magic that powers its body to repair damage to itself. As a swift action, the construct can gain fast healing 5. A construct can activate this fast healing for a number of rounds per day equal

to half its Hit Dice (minimum 1 round). These rounds do not need to be consecutive. A construct can gain this modification multiple times. Each time, the total number of rounds per day increases by a number equal to half the construct's Hit Dice (minimum 1 round), up to a maximum equal to double the construct's Hit Dice. Constructs that already have the fast healing ability instead increase their fast healing value by 2, up to a maximum equal to double the construct's original fast healing value.

SELF-DESTRUCT

Requirements Craft Construct, *fireball*

CR Increase +1

Cost 3,750 gp

This modification causes a construct to explode in a shower of razor-sharp scrap and debris when it is reduced to 0 or fewer hit points. All creatures within a 10-foot burst of the construct take a number of points of slashing damage equal to 1d6 times the construct's CR. A successful Reflex save (DC = 10 + half the construct's Hit Dice + the construct's Constitution modifier) halves this damage. If a construct already has a similar ability, such as the death burst of a clockwork golem (*Pathfinder RPG Bestiary 2 137*), the DC of the ability instead increases by 4.

ARCHETYPES

Constructs are not entirely unfamiliar to adventurers on Golarion. These crafted creatures act as guards for powerful wizards and sentinels for ancient tombs. Some adventurers focus on constructs as their specialty, using their skills to overcome constructs or employing constructs of their own to assist on their journeys.

ARCANE TINKERER (ARCANIST ARCHETYPE)

All constructs are animated by magic in some capacity. Arcane tinkers use their knowledge and understanding of magic to disrupt or even destroy constructs.

Manipulate Construct (Su): An arcane tinkerer can turn the animating magic of a construct against itself. As a standard action, she can expend 1 point from her arcane reservoir to impose a -1 penalty on a single construct's attack and damage rolls for 1 round. The target can attempt a Will save to negate this effect (DC = 10 + half the arcane tinkerer's level + the arcane tinkerer's Charisma modifier). At 7th level, instead of gaining an arcanist exploit, an arcane tinkerer can improve her manipulate construct ability to instead affect a construct with *slow* for 1 round. At 13th level, if the arcane tinkerer has previously improved this ability, instead of gaining an arcanist exploit, she can improve this ability again to instead cause a construct to become helpless for 1 round.

This replaces the arcanist exploit gained at 1st level.

Break Magic Immunity (Su): At 5th level, an arcane tinkerer can overcome a construct's immunity to magic. When targeting a construct with a spell, the construct is instead treated as if it has spell resistance equal to 15 + the construct's CR. At 11th level, a construct is instead treated as if it has spell resistance equal to 11 + the construct's CR.

This replaces the arcanist exploits gained at 5th and 11th level.

CLOCKSMITH (WIZARD ARCHETYPE)

Clocksmiths are oddities among wizard communities, pursuing the study and creation of clockwork constructs to near obsession. These wizards favor mechanical experiments over other arcane pursuits.

Clockwork Bond (Ex): A clocksmith forms a bond with one of his clockwork creations and begins play with a constructed familiar. He must select this familiar as his arcane bond. The constructed familiar functions as a typical familiar of its type except as noted here. The construct familiar is always a construct with the clockwork subtype. A construct familiar grants only half of its typical bonus (minimum +1 bonus) from its special familiar ability to its master.

This alters arcane bond.

Clockwork Expertise (Ex): A clocksmith is especially adept at dealing with clockworks. He gains a +2 bonus on saving throws against effects created by creatures of the clockwork subtype. This bonus increases to +4 at 8th level. Additionally, he treats his caster level as 1 higher when casting a spell that affects or targets only creatures of the clockwork subtype. At 8th level, he treats his caster level as 2 higher when casting such a spell.

This replaces the school powers granted by the wizard's arcane school.

Craft Construct: A clocksmith gains Craft Construct as a bonus feat, even if he does not meet the prerequisites. He can create any construct, but he increases the cost required to create constructs without the clockwork subtype by 50%.

This replaces Scribe Scroll.

Familiar Tinkering (Ex): At 5th level, a clocksmith learns to improve upon his clockwork familiar. A clocksmith can grant his familiar 1 evolution point worth of eidolon evolutions (*Pathfinder RPG Advanced Player's Guide* 60) for every 5 wizard levels he has, though he can't select any evolutions that require a specific base form. Each time the clocksmith gains a level, he can change his familiar's evolutions. These evolutions stack with those from the Evolved Familiar feat (*Pathfinder RPG Pathfinder Unchained* 35).

This replaces the bonus feats gained at 5th, 10th, 15th, and 20th levels.

CONSTRUCT CALLER (UNCHAINED SUMMONER ARCHETYPE)

Construct callers use their mechanical and planar understandings to work planar energies as a tinkerer works parts. They use this understanding to hand-craft unique, constructed eidolons.

Construct Eidolon (Ex): A construct caller must select the inevitable subtype for her eidolon (*Pathfinder RPG Pathfinder Unchained* 28). A construct eidolon functions as an inevitable eidolon except as noted here. A construct eidolon can be of any alignment. It has no Constitution score and gains bonus hit points appropriate for a construct of its size. At 12th level, the construct eidolon gains DR 5/adamantine instead of DR 5/chaotic.

This alters eidolon.

Planar Tinkering (Ex): At 3rd level, a construct caller learns to better shape planar energy to improve her eidolon. The number of points in her eidolon's evolution pool increases by 1. The number of points in the eidolon's evolution pool increases by an additional 1 at 7th level and every 4 levels thereafter, for a total of 5 additional points at 19th level.

This replaces *summon monster I*.

CONSTRUCT COLLECTOR (OCCULTIST ARCHETYPE)

Trapped within each construct is a spiritual presence, be it a bound elemental or raw magical energy. Construct collectors draw out that presence and use it to gain unlikely power in the battlefield.

Constructed Focus (Su): At 3rd level, a construct collector can harvest components from destroyed constructs to fuel his implements. Harvesting a component takes 1 minute. A construct collector can harvest a number of active components equal to his Intelligence modifier per day. An active component is infused with 1 point of generic mental focus, which the construct collector can expend to activate any focus power at that power's normal cost, as opposed to the increased cost normally associated with generic mental focus. This otherwise functions as expending focus saved inside a construct collector's body. Once this mental focus is expended, the component becomes inactive and is useless. An unused component does not lose its mental focus, even after a construct collector refreshes

his mental focus. A construct collector can initially have only one active component at a time. He can have two active components at a time at 9th level and three active components at a time at 15th level.

This replaces the focus power selected at 3rd level, 9th level, and 15th level.

Repower Construct (Su): At 8th level, a construct collector can use his mental focus to restore and gain control of a construct. As an immediate action, he can expend a number of points of generic mental focus (minimum 2 points) to prevent a construct within 30 feet from becoming destroyed when reduced to 0 or fewer hit points. The construct immediately regains a number of hit points equal to half of the construct collector's current hit points (minimum 1). The construct follows all of the construct collector's orders until the end of the collector's next turn or until reduced to 0 or fewer hit points. Afterwards, the construct is completely destroyed and cannot be repowered again, even by another construct collector. At 12th



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level, the construct is instead completely destroyed after a number of rounds equal to the number of points of generic mental focus expended. At 16th level, the construct is instead completely destroyed after a number of minutes equal to the number of points of generic mental focus expended.

This replaces magic circles, outside contact, binding circles, and fast circles.

CONSTRUCT SABOTEUR (ROGUE ARCHETYPE)

The construct saboteur harnesses arcane energy to combat the golems and eldritch guardians that prowl the depths of ancient ruins and forgotten tombs.

Class Skills: A construct saboteur has Knowledge (arcana) and Knowledge (engineering) but does not have Knowledge (dungeoneering) and Knowledge (local) as class skills.

This alters the rogue's class skills.

Arcane Strike (Ex): A construct saboteur gains Arcane Strike as a bonus feat, even if she does not meet the prerequisites.

She uses her construct saboteur class level in place of her caster level for the purposes of the feat's effects.

This replaces trapfinding.

Arcane Sabotage (Su): At 2nd level, a construct saboteur can use her arcane prowess to hinder constructs. Whenever she uses Arcane Strike to attack a construct, she can activate one of the following sabotage abilities that she has gained. She gains one sabotage ability at 2nd level and can thereafter select any sabotage ability in place of a rogue talent. The DC for any sabotage ability that requires a saving throw is 10 + half the construct saboteur's level + the construct saboteur's Intelligence modifier.

Diminish Senses: A jolt of energy overwhelms the construct's senses. The construct is blinded for 1 round. A construct saboteur can forgo dealing sneak attack damage to extend the duration of the blindness by 1 round for every 2d6 points of sneak attack damage forgone in this way. A construct can negate this effect with a successful Will save.

Magic Vulnerability: A field of energy enshrouds the construct, disabling its immunity to magic for 1 round. The construct instead gains spell resistance equal to 15 + its CR. A construct saboteur can forgo dealing sneak attack damage to reduce this spell resistance. The construct's spell resistance is reduced by 1 for every 1d6 points of sneak attack damage forgone in this way. A construct can negate this effect with a successful Will save.

Overwhelming Jolt: A sudden burst of power moves over the surface of the construct, giving it the staggered condition for 1 round. A construct can negate this effect with a successful Will save.

Slowing Pulse: A surge of slowing energy ripples through the construct, reducing its speed by 5 feet for a number of rounds equal to the construct saboteur's Intelligence modifier. A construct saboteur can forgo dealing sneak attack damage to reduce the construct's speed by an additional 5 feet for every 1d6 points of sneak attack damage forgone in this way. This ability cannot lower a construct's movement speed below 5 feet. A construct can reduce the duration of this effect to 1 round with a successful Reflex save.

This replaces the rogue talent gained at 2nd level.

Dismantling Strikes (Ex): At 3rd level, a construct saboteur ignores the first 2 points of DR or hardness when attacking constructs. This value increases by 2 every 3 levels after 3rd, to a total of 12 points of DR or hardness ignored at level 18.

This replaces trap sense.

CRUORCHYMIST (ALCHEMIST ARCHETYPE)

Cruorchymists see their blood as just another tool for their experiments.



They use this blood to create new life that can be commanded to serve the cruorchymist's goals.

Diminished Poisoning: A cruorchymist doesn't gain the poison use, poison resistance, poison immunity, or swift poisoning class features.

Blood Familiar (Ex): A cruorchymist has created a homunculus (*Pathfinder RPG Bestiary* 176) from basic materials and his own blood. The homunculus takes the shape of a Tiny humanoid. It functions in all ways as a familiar, treating the cruorchymist's alchemist level as his effective wizard level. If a cruorchymist wishes to replace his blood familiar, he can reduce the cost of the replacement ritual by taking 2 points of Constitution drain for every 100 gp he wishes to forgo. At 3rd level, if the cruorchymist has the infusion^{APG} discovery, a blood familiar can deliver extracts that have a range of touch for its cruorchymist master.

This replaces mutagen. A cruorchymist can never gain the mutagen, cognatogen^{UM}, or inspired cognatogen^{ACG} ability, even from a discovery or another class.

Blood Treatment (Ex): A cruorchymist can give up some of his blood to restore his blood familiar. As a swift or immediate action, a cruorchymist can take a number of points of Constitution drain. His blood familiar heals 1d6 hit points for every 1 point of Constitution drain the cruorchymist inflicts upon himself in this way.

This replaces Brew Potion.

Blood Augmentation (Ex): At 4th level, a cruorchymist can provide more of his blood to further enhance his blood familiar. As a swift action, the cruorchymist can take 1 point of Constitution damage to provide his familiar with an animal aspect (*Pathfinder RPG Advanced Class Guide* 27) for 1 minute, treating his alchemist level as his hunter level. The cruorchymist takes 1 additional point of Constitution damage for every minute he maintains the animal aspect beyond the first. At 12th level, the cruorchymist can select two animal aspects for his blood familiar instead of one, taking 2 points of Constitution damage for every minute that he maintains both animal aspects.

ENGINEER (INVESTIGATOR ARCHETYPE)

A number of investigators use their vast knowledge to build machines that replicate the intricacies of the world. These investigators create devices to enhance the minds and bodies of their allies and themselves.

Custom Mechanism (Ex): An engineer can create a mechanism, a small device that assists with the execution of an activity. Creating a mechanism requires 1 minute of time and expends 1 use from the engineer's inspiration pool. An engineer chooses a skill to associate with the mechanism when he creates it. As an immediate action, a mechanism can be activated to grant the engineer's inspiration die on a check of the associated skill. An engineer can create a

mechanism that affects attack rolls or saving throws, but she expends 2 uses from her inspiration pool to do so. Any creature can use a mechanism, but a creature can have only 1 mechanism at a time, as multiple mechanisms interfere with each other while in close proximity. A mechanism remains active for a number of minutes equal to the engineer's Intelligence modifier (minimum 1). At 5th level, an engineer's mechanisms remain active for a number of minutes equal to the engineer's level. At 11th level, an engineer's mechanisms remain active for a number of hours equal to the engineer's level.

This replaces the trapfinding, poison lore, and poison resistance class features.

Mechanical Understanding (Ex): At 3rd level, an engineer gains a deeper understanding of constructs and machines. He gains a +1 bonus on Knowledge (arcana) checks to identify constructs and a +1 bonus on Knowledge (engineering) checks. This bonus increases by 1 at 6th level and every 3 levels thereafter.

This replaces trap sense.

FORGEFATHER'S SEEKER (PALADIN ARCHETYPE)

Torag constantly seeks those who would use the power of creation to threaten or harm others. To this end, he sends his seekers to locate constructs that are used for evil or that become uncontrollable. These paladins are adept at battling constructed foes and guarding those threatened by such creations.

Torag Worshiper: A Forgefather's seeker must select Torag as her patron deity.

Detect Construct (Sp): A Forgefather's seeker can detect the presence of constructs at will. This functions as the spell *aura sight*^{ACG}, except the duration is 1 round and a Forgefather's seeker learns the locations and power of all auras of all constructs, similar to *detect undead*.

This replaces detect evil.

Smite Construct (Su): This ability functions as the paladin's smite evil ability, but it functions only against constructs. Smiting a construct automatically bypasses any DR or hardness a construct might have. A Forgefather's seeker can still smite evil, but she adds only half her Charisma bonus on attack rolls, adds only half of her level on damage rolls, and doesn't increase her bonus damage against outsiders with the evil subtype, evil-aligned dragons, or undead. This otherwise functions as smite evil for the purposes of feats, prerequisites, and other effects.

This alters smite evil.

Aura of Destruction (Su): At 11th level, a Forgefather seeker grants her allies smite construct with her aura of justice ability instead of smite evil.

This alters aura of justice.

Aura of Unmaking (Su): At 14th level, a Forgefather's seeker's weapons are treated as adamantite for the purpose of overcoming damage reduction. Any attack

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made against an enemy within 10 feet of her is treated as adamantine for the purpose of overcoming damage reduction. This ability functions only while a Forgefather's seeker is conscious, not if she is unconscious or dead.

This replaces aura of faith.

Forgefather's Champion (Su): At 20th level, a Forgefather's seeker becomes capable of completely dismantling constructs. Her DR increases to 10/evil. Whenever she uses smite construct and hits a construct, she can immediately attempt to destroy the construct. The construct is reduced to 0 hit points and destroyed unless it succeeds at a Will save (DC = 10 + half the Forgefather's seeker's level + the Forgefather's seeker's Charisma modifier). After this destruction effect and the damage from the attack is resolved, the smite immediately ends. In addition, whenever a Forgefather's seeker channels positive energy or uses lay on hands to heal a creature, she heals the maximum possible amount.

This replaces holy champion.

SCRAPPER (FIGHTER ARCHETYPE)

Scrapppers are adept at collecting the leftovers from their enemy's armor and using these scraps to improve their own armor.

Scrap Armor (Ex): At 3rd level, a scrapper learns to salvage scrap from constructs or other pieces of armor and attach them to his own armor. Salvaging scrap from a destroyed construct or from another creature's armor takes 1 minute. Scrap from a construct grants the scrapper a natural armor bonus to AC equal to one-quarter the construct's Hit Dice (minimum +1). If the scrap is salvaged from a piece of armor, it instead grants a natural armor bonus to AC equal to 1 + the armor's enhancement bonus (if any). The salvaged armor piece is flimsy and prone to breaking. Scrap is immediately destroyed by any sunder combat maneuver that targets the armor to which the scrap is attached. Otherwise, scrap crumbles and falls away after a number of days equal to the natural armor bonus that it grants. At 11th level, scrap salvaged from a construct also grants DR/adamantine equal to one-quarter of the construct's Hit Dice.

This replaces armor training.

Scrapper Training (Ex): At 5th level, a scrapper selects one fighter weapon group. He gains a +1 bonus on attack and damage rolls when performing a sunder combat maneuver with a weapon from the chosen group. He does not provoke attacks of opportunity when performing a sunder combat maneuver with a weapon from the chosen group. If the scrapper has the Improved Sunder feat, the bonuses on attack and damage rolls from this ability double. At 9th level and every 4 levels thereafter, a scrapper can either take the fighter's weapon training class feature or improve his bonuses from the scrapper training class feature by 1.

This replaces weapon training 1.

VOICE OF BRIGH (BARD ARCHETYPE)

The Whisper in Bronze sometimes sends inspiration to her favorite followers in the form of music. These songs hold the notes of creation and unmaking that allow her followers to affect constructs. The bards who learn these songs take on the title of Voice of Brigh and typically play custom-made instruments that are themselves marvels of engineering and invention.

Brigh's Knowledge (Ex): A bard adds half his class level (minimum 1) as a bonus on Knowledge (arcana), Knowledge (dungeoneering), Knowledge (engineering), and Knowledge (religion) checks and can attempt these skill checks untrained. In addition, a Voice of Brigh can affect constructs with his bardic performance, even if they would normally be immune to or unaffected by his performance.

Bardic Performance: A Voice of Brigh gains the following bardic performances.

Brigh's Soothing (Su): A Voice of Brigh can use Brigh's calming voice to pacify constructs. This functions as the fascinate bardic performance, except it can target only constructs.

This replaces fascinate.

Brigh's Anger (Su): At 8th level, a Voice of Brigh can use Brigh's enraged voice to instill constructs with a sense of dread. This functions as the dirge of doom bardic performance, except it can target only constructs.

This replaces dirge of doom.

Brigh's Spark (Su): At 12th level, a Voice of Brigh can use Brigh's animating spark to reanimate a destroyed construct. The Voice of Brigh selects a destroyed construct within 60 feet and expends 1 round of bardic performance to reanimate the chosen construct. The construct reanimates with a number of hit points equal to the Voice of Brigh's level, but it is staggered. The affected construct follows the Voice of Brigh's orders while reanimated. Each round, the bard can expend another round of bardic performance to keep that construct reanimated for another round. The construct regains a number of hit points equal to the Voice of Brigh's level for every round it remains reanimated. If the construct recovers all of its hit points in this way, it becomes fully reanimated and no longer requires bardic performance to remain animated. A construct fully reanimated in this way follows the orders of the Voice of Brigh that reanimated it, as if the Voice of Brigh were its original creator, for 24 hours. Afterwards, the construct reverts to its original programming. The construct is completely destroyed if the Voice of Brigh ends this performance before the construct regains its full hit points, is interrupted, or is reduced to 0 hit points. A completely destroyed construct cannot be repowered or reanimated, even by another Voice of Brigh. The Voice of Brigh can reanimate multiple constructs with this ability (either at the same time



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or over successive rounds) but must expend 1 round of bardic performance per reanimated construct per round to maintain the effect.

This replaces soothing performance.

Brigh's Wrath (Su): At 14th level, a Voice of Brigh can use Brigh's furious voice to instill in constructs a fear of destruction. This functions as the frightening tune bardic performance, except it can target only constructs.

This replaces frightening tune.

WILD EFFIGY (SHIFTER ARCHETYPE)

A wild effigy still takes on the shapes of natural animals, but rather than transforming her body into flesh and muscle, she transforms into constructed effigies of her chosen aspects.

Armor Plating (Su): A wild effigy's animal aspects are made out of carved, living rock. When a wild effigy is shifted into one of her minor or major aspects, she gains a +1 enhancement bonus to natural armor and gains DR adamantine equal to half her shifter level (minimum 1). The enhancement increases by 1 at 4th level and every 4 levels thereafter, to a maximum of +6 at 20th level. At 6th level, these bonuses also apply when the wild effigy is transformed into one of her aspects using wild shape.

This replaces wild empathy, track, woodland stride, and trackless step.

Heart of Earth (Su): At 4th level, a wild effigy's stone aspects no longer require even the semblance of flesh and blood to function. When a wild effigy is shifted into a minor or major aspect, or is transformed into one of her aspects using wild shape, she adds her shifter level on checks to stabilize at negative hit points and gains a 25% chance to ignore a critical hit or precision damage. This does not stack with the *fortification* armor property or similar effects.

At 9th level, this chance increases to 50% and she becomes immune to petrification.

At 15th level, this chance increases to 75% and she becomes immune to bleed and blood drain effects.

This replaces defensive instinct.

Stoneclaw Strike (Su): At 6th level, a wild effigy can sacrifice minutes from her aspects' minor forms to turn her claws into adamantine. By expending a 1-minute increment of her shifter's minor aspect ability as a swift action, she can grant her shifter's claws the ability to ignore an amount of DR or hardness equal to her shifter level for 1 minute. The wild effigy can use this ability 3 times per day.

MAGIC ITEMS

Those who fight or work with constructs are no strangers to magic items, as constructs are inherently magical themselves. These individuals rely on magic items to ease their dealings with constructs. Listed here are a number of items that assist those who seek to create constructs or those that seek to destroy them.

AUTOMATON CORE (MINOR ARTIFACT)

SLOT none	CL 20th	WEIGHT 1 lb.
AURA strong transmutation		

These glowing metal cylinders are often gold- or silver-plated and decorated with tiny, glowing arcane symbols. These cores are primarily used to provide life-giving power to an automaton, but an *automaton core* can also be harvested from an automaton's body and used to enhance spellcasting (see page 21 for details). A spellcaster holding an *automaton core* treats her caster level as 4 higher for all purposes.

The innate power of an *automaton core* depends on the CR of the automaton from which it was extracted: it contains 1 spell point per CR. As a swift action, a spellcaster can expend a number of spell points from the *automaton core* to cast a spell she has prepared without expending that spell or spell slot. The number of spell points required to use this ability is equal to twice the level of the spell cast. Once all of the *automaton core's* spell points are expended, the *automaton core* can no longer power an automaton. There are currently no known methods to restore an *automaton core*.

An *automaton core* can also be used to offset the cost of building a construct. When it is included in the process of crafting a construct, an *automaton core* offsets an amount of the construction cost equal to 2,500 gp per spell point. A core used in this manner is still removable following the normal rules for removing an *automaton core*.

Automatons covet these cores, as they can use a core to reactivate automaton allies whose cores have failed, or whose cores have been stolen. Automatons have been known to ruthlessly hunt down and kill creatures who carry these items.

DESTRUCTION

An *automaton core* can be destroyed only by placing it in a ritual circle where it is surrounded by six other *automaton cores*. These surrounding cores must then expend an amount of spell points equal to the remaining points in the central core. This overloads the central core, destroying it forever.



CHIRURGEON CUBE

		PRICE 9,800 GP
SLOT none	CL 11th	WEIGHT —
AURA moderate transmutation		

This 1-inch steel cube bears a variety of unique, intricate carvings upon each face. On command, the cube sprouts wings and arms and becomes a Diminutive-sized, cube-shaped mechanical construct (treat as a thrush^{UM} with hardness 10). The creature obeys and serves whoever activated the cube. It understands Common but cannot speak. The *chirurgeon cube* is skilled at healing constructs. As a standard action, the cube can use the magnets and small hooks embedded on its underside to attach itself to a construct and quickly stitch together any torn and broken pieces. This provides the construct with fast healing 2 for as long as the *chirurgeon cube* remains in contact with it. A *chirurgeon cube* can be activated for up to 10 minutes each day, spent in 1-minute increments. If the *chirurgeon cube* is broken or destroyed in either form, it is forever ruined.

CONSTRUCTION REQUIREMENTS	COST 4,900 GP
Craft Wondrous Item, <i>animate objects</i> , <i>fly</i> , <i>make whole</i>	

DIADEM OF CONTROL

		PRICE 189,000 GP
SLOT headband	CL 15th	WEIGHT —
AURA strong enchantment		

This elegant headband has an intricately carved crystal located in its center. The crystal shimmers with arcane energy. The wearer can remove or replace this crystal as a swift action. As a standard action, the wearer can attempt to force the gem onto a construct's body with a touch attack that provokes an attack of opportunity. Once the crystal is attached to a construct, the construct must succeed at a DC 23 Will save or become dominated by the crystal and follow the orders of whomever is wearing the headband. The wearer of the headband can assume direct control of the construct as a full-round action, controlling all of the construct's actions as *possession*^{DA}. The wearer can end this control at any time as a free action. The wearer can remove the crystal from a construct as a standard action, allowing the wearer to use the crystal on a different construct and returning control of the construct to its original master. If the construct is destroyed while the crystal is attached, there is a 10% chance that the crystal is destroyed along with the construct.

CONSTRUCTION REQUIREMENTS	COST 94,500 GP
Craft Wondrous Item, <i>dominate monster</i> , <i>possession</i> ^{DA}	

ENERGIZING SALVE

		PRICE 3,000 GP
SLOT none	CL 5th	WEIGHT 1/2 lb.
AURA faint transmutation		

This greasy, foul-smelling paste is used to temporarily improve a construct's effectiveness in combat. When smeared onto the body of a construct as a standard action, this substance grants the construct a +2 dodge bonus to AC and a +2 insight bonus on attack rolls, saving throws, and skill checks. Additionally, a construct coated with *energizing salve* can make an additional attack using its full base attack bonus when making a full-attack action. The salve remains effective for 5 minutes. The salve can be wiped off with an alcohol-based solution, such as ale or wine, as a standard action that provokes attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
Craft Wondrous Item, <i>haste</i>	

GOLEM MANUAL		PRICE
		see table
SLOT none	CL varies	WEIGHT 5 lbs.
AURA varies		

A *golem manual* contains information, incantations, and magical powers that help a character to craft a golem, and they are highly prized by spellcasters of all sorts. The instructions within these wondrous books grant a +5 competence bonus on skill checks to craft the golem's body. Each manual also holds all the prerequisite spells needed for a specific golem (although these spells can be used only to create a golem and cannot be copied), effectively grants the builder use of the Craft Construct feat during the construction of the golem, and grants an increase to her caster level for the purpose of crafting a golem. There are many varieties of golem manuals, and each has a unique appearance suited to its topic. For example, a clockwork golem manual might boast a complex lock composed of a dozen intricate gears.

The spells included in a golem manual require a spell trigger activation and can be activated only to assist in the construction of a golem. The cost of the book does not include the cost of constructing the golem's body. Once the golem is finished, the writing in the manual fades and the book is consumed in flames. When the book's ashes are sprinkled upon the golem, it becomes fully animated.

Adamantine Golem Manual: The book contains *crushing hand*, *geas/quest*, *heal*, *stoneskin*, and *wish*. The reader can treat her caster level as 4 levels higher than normal for the purpose of crafting an adamantine golem. CL 20th; strong abjuration, conjuration, enchantment, and evocation; Craft Construct, *crushing hand*, *geas/quest*, *heal*, *stoneskin*, *wish*, creator must be caster level 20th.

Alchemical Golem Manual: The book contains *geas/quest*, *gentle repose*, *major creation*, *resist energy*, and *telekinesis*. The reader can treat her caster level as 2 levels higher than normal for the purpose of crafting an alchemical golem. CL 10th; moderate abjuration, conjuration, enchantment, necromancy, and transmutation; Craft Construct, *geas/quest*, *major creation*, *resist energy*, *telekinesis*, creator must be caster level 10th.

GOLEM MANUALS

Manual	Price	Cost
Adamantine ^{B2}	125,000 gp	62,500 gp
Alchemical ^{B2}	10,000 gp	5,000 gp
Blood ^{B4}	70,000 gp	35,000 gp
Bone ^{B3}	12,000 gp	6,000 gp
Brass ^{B3}	55,000 gp	27,500 gp
Cannon ^{B3}	60,000 gp	30,000 gp
Carrion ^{B2}	30,000 gp	15,000 gp
Clockwork ^{B2}	35,000 gp	17,500 gp
Coral ^{B4}	17,500 gp	8,750 gp
Crystal ^{B5}	40,000 gp	20,000 gp
Dragonhide*	65,000 gp	32,500 gp
Fossil ^{B3}	37,500 gp	18,750 gp
Glass ^{B2}	10,000 gp	5,000 gp
Gold ^{B6}	65,000 gp	32,500 gp
Ice	5,000 gp	2,500 gp
Inubrix*	90,000 gp	45,000 gp
Junk ^{B4}	3,000 gp	1,500 gp
Lead ^{B5}	20,000 gp	10,000 gp
Mithral ^{B2}	80,000 gp	40,000 gp
Obsidian ^{B6}	40,000 gp	20,000 gp
Quintessence ^{B6}	150,000 gp	75,000 gp
Sand*	15,000 gp	7,500 gp
Viridium ^{B6}	75,000 gp	37,500 gp
Wax ^{B4}	4,000 gp	2,000 gp
Wood	6,000 gp	3,000 gp

Blood Golem Manual: The book contains *animate dead*, *bleed*, *cure critical wounds*, and *geas/quest*. The reader can treat her caster level as 2 levels higher than normal for the purpose of crafting a blood golem. CL 12th; strong conjuration, enchantment, and necromancy [evil]; Craft Construct, *animate dead*, *bleed*, *cure critical wounds*, *geas/quest*, creator must be caster level 12th.

Bone Golem Manual: The book contains *animate objects*, *geas/quest*, *limited wish*, and *telekinesis*. The reader can treat her caster level as 2 levels higher than normal for the purpose of crafting a bone golem. CL 9th; moderate enchantment and transmutation; Craft Construct, *animate objects*, *geas/quest*, *limited wish*, *telekinesis*, creator must be caster level 9th.

Brass Golem Manual: The book contains *geas/quest*, *incendiary cloud*, *limited wish*, and *see invisibility*. The reader can treat her caster level as 4 levels higher than normal for the purpose of crafting a brass golem. CL 17th; strong conjuration, divination, and enchantment; Craft Construct, *geas/quest*, *incendiary cloud*, *limited wish*, *see invisibility*, creator must be caster level 17th.

Cannon Golem Manual: The book contains *geas/quest*, *limited wish*, and *secret chest*. The reader can treat her caster level as 4 levels higher than normal for the purpose of crafting a cannon golem. CL 17th; strong conjuration and enchantment; Craft Construct, *geas/quest*, *limited wish*, *secret chest*, creator must be caster level 17th.

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Carrion Golem Manual: The book contains *animate dead*, *contagion*, *false life*, *gentle repose*, and *lesser geas*. The reader can treat her caster level as 1 level higher than normal for the purpose of crafting a carrion golem. CL 7th; moderate enchantment and necromancy [evil]; Craft Construct, *animate dead*, *contagion*, *false life*, *gentle repose*, *lesser geas*, creator must be caster level 7th.

Clockwork Golem Manual: The book contains *animate objects*, *blade barrier*, *geas/quest*, *grease*, and *telekinesis*. The reader can treat her caster level as 3 levels higher than normal for the purpose of crafting a clockwork golem. CL 15th; strong enchantment, evocation, and transmutation; Craft Construct, *animate objects*, *blade barrier*, *geas/quest*, *grease*, *telekinesis*, creator must be caster level 15th.

Coral Golem Manual: The book contains *geas/quest*, *keen edge*, *limited wish*, and *water breathing*. The reader can treat her caster level as 2 levels higher than normal for the purpose of crafting a coral golem. CL 11th; moderate enchantment and transmutation; Craft Construct, *geas/quest*, *keen edge*, *limited wish*, *water breathing*, creator must be caster level 11th.

Crystal Golem Manual: The book contains *geas/quest*, *limited wish*, *possession*, and *thoughtsense*. The reader can treat her caster level as 3 levels higher than normal for the purpose of crafting a crystal golem. CL 15th; strong divination, enchantment, and necromancy; Craft Construct, *geas/quest*, *limited wish*, *possession*, *thoughtsense*, creator must be caster level 15th.

Dragonhide Golem Manual: The book contains *create greater undead*, *form of the dragon I*, *geas/quest*, and *limited wish*. The reader can treat her caster level as 3 levels higher than normal for the purpose of crafting a dragonhide golem. CL 16th; strong enchantment, necromancy, and transmutation; Craft Construct, *create greater undead*, *form of the dragon I*, *geas/quest*, *limited wish*, creator must be caster level 16th.

Fossil Golem Manual: The book contains *flesh to stone*, *geas/quest*, *limited wish*, and *stone shape*. The reader can treat her caster level as 3 levels higher than normal for the purpose of crafting a fossil golem. CL 15th; strong enchantment and transmutation; Craft Construct, *flesh to stone*, *geas/quest*, *limited wish*, *stone shape*, creator must be caster level 15th.

Glass Golem Manual: The book contains *animate objects*, *flame strike*, *geas/quest*, *spell turning*. The reader can treat her caster level as 2 levels higher than normal for the purpose of crafting a glass golem. CL 10th; moderate abjuration, enchantment, evocation, and transmutation; Craft Construct, *animate objects*, *flame strike*, *geas/quest*, *spell turning*, creator must be caster level 10th.

Gold Golem Manual: The book contains *geas/quest*, *limited wish*, *polymorph any object*, and *prismatic spray*. The reader can treat her caster level as 4 levels higher than normal for the purpose of crafting a gold golem. CL 18th;

strong enchantment, evocation, and transmutation; Craft Construct, *geas/quest*, *limited wish*, *polymorph any object*, *prismatic spray*, creator must be caster level 18th.

Ice Golem Manual: The book contains *chill touch*, *cone of cold*, *geas/quest*, *ice storm*, and *resist energy* (cold). The reader can treat her caster level as 2 levels higher than normal for the purpose of crafting an ice golem. CL 12th; strong abjuration, enchantment, and evocation; Craft Construct, *chill touch*, *cone of cold*, *geas/quest*, *ice storm*, *resist energy* (cold), creator must be caster level 12th.

Inubrix Golem Manual: The book contains *air walk*, *enervation*, *geas/quest*, and *limited wish*. The reader can treat her caster level as 3 levels higher than normal for the purpose of crafting an inubrix golem. CL 16th; strong enchantment, necromancy, and transmutation; Craft Construct, *air walk*, *enervation*, *geas/quest*, *limited wish*, creator must be caster level 16th.

Junk Golem Manual: The book contains *false life*, *lesser geas*, *minor creation*, and *rusting grasp*. The reader can treat her caster level as 1 level higher than normal for the purpose of crafting a junk golem. CL 7th; moderate conjuration, enchantment, necromancy, and transmutation; Craft Construct, *false life*, *lesser geas*, *minor creation*, *rusting grasp*, creator must be caster level 7th.

Lead Golem Manual: The book contains *cloudkill*, *geas/quest*, *limited wish*, and *sequester*. The reader can treat her caster level as 2 levels higher than normal for the purpose of crafting a lead golem. CL 13th; strong abjuration, conjuration, and enchantment; Craft Construct, *cloudkill*, *geas/quest*, *limited wish*, *sequester*, creator must be caster level 13th.

Mithral Golem Manual: The book contains *cloudkill*, *geas/quest*, *limited wish*, and *polymorph any object*. The reader can treat her caster level as 4 levels higher than normal for the purpose of crafting a mithral golem. CL 16th; strong abjuration, enchantment, evocation, and transmutation; Craft Construct, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*, creator must be caster level 16th.

Obsidian Golem Manual: The book contains *geas/quest*, *limited wish*, and *volcanic storm*. The reader can treat her caster level as 3 levels higher than normal for the purpose of crafting an obsidian golem. CL 15th; strong enchantment and evocation; Craft Construct, *geas/quest*, *limited wish*, and *volcanic storm*, creator must be caster level 15th.

Quintessence Golem Manual: The book contains *energy drain*, *geas/quest*, *trap the soul*, and *wish*. The reader can treat her caster level as 4 levels higher than normal for the purpose of crafting a quintessence golem. CL 20th; strong conjuration, enchantment, and necromancy; Craft Construct, *energy drain*, *geas/quest*, *trap the soul*, *wish*, creator must be caster level 20th.

Sand Golem Manual: The book contains *geas/quest*, *limited wish*, and *move earth*. The reader can treat her caster level as 2 levels higher than normal for the purpose

of crafting a sand golem. CL 12th; strong enchantment and transmutation; Craft Construct, *geas/quest, limited wish, move earth*, creator must be caster level 12th.

Viridium Golem Manual: The book contains *contagion, geas/quest, horrid wilting, poison, and wish*. The reader can treat her caster level as 4 levels higher than normal for the purpose of crafting a viridium golem. CL 18th; strong enchantment and necromancy [evil]; Craft Construct, *contagion, geas/quest, horrid wilting, poison, wish*, creator must be caster level 18th.

Wax Golem Manual: The book contains *animate objects, geas/quest, limited wish, and silent image*. The reader can treat her caster level as 1 level higher than normal for the purpose of crafting a wax golem. CL 9th; moderate enchantment, illusion, and transmutation; Craft Construct, *animate objects, geas/quest, limited wish, and silent image*, creator must be caster level 9th.

Wood Golem Manual: The book contains *alarm, animate objects, cat's grace, geas/quest, and limited wish*. The reader can treat her caster level as 1 level higher than normal for the purpose of crafting a wood golem. CL 12th; strong abjuration, enchantment, and transmutation; Craft Construct, *alarm, animate objects, cat's grace, geas/quest, limited wish*, creator must be caster level 12th.

CONSTRUCTION REQUIREMENTS	COST SEE TABLE
----------------------------------	-----------------------

Caster must be of a certain caster level (see text), Craft Construct, additional spells (see text).

MACHINEBANE OIL		PRICE 750 GP
SLOT none	CL 5th	WEIGHT 1/2 lb.
AURA faint transmutation		

This vial of shimmering violet unguent is an effective weapon against constructs crafted from metal. A creature can throw the vial at a construct as a ranged touch attack with a range of 20 feet. On a hit, the oil immediately penetrates the metal construct and wreaks havoc on its inner workings. The construct must succeed at a DC 15 Reflex save or become staggered for the next 5 rounds. If the construct fails the initial save, it must attempt an additional save at the beginning of its turn for the next 5 rounds, taking 2 points of Dexterity damage on each failure. A construct struck by *machinebane oil* immediately loses the benefits of *energizing salve*.

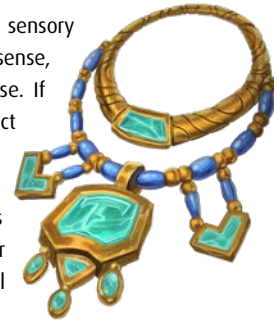
CONSTRUCTION REQUIREMENTS	COST 750 GP
----------------------------------	--------------------

Craft Wondrous Item, *disable construct*^{ACG}

NECKLACE OF CONSTRUCT AVERSION		PRICE 132,000 GP
SLOT neck	CL 11th	WEIGHT 1 lb.
AURA moderate divination and enchantment		

A creature wearing this thick necklace is automatically aware of all constructs within 60 feet as per the *lifesense* ability but only sensing constructs. Constructs can't see, hear, or otherwise detect the presence of the wearer, even when using

extraordinary or supernatural sensory capabilities such as blindsense, blindsight, scent, or tremorsense. If the wearer touches a construct or attacks any creature, this concealing ability ceases to function for 1 minute. Constructs with an Intelligence score of 3 or greater can attempt a DC 18 Will save to detect the wearer.



CONSTRUCTION REQUIREMENTS	COST 66,000 GP
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Craft Wondrous Item, *invisibility, locate object*

OCULUS OF MAGNETIC FURY		PRICE 90,000 GP
SLOT none	CL 10th	WEIGHT 1 lb.
AURA moderate transmutation		

This piece of technology is fashioned from the eye of a robot. Once per hour as a standard action, a creature holding an *oculus of magnetic fury* can target a single robot within 60 feet with a devastating electromagnetic pulse. The robot takes 10d6 points of electricity damage and becomes helpless for 1 minute. If the target succeeds at a DC 18 Will save, it takes half this damage and negates the helpless effect. A robot rendered helpless by the pulse receives a new Will save each round at the end of its turn to shake off the effect.



CONSTRUCTION REQUIREMENTS	COST 45,000 GP
----------------------------------	-----------------------

Craft Wondrous Item, *disable construct*^{ACG}, *lightning bolt*

SUPPRESSION GEM		PRICE 65,000 GP
SLOT none	CL 12th	WEIGHT —
AURA moderate enchantment		

This small gem crackles and sparks with arcing electricity. As a standard action, a creature can attempt to place the gem on a construct with a touch attack that provokes an attack of opportunity. Once placed, the creature that placed the gem can issue orders to the construct as if that creature were the original creator until the gem is destroyed. The construct can resist any self-destructive commands with a successful DC 14 Will save. The original owner of the construct can use a standard action to attempt to regain control of the construct with a successful Charisma check, opposed by a Charisma check attempted by the gem's user. The gem's user can attempt to regain control in the same fashion. A *suppression gem* has 30 hit points and hardness 10.

CONSTRUCTION REQUIREMENTS	COST 32,500 GP
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Craft Wondrous Item, *suggestion*

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CONSTRUCTS

IN THE TWILIGHT YEARS OF THE JISTKA IMPERIUM, A NUMBER OF ARTIFICERS Banded together in a last-ditch effort to save the failing empire from ruin. This band formed a group known as the Artificer Conclave, whose sole purpose was to find a way to return to the old days of the Imperium. The Conclave's members sought to weed out the empire's rampant corruption and elevate themselves to the glory and power of the ancestors of legend. Knowing they could not do so on their own, they reached out to the greatest mages, scholars, and warriors of the Imperium, offering them an opportunity to join the Conclave and begin a new age for their people. The Conclave then rushed to develop advanced technologies that would allow its members to serve Jistka far longer than their mortal bodies would normally allow.

This technology soon allowed the Conclave to transplant their minds and life energy into new construct bodies known as automatons. These bodies were the pinnacle of the Imperium's work in the field of constructs, and were even capable of traveling between the planes. The Conclave's members were quick to transplant themselves into these powerful and immortal new bodies, each of which had been crafted to properly accommodate its respective recipient.

The newly created automatons of the Jistka Imperium scoured the planes in search of new allies and technologies to help turn the tide in the war against the kingdom of Ancient Osirion—but their efforts were too little, and too late. By the time the automatons returned to Jistka, most of the damage was done, and the Imperium was on the verge of collapse. Rather than continue their futile attempts to save the empire, the automatons went their separate ways, content to travel the planes and continue their lives.

Automatons exist to this day, but none know how many of these creations truly remain. Automatons are found all throughout the planes, their locations depending on the nature of the automaton. A large number remain in Axis, intent on living among the inevitables of ancient legends. Others continue traveling the planes, gathering knowledge or martial prowess. Others seek a way to escape their current bodies and now see the automatons as an unnecessary or even cruel fate for the last survivors of a long-forgotten empire. While the exact process to create an automaton is lost to time, there have been rumors of new automatons, or similar constructs, hailing from southern Garund in the recent decades.

AUTOMATON CORES

Although the bodies of automatons are wonders in and of themselves, the true technological marvels they bear are the *automaton cores* (see page 16) that power these constructs. The secret to the creation of *automaton cores* has since been lost to time, but each core contains a spark of consciousness from a particular individual, combined with a significant portion of planar energy. These two components are merged using powerful magical energy to form a core of seemingly limitless arcane potential that powers an automaton. This energy courses throughout an automaton's body, powering the construct and completing an internal connection that allows the individual automaton's consciousness to remain active.

Powering an automaton with a core other than its original core can cause a conflict with the consciousness stored within the body. The two different individuals may engage in a mental struggle as each attempts to wrest control of the body from the other. This usually leads to

one individual consciousness overpowering the other, but it occasionally creates a new, shared consciousness wherein the two individuals meld to form a single new entity with shared memories.

Removing an *automaton core* from a destroyed or willing automaton is a laborious and risky process that requires a number of hours equal to half the automaton's CR. After this time, the remover must attempt a Spellcraft check with a DC equal to 20 + the automaton's CR. On a success, the *automaton core* is removed and can be used normally (see page 16). On a failed check, the removal attempt is unsuccessful and cannot be attempted again for 24 hours. Failing this check by more than 5 causes damage to the core and reduces its total number of spell points by 1. Returning a core to an inactive automaton's body to restore the creature requires another Spellcraft check with the same DC. If the consciousness in the body and the core are incompatible or unwilling to meld, the two attempt an opposed Charisma check. The winner of the opposed roll takes over as the dominant consciousness, but it may find itself opposed again later.

AUTOMATON SUBTYPE

Automatons are lawful neutral constructs with the extraplanar subtype. An automaton has the following traits (unless otherwise noted in a creature's entry).

- Darkvision 120 feet and low-light vision.
- Immunity to electricity.
- Resistance to cold 10 and sonic 10.
- Most automatons are resistant to magic. Such an automaton has SR equal to 11 + its CR.
- Telepathy.
- An automaton is proficient with its natural weapons, all simple weapons, and all weapons mentioned in its entry.
- An automaton's natural weapons, as well as any weapons it wields, are treated as lawful and magic for the purpose of overcoming damage reduction.
- *Automaton Core (Ex)*: All automatons are powered by a planar core infused with life energy. A destroyed automaton leaves behind an *automaton core*, which can be harvested with a successful Spellcraft check (see above).
- *Intelligent Construct (Ex)*: Automatons are intelligent constructs and can take class levels, can gain feats, and can gain class skills and additional skill points. An automaton gains a number of skill points equal to 4 + its Intelligence modifier (minimum 1) per Hit Die. The following are class skills for automatons: Climb, Craft, Diplomacy, Fly, Intimidate, Knowledge (all), Perception, Sense Motive, Spellcraft, Stealth, and Use Magic Device.
- *Vulnerable Mind (Ex)*: Automatons are not immune to mind-affecting effects.

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AUTOMATON, CHAMPION

This large construct has arms that end in massive pincers, and the core in the center of its head glows with an unrivaled ferocity.

CHAMPION AUTOMATON

CR 10

XP 9,600

LN Large construct (automaton, extraplanar)

Init +2; **Senses** darkvision 120 ft., low-light vision, see *invisibility*; Perception +19

DEFENSE

AC 24, touch 14, flat-footed 22 (+2 Dex, +2 insight, +10 natural)

hp 127 (13d10+56); fast healing 15

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

Defensive Abilities warrior's resolve; **DR** 10/adamantine;

Immune construct traits, electricity; **Resist** cold 10, sonic 10; **SR** 21

Weaknesses vulnerable mind

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 arcane pincers +18 (2d6+12 plus grab), slam +18 (1d8+6)

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

Special Attacks energy beam (60-ft. line or 30-ft. cone, DC 18, 8d6, usable every 1d4 rounds)

Spell-Like Abilities (CL 13th; concentration +17)

Constant—see *invisibility*

At will—*force hook charge*^{UM}, *shatter* (DC 16)

3/day—*fly*, *mirror image*

1/day—*haste*, *plane shift* (self plus 50 lbs. of objects only)

STATISTICS

Str 22, **Dex** 15, **Con** —, **Int** 14, **Wis** 15, **Cha** 18

Base Atk +13; **CMB** +20 (+22 bull rush, sunder, +24 grapple);

CMD 32 (+34 vs. bull rush or sunder)

Feats Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Vital Strike

Skills Climb +31, Diplomacy +21, Intimidate +21, Perception +19, Sense Motive +19, Swim +23

Languages Common; telepathy 100 ft.

SQ automaton core, intelligent construct

ECOLOGY

Environment any (Axis)

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Arcane Pincers (Ex) A champion automaton's pincers function as claw attacks but have been magically treated to make them more powerful. A champion applies twice its Strength as a bonus on damage rolls with its pincers. If a champion automaton grabs a creature smaller than itself with a pincer, the champion automaton does not gain the grappled condition and can move normally while holding the creature in its pincer. While holding a

creature in a pincer, the champion automaton loses access to that pincer attack and gains an additional slam attack. If the champion automaton uses this slam attack against a creature or object while a creature is held in its pincer, the held creature takes damage equal to the slam attack on a hit. The champion automaton must still maintain the grapple every round, but it can do so as a free action. The grappled creature can attempt to break free as normal.

Energy Beam (Ex) A champion automaton can focus the energy in its core to emit either a 60-foot line or a 30-foot cone as a standard action. The beam deals 8d6 points of damage to each creature caught in the area (Reflex DC 20 half). Half of the damage dealt is fire damage and half is force damage. A champion automaton can use its energy beam once every 1d4 rounds. A champion automaton can use its energy beam when it is grappling or being grappled. The save DC is Charisma-based.

Warrior's Resolve (Ex) The innate determination and instinct in a champion automaton's core grants it an insight bonus to AC equal to its Wisdom bonus (if any). Additionally, this resolve grants the champion a number of bonus hit points per Hit Die equal to its Wisdom bonus (if any).

Of all the warriors of the Artificer Conclave, champion automatons are the best suited for combat. Before the empire's collapse, champion automatons served on the front lines of the Jistka Imperium's armies, facing the empire's foes head-on. Although champion automatons were not invincible, most who encountered one, let alone a battalion of them, were quick to face defeat.

Champion automatons are enormous constructs typically made from a combination of magically treated stone and metal, which allows them to withstand the powerful blows typically encountered in battle. Although these bodies are extremely heavy, the magical energies that power them allow the automatons to move as quickly as most other combatants, if not faster. A typical champion automaton is 14 feet tall and weighs 2 tons, though the Artificer Conclave created some bigger champion automatons to take on the largest enemy genies, with some reaching as much as 40 feet in height.

The most notable features of a champion automaton are its enormous pincers. The durability of its body and the magical ritual that reinforces the pincers' structure allows a champion automaton to swing its pincer with tremendous force. In combat, these constructs use the pincers to clamp onto particularly pesky enemies. Once a champion has successfully grabbed an enemy, it remains free to keep swinging its pincer, slamming its captive foe into other enemies to damage both creatures.

The other devastating weapon of a champion automaton is the *automaton core* itself. The potent core constantly collects planar energy at an impressive rate in order to power the large constructs. A champion automaton can focus excess energy into a deadly beam of force capable of destroying structures or slaying large numbers of foes. Although it takes some time to recharge its energy reserves between blasts, a champion remains formidable. The champion automaton's energy beam is not the only type of energy weapon the Conclave created, but it quickly became the standard across the majority of automatons.

The Artificer Conclave chose all manner of Jistkan warriors to serve as their champions, from lowly foot soldiers up to the most decorated generals. The bodies of the champion automatons more than made up for a lack in combat prowess, and warriors of great skill found that their new bodies greatly improved their innate abilities, allowing them to make the most of these new construct forms. Of note were the twin champions Kifir and Orla, whose specialized frames allowed them to join together and share their combat instincts to create a fury never before seen on the battlefield. This fury was lost to time, however, as the pair mysteriously vanished after an Osirian ambush.

Many champion automatons abandoned their posts once the Jistka Imperium's demise was a certainty. Those who remained eventually faced destruction on the battlefield. The rest sought other fights, traveling to the far corners of Golarion—an effort that continues to this day. Historical footnotes mention terrifying constructs jumping into great battles, seemingly without an agenda. These mysterious constructs would fight against whichever side seemed strongest, only to depart as quickly as they arrived once they appeared satisfied with the outcome of the battle. Even today, these champion automatons show up in areas such as the Worldwound, the furthest depths of the Darklands, Iscadero Island in Arcadia, and the Valashmai Jungle in Tian Xia.

Of the champion automatons that left Golarion, most now reside in the city of Axis, finding satisfaction in their

existence and taking on more subdued lives in the planar city when not seeking battle on the planes. Occasionally, these automatons join inevitables in their missions, serving as additional muscle when the outsiders need assistance but wish to avoid pulling other inevitables away from their duties. Champion and stalker automatons frequently cross paths in Axis, as their *automaton cores* have a tendency to subtly pull towards each other, and they often meet up to spar or trade old tales of battles long forgotten by history. One group of champions and stalkers unites once a decade to host a simple tournament on the outskirts of Axis. The tournament invites all combatants within the city to test their prowess against the automatons, with the winner awarded the title of a lost Jistkan hero.



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AUTOMATON, FAMILIAR

This small construct resembles a house cat. It bears elaborate markings, and the core in its head glows with a warm light.

FAMILIAR AUTOMATON

CR 2

XP 600

LN Tiny construct (automaton, extraplanar)

Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +6

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 size)

hp 15 (3d10); fast healing 2

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

DR 5/adamantine; **Immune** construct traits, electricity; **Resist** cold 10, sonic 10

Weaknesses vulnerable mind

OFFENSE

Speed 20 ft., climb 30 ft.

Melee bite +5 (1d3–1 plus disease), 2 claws +5 (1d2–1)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 3rd; concentration +4)

At will—*detect magic*, *invisibility* (self only)

3/day—*magic missile*

1/week—*plane shift* (self plus 5 lbs. of objects only)

STATISTICS

Str 8, **Dex** 15, **Con** —, **Int** 14, **Wis** 10, **Cha** 12

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

Feats Improved Initiative, Weapon Finesse

Skills Climb +7, Diplomacy +7, Knowledge (any one) +8, Perception +6, Spellcraft +7, Stealth +8, Use Magic Device +7

Languages Common; telepathy (touch)

SQ automaton core, intelligent construct

ECOLOGY

Environment any (Axis)

Organization solitary

Treasure none

SPECIAL ABILITIES

Disease (Ex) *Arcane fever*: Bite—injury; *save* Fort DC 13; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Int damage; *cure* 2 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus.

Familiar automatons were the most common of the automatons created within the Jistkan Imperium. The Artificer Conclave found itself overwhelmed with requests to join the group from hundreds of individuals they deemed unworthy of the more powerful automaton frames. Rather than turn these individuals away and risk the ire of so many Jistkans, the Conclave decided instead to transplant the majority of these individuals into familiar automatons. These familiars also served as a way for the

Conclave to test new technologies and perfect the creation of automaton cores.

All interested citizens were accepted to become familiar automatons so long as they could afford their automaton frame and the *automaton core*, though some were granted free of charge in order to allow further experimentation. As these automatons served as prototypes for a number of different technologies, most of the first few generations of familiars quickly failed and left their cores stranded without a body. The majority of these stranded cores were hidden away or used as parts in further research. Thanks to breakthroughs made with the aid of these cores, future generations of automatons were more stable and had the potential to remain intact indefinitely. A few existing accounts of *automaton core* creation reference some cores activating before their creation was complete, seemingly activated by the will of an individual lost from an early generation, though no records corroborate these notes.

The Artificer Conclave experimented with a number of different forms and frames for the familiar automatons. The design of these forms had aesthetics in mind more than function, which led to the construction of especially elaborate familiars. Eventually, they settled on common animal shapes such as birds, dogs, and snakes, though cats quickly became one of the favorites. Wealthy individuals occasionally requested automaton frames modeled after rare creatures such as faerie dragons, imps, or lantern archons. This trend served the Conclave well, as they could charge high prices for more extravagant frames and then use the income they generated to fund the research and construction of more powerful automatons.

A familiar automaton is usually the same size and twice the weight of the creature after which it is modeled. For the most part, nonfeline familiar automatons use the same statistics as the cat-based familiar automaton presented here, but more powerful familiar automatons may have additional abilities better suited for their more unique frames. On rare occasions, a familiar automaton bears spells engraved in markings on its body—usually signature spells of ancient mages, engraved on their forms by request. Some mages today keep these automatons as their personal familiars. A 7th-level lawful spellcaster with the Improved Familiar feat can select a familiar automaton as a familiar. These familiars serve well due to their innate ability to understand magic and magical items.

Although most familiar automatons housed lower-ranking citizens and worker-artificers, a number of these familiars housed more notable individuals. A number of judge-artificers and priest-artificers intentionally chose to become familiars rather than taking any of the more powerful automaton forms. The reasons for this varied

from humility to a desire to escape from the conflict in which the Jistka Imperium was embroiled. Regardless of the reason, these high familiars, as they came to be known, each had their own powerful abilities. Some high familiars of note include the Judge Lord Valmen, who took on the form of an arbiter inevitable, and Urthilan the Star Priestess, who took a frame resembling a cassisian angel.

Familiar automatons were not designed for combat but nevertheless feature a number of abilities to assist in fights. The most notable ability is the strange disease that each familiar automaton carries. What was originally a flaw of a familiar's *automaton core* eventually became a standard feature. Each of these cores leaks a minimal amount of energy that manifests as a disease known as arcane fever, technically a form of radiation sickness brought on by exposure to this planar energy. In a true twist of irony, the disease seems to be most potent against wizards, as they quickly forget how to prepare their spells as they slip further into the symptoms of the potent fever.

Most familiar automatons do not bother searching for new *automaton cores*. The nature of a familiar automaton's body generally allows for any core to take dominance of the frame and discard the previous mentality; as such, most familiars tend to stay as far away from other cores as possible, content with their existing nature and unwilling to subject their frames to a new psyche. A rare few familiars have learned to maintain their minds across multiple cores, however, and these often work with other automatons to collect more cores, a practice that allows the familiar to live on far longer than it could on its own.

As they were the most numerous automatons at the fall of the Jistka Imperium, familiar automatons are the most common variety found throughout Golarion. A familiar automaton's intelligence usually allows it to avoid detection when it likes, though scholars all over the world report sightings of these automatons in a variety of forms. The technological nature of Numeria allows familiar automatons to hide in plain sight, where onlookers believe the constructs to be curiosities or projects of local tinkerers—though a spellcaster who doesn't want to be forcibly separated from her familiar would be careful to keep a familiar automaton out of the eye of the Technic League.

While most familiar automatons remain on Golarion, a sizable number reside elsewhere throughout the Great Beyond. The city of Axis houses quite a few familiar automatons, relaxing in peace as they go unnoticed among the strange citizens of the Eternal City. They tend to serve as messengers between the city's denizens, especially other automatons, an exception to most who tend to avoid others of their kind. Among champion automatons, familiars serve as chroniclers, recording great battles and sharing them with other champions; among stalkers,

familiars usually act as solving to solve feuds or overseeing two hunters staging contests of skill where the familiar automaton serves as an impartial judge.

The Boneyard also contains a surprising number of familiar automatons. Here, the constructs walk among the souls awaiting judgment, serving as temporary companions for petitioners. The nature of a petitioner's memory means that the petitioner usually does not recognize a familiar automaton but still retains a strong association with a beloved pet from its former life. This association provides comfort for especially distressed petitioners. Thanks to their ability to ease wary souls, a few catrina psychopomps establish friendships with familiar automatons, the two working in tandem to make the wait for judgment as painless as possible.



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AUTOMATON, MASTER

This construct is covered with elaborate markings. Its arms end in tremendous hooks, and the core in its head glows with light.

MASTER AUTOMATON CR 20

XP 307,200

LN Huge construct (automaton, extraplanar)

Init +3; **Senses** automaton sense, darkvision 60 ft., low-light vision, *true seeing*; **Perception** +34

DEFENSE

AC 38, touch 20, flat-footed 34 (+3 Dex, +1 dodge, +8 insight, +18 natural, -2 size)

hp 377 (25d10+240); fast healing 20

Fort +16, **Ref** +19, **Will** +23

Defensive Abilities powerful core, reconstruction; **Immune** construct traits, electricity; **Resist** cold 30, sonic 30; **SR** 31

Weaknesses vulnerable mind

OFFENSE

Speed 60 ft., climb 30 ft., fly 60 ft. (average)

Melee 2 arcane hooks +33 (4d10+18/19–20)

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

Special Attacks energy beam (90-ft. line or 60-ft. cone, DC 30, 20d6, usable every 1d3 rounds), rend (2 arcane hooks, 4d10+18)

Spell-Like Abilities (CL 25th, concentration +33)

Constant—*tongues*, *true seeing*

At will—*cloudkill* (DC 23), *fireball* (DC 21), *lightning bolt* (DC 21), *teleport*

3/day—*banishment* (DC 25), *blade barrier* (DC 24), *plane shift*, *power word stun* (DC 26)

1/day—*reverse gravity*, *prismatic wall*, *time stop*

STATISTICS

Str 28, **Dex** 16, **Con** —, **Int** 20, **Wis** 21, **Cha** 27

Base Atk +25; **CMB** +36; **CMD** 58

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Hover, Improved Critical (arcane hook), Iron Will, Mobility, Power Attack, Spring Attack, Vital Strike, Weapon Focus (arcane hook)

Skills Climb +32, Diplomacy +23, Fly +27, Intimidate +23, Knowledge (arcana) +30, Knowledge (planes) +30, Perception +34, Sense Motive +7, Spellcraft +20, Use Magic Device +23

Languages Abyssal, Celestial, Common, Ignan, Jistka; telepathy 100 ft., *tongues*

SQ automaton core, consume core, intelligent construct

ECOLOGY

Environment any (Axis)

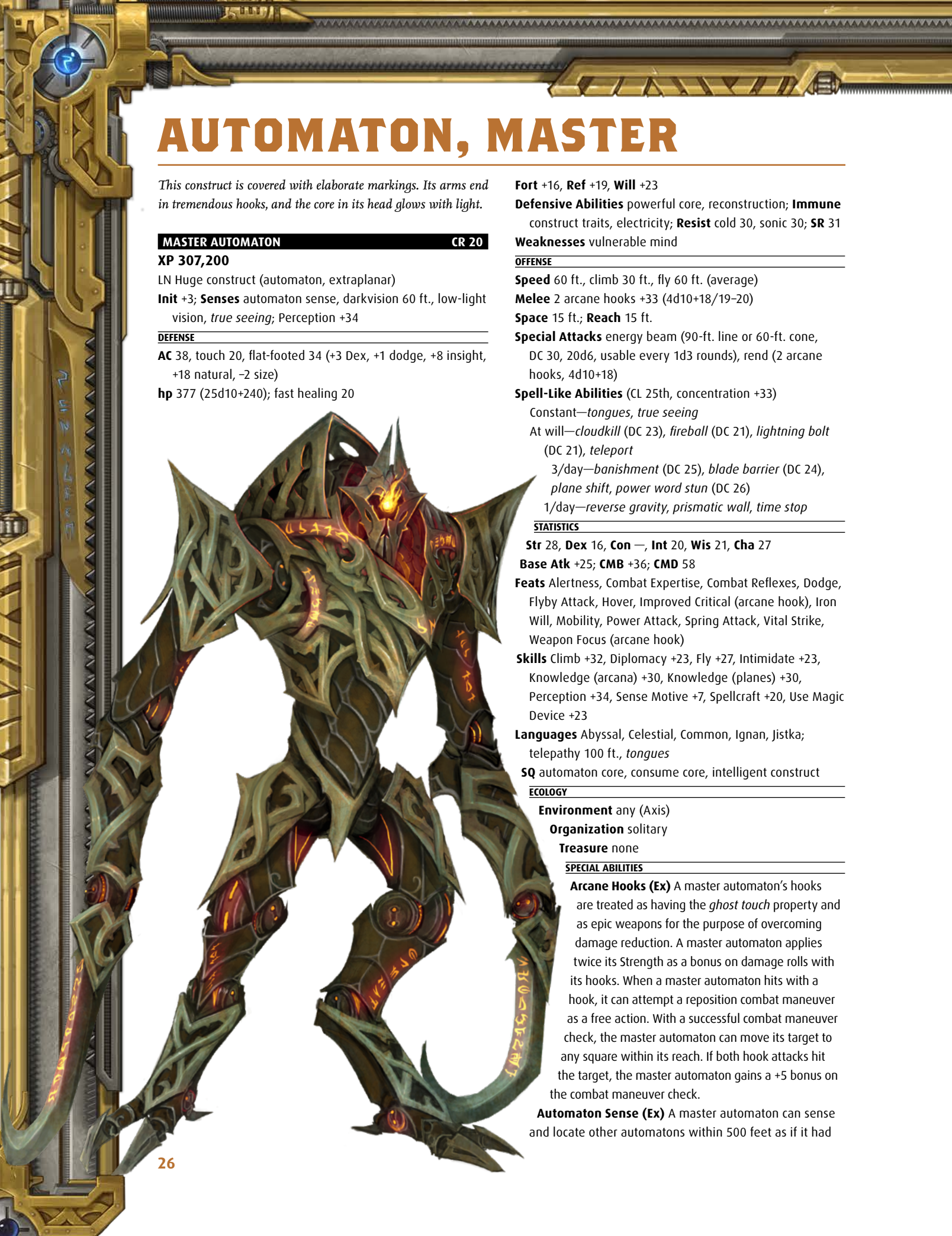
Organization solitary

Treasure none

SPECIAL ABILITIES

Arcane Hooks (Ex) A master automaton's hooks are treated as having the *ghost touch* property and as epic weapons for the purpose of overcoming damage reduction. A master automaton applies twice its Strength as a bonus on damage rolls with its hooks. When a master automaton hits with a hook, it can attempt a reposition combat maneuver as a free action. With a successful combat maneuver check, the master automaton can move its target to any square within its reach. If both hook attacks hit the target, the master automaton gains a +5 bonus on the combat maneuver check.

Automaton Sense (Ex) A master automaton can sense and locate other automatons within 500 feet as if it had



blindsense, and it can detect automatons within 60 feet as if it had blindsight.

Consume Core (Ex) A master automaton can consume the life energy found within an *automaton core* as a standard action. Consuming a core in this manner destroys the *automaton core* and grants the master a +1 bonus to natural armor and on attack rolls, skill checks, and saving throws for 24 hours. Consuming a second *automaton core* within this 24 hour period causes the bonuses to become permanent. A master automaton can never gain more than a +10 bonus by consuming *automaton cores*. If a master automaton consumes the *automaton core* of another master automaton, it gains that master automaton's permanent bonuses gained by the consume core ability, if any, and add these bonuses to its own permanent bonuses.

Energy Beam (Ex) A master automaton can focus the energy in its core to fire either a 90-foot line or a 60-foot cone of energy as a standard action. The beam deals 20d6 points of damage to each creature caught in the area (Reflex DC 30 half). Half of the damage is fire damage and half is force damage. A master automaton can use its energy beam once every 1d3 rounds. A master automaton can use its energy beam when it is grappling or being grappled. The save DC is Wisdom-based.

Powerful Core (Ex) A master automaton's *automaton core* is filled with extremely potent life energy, granting the master an insight bonus to AC and on saving throws equal to the master automaton's Charisma bonus (if any). Additionally, this energy grants the master automaton a number of bonus hit points per Hit Die equal to its Charisma bonus (if any).

Reconstruction (Ex) A master automaton is able to reconstruct itself if its body is destroyed. The master automaton's *automaton core* uses its energy to rebuild the automaton's body over the span of 1d10 days. If the core is located in Axis, the reconstruction requires only 1d10 hours. Once reconstructed, the master automaton reactivates with full hit points and any bonuses it had gained from the consume core ability. Only destroying a master automaton's *automaton core* prevents this reconstruction.

Master automatons are the most powerful among their kind. The highest-ranking leaders of the Artificer Conclave reserved these frames for themselves, intent on using their power to keep the rest of the automatons, and the other masters, in check. Most master automatons did not enter combat, instead choosing to serve as strategists and advisors.

While every master automaton is customized to serve the needs of the Conclave, they all command the same basic abilities. Most notable is their ability to detect and destroy *automaton cores*, an ability developed in case it became necessary to stop rogue automatons. Each master's frame is created with an arcane resonance that matches that found in *automaton cores*, allowing a master automaton to destroy and consume a core with ease. An unexpected side effect of this

AUTOMATON COUNCIL

The highest members of the Artificer Conclave were some of the most powerful scholars and warriors of the Jistka Imperium. This high-ranking group was known as the Automaton Council. The council is made up of some of the first automatons, having developed the technology that allowed their creation. Each member of the council was transplanted into a personalized master automaton with abilities far beyond those of the rest of the Conclave. The council vanished shortly before the coming of the Night Plague in -3064 AR, but their names and titles remain, burned into every *automaton core* as a signature from a fragment of their own life energy.

Agnanh of the High Watch
Busmin the Ridiculed
Enoh of the Seven
The Fallen Master
Hinmar the Final Scholar
Judge Lord Drus
The Imposter Inperantike
The Miser of the Lost
Tehkis, Death's Terror
The Unchained Servant

destruction process, however, is that a master absorbs the destroyed core's energy, which empowers the master.

This knowledge soon led to an arms race among the masters as they sought more automatons that they deemed as deserving of destruction. A large number of automatons were destroyed and consumed before this arms race eventually reached a deadlock, when the masters intentionally destroyed the means of creating new *automaton cores* in an attempt to cut off their rivals. This marked the end of the Artificer Conclave, and the masters soon went into hiding.

Today, the masters hide among the planes, mostly in especially remote or dangerous areas. Very few masters remain on Golarion. These masters resurface only when they find leads on a large collection of *automaton cores* or a particularly powerful automaton, biding their time until the perfect moment to strike. A few masters did not fall prey to avarice, though, and instead serve as advisors to particularly powerful beings, such as great rulers or powerful mages, hoping to steer them away from Jistka's past mistakes. Others still continue their search for knowledge, exploring the multiverse at their leisure to collect new knowledge and meet new personalities. Of particular note is the master automaton Anquira, who makes it very public that she is on a quest to speak with the other masters in the hopes of piecing together the lost knowledge of automaton creation to help restore the automatons to their original forms.

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AUTOMATON, SHARPSHOOTER

This construct resembles a humanoid with a large crossbow built into its arm. It floats with no apparent mechanism.

SHARPSHOOTER AUTOMATON CR 15

XP 51,200

LN Medium construct (automaton, extraplanar)

Init +9; **Senses** darkvision 120 ft., low-light vision, *see invisibility*; Perception +27

DEFENSE

AC 29, touch 14, flat-footed 25 (+4 Dex, +15 natural)

hp 130 (20d10+20); fast healing 10

Fort +6, **Ref** +14, **Will** +10

Defensive Abilities all-around vision, sharpshooter's sense;

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

Resist cold 10, sonic 10; **SR** 26

Weaknesses vulnerable mind

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +24 (1d8+6)

Ranged automated crossbow +25/+20/+15/+10
(2d8+6/17–20 plus 1d6 fire)

Special Attacks arcane propulsion, bolt volley, energy beam

Spell-Like Abilities (CL 20th; concentration +24)

Constant—*see invisibility*

At will—*hold person* (DC 16), *mirror image*, *web* (DC 16)

3/day—*chain lightning* (DC 20), *wall of force*

1/day—*plane shift* (self plus 50 lbs. of objects only),
reverse gravity

STATISTICS

Str 18, **Dex** 20, **Con** —, **Int** 17, **Wis** 19, **Cha** 18

Base Atk +20; **CMB** +24; **CMD** 40

Feats Far Shot, Hover, Improved Critical (automated crossbow), Improved Initiative, Improved Precise Shot, Manyshot, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Diplomacy +27, Fly +36, Intimidate +27, Knowledge (geography) +26, Knowledge (local) +26, Perception +27, Spellcraft +26

Languages Abyssal, Celestial, Common; telepathy 100 ft.

SQ automaton core, intelligent construct

ECOLOGY

Environment any (Axis)

Organization solitary or pair

Treasure automated crossbow

SPECIAL ABILITIES

Arcane Propulsion (Su) A sharpshooter automaton flies using arcane energy that radiates out from itself. A creature that ends its turn adjacent to a sharpshooter automaton takes 2d8 points of fire damage.

Automated Crossbow (Ex) A sharpshooter automaton's automated crossbow is treated as a Large +2 *flaming*

heavy crossbow. The powerful weapon is treated as a siege weapon for the purposes of wind effects, *wind wall*, and similar effects. While the crossbow is built into the automaton, the automaton adds its Strength bonus as a bonus on damage rolls and reloads as a free action.

Bolt Volley (Ex) As a standard action, a sharpshooter automaton can fire a spray of arrows that covers a 30-foot-radius area. If it uses a full-round action, the size of the area increases to a 50-foot radius. It makes a single attack roll against all creatures in the area using its highest base attack bonus at a –4 penalty. Each creature struck takes 6d8 points of damage plus 1d6 points of fire damage. The sharpshooter automaton can use this attack once every 1d4 rounds as it must regenerate its ammunition, but it can continue to use its automated crossbow as normal during this time.

Energy Beam (Ex) A sharpshooter automaton can focus the energy in its core to make a ranged touch attack against a creature within 120 feet as a standard action. The beam deals 15d6 points of damage on a hit; half of this damage is fire damage and half is force damage. Upon striking its target, the energy beam explodes in a 10-foot-radius burst. Creatures in the explosion area, including the original target, take 10d6 points of fire damage (Reflex DC 24 half). The sharpshooter automaton can use its energy beam once every 1d4 rounds. The save DC is Wisdom-based.

Sharpshooter's Sense (Ex) A sharpshooter automaton's core is instilled with a knack for combat awareness, granting it all-around vision. Additionally, it adds its Wisdom modifier as a bonus on Reflex saves.

Sharpshooter automatons contain the minds of the best archers and crossbow specialists known throughout the Jistka Imperium, who competed in tournaments to earn the right to an automaton body. They served as the artillery of the automatons, attacking enemies with such precision and at such a great distance that many targets fell long before they were aware of an imminent attack.

Efficiency was the key of the sharpshooter automaton's design. Their frames are just large enough to house the components necessary to power the construct alongside their magical weapons. Though the frames followed a similar pattern of design across these automatons, many sharpshooters chose to embellish their forms with intricate runic patterns or fearsome designs reminiscent of tattoos. A sharpshooter automaton is typically 4 feet tall and weighs 215 pounds. The largest sharpshooter automatons, however, housed extremely large ranged weapons or even siege weapons, such as ballistae capable of destroying a keep's walls.

A sharpshooter automaton's *automaton core* directs a considerable amount of its power to the arcane propulsion that allows the construct to fly. This energy appears invisible to the naked eye, but creatures capable of detecting magical auras perceive it as something resembling a magical flame. This propulsion constantly releases excess energy capable of burning creatures too close to the sharpshooter.

The technology that fuels a sharpshooter's flight similarly powers its weapon. The crossbow built into most sharpshooters siphons planar energy from the *automaton core* and reconstitutes it to create the large bolts its weapon requires. These bolts allow a sharpshooter automaton to fire enormous volleys without ever lacking ammunition. Once a bolt leaves the automaton's reserve, it becomes relatively unstable, however, and generally dissipates in minutes, returning to the parts of the Great Beyond from which it was drawn.

Although most sharpshooter automatons use crossbows as their weapon of choice, archers of all kinds volunteered to become the new constructs, as the automaton's expert construction allowed for perfection of an archer's skill. The first sharpshooter automatons took to the skies in early combat, raining death on their enemies, but they soon found that sandstorms and other magical protections rendered an aerial approach ineffective. In time, they eventually learned to overcome such defenses, but as a whole they were too few to shift battles in favor of the Jistka Imperium. Among the most notable of these heroes was Khimar of the High Watch, whose volleys were said to resemble torrential downpours.

Since the fall of Jistka, the sharpshooter automatons scattered to the winds, intent on finding their own purpose in a world without a land or people they could call their own. Even with their planar abilities, some sharpshooter automatons remained on Golarion. Leveraging the freedom granted by their flight, these automatons can be found around the world, seemingly as wanderers. A number of them act as itinerant saviors, slaying large creatures on the verge of attacking villages or rescuing travelers caught in tough spots. Occasional tales crop up among travelers claiming that they were saved from peril by a rain of bolts, but that when they returned to the site of the rescue hours later, they found nothing. Other sharpshooter automatons keep watch in the skies, hovering thousands of feet in the air over important structures and locations throughout Golarion. While the locations appear random to a modern observer, most of these are places important to the individual automaton or of significance in Jistkan history, such as locations mentioned in the *Poleiheira*.

Now, besides those few on the Material Plane, most sharpshooter automatons reside in Axis with others of their kind. However, a few visit the Maelstrom on a regular basis, pushed toward the chaotic uncertainty of these planar depths by some sort of melancholy. These automatons tend to avoid other creatures and keep to themselves, and most proteans know that even in that chaotic realm, the constructs remain quite powerful, and thus keep their distance. Although the automatons in the Maelstrom are few, they are generally quite familiar with their favored region of the plane, and their powerful sight allows them to keep track of the chaos for miles in every direction. Most notable among these self-exiled sharpshooter automatons is Alvara the All-Seer. Those who know of her claim that the millennia through which she has stayed in the Maelstrom allows her to accurately understand and even predict the nature of the chaotic seas in which she resides.



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AUTOMATON, STALKER

This construct resembles a large cat. Its body coloring and the glowing core in the center of its head constantly shift in color.

STALKER AUTOMATON CR 5

XP 1,600

LN Medium construct (automaton, extraplanar)

Init +7; **Senses** darkvision 120 ft., low-light vision; Perception +11

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 53 (6d10+20); fast healing 5

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

DR 5/magic; **Immune** construct traits, electricity; **Resist** cold 10, sonic 10; **SR** 16

Weaknesses vulnerable mind

OFFENSE

Speed 50 ft., climb 20 ft.; sprint

Melee bite +10 (1d6+4 plus grab), 2 claws +10 (1d4+4)

Special Attacks pounce, rake (2 claws, 1d4+4)

Spell-Like Abilities (CL 6th; concentration +7)

At will—*dimension door*

1/day—*blur*, *invisibility*

1/week—*plane shift* (self plus 50 lbs. of objects only)

STATISTICS

Str 18, **Dex** 16, **Con** —, **Int** 13, **Wis** 15, **Cha** 12

Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 23 (27 vs. trip)

Feats Combat Reflexes, Improved Initiative, Run

Skills Acrobatics +12,

Climb +21, Perception +11, Stealth +17 (+22 when not moving), Survival +8; **Racial Modifiers** +5 Stealth (+10 when not moving)

Languages Common; telepathy 50 ft.

SQ adaptive camouflage, automaton core, astral blink, intelligent construct

ECOLOGY

Environment any (Axis)

Organization solitary, pair, or pack (3–6)

Treasure none

SPECIAL ABILITIES

Adaptive Camouflage (Su) A stalker automaton's magically treated metal frame constantly shifts to match its surroundings, granting the stalker a +10 racial bonus on Stealth checks. This bonus is reduced to +5 if the stalker is moving. The stalker can use the Stealth skill even while being observed. This ability is overcome by *see invisibility* and similar abilities. The camouflage is suppressed by *invisibility purge* and similar abilities, but the stalker can resume the ability as a free action.

Astral Blink (Su) A stalker automaton can phase in and out of the Astral Plane while moving, allowing it to travel quickly between two points. Once per round as part of a move action, a stalker automaton can teleport up to 15 feet as per *dimension door*. A stalker can continue to move and act immediately after teleporting. If the stalker is charging, it can teleport up to 30 feet with this ability and continue its charge from its new destination, so long as it has a clear path toward its target.

Sprint (Ex) Once per hour, a stalker automaton can move at 10 times its normal speed (500 feet) when it makes a charge.

Stalker automatons house the minds of the greatest hunters of the Jistka Imperium, serving as the best scouts and assassins among the automatons. Unmatched at pursuing targets, they set out individually or in deadly groups to follow their quarry for days on end, using their construct forms to outlast even the hardest of targets.



The bodies of stalker automatons were designed to emulate the various large cats that stalked the Jistka Imperium, such as aurumvoraxes, kamadans, and mountain lions. These creatures served as a basis for the strength and design of the bodies, but members of the Artificer Conclave took it upon themselves to improve upon what they found lacking in nature. A stalker automaton is typically 5 feet long and weighs 300 pounds, but the oldest of their kind remember the construction of larger stalker frames, including those that resemble creatures such as bears and drakes.

A stalker's *automaton core* uses a combination of illusion and transmutation magic to physically alter the makeup of its body to better blend into its surroundings, altering features like color and texture. Although the stalker's frame consists mostly of metal, its planar-powered camouflage is capable of extraordinary adaptive feats, such as including creating the appearance of moss or leaves when appropriate. This effect is mostly an illusion, however, and those capable of seeing past such images can see the automaton for what it is.

A number of hunters jumped at the chance to become more animal-like in their new automaton bodies. The new bodies afforded these hunters enhanced instincts, which allowed them to connect with their quarries on a more primal level. While stalker automatons initially used their new bodies to hunt Jistka's enemies, they quickly took to using their new skills for their own purposes, setting off on their own to seek out the hunts they longed for. Soon, stalker automatons were seen throughout the Inner Sea region, chasing after quarries that even the bravest monster hunters dared not approach.

The boldest stalkers took to hunting beyond the Material Plane and sought their next targets across the Great Beyond. These stalkers chase dangerous prey throughout the multiverse, hunting outsiders of all kinds, including elementals and genies as well as angels and demons. Most of these stalkers are content with just shadowing these more elusive targets, satisfied in the fact that they can trail them unnoticed for days or weeks. Only the most brazen or most foolish stalkers dare attack these creatures, especially on the creatures' home planes. Rare are the stalkers that attack outsiders and remain intact, but a notable exception is one of the first stalkers, known simply as Mulvara the Quarry-bound. Rumors abound of her hunts, but the most consistent thread in these tales is her ability to consume part of the quintessence of her quarries, granting her untold powers.

In combat, stalker automatons are a subtle force unrivaled by even the most cunning rogues or deadly assassins. Stalkers are capable of stepping between planar boundaries and reaching the Astral Plane instantly. This ability allows them to appear between different parts of the battlefield in the blink of an eye, not through typical

planar travel but instead utilizing a kind of planar overlap similar in nature to *ethereal jaunt*.

While pursuing a target, a stalker automaton will first trail its quarry long enough to understand the creature's tactics so that it can strike strategically at a later time. Due to their innate sense of honor, many stalkers prefer to make themselves known before an encounter or at least strike when the target is aware and ready. Stalkers see striking a creature while that target is at its strongest as the only way to prove their combat superiority. The automatons do understand their own limitations, however, and against targets they deem truly fearsome or powerful, they attack with every advantage possible. If it fails to overcome a target, or the target proves itself a worthy opponent, a stalker retreats, content with the outcome and leaving its opponent in peace.

Though stalker automatons typically live secluded lives, it is not uncommon for them to create tight-knit packs, especially after bonding during a successful combat or hunt. These packs take on group names that match their hunting style or the previous success such as Those of the Cliff and the Titan Slayers. The packs rarely have a true leader, instead rotating leadership among its members. The current leader locates the next hunt and the pack follows. Once the hunt is complete, another member finds the next hunt she deems worthy.

Today, stalker automatons remain interspersed throughout the planes and the Inner Sea region, with most residing either in Axis or among the remnants of Jistkan ruins. Those within Axis tend to live more subdued lives, seeking out the inevitables and axiomites of the city to learn their ways, though most stalkers eventually grow disinterested in the outsiders' rigid manners and make their own way in Axis. They often go on to serve as guides for those seeking information about the planes and their denizens, or even as teachers, sharing their hunting prowess with other skilled trackers.

The few stalker automatons that remain on Golarion seem intent on recovering as many remaining *automaton cores* as they can. The rarity of these artifacts makes for a hunt as worthy as any creature. These automatons tend to be more solitary in fear of other stalkers or master automatons seeking them out to claim their caches of cores. Stalker automatons also see themselves as the guardians of Jistkan ruins, attacking creatures that might stumble upon lost technology too powerful for the modern age or those few surviving creatures still housing remnants of the Night Plague.

One pack that makes its presence well known is Those That Sought the Beast. The especially powerful stalker automatons in this pack appear to have garnered some spark of divine might in their travels. They now scour Golarion in hopes of slaying the Spawn of Rovagug and welcome other hunters to join their cause.

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CLOCKWORK GOBLIN

Haphazard in its creation, this mechanical creature has the shape of a goblin wielding a dogslicer.

CLOCKWORK GOBLIN CR 3

XP 800

N Small construct (clockwork)

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

DEFENSE

AC 16, touch 15, flat-footed 12 (+2 Dex, +2 dodge, +1 natural, +1 size)

hp 32 (4d10+10)

Fort +1, **Ref** +5, **Will** +1

Immune construct traits; **Resist** fire 5

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee dogslicer +10 (1d4+5)

Special Attacks integrated dogslicer, searing eyebeam

STATISTICS

Str 20, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +8; **CMD** 22

Feats Improved Initiative^B, Lightning Reflexes^B

SQ difficult to create, swift reactions, unstable creation, winding

ECOLOGY

Environment any

Organization solitary, pair, or gang (3–6)

Treasure none

SPECIAL ABILITIES

Integrated Dogslicer (Ex) One of a clockwork goblin's arms ends in an integrated dogslicer. This weapon cannot be disarmed, sundered, or removed. Some models of clockwork goblin sport an integrated horsechopper^{UE} instead.

Searing Eyebeam (Su) Once every 1d4 rounds, as a free action, a clockwork goblin can unleash a fiery beam from its eyes at a target within 20 feet as a ranged touch attack. This beam deals 2d6 points of fire damage, and a creature struck must succeed at a DC 14 Reflex save or catch fire (*Pathfinder RPG Core Rulebook* 444). The save DC is Constitution-based.

Unstable Construction (Ex) Due to its shoddy and slapdash construction, a clockwork goblin stays wound for only 12 hours per winding. In addition, when a clockwork goblin's hit points are reduced to 0, the creature bursts into an explosion of shrapnel and flames that deals 1d6 points of slashing damage plus 2d6 points of fire damage to creatures within 5 feet. A target that succeeds at a DC 14 Reflex save takes half the damage. This save is Constitution-based.

A clockwork goblin is an amalgamation of clockwork gears, shoddy craftsmanship, and fiery destruction. Amateur clockwork engineers practicing their craft or learning a new skill are responsible for the creation of many clockwork goblins. Many of these creations result in failure, though a rare few attain a semblance of functionality. Clockwork goblins are about 3 feet tall and weigh a little over 100 pounds.

CONSTRUCTION

Though their appearance makes them seem rushed, the creation of a clockwork goblin still requires a certain degree of technique and finesse. The creator of a clockwork goblin must start with clockwork pieces worth 750 gp.

CLOCKWORK GOBLIN

CL 12th; **Price** 9,250 gp

CONSTRUCTION

Requirements Craft Construct, *burning hands*, *geas/quest*, creator must be caster level 12th; **Skill** Craft (clockwork) DC 20; **Cost** 5,000 gp



CLOCKWORK GUNSLINGER

One of this slim construct's arms ends in a whirling clockwork pistol, and a crystalline hourglass fits snugly between its pectoral armor plates.

CLOCKWORK GUNSLINGER

CR 7

XP 3,200

N Medium construct (clockwork)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 15, flat-footed 15 (+3 Dex, +2 dodge, +5 natural)

hp 69 (9d10+20)

Fort +3, **Ref** +8, **Will** +3

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +14 (1d6+7)

Ranged pistol +12
(1d8/×4)

Special Attacks
captive time

STATISTICS

Str 20, **Dex** 16, **Con** —, **Int** —,
Wis 11, **Cha** 1

Base Atk +9; **CMB** +14; **CMD** 29

Feats Deadly Aim[®], Improved Initiative[®], Lightning Reflexes[®], Point-Blank Shot[®], Precise Shot[®]

SQ difficult to create, integrated clockwork pistol, swift reactions, winding

ECOLOGY

Environment any

Organization solitary, pair, or squad (3–8)

Treasure none

SPECIAL ABILITIES

Captive Time (Ex) Once per hour, a clockwork gunslinger can rotate its built-in hourglass as a swift action to instantly reload its pistol and gain the effects of *haste* for 1 round. Additionally, the first time a clockwork gunslinger confirms a critical hit against an opponent, its hourglass shatters and each creature within a 30-foot radius of the clockwork gunslinger must succeed at a DC 14 Fortitude save or be slowed as per the *slow* spell for 3 rounds. Once the hourglass is shattered, the clockwork gunslinger is unable to use this ability until a new hourglass is installed. This save DC is Constitution-based.

Integrated Clockwork Pistol (Ex) One of a clockwork gunslinger's arms ends in an integrated clockwork pistol. This weapon cannot be disarmed, sundered, or removed. It is fed bullets automatically from an internal cache inside the clockwork's body. Its programming grants Deadly Aim, Point-Blank Shot, and Precise Shot as bonus feats.

While clockwork gunslingers are found mostly in Alkenstar, prominent figureheads of foreign cities sometimes purchase custom-built models for their own protection. Clockwork gunslingers are efficient sharpshooters, eliminating foes before they can draw close enough to prove a threat. Their primary design is to serve as guards, either for a specific location, for a particular person, or patrolling bustling streets of a city, but their creators often use them for assistance on missions that involve extracting high-value targets from dangerous locations. The constructs' standard operating procedure is to evaluate a situation and engage in combat only if their own safety or that of whatever they are guarding is threatened.

Inside a clockwork gunslinger's hardened chassis, a large cache of bullets and powder is automatically fed into its pistol. Custom clockwork gunslingers sometimes have specialty ammunition in place of bullets as well as other decorations, though this change carries with it a corresponding upcharge. A clockwork gunslinger stands 6 feet tall and weighs 400 pounds.

CONSTRUCTION

The creator of a clockwork gunslinger must start with a pistol worth 1,000 gp, a crystalline hourglass worth 500 gp, and created clockwork pieces worth 1,750 gp.

CLOCKWORK GUNSLINGER

CL 12th; Price 40,250 gp

CONSTRUCTION

Requirements Craft Construct, Exotic Weapon Proficiency (pistol), *haste*, *geas/quest*, *slow*, creator must be caster level 12th; **Skill** Craft (clockwork) DC 20; **Cost** 21,750 gp



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CLOCKWORK PRIEST

This four-armed clockwork construct has a glowing crystal globe as a head and a shining crystal set into its chest.

CLOCKWORK PRIEST CR 11

XP 12,800

N Medium construct (clockwork)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 25, touch 18, flat-footed 17 (+6 Dex, +2 dodge, +7 natural)

hp 119 (18d10+20)

Fort +6, **Ref** +14, **Will** +10

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee 4 slams +21 (1d4+3)

Special Attacks domain magic

Spell-Like Abilities (CL 11th;

concentration +6)

At will—*animate rope*,
cure light wounds

3/day—*cure moderate wounds*, *wood shape* (DC 16)

1/day—*cure serious wounds*, *stone shape*

Domain Artifice

STATISTICS

Str 17, **Dex** 22, **Con** —, **Int** —,
Wis 18, **Cha** 1

Base Atk +18; **CMB** +21; **CMD** 39

Feats Improved Initiative^b,
Lightning Reflexes^b

SQ difficult to create, swift reactions, winding

ECOLOGY

Environment any

Organization solitary, pair, or clergy (3–8)

Treasure none

SPECIAL ABILITIES

Domain Magic (Su) The crystal embedded into a clockwork priest's chest serves as a divine focus, granting it a number of spell-like abilities (CL 11th). The spells it

can use are determined by its cleric domain and whether the creator instilled positive or negative energy into the creation. Once chosen, the domain and type of energy cannot be changed. A clockwork priest can cast either cure or inflict spells (depending on the energy it was instilled with at creation) of 1st through 3rd levels, as well as the spells granted by its chosen domain up to 3rd level. It can cast 1st-level spells at will, 2nd-level spells three times per day, and 3rd-level spells once per day. The save DCs are Wisdom-based.

A clockwork priest combines raw divine energy with clockwork engineering through an integrated divine focus nestled in its chest. Through divine conduits and specially sanctified parts, these creations act as vessels of divinities, granting them a reservoir of divine energy they can use to generate spell effects. They

often serve as healers, offering aid to the afflicted and to those ravaged in battle. Because of their unwavering loyalty to their deities, clockwork priests are willing to sacrifice themselves for their missions.

Within a church, clockwork priests serve as assistants and aides, carrying out commands with unquestioned loyalty. While rare, churches staffed entirely by clockwork priests do exist. Stories tell of cathedrals dedicated to Amaznen, the Azlanti god of invention and magic, still operating in the ruins of Azlant, despite the fact that that god is now dead.

CONSTRUCTION

The creator of a clockwork priest must start with a diamond worth 5,000 gp as well as created clockwork pieces worth 5,000 gp.

CLOCKWORK PRIEST

CL 12th; Price 95,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *geas/quest*, *limited wish*, creator must be caster level 12th and be able to channel energy; **Skill** Craft (clockwork) DC 22; **Cost** 52,500 gp



CLOCKWORK SONGBIRD

This gilded mechanical bird produces melodious songs from its complex clockwork voice box.

CLOCKWORK SONGBIRD CR 1/2

XP 200

N Tiny construct (clockwork)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 17, touch 17, flat-footed 12 (+3 Dex, +2 dodge, +2 size)

hp 5 (1d10)

Fort +0, **Ref** +5, **Will** +0

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +0 (1d3-3)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 5, **Dex** 16, **Con** —, **Int** —, **Wis** 10, **Cha** 3

Base Atk +1; **CMB** +2; **CMD** 9

Feats Improved Initiative^B, Lightning Reflexes^B

Skills Fly +7

SQ difficult to create, mechanical musicality, swift reactions, winding

ECOLOGY

Environment any

Organization solitary, pair, or harmony (3-12)

Treasure none

SPECIAL ABILITIES

Mechanical Musicality (Su) A clockwork songbird's intricate mechanical voice box allows it to sing a number of songs, each of which provides a distinct effect. Starting a song is a standard action, and it can be maintained each round as a free action; stopping a song is a standard action. A clockwork songbird's song cannot be disrupted, but it ends immediately if the clockwork songbird cannot take a free action to maintain it. A clockwork songbird can sing only one song at a time.

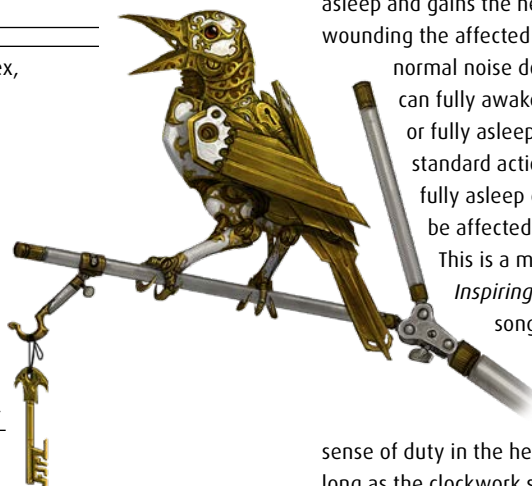
Airy Aria: The clockwork songbird can whistle a lilting melody that causes allies to feel light on their feet. As long as the clockwork songbird maintains its airy aria, each ally within 60 feet that can hear it gains a +10-foot bonus to its base speed or a +1 dodge bonus to AC and a +1 bonus on Reflex saves (recipient's choice). These benefits do not stack with those provided by the airy arias of other clockwork songbirds.

Gentle Lullaby: The gentle, crooning lullaby of a clockwork

songbird can cause enemies to drift toward slumber. Each round that a clockwork songbird sings its gentle lullaby, each foe within 30 feet that can hear it must attempt a DC 11 Will save. If the creature fails the save, it becomes drowsy; while drowsy, the creature takes a -2 penalty to Dexterity. If the creature is already drowsy and fails the DC 11 Will save, the creature falls asleep and gains the helpless condition. Slapping or wounding the affected creature fully awakens it, but normal noise does not. Alternatively, an ally can fully awaken a creature that is drowsy or fully asleep due to a gentle lullaby as a standard action. A creature that becomes fully asleep due to the gentle lullaby cannot be affected by gentle lullaby for 24 hours. This is a mind-affecting effect.

Inspiring Anthem: The clockwork songbird sings a hopeful song that, though somewhat piping and thin, rings true across the battlefield and instills a

sense of duty in the hearts of the songbird's allies. As long as the clockwork songbird maintains its inspiring anthem, allies within 60 feet that can hear it gain a +1 morale bonus on attack and damage rolls.



Marvels of machinery and musicality, clockwork songbirds are prized for the beautiful melodies they produce, which can vary based on the songbird's construction. These clockwork creatures often inhabit the homes and gardens of nobility, where they fill opulent manors and wide-open green spaces alike with their lilting songs. Both children and adults delight in clockwork songbirds, with the former seeing these mechanical creatures as amusing toys and the latter as party novelties.

A clockwork songbird is typically no longer than 18 inches and weighs about 5 pounds.

CONSTRUCTION

The inner workings of a clockwork songbird are made of intricately interlocked components, with the most complex machinery located in the creature's voice box. The creator of a clockwork songbird must start with crafted clockwork pieces worth 250 gp.

CLOCKWORK SONGBIRD

CL 12th; **Price** 3,250 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *ghost sound*, *haste*, *heroism*, *sleep*, creator must be caster level 12th; **Skill** Craft (clockwork) DC 20; **Cost** 1,750 gp

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COMMANDO CONSTRUCT

Moving with the fluid grace of a predatory animal, this large robot's sports an array of dangerous weaponry.

COMMANDO CONSTRUCT

CR 9

XP 6,400

N Large construct (augmented, robot)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 28, touch 14, flat-footed 23 (+5 Dex, +14 natural, -1 size)

hp 110 (10d12+45)

Fort +5, **Ref** +8, **Will** +3

Defensive Abilities hardness 10; **Immune** construct traits; **Resist** acid 5, cold 5, fire 15

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft., burrow 20 ft., climb 30 ft., fly 10 ft. (clumsy), swim 20 ft.

Melee integrated drill +17 (1d6+7), integrated laser torch +16 touch (1d6 fire), slam +16 (1d6+7 plus grab)

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

Special Attacks breath weapon (30-ft. cone, 3d6 acid plus poison, Reflex DC 15 half, usable every 1d4 rounds), energized alacrity, energy attacks (acid), knockout strike

STATISTICS

Str 24, **Dex** 20, **Con** —, **Int** 15, **Wis** 11, **Cha** 5

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 33

Feats Acrobatic Steps, Dodge^B, Great Fortitude, Improved Great Fortitude, Mobility^B, Nimble Moves, Power Attack^B, Weapon Focus (drill)

Skills Acrobatics +8, Climb +15, Fly +5, Knowledge (engineering) +19, Knowledge (nature) +19, Perception +13, Swim +15; **Racial Modifiers** +4 Knowledge (engineering), +4 Knowledge (nature)

Languages Common

SQ reprogram terrain, tactical awareness, technological wonders, terraform

ECOLOGY

Environment any

Organization solitary, pair, or team (3–10)

Treasure none

Commando constructs are elite fighting machines that often operate alone or in small squads. Although they are skilled combatants, these constructs can handle a variety of clandestine activities, including assassination, infiltration, kidnapping, and sabotage. They are most often found wandering the plains of Numeria, or under the service of a local warlord.

The sample commando construct presented here is built using a terraformer robot, found on page 209 of

Pathfinder RPG Bestiary 5, as the base creature. See that entry for full descriptions of its base abilities.

CREATING A COMMANDO CONSTRUCT

“Commando construct” is an acquired template that can be added to any construct, referred to hereafter as the base creature.

Challenge Rating: If the base creature has 9 or fewer HD, base creature's CR + 1; if base creature has 10 or more HD, base creature's CR + 2.

Type: A commando construct gains the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Armor Class: A commando construct's natural armor bonus increases by 4.

Hit Dice: Change the commando construct's Hit Dice to d12s. Additionally, a commando construct gains 1-1/2 times the normal bonus hit points for a construct of its size.

Special Attacks: A commando construct gains special attacks chosen from the list below. A commando construct with 8 HD or fewer selects one option, a commando construct with 9–12 HD selects two options, and a commando construct with 13 HD or more selects three options. Each option can be selected only once.

Brutal Attacks (Ex): When a commando construct makes two successful melee attacks against the same target in 1 round, its attacks either rend flesh or crush bones. This deals an additional amount of damage equal to the damage dealt by its highest-damage successful melee attack plus twice the commando construct's Strength modifier.

Energy Attacks (Su): Pick one energy type: acid, cold, electricity, or fire. Each of the commando construct's melee attacks deals 1d6 points of energy damage of the chosen type on a hit.

Extra Attack (Ex): When using the full-attack action, a commando construct can make one extra attack per round at its highest base attack bonus.

Knockdown Strike (Ex): When a commando construct makes a successful melee attack, it can forgo dealing its normal damage to its target and instead attempt a free combat maneuver check. If the construct is successful, the target takes damage equal to the commando construct's Strength modifier and is knocked prone. This is treated as a trip attack for the purpose of creatures that can't be tripped or that have bonuses or weaknesses against trip combat maneuvers. On a failed combat maneuver check, the commando construct is not tripped in return. This ability works only on creatures of a size equal to or smaller than the commando construct.

Knockout Strike (Ex): As a full-attack action, a commando construct can unleash a devastating strike with one

of its melee attacks that can instantly knock a target unconscious. If a commando construct hits and the target takes damage from the attack, the target must succeed at a Fortitude save (DC = 10 + half the commando construct's HD + the commando construct's Strength modifier) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target can attempt a new saving throw to regain consciousness. Creatures immune to critical hits or nonlethal damage are immune to this ability.

Precision (Ex): A commando construct rolls twice to confirm critical hits, taking the more favorable result.

Reach (Ex): The reach of all of a commando construct's melee attacks increases by 5 feet.

Retaliatory Strike (Ex): Whenever an enemy makes a successful melee attack against a commando construct or an adjacent ally, the enemy provokes an attack of opportunity from the commando construct.

Sneak Attack (Ex): As per the rogue class feature (*Pathfinder RPG Core Rulebook* 67). The number of additional sneak attack dice is based on the commando creature's Hit Dice.

Sundering Blows (Ex): Whenever a commando construct confirms a critical hit with a melee attack, it deals an amount of damage to the target's armor or shield equal to the melee damage as if it had also succeeded at a sunder combat maneuver.

Ability Scores: Str +4, Dex +4.

Feats: A commando construct gains one bonus combat feat, plus an additional combat feat for every 4 HD (to a maximum of 10 feats from this ability).

Special Qualities: A commando construct gains following special abilities.

Energized Alacrity (Su): Once per minute as a swift action, a commando construct can draw power from special energizing transmitters attached to its body. When doing so, the commando construct gains a +30-foot bonus to all of its speeds for 1 round. Additionally, when making a full attack during this round, the commando construct can move up to its speed either before or after it attacks. This movement provokes attacks of opportunity as normal.

Tactical Awareness (Ex): A commando construct gains a +2 bonus on initiative checks. This bonus increases by 1 for

every 5 HD the commando construct has (to a maximum of +6 at 20 HD). Additionally, a commando construct is never considered an unaware combatant and is always able to act in the surprise round. A commando construct is still flat-footed in the surprise round until it acts.

CONSTRUCTION

A commando construct's materials cost an additional 10,000 gp above the base creature's cost. The Craft check required to make the body has a DC 4 higher than normal for the base construct's kind. The construct is animated using a special laboratory or workroom that costs 1,000 gp to establish. If the creator is personally constructing the creature's body, the crafting and the ritual can be performed simultaneously. The creator must have a minimum caster level 1 higher than the base creature's minimum required caster level. In addition, the following spells must be cast during the ritual: *bull's strength*, *greater heroism*, and *limited wish*.



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ENERGIZED GOLEM

This construct is covered in rime, with razor-sharp shards of ice protruding from its limbs and caustic green fumes emanating from the surface of its frigid body.

ENERGIZED ICE GOLEM CR 7

XP 3,200

N Medium construct (cold)

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

Aura caustic mist (5 ft., 1d6 acid plus poison, DC 13)

DEFENSE

AC 21, touch 10, flat-footed 21 (+11 natural)

hp 73 (6d10+40)

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

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

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +11 (1d6+5 plus 1d6 acid plus 1d6 cold)

Special Attacks breath weapon (20-ft. cone, 3d6 cold damage, Reflex DC 13 half, usable every 1d4 rounds), energy discharge (20-ft. burst, 3d8 acid)

STATISTICS

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

Base Atk +6; **CMB** +11; **CMD** 21

SQ elemental overcharge

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

Most golems are animated by an elemental spirit bound within a constructed body, but some creators build their golems with a greater purpose in mind. An energized golem is infused with the raw elemental energy of the elemental spirit used to animate it, granting it increased strength and agility and a host of supernatural powers.

The sample energized golem presented here is built using an ice golem, found on page 161 of *Pathfinder RPG Bestiary*, as the base creature. See that entry for full descriptions of its base abilities.

CREATING AN ENERGIZED GOLEM

“Energized” is an acquired template that can be added to any golem (referred to hereafter as the base creature).

An energized golem uses all the base creature’s statistics and special abilities except as noted here. Save DCs are equal to 10 + half the energized golem’s Hit Dice + the energized golem’s Constitution modifier.

Challenge Rating: Base creature’s CR + 2.

Aura (Su): An energized golem radiates one of the elemental energy auras described below. All creatures within 5 feet of the energized golem take 1d6 points of energy damage at the beginning of the golem’s turn. Each type of elemental aura generates an additional effect within this range, as is described below. For every 10 Hit Dice the energized golem has, the range of the aura extends by 5 feet and it deals an additional 1d6 points of energy damage. The type of energy damage and any additional effects of the aura are determined by the elemental overcharge special quality (see page 39).

Blizzard: The frigid temperatures surrounding the energized golem deal an additional amount of nonlethal damage equal to the damage dice of its elemental aura to all creatures within range each round. A creature can attempt a Fortitude save to negate this additional nonlethal damage. Creatures that take any amount of nonlethal damage from this effect are fatigued. If a target is already fatigued, it is instead exhausted. The fatigued or exhaustion condition persists until the creature recovers from the nonlethal damage.

Caustic Mist: A poisonous miasma emanates from the energized golem, afflicting those within range each round with a deadly toxin that rapidly destroys flesh, muscle, and organs alike. **Poison (Ex):** Aura—inhaled; *save* Fort; *frequency* 1/round for 6 rounds; *effect* 1 Str, 1 Dex, and 1 Con damage; *cure* 2 saves.

Immolation: The extreme heat surrounding the energized golem causes each creature and unattended object within range to catch fire unless it succeeds at a Reflex save. Each affected creature or item takes an additional amount of fire damage equal to the number of damage dice for the energized golem’s elemental aura immediately and each round thereafter as long as it remains within the aura. A creature or object that has caught on fire but moves outside of the aura instead takes 1d6 points of fire damage each round and can attempt another Reflex save each round to extinguish the flames.

Swirling Winds: Powerful winds surround the energized golem, buffeting creatures within range and dealing an

Elemental	Energy	Aura	Discharge Effect (Saving Throw Type)
Air	Electricity	Swirling winds	Stunned for 1 round (Fortitude)
Earth	Acid	Caustic mist	Acid clings to targets, dealing half damage next round (Reflex)
Fire	Fire	Immolation	Knocked prone (Fortitude)
Water	Cold	Blizzard	Entangled for 1d4+1 rounds (Reflex)

additional amount of bludgeoning damage equal to the damage dice of its elemental aura. These winds otherwise function as a *gust of wind* spell. An affected creature can attempt a Reflex save to negate this additional damage, but a successful Fortitude save is required to negate the *gust of wind* effect. If the energized golem has 10 or more Hit Dice, the DC of Fly or Strength checks to resist the effects of the winds increases by 5.

Armor Class: Natural armor improves by 3.

Hit Points: An energized golem receives double the bonus hit points based on its size granted by the construct creature type.

Defensive Abilities: An energized golem's body is infused with elemental energy, granting it immunity to a single energy type. Refer to the elemental overcharge special quality below.

Special Attacks: An energized golem retains all of the base creature's special abilities and gains the following special attack.

Energy Discharge (Su): Once per hour, an energized golem can discharge a pulse of energy from its body as a standard action, affecting all targets within a 20-foot burst. This burst deals 1d8 points of energy damage for every 2 Hit Dice the energized golem has (Reflex half). Each creature damaged by this ability must succeed at a second saving throw or suffer an additional effect. The type of energy damage, the additional effect, and the type of save to avoid this additional effect are determined by the elemental overcharge special quality.

Ability Scores: An energized golem gains ability scores based on the base creature's Hit Dice and the type of elemental spirit used in its creation. If the elemental spirit used is an air or fire elemental spirit, the energized golem gains a +2 bonus to Strength and +4 bonus to Dexterity. If the elemental spirit used is an earth or water elemental spirit, the energized golem gains a +4 bonus to Strength and +2 bonus to Dexterity. If the base creature has 10 or more Hit Dice, these ability score bonuses increase to +8 and +4.

Special Qualities: An energized golem retains all of the base creature's special qualities and gains the following special quality.

Elemental Overcharge (Su): An energized golem is augmented by the elemental spirit that is bound to it during its creation. Its natural attacks deal 1d6 points of energy damage for every 6 Hit Dice the golem has. The type of damage dealt, the golem's immunity, and its aura are based on the elemental spirit bound to the golem during its creation, as listed on the table on page 38.

CONSTRUCTION

An energized golem's body must be magically reinforced to withstand the raw energy of the elemental to be sealed within it, costing an additional 25,000 gp above the base golem's cost. All Craft check DCs to create the golem are increased by 5, and the minimum caster level requirements are 2 higher than normal. In addition, the following spells are added to the base golem's requirements: any *magic circle* spell and *planar binding*.



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ENLIGHTENED CONSTRUCT

This armored clockwork being moves with an uncanny intentionality, patiently evaluating the situation.

ENLIGHTENED CONSTRUCT CLOCKWORK SOLDIER CR 8

XP 4,800

NE Medium construct (augmented, clockwork)

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

DEFENSE

AC 20, touch 14, flat-footed 16 (+2 Dex, +2 dodge, +6 natural)

hp 64 (8d10+20)



Fort +2, **Ref** +6, **Will** +2; +4 vs. enchantments
DR 5/adamantine; **Immune** construct traits
Weaknesses susceptible to mind-affecting effects, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee +1 halberd +18/+13 (1d10+13/x3)

Special Attacks latch

Spell-like Abilities (CL 8th, concentration +10)

4/day—*mind thrust* IV^{OA} (DC 15)

3/day—*mind probe*^{OA} (DC 16), *mindlink*^{OA} (DC 13),

telekinesis (DC 17)

1/day—*mental block*^{OA} (DC 14)

STATISTICS

Str 28, **Dex** 15, **Con** —, **Int** 15, **Wis** 11, **Cha** 10

Base Atk +8; **CMB** +17 (+19 disarm); **CMD** 31 (33 vs. disarm)

Feats Cleave, Combat Casting, Combat Reflexes, Improved Initiative^B, Lightning Reflexes^B, Power Attack

Skills Intimidate +8, Knowledge (arcana) +10, Perception +8, Spellcraft +10

SQ artificial soul, efficient winding, phrenic stone, proficient, standby, swift reactions

Languages Aklo, Common; telepathy 100 ft.

ECOLOGY

Environment any

Organization solitary, pair, trio, troop (3–8), or company (9–12 plus 1–4 clockwork servants^{B3})

Treasure standard (+1 halberd, other treasure)

Infused with powerful psychic energy, enlightened constructs have access to strange and deadly mental powers. Highly intelligent and secretive, these constructs typically serve as henchmen to powerful psychics or sorcerous cabals.

The sample enlightened construct above uses a clockwork soldier as the base creature, and the full description of its abilities can be found on page 57 of *Pathfinder RPG Bestiary 3*.

CREATING AN ENLIGHTENED CONSTRUCT

“Enlightened construct” is an acquired template that can be added to any construct, referred to hereafter as the base creature. An enlightened construct retains all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: If the base creature had 4 or fewer HD, base creature’s CR + 1; HD 5–10, base creature’s CR + 2; HD 11 or more, base creature’s CR + 3.

Alignment: An enlightened construct’s alignment is no more than one step away from that of its creator.

Type: An enlightened construct gains the augmented subtype.

Senses: An enlightened construct gains lifesense out to 60 feet.

Weaknesses: An enlightened construct gains the following weakness.

Susceptible to Mind-Affecting Effects (Ex): An enlightened construct is susceptible to mind-affecting effects, even though it is a construct. Although they can be magically charmed or compelled, enlightened constructs are particularly resistant to enchantments and receive a +4 bonus on Will saves to resist these effects.

Special Attacks: An enlightened construct gains the following special abilities.

Mind Thrust (Sp): An enlightened construct can use *mind thrust*^{OA} as a spell-like ability a number of times per day equal to 2 + the enlightened construct's Intelligence modifier. The version of *mind thrust* available to an enlightened construct is determined by its Hit Dice:

HD	Spell
1-2	<i>Mind thrust I</i> ^{OA}
3-4	<i>Mind thrust II</i> ^{OA}
5-7	<i>Mind thrust III</i> ^{OA}
8-10	<i>Mind thrust IV</i> ^{OA}
11-15	<i>Mind thrust V</i> ^{OA}
16-20	<i>Mind thrust VI</i> ^{OA}

Spell-Like Abilities (Sp): An enlightened construct gains a number of spell-like abilities set by its Hit Dice. It gains the spell-like abilities listed in the entry for its Hit Dice on the table below, as well as all listed spell-like abilities for prior entries. Unless otherwise noted, each ability is usable 1/day. The caster level for these abilities is equal to the enlightened construct's Hit Dice (or the caster level of the base construct's spell-like abilities, whichever is higher). The DC for a saving throw against the enlightened construct's spell-like ability is equal to 10 + the spell's level + the enlightened construct's Intelligence modifier.

HD	Spell-Like Abilities
1-2	<i>Mindlink</i> ^{OA} 3/day
3-4	<i>Mental block</i> ^{OA}
5-6	<i>Mind probe</i> ^{OA} 3/day
7-8	<i>Telekinesis</i> 3/day
9-10	<i>Dimensional lock</i> 3/day
11-12	<i>Dimension door</i> 3/day
13-14	<i>Mass synesthesia</i> ^{OA}
15-16	<i>Antimagic field</i>
17-18	<i>Telekinetic storm</i> ^{OA}
19-20	<i>Power word kill</i>

Ability Scores: If the base creature had an Intelligence score of 9 or less, roll 2d6+4 to determine the enlightened

construct's new Intelligence score. If the base creature had an Intelligence score of 10 or greater, increase its Intelligence score by 6. Additionally, increase the enlightened construct's Charisma score by 2d6.

Feats: Since it has an Intelligence score, an enlightened construct gains feats as normal for a creature of its Hit Dice.

Skills: An enlightened construct gains skill points according to its new Intelligence score, which are assigned appropriately for its function, as determined by the GM.

Languages: An enlightened construct speaks one language that its creator spoke, plus a number of additional languages that its creator knew equal to the enlightened construct's Intelligence bonus (if any). The enlightened construct can also communicate by telepathy up to a range of 100 feet.

Special Qualities: An enlightened construct gains the following special qualities.

Artificial Soul (Su): Though not the true soul of a living creature, the enlightened construct's artificial soul provides it with a unique personality and a spark of sentience. Unlike most constructs, the enlightened construct is not immune to necromantic effects. Enlightened constructs are still immune to death effects and they cannot be raised or resurrected. Enlightened construct golems are still immune to magic as described in their entries.

Phrenic Stone (Su): An enlightened construct has a stone infused with supernatural mental energy embedded into its head or chest that is the source of its awakened intellect. If an enlightened construct is destroyed but this phrenic stone remains intact, it can be used to create another enlightened construct, using the same cost as augmenting a new enlightened construct (see Construction below). When a phrenic stone is used to create a new enlightened construct, the personality and memories of the previous enlightened construct are lost. A phrenic stone has hardness 10, 20 hit points, and a break DC of 30.

CONSTRUCTION

An enlightened construct's phrenic stone and materials cost an additional 60,000 gp above the base creature's cost. The construct's master can assemble the body or hire someone else to do the job. The DC of the Craft check required to create the body is 10 higher than normal for the base creature. After the body is created, the enlightened construct is animated through a magical ritual that requires a specially prepared laboratory or workroom that costs 1,000 gp to establish. The ritual takes 8 hours to complete. If the creator is personally constructing the construct's body, the construction and the ritual can be performed simultaneously. The creator must have a minimum caster level 4 higher than the base construct's minimum required caster level. In addition, the following spells must be cast during the ritual: *awaken construct*^{OA}, *eagle's splendor*, *greater possession*^{OA}, and *wish*.

GOLEM, DRAGONHIDE

This massive, hunched monstrosity has a hide that appears to be a mix of reptilian scales of various colors.

DRAGONHIDE GOLEM CR 16

XP 76,800

N Huge construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +26

DEFENSE

AC 31, touch 10, flat-footed 29 (+2 Dex, +21 natural, -2 size)

hp 155 (21d10+40)

Fort +7, **Ref** +9, **Will** +7

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

OFFENSE

Speed 50 ft.

Melee bite +31 (2d8+12), 2 claws +31 (2d6+12), tail slap +26 (2d6+18)

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

Special Attacks berserk, breath weapon (copper, red), powerful tail, rampage

STATISTICS

Str 34, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +21; **CMB** +35; **CMD** 47

SQ draconic grafts (dragonlike senses, grafted head [copper], powerful tail)

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Berserk (Ex) When a dragonhide golem enters combat, there is a cumulative 2% chance each round that the lingering primal presence in its draconic grafts overwhelms the golem, causing it to go berserk. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%; alternatively, the creator can offer the golem a tribute of coins and gems in an attempt to calm the lingering draconic presence. For every 500 gp offered in tribute, the golem's berserk chance is lowered by 1%. Once berserk, the uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, requiring a successful DC 25 Charisma check.

Breath Weapon (Su) A dragonhide golem's breath weapon depends on the type of dragon whose head was grafted onto the creature, as summarized on the table below. Regardless of type, a dragonhide golem's breath weapon deals 20d6 points of damage and is usable once every 1d4 rounds. A target that succeeds at a DC 22 Reflex save

takes half damage. The save DC is Constitution-based and includes a +2 racial bonus.

To determine a dragonhide golem's breath weapon randomly, roll 1d10 and consult the table below.

d10	Head Type	Breath Weapon
1	Black	100-foot line of acid
2	Blue	100-foot line of electricity
3	Brass	100-foot line of fire
4	Bronze	100-foot line of electricity
5	Copper	100-foot line of acid
6	Gold	50-foot cone of fire
7	Green	50-foot cone of acid
8	Red	50-foot cone of fire
9	Silver	50-foot cone of cold
10	White	50-foot cone of cold

Draconic Grafts Dragonhide golems have several draconic grafts upon their giant bodies to enhance their abilities and defenses. Most dragonhide golems have three draconic grafts; however, the creator can add any number of additional grafts, with each additional graft beyond the third increasing the cost of the golem by 15,000 gp. For every two additional grafts beyond the third, the golem's CR increases by 1. Unless otherwise noted, each draconic graft can be selected only once. Draconic grafts are chosen from those presented below.

Dragonlike Senses (Ex): The dragonhide golem has darkvision out to 120 feet and blindsense out to 60 feet. It can see four times as well as a human in dim light and twice as well in normal light, and it receives a circumstance bonus on Perception checks equal to 5 + the golem's number of Hit Dice. This replaces the golem's standard darkvision of 60 feet and low-light vision.

Elemental Aura (Su): The dragonhide golem's body is surrounded by an aura of acid, cold, electricity, or fire, dealing 2d6 points of energy damage to all creatures within 10 feet of the golem at the start of its turn. The type of energy damage must be the same as one of the golem's breath weapons. This aura can be activated or dismissed as a free action. If the golem has more than one type of breath weapon, it can select the energy type each round.

Full-Body Scales (Ex): The dragonhide golem's body is fully encased in a thick layer of dragon scales, increasing its natural armor bonus by 2 and granting it immunity to a single type of energy (and possibly a vulnerability as well), as determined by the type of dragon the scales are taken from. Silver or white dragons grant immunity to cold, but also vulnerability to fire. Blue or bronze dragons grant immunity to electricity. Brass, gold, or red

dragons grant immunity to fire, but also vulnerability to cold. If a dragonhide golem is immune to cold and fire, it loses vulnerability to cold and fire. This draconic graft can be selected any number of times. Each time this draconic graft is selected, it gains an additional +2 natural armor bonus and an additional energy immunity (and possibly a vulnerability as well).

Graft Head (Su): The dragonhide golem's head is formed from one additional type of dragon. Each time this draconic graft is selected, it gains a different type of breath weapon, although the breath weapon is still usable only once every 1d4 rounds. This draconic graft can be selected any number of times.

Powerful Tail (Ex): The dragonhide golem gains a tail attack usable as a secondary attack. It deals 1-1/2 times its Strength modifier on damage rolls with its tail attack.

Wings (Ex): A pair of dragon wings are grafted onto the golem's back, granting a fly speed of 100 feet with clumsy maneuverability. This draconic graft can be selected up to four times. Each additional time this draconic graft is selected, it improves the golem's fly speed by 50 feet and its maneuverability by one step, to a maximum fly speed of 250 feet with good maneuverability.

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

- A *flesh to stone* spell slows a dragonhide golem (as the *slow* spell) for 2d6 rounds, with no saving throw.
- A *rage* spell increases a dragonhide golem's chance to go berserk by 50%, with no saving throw.

Rampage (Su) Whenever a dragonhide golem goes berserk, its draconic grafts are temporarily empowered. It gains a +8 enhancement bonus to Strength, a +4 enhancement bonus to Dexterity, and a +4 enhancement bonus to natural armor. This effect ends when the golem's berserk chance is reset to 0%.

A dragonhide golem is a terrifying humanoid monstrosity created from the body of a giant with all manner of parts from dragon corpses grafted onto it.

CONSTRUCTION

A dragonhide golem's body is often built from the corpse of a Huge giant. The draconic grafts are harvested from the bodies of one or more

dragons, depending on the dragon's size and the number of grafts to be used. Typically, the process requires no less than one dragon of Huge size, two of Large size, or four of Medium size. Special unguents made from dragon's blood and magical bindings worth 9,000 gp are also required for the grafting process.

DRAGONHIDE GOLEM

CL 16th; Price 209,000 gp

CONSTRUCTION

Requirements Craft Construct, *create greater undead, form of the dragon I, geas/quest, limited wish*, creator must be caster level 16th; **Skill** Craft (leather) or Heal DC 21; **Cost** 109,000 gp



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GOLEM, INUBRIX

This hulking figure shines with a metallic luster as a heavy yellow gas flows from the creature's back.

INUBRIX GOLEM

CR 14

XP 38,400

N Large construct

Init +3; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +0

DEFENSE

AC 28, touch 12, flat-footed 25 (+3 Dex, +16 natural, -1 size)

hp 140 (20d10+30)

Fort +6, **Ref** +9, **Will** +6

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

OFFENSE

Speed 30 ft.; *air walk*

Melee 4 claws +26 (1d6+7)

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

Special Attacks breath weapon (15-ft. cone, see below, Reflex DC 20 half, usable every 1d4 rounds), rend (2 claws, 1d6+10)

Spell-Like Abilities (CL 20th; concentration +15)
Constant—*air walk*, *true seeing*

STATISTICS

Str 24, **Dex** 16, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +20; **CMB** +28; **CMD** 41

ECOLOGY

Environment any

Organization solitary or gang (2–6)

Treasure none

SPECIAL ABILITIES

Breath Weapon (Su) An inubrix golem can expel a 15-foot cone of yellowish gas as a standard action once every 1d4 rounds. Creatures within the gas cloud feel their skin crawl and their senses deaden. Each creature within the area must succeed at a DC 20 Will save or be staggered for 1d4 rounds and gain 1 negative level. The save DC to remove these negative levels is equal to the initial saving throw for the breath weapon.

Immunity to Iron (Ex) Inubrix golems ignore the presence of iron and are able to pass through it as if they were incorporeal. They are immune to iron weapons, and their attacks ignore any armor or shield bonus to AC (including enhancement bonuses) from iron armor and shields. These abilities also affect variations of iron such as cold iron, living steel, and steel.

Immunity to Magic (Ex) An inubrix golem is immune to spells and spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A magical attack that deals fire damage slows an inubrix golem (as per *slow*) for 3 rounds, with no saving throw.

- A magical attack that deals cold damage dispels any *slow* effect on the golem and restores 1 hit point for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points for 1 hour. An inubrix golem receives no saving throw against cold effects.
- An inubrix golem targeted by *transmute metal to wood* permanently loses its immunity to iron and damage reduction, but it gains hardness 5.

Razor Fingers (Ex) An inubrix golem's claws are razor sharp and threaten a critical hit on a roll of 18–20.

These deadly golems are crafted with a technique that incorporates inubrix, a rare skymetal, into their bodies. Due to the extraordinary material used in their construction, these golems are extremely rare throughout most of Golarion, found only in places with access to skymetals or in places where those who can afford such unique materials reside. Inubrix's unique characteristics allow it to pass through iron and steel without any impact, as if it existed slightly out of phase with such metals. This strange property has given it the nickname of "ghost iron." Weaponsmiths were initially excited to learn that it could penetrate metal armor with ease. However, the soft metal is too malleable for effective crafting; weapons made from inubrix are weaker than their normal counterparts, making them less effective. Alloys of inubrix with other metals failed to maintain its unique property to phase through iron, causing many smiths to see it as a strange curiosity and nothing of practical value.

Because of its ghostlike properties, the odd metal has also earned a reputation for being related to necromancy, gluttony, and temperance. Some spellcasters report spectacular effects when using inubrix in the creation of magic items associated with necromancy, as the metal tends to accept magical enhancements from that magic school more readily than from other schools of magic. This has led enterprising golem crafters to create the first inubrix golems. Rather than being imbued with an elemental spirit like many golems, inubrix golems gain their animating spark from negative energy, which seems to resonate particularly well with the inubrix used in their construction.

Though creators can craft these golems into any configuration they desire, most form inubrix golems that have a skeletal aesthetic. This grotesque appearance only adds to the necromantic mystique of the golem, its visage promising the one thing these monstrosities can deliver: a brush with death. These 11-foot-tall creations weigh about 5,000 pounds, but their *air walk* ability allows them

to navigate difficult and unstable terrain with ease. They cannot speak, though at times their metal bodies emit a low bass rumble.

Technic League engineers created the first inubrix golems in the golem forges of Numeria. Their captains hoped to use them as scouts and shock troops when exploring the vast and dangerous metal ruins that speckle the landscape. However, their inability to communicate makes inubrix golems poor scouts, and the properties bestowed from their inubrix components left them often unable to harm the robotic contraptions they were sent to destroy. Their use as bodyguards is limited, as they cannot stop or deflect iron weapons, but they make decent assassins and excellent traps when hidden behind a wall of iron. Enterprising captains used the creatures to attack and assassinate their rivals, but it wasn't long before Technic League officers started to line their strongholds with lead and other materials that the golems can't pass through.

VARIANT INUBRIX GOLEMS

As other golem crafters experimented with the original inubrix golems, they discovered viable variants, including those below.

Abysibrix Golem (CR +0): By creating an alloy of inubrix and abysium, a glowing blue-green skymetal that makes creatures sick through exposure, a golem crafter can make a sturdier golem, but at the cost of its ability to phase through iron. These golems lose their immunity to iron and rend abilities, but their entire body is infused with a green-blue glow. They increase their damage reduction to 10/adamantine, and they leave behind a poisonous abysium residue with every successful claw attack.

Abysium Residue: Claw—touch; *save* Fortitude DC 20; *onset* 1 minute; *frequency* 1/minute for 6 minutes; *effect* 1d2 Con damage plus nauseated; *cure* 2 saves.

Ghost Metal Golem (CR +0): Ghost metal golems are enhanced specifically for assassination tasks. These golems take a more aggressive and bloodthirsty approach to combat, though they still follows all of their creators' commands. Ghost metal golems lose their rend special attack and breath weapon, but gain the ability to deal an additional 2d6 points of negative energy damage with each claw attack, and they can cast *ethereal jaunt* as a spell-like ability three times per day.

CONSTRUCTION

The creator must sculpt an inubrix golem's body from 80,000 gp worth of inubrix and treat it with rare unguents worth 10,000 gp.

INUBRIX GOLEM

CL 16th; **Price** 300,000 gp

CONSTRUCTION

Requirements Craft Construct, *air walk*, *enervation*, *geas/quest*, *limited wish*, creator must be caster level 16th; **Skill** Craft (armor) or Craft (weapons) DC 26; **Cost** 195,000 gp



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GOLEM, SAND

This towering creature appears to be made entirely of sand, with pockets of soft earth and rock reinforcing its tall, humanoid form.

SAND GOLEM

CR 9

XP 6,400

N Large construct

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

DEFENSE

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, -1 size)

hp 96 (12d10+30)

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

Defensive Abilities amorphous; **DR** 10/bludgeoning;

Immune construct traits, magic

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee 2 slams +18 (2d6+7/grab)

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

Special Attacks clutching sands, constrict (2d6+10), sand blast

STATISTICS

Str 24, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +12; **CMB** +20 (+24 grapple); **CMD** 32

SQ compression

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Clutching Sands (Ex) When a creature hits a sand golem with a manufactured melee weapon, the sand golem can make a disarm attempt as an immediate action. This disarm attempt doesn't provoke an attack of opportunity. If the combat maneuver check is a success, the weapon is caught in the golem's churning sands. A sand golem's body can contain any number of weapons. A sand golem can make an attack with one captured weapon of its choice as a standard action or as part of its full attack, although attack rolls made with captured weapons take a -4 penalty. After attacking twice with a weapon, the weapon falls to the ground, landing 1d4 squares away from the sand golem.

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

- A *aqueous orb*^{APG} spell deals lethal damage instead of nonlethal damage to a sand golem
- A *hydraulic torrent*^{APG} spell gains a +5 bonus on its combat maneuver check as the torrent surges through a sand golem.
- *Soften earth and stone* causes a sand golem to lose its damage reduction for 3 rounds.

- A *transmute mud to rock* spell slows a sand golem (as per *slow*) for 2d6 rounds, with no saving throw.
- A *transmute rock to mud* spell restores 1d6 hit points per level of the caster to a sand golem (maximum 10d6).

Sand Blast (Su) As a standard action once every 1d4 rounds, a sand golem can expel a 15-foot cone of fiery sand from its chest. Creatures struck by the blast take 4d6 points of fire damage and 4d6 points of bludgeoning damage and become blinded for 1 round. A creature that succeeds at a DC 16 Reflex save takes half damage and negates the blindness. The save DC is Constitution-based.

A sand golem is an animate mass of living sand, soft earth, and rocks first employed during the early period of the Jistka Imperium as the original defenders of the city's many golemwork factories. Given the readily available crafting resources and plentiful artificers, the golems made effective and inexpensive additions to the Jistkans' menagerie of creations. As time went on, Jistkan golem crafters also found that these golems proved equally useful on the front lines of battle. However, as Jistkan enemies began utilizing creatures from beyond the Material Plane, sand golems were eventually phased out in favor of bigger, more dangerous beings with far greater abilities. As conflicts with their neighbors eventually broke and scattered the Jistka Imperium, the knowledge of how to create these golems was lost to the sands of time.

Hundreds of years later, Osiriani golem crafters delving into uncovered Jistkan catacombs eventually stumbled upon the knowledge of creating sand golems. Though the process was archaic, these crafters were able to once more produce new sand golems. When the time came to put their newly found treasure to the test, the artificers knew the perfect trial for their unearthed creations: defensive sentries in the scorching desert surrounding many of Osirion's cities. When enemies approached, the sand golems coalesced from the nearby sand and made quick work of trespassers and potential invaders, proving a brilliant success.

Enterprising sorcerers and wizards have come into great fortune by utilizing sand golems to collect ancient relics from hidden tombs and newly discovered ruins deep in the parched desert dunes. With their ability to withstand the blazing temperatures of the desert sun, these golems are perfect scouts and retrievers. Additionally, sand golems make for stalwart sentinels of precious locations such as a master's lair or curious locales that require in-person research from their masters.

Sand golems, like other constructs, obey their creators' commands to the best of their ability. Should

the creator die, or should the golem's commands be unattainable, the sand golem goes rogue. The creature is still completely functional, but it follows no commands or orders from anyone. Over the course of time, many sand golems have gone rogue, and plenty still roam the harsh deserts of northern Garund.

Though sand golems are usually encountered alone, particularly demanding tasks might cause their masters to send a gang of sand golems to complete the mission. A sand golem is 10 feet tall and weighs 3,000 pounds.

VARIANT SAND GOLEMS

The following are a couple of variations of sand golems spotted on Golarion.

Gravel Golem (+2 CR): Golem crafters in places lacking fine sand used similar techniques to create a golem formed from larger particles. These golems are often bulkier and more devastating than sand golems. A gravel golem gains the advanced simple template, but its Intelligence score isn't increased. In addition, its slams deal 2d10 points of damage and its sand blast special attack deals 6d6 points of bludgeoning damage in addition to the fire damage. A gravel golem costs an additional 5,000 gp to create.

Quicksand Golem (+0 CR): Designed for nondesert climates and specifically for dealing with large areas of people, a quicksand golem loses its blistering sand blast attack. Instead, every 1d6 rounds the golem can create a 10-foot-square area of quicksand (*Pathfinder RPG Core Rulebook* 427) within 50 feet of itself. The quicksand golem can create quicksand only in natural, unworked terrain, and created patches of quicksand remain active for 10 minutes before vanishing. Creatures still stuck in the quicksand after this duration are immediately shunted to the normal surface of the terrain in which the quicksand was created. The quicksand golem can maintain only three active patches of quicksand at a time. A quicksand golem costs an additional 2,500 gp to create.

CONSTRUCTION

The construction of a sand golem requires soft earth and

sand that weighs at least 1,500 pounds, as well as rare magical minerals worth 3,500 gp.

SAND GOLEM

CL 12th; **Price** 53,500 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *limited wish*, *move earth*, creator must be caster level 12th; **Skill** Craft (stonemasonry) DC 20; **Cost** 28,500



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HAUNTED CONSTRUCT

Ghostly vapors wisp around a tattered scarecrow and move it like a puppet.

HAUNTED CONSTRUCT SCARECROW CR 5

XP 1,600

NE Medium construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +2

Aura unholy beacon (20 ft.)

DEFENSE

AC 17, touch 11, flat-footed 17 (+1 deflection, +6 natural)

hp 47 (5d10+20)

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

Defensive Abilities channel resistance +4; **Immune** cold, construct traits

OFFENSE

Speed 20 ft.

Melee 2 slams +8 (1d8+3)

Special Attacks fascinating gaze, fear, haunt (isolation)

STATISTICS

Str 16, **Dex** 10, **Con** —, **Int** 4, **Wis** 11, **Cha** 18

Base Atk +5; **CMB** +8; **CMD** 19

Feats Improved Initiative, Iron Will, Lightning Reflexes

Skills Perception +2, Stealth +3

SQ infused soul

ECOLOGY

Environment any

Organization solitary, pair, or gang (3–6)

Treasure none

On the border between Xa Hoi and Nagajor, near the caldera of Mount Kumijinja, a cave system leads deep into the Darklands. The locals call it the Clicking Caverns, for scouts report seeing strange clockwork warriors creeping out of the caves at night in search of living creatures. Deep beneath those caves is the clockwork necropolis of Pan Majang, a constantly transforming edifice that houses the sadistic, flesh-eating spirits of a forgotten race. These spirits now possess and haunt the constructs they once used as slaves.

A haunted construct is formed when a soul does not continue to Pharama's Spire and is instead drawn to an existing construct in a desperate attempt to continue living. Often malevolent and cruel, these souls seek to inflict harm on the living and invite them to join in their tortured existence.

The sample haunted construct above uses a scarecrow as the base creature, and the full description of its abilities can be found on page 238 of *Pathfinder RPG Bestiary 2*.

CREATING A HAUNTED CONSTRUCT

“Haunted construct” is an acquired template that can be added to any construct (referred to hereafter as the base creature). A haunted construct retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Base creature's CR + 1.

Alignment: Any evil, most commonly neutral evil.

Armor Class: A haunted construct gains a +1 deflection bonus to AC.

Defensive Abilities: Haunted constructs gain channel resistance +4.



Special Qualities: A haunted construct gains the following special qualities.

Infused Soul (Su): A haunted construct is infused with the soul of a creature who died nearby. The soul provides the haunted construct a semblance of unlife as a ghostly apparition surrounds its body and controls its actions. This allows the haunted construct to apply its Charisma modifier as a bonus on Fortitude saves, and it gains a number of bonus hit points per Hit Die equal to its Charisma bonus. A haunted construct is healed by negative energy and harmed by positive energy as if it were an undead creature. It reacts to magical and supernatural effects, such as *detect undead* and *searing light*, as if it were an undead creature.

Unholy Beacon (Su): Haunted constructs act as a focal point for negative energy, exuding a constant 20-foot aura that functions as the spell *desecrate*. Additionally, undead creatures within the aura gain the benefits of the haunted construct's damage resistance or hardness, if any.

Special Attacks: Each haunted construct gains one of the following haunts tied to its artificial body. This haunt functions until the haunted construct is destroyed but acts on initiative count 10, as usual for haunts, affecting each creature within 30 feet. The Perception DC to notice the haunt is equal to 15 + the haunted construct's CR. The save DC against a haunted construct's special attack is equal to 10 + half the haunted construct's Hit Dice, and the caster level is equal to the haunted construct's CR. A creature can attempt the listed saving throw at the end of its turn each round to negate the haunt's ongoing effect; once a creature successfully saves against the effect, it is immune to that effect for 24 hours. Additional haunted construct abilities beyond these can be designed at the GM's discretion.

Burned Alive (Su): The spirit inhabiting this haunted construct perished in a blaze; *notice* the smell of smoke; *effect* a screech erupts as affected creatures catch on fire; *destruction* flood the area with water for at least 24 hours.

Eaten Alive (Su): The spirit inhabiting this haunted construct was torn apart by wild animals; *notice* the sound of gnashing teeth; *effect*, an invisible force bites and tears the flesh of all living targets, dealing 1d6 points of force damage per 4 Hit Dice the haunted construct has (minimum 1d6) each round and inflicting the shaken condition (Will negates); this is a mind-affecting effect; *destruction* a good-aligned creature must remain in the haunted area for 3 days while fasting.

Frozen Bones (Su): The spirit inhabiting this haunted construct froze to death; *notice* frost begins to appear on the ground and any clothing or objects; *effect* a sudden chill fills the air, and creatures take 1d6 points of cold damage per 2 Hit Dice the haunted construct has (minimum 1d6) and are staggered for 1d4 rounds; on a successful Fortitude save, a creature takes half the damage and negates the staggered condition; *destruction* burn the area in magical fire with a caster level equal to or greater than that of the haunt.

ISOLATION HAUNT

CR —

NE haunt (30-ft. radius)

Caster Level 5th

Notice Perception DC 20 (to notice ambient sound disappear and other sounds grow quiet)

hp —; **Trigger** proximity; **Reset** 1 day

Effect Each target believes it is alone in the world; it cannot perceive, target, nor interact with anyone it considers an ally. This is a mind-affecting effect. A creature that succeeds at a DC 12 Will save negates this effect.

Destruction A boisterous celebration of friendship lasting at least 1 hour at the site of the haunt.

Insane Ramblings (Su): The spirit inhabiting this haunted construct wasted away from madness; *notice* a discordant chorus of whispers; *effect* yammering voices fill the heads of all affected creatures, affecting them as per the spell *confusion* (Will negates); *destruction* a creature shouts a hidden truth or previously kept secret.

Isolation (Su): The spirit inhabiting this haunted construct died trapped and alone; *notice* ambient sound disappears and other sounds are quieted; *effect* each target believes it is alone in the world; it cannot perceive, target, nor interact with anyone it considers an ally (Will negates); this is a mind-affecting effect; *destruction* a boisterous celebration of friendship lasting at least 1 hour at the site of the haunt.

Loss of Limbs (Su): The spirit inhabiting this haunted construct bled out after being dismembered; *notice* targets' arms all start to tingle; *effect* each target believes its arms have been ripped off; the creature drops whatever it is holding and cannot use its arms in any way (Will negates); this is a mind-affecting effect; *destruction*: a creature must willfully offer the strength of its own arms to the vengeful spirits, accepting 2 points of Strength and Dexterity drain.

Mutilation (Su): The spirit inhabiting this haunted construct was murdered in a gruesome fashion; *notice* the creature's muscles begin to spasm; *effect* the creature's arms and legs spasm and twist into hideous angles, reducing its base speed to 5 feet and imposing a -4 penalty on attack rolls (Will negates); *destruction* the source must be targeted by a *heal* or *regeneration* spell.

Ability Scores: If the base creature's Charisma score is less than 10, then its Charisma score changes to 14; otherwise a haunted construct receives a +4 bonus to Charisma. A haunted construct receives a +4 bonus to its Intelligence score and generally has the same skills the soul had in life. If the base creature lacked an Intelligence score, it gains an Intelligence score of 4 and generally selects the same feats its soul had in life.

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HELL ENGINE

Wicked spikes and infernal runes decorate this black metal construct's armor. Unholy flames billow from industrial stacks atop its crown and back.

HELL ENGINE ADAMANTINE GOLEM CR 20

XP 307,200

N Huge construct

Init -1; **Senses** darkvision 60 ft., low-light vision, see in darkness, see through hellfire; **Perception** +0

DEFENSE

AC 33, touch 7, flat-footed 33 (-1 Dex, +26 natural, -2 size)

hp 205 (30d10+40); fast healing 10

Fort +10, **Ref** +9, **Will** +10

Defensive Abilities indestructible; **DR** 15/epic; **Immune** construct traits, magic; **Resist** fire 30

Weakness contract powered

OFFENSE

Speed 30 ft.

Melee 2 slams +41 (6d10+13/19-20)

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

Special Attacks banishing strike (DC 25), breath weapon (15-ft. cube, 15d6 fire damage plus 15d6 unholy damage, Reflex DC 25 half, usable every 1d4+1 rounds), destructive strike, redirect summons (level 9; 1 barbed devil, 1 bearded devil, 1 bone devil, 1 erinyes, 1 ice devil, or 1 lemure 100%), trample (6d10+19, DC 38)

STATISTICS

Str 36, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +30; **CMB** +45; **CMD** 54

ECOLOGY

Environment any (Hell)

Organization solitary or gang (2-4)

Treasure none

A hell engine is a construct fueled by an infernal contract, bypassing the complex magic and craftsmanship needed to animate a golem or similar engine of destruction. Artificers who lack the skill or magical aptitude to craft constructs on their own may be tempted to use the power of Hell to make up for their shortcomings, surrendering their souls for the chance to see their masterpieces brought to horrifying life.

Although a hell engine lacks the creativity and cunning of a true devil, contracting an infernal construct grants certain advantages over a bound outsider. A hell engine's mindless neutrality renders it resistant to anarchic or holy attacks that would cripple a devil, making it a valuable tool against celestial and chaotic forces. Combined with the construct's ability to banish hostile outsiders and replace them with additional devils, these war machines earn a distinguished place as shock troops in infernal armies and guardians of Hell's most secure vaults.



The sample hell engine above uses an adamantite golem (*Pathfinder RPG Bestiary 2* 134) as the base creature.

CREATING A HELL ENGINE

“Hell engine” is an acquired template that can be added to any nonchaotic, nongood construct with no Intelligence score. A hell engine uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: Base creature’s CR + 1.

Alignment: Always neutral. However, a hell engine radiates a moderate aura of law and evil as if it were a lawful evil outsider.

Senses: A hell engine gains the see in darkness ability. In addition, the hell engine can see through the hellfire cloud created by its breath weapon without penalty, ignoring any cover or concealment bonuses it provides.

Defensive Abilities: A hell engine gains fire resistance 30. If the base creature has immunity to magic, it gains the following change:

- *Dispel evil* or *dispel law* drives the hell engine back 30 feet and deals 2d12 points of damage to it (no save).

Weaknesses: A hell engine gains the following weakness.

Contract Powered (Ex): A hell engine draws power from the infernal contract that animates it. A hell engine cannot attack the devil that drafted its contract, the mortal who signed it, or any creature holding an original copy of the contract. Spells cast by the devil that wrote the contract or its mortal signatory automatically bypass any spell resistance or immunity to magic the hell engine has. If both copies of the contract are destroyed, the hell engine ceases to function until a new one is created.

Special Attacks: A hell engine gains the following.

Breath Weapon (Su): As a standard action once every 1d4+1 rounds, a hell engine can exhale a churning cloud of hellfire in an adjacent space equal to its own size. This hellfire persists for 1 round; each creature within the area when the hell engine creates it (as well as any creature that passes through the cloud until the start of the hell engine’s next turn) takes 1d6 points of fire damage and 1d6 points of unholy damage per 2 Hit Dice of the base creature. A creature can attempt a Reflex save (DC 10 + half the base creature’s HD) for half damage. The hellfire cloud also provides concealment as if from a *fog cloud* spell.

The hell engine can use this breath weapon in addition to any breath weapon the base creature has, and it can use up to two breath weapons simultaneously as a full-round action. Simultaneous breath weapons both fill the area of either the hellfire breath weapon or base creature’s breath weapon (hell engine’s choice). If the base creature’s breath weapon deals fire damage, a simultaneous breath weapon converts half of that damage into unholy damage.

Banishing Strike (Su): Three times per day as an immediate action, the hell engine can force an extraplanar or summoned creature it hits to attempt a Will save (DC = 10 + half the base

creature’s HD); on a failure, the target is forced back to its original plane as if by a *dismissal* spell.

Redirect Summons (Sp): Within 1 minute of successfully using its banishing strike ability, a hell engine can redirect its planar energy to summon a devil as an immediate action with a 100% chance of success. The summoned devil remains for 1 hour. A hell engine can have only one summoned devil at a time. The hell engine’s Hit Dice determines the most powerful kind of devil it can summon and the effective spell level of this ability, according to the following table.

HD	Devil	Spell Level
5	Lemure	2nd
10	Bearded devil	5th
15	Erinyes	6th
20	Bone devil	7th
25	Barbed devil	8th
30+	Ice devil	9th

CONSTRUCTION

While a typical golem uses an elemental spirit as its power source, a hell engine draws power from a special infernal contract. A hell engine requires the same physical body as its base creature, but the creator need only sign a contract and surrender his immortal soul to animate the construct. Typically a devil drafts a contract that grants the mortal signee some service performed by the hell engine, with mastery of the construct transferring to the devil upon completion of the task or the mortal’s demise. As with all infernal contracts, animating a hell engine is always a lawful and evil act.

The hell engine generally serves as an intermediary in the contract’s stipulations, allowing clever mortals or devils to exploit loopholes in the agreement via the construct itself. For example, destroying a hell engine before it completes its contractual task or the mortal signee dies may nullify the contract, releasing the soul from damnation. Most devils include clauses to prevent a signee from destroying its own construct. A hell engine that becomes inactive due to a breach of contract, exploitation of a termination clause, or destruction of the original contracts can be reused to generate a new hell engine or to create a normal version of the base creature.

Powerful hell engines require more soul energy to activate; the devil and the mortal signing the contract must each have at least 1 Hit Die per 2 Hit Dice of the hell engine they wish to animate. A devil can use multiple souls to fuel the same hell engine as long as the total number of Hit Dice between the mortal signatories equals at least half the Hit Dice of the construct. However, convincing numerous mortals to sign away their souls for shared custody of a construct can be difficult, even for an accomplished dealmaker.

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RECYCLED CONSTRUCT

Plates of mismatched metal cover gaps in the burnished brass armor encasing this construct. Exposed wires hang from its creaking joints, and its glowing glass eye appears to be cracked.

RECYCLED GEARSMAN CR 3

XP 800

N Medium construct (robot)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 37 (4d10+15)

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

Immune construct traits

Weaknesses glitch, malfunction, vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee slam +9 (1d4+7)

Ranged mwk heavy repeating crossbow +6 (1d10/19–20)

STATISTICS

Str 20, **Dex** 13, **Con** —, **Int** 10, **Wis** 13, **Cha** 1

Base Atk +4; **CMB** +9; **CMD** 20

Feats Combat Reflexes, Power Attack

Skills Craft (any one) +7, Disable Device +8, Perception +8, Profession (any one) +8, Sense Motive +8

Languages Common

SQ adaptive learning, charge weapon, nanite repair

ECOLOGY

Environment any

Organization solitary, pair, or squad (3–12)

Treasure standard (masterwork heavy repeating crossbow, 2 cases of repeating crossbow bolts, other treasure)

A skilled artificer can revitalize a ruined construct by jury-rigging the pieces left intact. The patchwork nature of a recycled construct renders it fragile and leaves key circuitry exposed.

The sample recycled construct above uses a gearsman (*Pathfinder RPG Bestiary* 5 207) as the base creature. The sample recycled gearsman is treated as if it received one glitch during construction (see Recycling Robots), reducing its bonus hit points by 5.

CREATING A RECYCLED CONSTRUCT

“Recycled construct” is an acquired template that can be added to a construct with 3 or more Hit Dice made predominantly of solid material. A recycled construct uses all the base creature’s statistics and special abilities except as noted here.

Challenge Rating: Base creature’s CR – 1.

d10 Malfunction

- 1 No additional effect.
- 2 Sparks fly from the construct, dazzling each adjacent creature that can see it (Fortitude negates).
- 3 The construct flails wildly, making one melee attack against each adjacent creature. If the construct is wielding only a ranged weapon, it uses that weapon as an improvised bludgeoning weapon.
- 4 The construct leaks lubricant, affecting itself and all adjacent squares as if with a *grease* spell for 1d4+1 rounds.
- 5 The attack causes the construct to seize violently, functioning as a free disarm combat maneuver check against the weapon that triggered the malfunction. On a success, the weapon is thrown 1d4×10 feet in a random direction. A natural weapon instead provokes a free grapple combat maneuver attempt against the attacking creature for 1 round. This malfunction has no effect on ammunition.
- 6 Acrid smoke, steam, or mist pours from the construct, as if from a *pyrotechnics* smoke cloud.
- 7 Shrapnel explodes from the construct in all directions, dealing 1d6 points of slashing damage per Hit Die of the construct to each creature within 20 feet (Reflex half).
- 8 The construct emits an earsplitting screech, deafening all creatures within 20 feet (Fortitude negates).
- 9 Disruptive energy pulses from the construct, functioning as *dispel magic* targeting every creature within 20 feet.
- 10 The construct goes berserk (*Pathfinder RPG Bestiary* 159).

d6 Glitch

- 1 Reduce any bonus hp the base construct received by 5 (minimum 0).
- 2 Reduce all movement speeds by 5 feet. If the recycled construct’s burrow, fly, or swim speed is reduced to 0, it loses that movement option. Land speed can be reduced to a minimum of 5 feet.
- 3 Reduce base attack bonus by 1 (minimum +0).
- 4 Reduce any natural armor bonus by 1 (minimum +0).
- 5 The recycled robot takes a –1 penalty on all skill checks.
- 6 The recycled robot has a 5% chance each round of acting erratically, as if confused.

Defensive Abilities: Reduce any damage reduction or hardness by 5. Replace any immunity to magic with spell resistance equal to the base creature's CR + 11. Any exceptions to the base creature's immunity to magic automatically bypass the recycled construct's spell resistance and function as described for the base creature.

Weaknesses: A recycled construct gains the following weakness.

Malfunction (Ex): A recycled construct that takes precision damage or extra damage from a critical hit becomes staggered for 1 round and immediately triggers a malfunction. To determine the nature of this malfunction, roll 1d10 and consult the table on page 52 (CL = the base creature's HD; save DC = 10 + the base creature's HD). A creature can use a move action to attempt a special Disable Device check before dealing precision damage to a recycled construct (DC = 20 + the base creature's HD). On a success, the attacking creature can roll twice and choose the malfunction result.

Attacks: If the base creature has more than one natural attack, remove one natural attack. The creator can replace the lost attack with a light, one-handed, or ranged weapon of at least masterwork quality and a size appropriate for the base creature.

CONSTRUCTION

A recycled construct is built from the remains of the base creature. When destroyed, the base creature must not have taken damage exceeding its total hit points plus 20; otherwise the remnants were too badly damaged to be useful. Additionally, recycling the construct requires replacement parts worth half the value of the base creature's body. Construction requirements are identical to the base creature, except the DC of any relevant skill checks is reduced by 5 and the cost is reduced by half.

RECYCLING ROBOTS

In order to create a recycled robot or similar construct, a crafter must have the Craft Construct feat and the Technologist feat (*Pathfinder Campaign Setting: Technology Guide* 7). Creating a recycled robot requires the remains of other complex constructs, such as robots or clockworks, collectively worth 50,000 gp or more. Crafting a Medium or smaller recycled robot requires the remains of two Medium complex constructs; a Large robot requires the remains of four Medium constructs, and so on. Crafting a

recycled robot requires 1 week per set of Medium complex construct remains required for construction.

While creating a recycled robot, the crafter must attempt one Knowledge (engineering) check per Medium construct remains used in construction (DC = 20 + the base creature's CR). For each failed check, the recycled robot gains a glitch. To determine the nature of this glitch, roll 1d6 and consult the table on page 52. Multiple glitches of the same type stack. If the crafter fails more than half of the required Knowledge (engineering) checks, he fails to recycle the construct and ruins the materials.



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ROBOT, GLADIATOR

One of this metallic humanoid's four arms ends in the barrel of a large-bore rifle, while another ends in a spinning circular blade. Its final two arms grasp a massive chainsaw.

GLADIATOR ROBOT

CR 17

XP 102,400

N Medium construct (robot)

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

DEFENSE

AC 33, touch 15, flat-footed 28 (+5 Dex, +18 natural)

hp 161 (22d10+40)

Fort +14, **Ref** +17, **Will** +14

Defensive Abilities adaptive defense programming, dense structure, hardness 15, resilient; **Immune** construct traits;

Resist electricity 30, fire 30

Weaknesses overclocked targeting, vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 60 ft.

Melee adamantine chainsaw +29 (4d12+7/18-20), adamantine buzz saw +29 (2d12+7)

Ranged hypersonic rifle +27 (2d12/x3 plus stunned)

Special Attacks boosted charge, combined arms

STATISTICS

Str 25, **Dex** 20, **Con** —, **Int** 14, **Wis** 15, **Cha** 17

Base Atk +22; **CMB** +29; **CMD** 44

Feats Cleave, Combat Reflexes, Great Fortitude, Following Step^{APG}, Lunge, Point-Blank Shot, Power Attack, Precise Shot, Step Up, Step Up and Strike^{APG}, Vital Strike

Skills Acrobatics +27 (+39 when jumping), Intimidate +25, Perform (oratory) +25, Sense Motive +24; **Racial**

Modifiers +12 Acrobatics when jumping

Languages Androffan, Common, Hallit

SQ flexible programming, integrated weaponry, programmed to entertain, work the crowd

ECOLOGY

Environment any

Organization solitary, pair, or squad (3-6)

Treasure none

SPECIAL ABILITIES

Adaptive Defensive Programming (Ex) Three times per day as an immediate action, a gladiator robot can change one of its resistances to any other energy type for 1 minute.

Boosted Charge (Ex) Twice per day, a gladiator robot can make a full-attack action at the end of a charge instead of a single attack.

Dense Structure (Ex) A gladiator robot gains bonus hit points as if it were a construct two sizes larger.

Flexible Programming (Ex) Ten times per day as an immediate action, a gladiator robot can gain the benefit

of any feat for which it qualifies but does not have. Each feat remains in effect for 1 minute. In addition, it counts its racial Hit Dice as fighter levels for the purpose of qualifying for feats. If it has levels in fighter, these Hit Dice stack with these levels.

Integrated Weaponry (Ex) A gladiator robot's arms have integrated weaponry. These weapons cannot be disarmed, removed, or sundered. A gladiator robot's programming allows it to wield these weapons as if it were proficient in their use.

Adamantine Chainsaw (Ex): Two of a gladiator robot's arms link into a motor-driven chainsaw with adamantine cutters and chain.

Adamantine Buzz Saw (Ex): One of a gladiator robot's arms ends in a spinning blade.

Hypersonic Rifle (Ex): One of a gladiator robot's arms ends in a powerful rifle that fires metal slugs at hypersonic velocities. This weapon has a range of 150 feet and deals 2d12 points of damage. A creature struck must succeed at a DC 30 Fortitude save or become stunned for 1 round. The save DC is Strength-based.

Overclocked Targeting (Ex) Gladiator robots operate beyond the limits of stability and safety. A gladiator robot that suffers a critical hit does not become staggered or stunned as is normal for a robot, but it loses the ability to distinguish friend from foe. Upon taking a critical hit, the gladiator robot must attempt a DC 20 Fortitude save. On a success, for the following round it attacks a randomly determined target within 60 feet. On a failed save, it attacks random targets for the following 1d4+1 rounds.

Programmed to Entertain (Ex) A gladiator robot gains Intimidate and Perform (gladiator) as class skills and gains a +2 bonus on performance combat checks.

Resilient (Ex) Gladiator robots receive a +5 racial bonus on all saving throws.

Superior Optics (Ex) Gladiator robots see invisible creatures or objects as if they were visible.

Work the Crowd (Ex) Gladiator robots are programmed to reward themselves for victory and showiness. As a swift action after reducing a foe to 0 hit points or otherwise incapacitating it, a gladiator robot can attempt a DC 20 Perform (gladiator) check. If it succeeds, the gladiator robot recovers 4d10 hit points, up to its maximum hit points. This ability functions only if the incapacitating action is observed by a crowd (see pages 436-437 of the *Pathfinder RPG Core Rulebook*) and must be performed on the same round as felling a foe or the round immediately after.

Adaptable in combat and programmed to entertain, gladiator robots are designed to provide a vicarious experience to sate spectators' primal bloodlust. They fight

with a passion that makes many observers forget they are watching a machine instead of a living being. Constructed to move with grace and swagger both in and out of battle, they are agile and incredibly strong for their size. Gladiator robots stand 6 feet tall but are constructed of dense metals and weigh 450 pounds.

Built from some of the rarest high-tech materials and weapons acquired by the Technic League, gladiator robots usually serve as entertainment in the blood- and oil-smeared fighting pits of Starfall in Numeria, although they have been spotted less commonly in Tymon in the River Kingdoms and Oppara in Taldor. Owned almost exclusively by high-ranking members of the Technic League, gladiator robots often operate as personal bodyguards when not participating in gladiatorial combat, although their tendency toward targeting errors makes them risky protectors.

The inherent danger of spectating a gladiatorial contest starring a gladiator robot draws crowds from far and wide, although it necessitates either large, open arenas or protective structures like walls and raised seats to keep the crowd safe. Many cities that normally allow gladiatorial combat have banned competition involving these robots after incidents of audience members being targeted following a lucky hit against the robot.

While most robots behave in a logical and emotionless way, gladiator robots are gregarious, outgoing, and attention-seeking. Their voices are loud, upbeat, and cheerful, and they endlessly narrate their own actions in battle while providing commentary on their opponents and their actions. This attitude and presence stands in sharp contrast to their menacing, heavily-armored chassis and powerful weapons; these disparate elements make for a combination their opponents find unnerving. Spectators, however, love the bluster and braggadocio of a gladiator robot, often waiting after a match in hopes of meeting it. In Oppara, this tradition is taken even further, with young children running up to a victorious gladiator robot with two rags: a clean one to wipe away blood and grime, and an oiled one to shine its armor to brilliance. They then sell these rags to wealthy nobles for a few gold pieces each.

Since their programming has been pushed to the limits of their capacity, gladiator robots are prone to develop quirks and bugs in their behavior. Despite

frequently being sent back to technicians for repair, gladiator robots often develop personality traits that begin to blur the line between machines and living creatures. While most of these quirks tend to emulate personalities that are brash and energetic, some gladiator robots become enamored of death. These robots are likely the source of rumors about out-of-control “kill bots” that view killing as pleasure.

Stories of gladiator robots leaving the service of their masters and taking up free lives on their own may be nothing more than Andoren propaganda, but such tales are appealing enough that several have spread throughout the Inner Sea. One famous tale is told by Mendevian Knights who watched a “man of metal” walk directly into hordes of demons near the Worldwound, shouting challenges the entire way. Whether the robot survived—or the story is true—is unclear.



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ROBOT, REPAIR DRONE

Repair drones are robots programmed to repair machinery and other robots. They are often found in the employ of inventors or machinists, where their skills are put to good use not only for repair but also in optimizing mechanical designs. Repair drones of all makes can be found scattered across Golarion; two types of repair drones are detailed below.

REPAIR ROBOT

This quadruped robot has glowing eyes and dexterous hands capable of examining and fixing machinery.

REPAIR ROBOT CR 2

XP 600

N Medium construct (robot)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

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

hp 31 (2d10+20)

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

Immune construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+6)

Ranged net +4 touch (entangle)

Special Attacks net

STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** 10, **Wis** 11, **Cha** 1

Base Atk +2; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Skill Focus (Knowledge [engineering])

Skills Disable Device +6, Knowledge (engineering) +8, Perception +4

Languages Common

SQ refresh system, repair robot

ECOLOGY

Environment any

Organization solitary, pair, or union (3–12)

Treasure none

SPECIAL ABILITIES

Net (Ex) Five times per day, a repair robot can throw a polymer mesh net at a target within 10 feet, making a ranged touch attack against that target. On a hit, the target becomes entangled. The target creature can escape the net with a successful DC 20 Escape Artist check, which requires a full-round action. The polymer net has 10 hit points and can be burst with a DC 27 Strength check, which requires a full-round action. The net has no effect on creatures that are more than one size category larger or smaller than the repair robot.

Refresh System (Ex) Once per day as a standard action, a

repair robot can refresh its system and remove a condition affecting it. The condition removed must be one of the following: blinded, confused, dazzled, deafened, shaken, sickened, or staggered.

Repair Robot (Ex) Five times per day, as a standard action that does not provoke an attack of opportunity, a repair robot can restore 1d10 hit points to either itself or an adjacent robot.

Repair robots are technologically skilled robots capable of fixing all manner of machinery with their surprisingly nimble hands. Repair robots are single-minded in their motivations, following their programming to repair anything they deem fixable. Many repair robot owners have returned to their workshops to find all of their in-progress inventions optimized or completely rebuilt by their robot servants.

Although most commonly encountered in urban settings, repair robots have been known to survive, and even thrive, in other environments. If abandoned by its owner, a repair robot continues its repair duties as long as there are things to fix. Once it runs out of machinery to repair, the repair robot often wanders away from its place of employ, roaming the land in search for more repair opportunities. Repair robots that leave their homes often form unions with other abandoned repair robots; the robots in such unions satisfy their programming by repairing one another as they journey together.

A typical repair robot is about 5 feet tall and weighs approximately 500 pounds.

OCTOPOD MECHANIC DRONE

This octopus-like robot has eight tentacles that it uses to repair multiple machines at a time.

OCTOPOD MECHANIC DRONE CR 13

XP 25,600

N Medium construct (robot)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +13

Aura crew boss (30 ft.)

DEFENSE

AC 24, touch 14, flat-footed 20 (+3 Dex, +1 dodge, +10 natural)

hp 124 (16d10+36); force field (65 hp, fast healing 13)

Fort +5, **Ref** +10, **Will** +2

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

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 8 slams +22 (1d4+6/19–20 plus grab)

Ranged 2 integrated laser pistols +19 touch (2d6 fire)
Space 5 ft.; **Reach** 10 ft.

Special Attacks combined arms, constrict (1d6+6)

STATISTICS

Str 22, **Dex** 16, **Con** —, **Int** 15, **Wis** 5, **Cha** 5

Base Atk +16; **CMB** +22; **CMD** 36 (can't be tripped)

Feats Combat Reflexes, Critical Focus, Dodge, Improved Critical (slams), Improved Initiative, Lightning Reflexes, Power Attack, Toughness

Skills Climb +30, Disable Device +19, Knowledge (engineering) +18, Perception +13

Languages Common

SQ integrated weaponry, mass repair, mechanical expertise, reboot system, repair station

ECOLOGY

Environment any

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Crew Boss (Ex) When working with other robots, an octopod mechanic drone can coordinate the group's efforts to maximize efficiency. All other robots with 30 feet of an octopod mechanic drone gain a +2 competence bonus on attack rolls and skill checks.

Integrated Laser Pistols (Ex) An octopod mechanic drone has two integrated laser pistols with a range increment of 50 feet.

Mass Repair (Ex) An octopod mechanic drone can use its tentacles to repair multiple robots at one time. As a full-round action that does not provoke attacks of opportunity, an octopod mechanic drone can restore 3d10 hit points to itself and each allied robot within 10 feet of it.

Mechanical Expertise (Ex) An octopod mechanic drone is programmed with deep knowledge of machinery. The octopod mechanic drone is considered trained in all skills used against a technology-based subject.

Reboot System (Ex) An octopod mechanic drone can reboot a robot's system, whether its own or an ally's. As a standard action, an octopod mechanic drone can remove all of the following conditions from either itself or a robot within 10 feet of it: blinded, confused, dazzled, deafened, shaken, sickened, and staggered.

Repair Station (Ex) As a full-round action, an octopod mechanic drone can anchor its body to the ground, freeing its robotic tentacles to focus on attacking and repairing

rather than supporting itself. While it is anchored, it loses its Dexterity bonus and dodge bonus to AC, it cannot move, and it gains a +8 enhancement bonus to CMD against bull rush, drag^{APG}, and reposition^{APG} combat maneuvers. An anchored octopod mechanic drone doubles the number of hit points it restores using its mass repair ability, and it gains a +2 enhancement bonus on damage rolls with its slam attacks. Unanchoring itself from the ground is a full-round action.

Octopod mechanic drones are the ultimate in repair-robot technology. These multilimbed robots can manipulate each of their metal tentacles with extreme precision, allowing them to perform delicate fixes and repair many machines at once. Octopod mechanic drones also have the ability to anchor themselves to the ground, allowing them to commit their tentacles entirely to repair rather than having to use them for support. Owners of octopod mechanic drones often rely on the robots to manage the rest of their mechanical workers; the robots communicate more loudly and directly than others of their kind, making them natural leaders, and they have a distinct ability to coordinate the group for maximum efficiency.

An octopod mechanic drone is about 6 feet tall, with tentacles roughly 10 feet long, and weighs approximately 750 pounds.



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RUNEPLATED CONSTRUCT

Fire dances across the surface of this faceless construct and the crystal wand set into its chest.

WRATHPLATED CLOCKWORK MAGE CR 10

XP 9,600

N Medium construct (clockwork)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 25, touch 17, flat-footed 18 (+5 Dex, +2 dodge, +8 natural)
hp 102 (15d10+20)

Fort +5, **Ref** +12, **Will** +7

Defensive Abilities opposition school resistance;

DR 5/adamantine; **Immune** construct traits; **SR** 20

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee 4 slams +18 (1d4+3 plus 2d6 fire)

Special Attacks infused attack, wand magic

STATISTICS

Str 16, **Dex** 21, **Con** —, **Int** —, **Wis** 14, **Cha** 1

Base Atk +15; **CMB** +18; **CMD** 35

Feats Improved Initiative^B,

Lightning Reflexes^B

SQ difficult to create,

runeplated, swift

reactions, winding

ECOLOGY

Environment any

land

Organization solitary

Treasure none

SPECIAL ABILITIES

Wand Magic (Su) A wrathplated clockwork mage's wand crystal allows it to cast spells as if using a spell trigger magic item (CL 9th). It can cast 1st-level spells at will, 2nd-level spells four times per day, and 3rd-level spells twice per day.

Evocation: 1st—*magic missile*, *shocking grasp* (DC 11); 2nd—*gust of wind* (DC 13), *scorching ray*; 3rd—*fireball* (DC 14)

Wizards in ancient Thassilon each specialized in one of seven schools of magic, a practice that carried over to their production of magical constructs.

The example creature presented here uses a clockwork mage as the base creature, which can be found on page 32 of *Pathfinder RPG Bestiary* 4.

CREATING A RUNEPLATED CONSTRUCT

"Runeplated construct" is an acquired or inherited template that can be added to any creature with the construct type (referred to hereafter as the base creature). A runeplated construct retains all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Base creature's CR + 1.

Defensive Abilities: A runeplated construct retains all the defenses of the base creature and gains the following defensive ability.



Opposition School Resistance (Su): A runeplated construct gains a +2 bonus on saving throws against spells and spell-like abilities from the schools of magic to which its school is opposed (see Runeplated Construct Traits below).

Special Attacks: A runeplated construct retains all the special attacks of the base creature and gains the following special attack.

Infused Attack (Su): By drawing upon the magical energy of the school that created it, a runeplated construct can add additional effects or damage to its melee attacks (see Runeplated Construct Traits below). The save DC against these abilities is 10 + half the construct's CR + the construct's Strength modifier.

Special Qualities: A runeplated construct retains all the special qualities and abilities of the base creature and gains the following special quality.

Runeplated (Su): A runeplated construct cannot cast spells or use spell-like abilities, even those granted to the base creature, from schools opposed to the one in which it is runeplated. If the base creature has spells or spell-like abilities from the school in which it is runeplated, it gains one additional use of each such ability during the normal frequency period (3/day becomes 4/day, for example).

RUNEPLATED CONSTRUCT TRAITS

A runeplated construct gains additional traits based on the school of Thassilonian sin magic used to enhance it.

Envy (Abjuration): Envyplated constructs gain the following attack.

Envy-Infused Attack (Su): An envyplated construct's melee attacks are infused with abjuration magic that disrupts and suppresses the protective magic of its foe. Once per round as a free action upon hitting an opponent, an envyplated construct can lower the total deflection bonus (if any) of that foe by 2 (Reflex negates). Multiple applications of this ability stack until the target's deflection bonus is reduced to 0. If the target has deflection bonuses from multiple sources, the highest bonus is lowered first. This ability does not render magical items nonmagical, nor does it end spell durations. After 1 minute, the effect ends and the deflection bonuses return to normal.

Opposition Schools: Evocation and necromancy.

Gluttony (Necromancy): Gluttonyplated constructs gain the following attack.

Gluttony-Infused Attack (Su): A gluttonyplated construct can infuse its melee attacks with necromantic energy that steals the target's life force, adding it to the golem's own. Once per round as a free action upon hitting an opponent with a melee attack, a gluttonyplated construct can impose 1 temporary negative level on that foe (Fortitude negates).

Opposition Schools: Abjuration and enchantment.

Greed (Transmutation): Greedplated constructs gain the following attack.

Greed-Infused Attack (Su): A greedplated construct can infuse its melee attacks with transmutation magic. As a free action once per round upon hitting an opponent with a melee attack, it can polymorph that opponent into a tiny animal for 1d3 rounds, as per the *baleful polymorph* spell (Fortitude negates). Unlike for the spell, however, none of the changes are permanent, and the target returns to its normal form and mind at the end of the duration.

Opposition Schools: Enchantment and illusion.

Lust (Enchantment): Lustplated constructs gain the following attack.

Lust-Infused Attack (Su): Able to lower inhibitions and willpower with a mere touch, a lustplated construct can infuse its melee attacks with enchantment magic. Once per round as a free action upon hitting an opponent with a melee attack, a lustplated construct can deal 1d4 points of Wisdom damage (Will negates).

Opposition Schools: Necromancy and transmutation.

Pride (Illusion): Prideplated constructs gain the following attack.

Pride-Infused Attack (Su): A prideplated construct can infuse its melee attacks with illusion magic. Once per round as a free action upon hitting an opponent, a prideplated construct can cause the target to become fascinated for 1d4+1 rounds as it is surrounded by interwoven, scintillating colors (Will negates).

Opposition Schools: Conjunction and transmutation.

Sloth (Conjuration): Slothplated constructs gain the following attack.

Sloth-Infused Attack (Su): A slothplated construct can infuse its melee attacks with conjuration magic. Once per round as a free action upon hitting an opponent, a slothplated construct can cause that opponent, along with all its worn and held gear, to instantaneously teleport to any other available, visible space of the construct's choosing within 100 feet (Will negates). Opponents thus teleported cannot be sent into the ground or into the air, and if the arrival area is dangerous (on fire, for instance), the opponent gains a +4 bonus on the saving throw to resist the effect.

Opposition Schools: Evocation and illusion.

Wrath (Evocation): Wrathplated constructs gain the following attack.

Wrath-Infused Attack (Su): A wrathplated construct can infuse its melee attacks with evocation magic. Melee attacks made by a wrathplated construct deal an additional 2d6 points of fire or electricity damage (no save). The type of energy damage is chosen when the construct becomes runeplated and can't be changed.

Opposition Schools: Abjuration and conjuration.

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SOULBOUND CONSTRUCT

The tip of this towering, scorpionic construct's tail thrums with otherworldly energy, and its body moves with unexpected speed.

SOULBOUND ANNIHILATOR ROBOT CR 17

XP 102,400

N Gargantuan construct (robot)

Init +6; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft.; **Perception** +22

DEFENSE

AC 32, touch 10, flat-footed 29 (+1 deflection, +2 Dex, +1 dodge, +22 natural, -4 size)

hp 190 (20d10+80); **force field** (80 hp, fast healing 16)

Fort +8, **Ref** +8, **Will** +5

Defensive Abilities hardness 10; **Immune** cold, construct traits; **Resist** electricity 30, fire 30

Weaknesses susceptible to mind-affecting effects, vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 50 ft., climb 30 ft.; **booster jets**

Melee 2 claws +28 (2d6+12/19-20)

Ranged 2 chain guns +19 (8d6/×4)

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

Special Attacks combined arms, death throes (DC 14), plasma lance, suppressing fire

Spell-Like Abilities (CL 10; concentration +14)

3/day—*stinking cloud* (DC 17)

1/day—*contagion* (DC 18)

STATISTICS

Str 34, **Dex** 15, **Con** —, **Int** 18, **Wis** 8, **Cha** 12

Base Atk +20; **CMB** +36; **CMD** 49 (57 vs. trip)

Feats Arcane Strike[®], Combat Expertise, Combat Reflexes, Craft Magic Arms and Armor[®], Craft Technological Arms and Armor[®], Craft Technological Item[®], Deadly Aim, Dodge, Exotic Weapon Proficiency[®] (firearms), Great Fortitude, Improved Critical (claw), Improved Initiative, Mobility, Scribe Scroll[®], Skill Focus (Acrobatics), Skill Focus[®] (Knowledge [engineering]), Technologist[®], Toughness[®], Weapon Focus (chain gun)

Skills Acrobatics +28, Climb +20, Craft (mechanical) +15 (+19 with technology), Intimidate +21, Knowledge (arcana, geography) +17, Knowledge (engineering) +23 (+27 with technology), Linguistics +8 (+12 with technology), Perception +22, Sense Motive +22, Spellcraft +17

Languages Androffan, Aklo, Common, Draconic, Hallit, Infernal, Orc

SQ bind soul, soul focus

ECOLOGY

Environment any (Numeria)

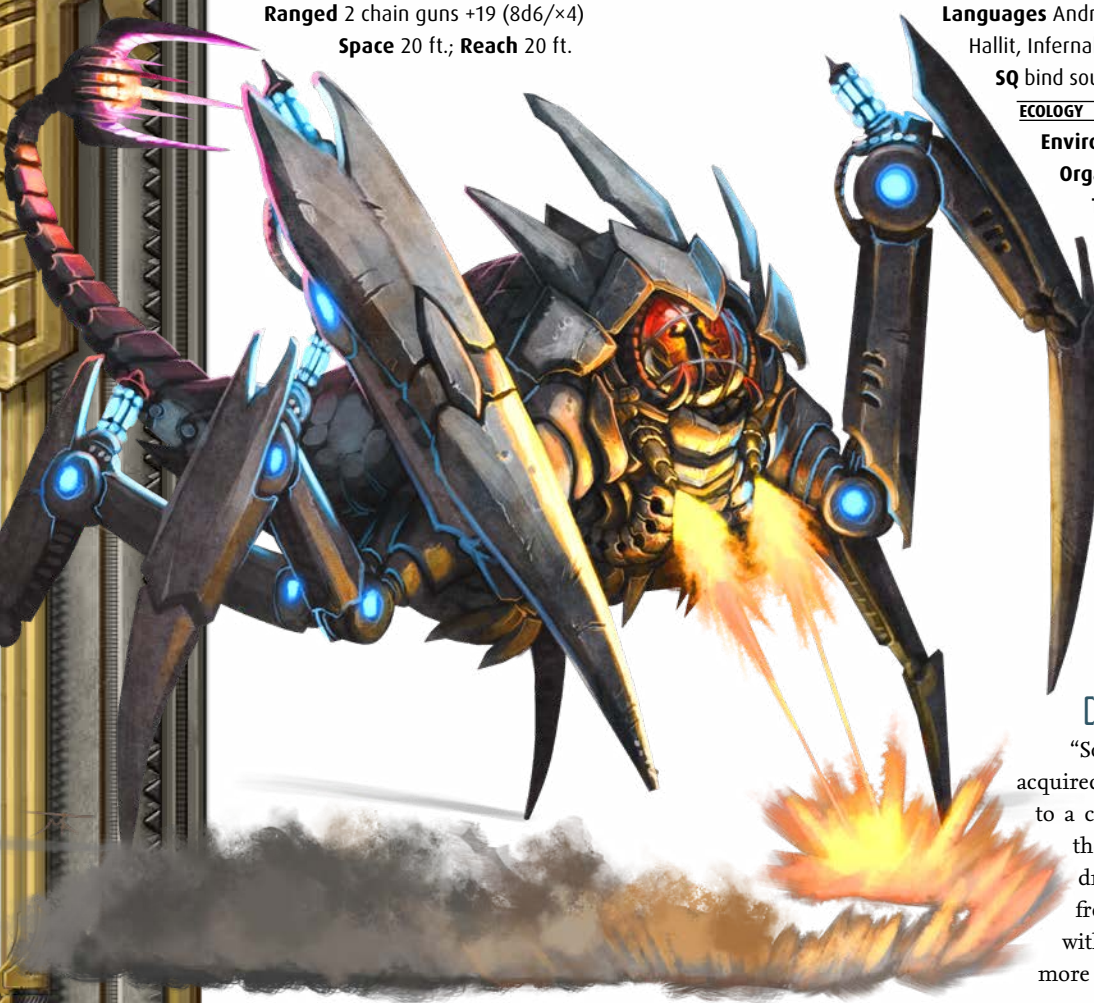
Organization solitary

Treasure none

A soulbound construct is a once-living creature that has had its soul bound to a construct host that serves as its new body. The creatures involved in this example are a Technic League captain (*Pathfinder Adventure Path #89: Palace of Fallen Stars* 33) and an annihilator robot (*Pathfinder RPG Bestiary* 5 206); any abilities not explained here are described in those entries.

CREATING A SOULBOUND CONSTRUCT

“Soulbound construct” is an acquired template that can be applied to a construct (referred to hereafter as the host construct); this construct draws several of its statistics from a living corporeal creature with an Intelligence score of 4 or more (referred to hereafter as the base



creature) whose soul is contained within a soul focus. A soulbound construct uses all the host construct's statistics and special abilities except as noted here.

Challenge Rating: If the base creature has 10 or fewer Hit Dice, host construct's CR + 1; if the base creature has 11 or more Hit Dice, host construct's CR + 2.

Alignment: As per base creature.

Type: A soulbound construct gains any alignment subtypes that the base creature had.

Armor Class: A host construct gains a deflection bonus to AC equal to the base creature's Charisma modifier.

Weakness: A soulbound construct retains all the weaknesses of the host construct and gains the following additional weakness.

Susceptible to Mind-Affecting Effects (Ex): A soulbound construct is not immune to mind-affecting effects.

Special Attacks: A soulbound construct gains the following special attack.

Spell-Like Abilities (Ex): A soulbound construct has one or more alignment-based spell-like abilities, based upon the base creature's HD. If the base creature has 1–4 HD, the soulbound construct can cast the first spell-like ability listed in the table below for its alignment once per day. If the base creature has 5–10 HD, it can cast the first listed spell-like ability three times per day and the second ability once per day. If the base creature has 11–16 HD, it can cast the first listed spell-like ability at will, the second ability three times per day, and the third ability once per day. If the base creature has 17–20 HD, it can cast the first and second listed spell-like abilities at will and the third ability three times per day. The caster level for these abilities is equal to the base creature's Hit Dice. The save DC for these abilities is based on the base creature's Intelligence, Wisdom, or Charisma, whichever is highest.

Ability Scores: The host construct replaces its Intelligence, Wisdom, and Charisma scores with those of the base creature.

Skills: A soulbound construct gains the Intelligence-, Wisdom-, and Charisma-based skills of the soul held in the soul focus. If the host construct already has any of these skills, select the higher total bonus between that of the base creature and that of the host construct.

Feats: A soulbound construct gains the base creature's feats as bonus feats. Feats that can't be used by the host construct are not added in this way.

Special Qualities: A soulbound construct gains the following special qualities.

Bind Soul (Su): The process to bind the soul focus to the construct body takes 1d10 days of continual concentration, and the target construct can attempt a Will save (DC = 10 + half the base creature's Hit Dice + the base creature's Intelligence, Wisdom, or Charisma modifier, whichever is highest) to negate the effect. Mindless constructs receive no save against this effect.

Soul Focus (Su): The base creature's soul lives within a gem called a soul focus. As long as the soul focus remains intact, a soulbound construct gains the abilities granted by this template, and it retains the base creature's personality, memories, and thoughts, as well as its alignment, mental ability scores, feats, and skills that are based on mental ability scores. It does not retain racial modifiers to those skills (if any). A soul focus has hardness 8, 12 hit points, and a break DC of 20.

CONSTRUCTION

A soulbound construct's soul focus is made from a gem worth 1,000 gp per Hit Die of the base creature. Creating the soul-bound construct requires first binding the base creature's soul to the gem in a 10-hour ritual using rare spell components worth 10,000 gp. The base creature dies at some point during the process of creating the soul focus (this prevents the body from later being revived, so long as the soul focus still remains intact). An unwilling soul can resist the procedure with a successful DC 20 Will save.

SOUL FOCUS

CL 7th; **Price** 10,000 gp + 1,000 gp per Hit Die of the base creature

CONSTRUCTION

Requirements Craft Construct, Craft Wondrous Item, *geas/quest*, *magic jar*, soul of a living creature who dies or is slain during the creation process; **Skill** Craft (gemcutting); **Cost** 5,000 gp + 1,000 gp per Hit Die of the base creature

Alignment	First Ability	Second Ability	Third Ability
Lawful good	<i>Hold person</i>	<i>Dimensional anchor</i>	<i>Repulsion</i>
Neutral good	<i>Heroism</i>	<i>Greater invisibility</i>	<i>Heal</i>
Chaotic good	<i>Blink</i>	<i>Shout</i>	<i>Prismatic spray</i>
Lawful neutral	<i>Suggestion</i>	<i>Lesser globe of invulnerability</i>	<i>Blade barrier</i>
Neutral	<i>Deep slumber</i>	<i>Hold monster</i>	<i>Greater dispel magic</i>
Chaotic neutral	<i>Rage</i>	<i>Confusion</i>	<i>Disintegrate</i>
Lawful evil	<i>Minor image</i>	<i>Crushing despair</i>	<i>Antilife shell</i>
Neutral evil	<i>Inflict moderate wounds</i>	<i>Enervation</i>	<i>Harm</i>
Chaotic evil	<i>Stinking cloud</i>	<i>Contagion</i>	<i>Eyebite</i>

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STEAM-POWERED CLOCKWORK

Puffs of steam, quiet hissing, and a whirring of gears accompany this massive metal dragon.

STEAM-POWERED CLOCKWORK DRAGON CR 18

XP 153,600

N Huge construct (clockwork)

Init +10; **Senses** darkvision 60 ft., low-light vision, see *invisibility*; Perception +8

DEFENSE

AC 36, touch 16, flat-footed 28 (+6 Dex, +2 dodge, +20 natural, -2 size)

hp 217 (25d10+80)

Fort +8, **Ref** +16, **Will** +8

Defensive Abilities fortification 75%; **DR** 15/adamantine;

Immune construct traits; **Resist** fire 30; **SR** 27

Weaknesses vulnerable to electricity

OFFENSE

Speed 70 ft., fly 110 ft. (average), swim 70 ft.

Melee bite +37 (4d6+14 plus 1d6 fire), 2 claws +37 (2d8+14 plus 1d6 fire), tail slap +32 (2d6+7 plus 1d6 fire), 2 wings +32 (2d6+7 plus 1d6 fire)

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

Special Attacks adamantine weapons, breath weapon (100-ft. line, 14d6 fire damage, Reflex DC 22 half, usable every 1d4 rounds), self-destruction, storm blast

Spell-Like Abilities (CL 25th; concentration +20)
Constant—see *invisibility*

STATISTICS

Str 38, **Dex** 23, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +25; **CMB** +41; **CMD** 59 (63 vs. trip)

Feats Improved Initiative^B, Lightning Reflexes^B, Run^B

Skills Fly +10, Perception +8, Swim +22; **Racial Modifiers** +8 Fly, +8 Perception

SQ heat management, increased locomotion, steam engine, swift reactions

ECOLOGY

Environment any

Organization solitary

Treasure none

Though some scholars may argue about who exactly created the first steam-powered clockwork, the secret of their manufacture is now out. Savvy engineers have started to create faster and more powerful clockwork contraptions in the form of marvels blending arcane heat sources with large boilers to create pressured steam that powers the complex constructs.

The steam-powered clockwork dragon presented here is built using the clockwork dragon, found on page 30 of *Pathfinder RPG Bestiary 4*. See that entry for full descriptions of its base abilities.

CREATING A STEAM-POWERED CLOCKWORK

“Steam-powered clockwork” is an inherited template that can be added to any construct (referred to hereafter as the base creature). A steam-powered clockwork retains all the base creature’s statistics and special abilities except as noted here. Creating a steam-powered clockwork increases the skill check DC to craft the construct by 5.

Challenge Rating: Base creature’s CR + 2.

Type: The base creature gains the augmented and clockwork subtypes. If the base creature did not have the clockwork subtype, add the vulnerable to electricity, swift reactions, and difficult to create special qualities from that subtype.

Hit Points: Double the bonus hit points based on size granted by the construct creature type (if any).

Defensive Abilities: Engineers design steam-powered clockworks’ mechanisms to withstand the heat and pressure of the steam that powers it. As such, steam-powered clockworks gain fortification and fire resistance based on their Hit Dice.

Hit Dice	Fortification	Fire Resistance
1-4	25%	5
5-8	25%	10
9-12	50%	10
13-16	50%	20
17-20	75%	20
20+	75%	30

Attacks: A steam-powered construct diverts excess heat to its melee weapon systems, dealing 1d6 points of additional fire damage with natural attacks and with any metal weapons it wields.

Special Attacks: Engineers utilize a steam-powered clockwork’s pressurized steam to further enhance its capabilities. A steam-powered clockwork gains steam blast plus one additional special attack from the list below. The save DC against a steam-powered construct’s special attack is equal to 10 + half the steam-powered construct’s Hit Dice.

Self-Destruction (Ex): When a steam-powered clockwork’s hit points are reduced to 10% of its total or fewer but are still above 0, the creature self-destructs on its next turn. It bursts into an explosion of metal scraps and steam that deals 1d6 points of fire and slashing damage per Hit Die the steam-powered clockwork has to creatures within the steam-powered clockwork’s natural reach (minimum 5 feet). A target can attempt a Reflex save for half damage.

Steam Blast (Ex): As a standard action, the steam-powered construct can release a jet of steam at a target within 30 feet. If the construct succeeds at a ranged touch attack, the jet

deals 1d6 points of fire damage for every 2 Hit Dice the steam-powered construct has (minimum 1d6).

Steam Horn (Ex): As a standard action, the steam-powered construct can unleash a loud blast of sound and a cone of steam that deafens targets and deals 1d6 points of fire damage for every 2 Hit Dice the steam-powered construct has (minimum 1d6). A target can attempt a Fortitude save to take half damage and negate the deafened condition. Medium and smaller constructs release a 15-foot cone, Large and Huge constructs release a 30-foot cone, and Gargantuan and Colossal constructs release a 60-foot cone. This ability is usable once every 1d4 rounds.

Special Qualities: A steam-powered clockwork loses the winding and efficient winding special qualities and gains a steam engine with a boiler instead of a clockwork winding mechanism that requires a special key. To power and move the construct, valves collect and release pressurized steam from the boiling water.

Heat Management (Ex): When a steam-powered clockwork ignores any amount of fire damage due to its fire resistance, the steam-powered clockwork gains the benefits of *haste*, increases the additional fire damage

applied to melee attacks to 2d6, and loses its fortification ability for 1 round. Whenever a steam-powered clockwork takes cold damage, it gains the effects of *slow* and loses the extra fire damage applied to melee attacks for 1 round. A steam-powered construct can negate either effect with a successful Fortitude save (DC = 10 + the amount of energy damage taken). Steam-powered clockwork golems are affected by magical fire and cold spells, which bypass their immunity to magic special ability.

Increased Locomotion (Ex): Steam-powered clockworks increase all movement speeds by 10 feet and gain Run as a bonus feat.

Steam Engine (Ex): An alchemically treated boiler contains the superheated water that supplies power to a steam engine. A steam-powered clockwork can remain active for 1 week per Hit Die with a full boiler. Anytime the steam-powered clockwork uses a special attack granted by this template, reduce the remaining duration of activity by 1 day (to a minimum of 1 day).

Ability Scores: Str +4, Dex +4.



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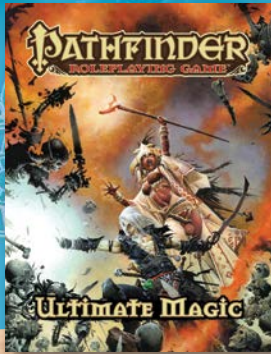
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WE HAVE THE TECHNOLOGY!

Mortals have been obsessed with replicating life through metal and magic, and from their great labors have come all manner of constructs. The secrets to creating these marvels are usually reserved for the powerful and skilled, but now they are finally revealed! *Pathfinder Campaign Setting: Construct Handbook* opens the book on the powerful knowledge to create constructs and reveals never-before-seen clockworks, golems, and robots. Within these pages, you'll find:

- ▶ Information on how to build a construct, as well as new modifications for your constructs.
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Pathfinder Campaign Setting: Construct Handbook is intended for use with the Pathfinder campaign setting, but it can be easily adapted to any fantasy world.



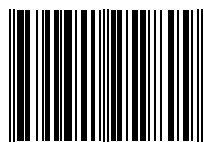
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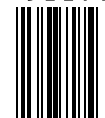
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