**New Monster: Testing Apparatus (Construct)**

This small, hand-sized construct is an odd assortment of brass clockwork, bone, and sinew. Usually constructed by an alchemist looking to help discover medical data, these devices have six copper legs that end in hooked talons with a mosquito like 'face' that is a thick syringe. Small clear vials of brightly colored, viscous liquid cover its back.
When encountered, the testing apparatus rushes the least armored target and attempts to scurry up their body. If set to 'experiment' mode, they latch onto an arm or leg; inject a poison, induce a mutation, or even give alchemical aid (depending on their programming). The type of experiment can be determined at random or at GM discretion. If set to 'defend' mode, the testing apparatus will scurry up to the base of the target's skull where they inject a powerful cocktail of drug which induces the creature to attempt to kill every living creature in sight (equivalent to the appropriate 'dominate' spell).
A Testing Apparatus can be targeted by attacks or spells while latched onto a body although with a 50% chance that any such action will instead hit their host body. When destroyed, a testing apparatus dissolves into a cloud of noxious fumes that burns like acid and has a chance to sicken anyone who inhales these foul vapors. This miasma lingers for one minute.

Stirge CR 1/2

XP 200

N Tiny [magical beast](http://paizo.com/pathfinderRPG/prd/bestiary/creatureTypes.html#magical-beast)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, [scent](http://paizo.com/pathfinderRPG/prd/bestiary/universalMonsterRules.html#scent); [Perception](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/perception.html#perception) +1

Defense

**AC** 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

**hp** 5 (1d10)

**Fort** +2, **Ref** +6, **Will** +1

Offense

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

**Melee** touch +7 (attach)

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

**Special Attacks** blood drain

Statistics

**Str** 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6

**Base** **Atk** +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)

**Feats** [Weapon Finesse](http://paizo.com/pathfinderRPG/prd/coreRulebook/feats.html#weapon-finesse)

**Skills** [Fly](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/fly.html#fly) +8, [Stealth](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/stealth.html#stealth) +16

**SQ** diseased

Ecology

**Environment** temperate and warm swamps

**Organization** solitary, colony (2–4), flock (5–8), storm (9–14), or swarm (15–40)

**Treasure** none

Special Abilities

**Attach (Ex)** When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or [Escape Artist](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/escapeArtist.html#escape-artist) check against it, the stirge is removed.

**Blood Drain (Ex)** A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution [damage](http://paizo.com/pathfinderRPG/prd/bestiary/universalMonsterRules.html#ability-damage-and-drain). Once a stirge has dealt 4 points of Constitution [damage](http://paizo.com/pathfinderRPG/prd/bestiary/universalMonsterRules.html#ability-damage-and-drain), it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

**Diseased (Ex)** Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (*Pathfinder RPG Core Rulebook* 557). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

Stirges are vicious, blood-drinking swamp pests that prey on wild animals, livestock, and unwary travelers. While weak individually, swarms of the creatures are capable of draining a man dry in minutes, leaving only a desiccated husk in their wake.

Closer to mammals than insects, stirges carry their bodies through the air on four fleshy wings, searching out warm-blooded prey. They are fond of hiding near watering holes and waiting for travelers to drop their guard, then swooping out to attach and drink their fill by thrusting their long feeding tubes into unprotected veins. After feeding they flap heavily off into the mud and reeds to lay their eggs and rest until hunger drives them to hunt again.

Stirges are usually 1 foot long, with a wingspan of twice that, and weigh just under a pound. Their coloration is rust-red or reddish-brown with a dirty yellow underbelly, though stirges that have not fed in some time are often pale pink, their color deepening as they gorge.

Soulbound Doll CR 2

XP 600

N (but see below) Tiny [construct](http://paizo.com/pathfinderRPG/prd/bestiary/creatureTypes.html#construct)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; [Perception](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/perception.html#perception) +3

Defense

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

**hp** 19 (3d10+3)

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

**DR** 2/magic; **Immune** [construct](http://paizo.com/pathfinderRPG/prd/bestiary/creatureTypes.html#construct) traits

**Weaknesses** susceptible to mind-affecting effects

Offense

**Speed** 20 ft.

**Melee** dagger +3 (1d2–2/19–20)

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

**Spell-Like Abilities** (CL 3rd, concentration +2)

3/day—[*light*](http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/light.html#light), [*mage hand*](http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/mageHand.html#mage-hand), [*open/close*](http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/openClose.html#open-close), [*prestidigitation*](http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/prestidigitation.html#prestidigitation)

1/day—[*levitate*](http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/levitate.html#levitate), one additional ability dependent on alignment

Statistics

**Str** 7, **Dex** 14, **Con** —, **Int** 11, **Wis** 10, **Cha** 9

**Base Atk** +3; **CMB** +3; **CMD** 11

**Feats** [Improved Initiative](http://paizo.com/pathfinderRPG/prd/coreRulebook/feats.html#improved-initiative), [Toughness](http://paizo.com/pathfinderRPG/prd/coreRulebook/feats.html#toughness)

**Skills** [Perception](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/perception.html#perception) +3, [Stealth](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/stealth.html#stealth) +13

**Languages** Common

**SQ** alignment variation, soul focus

Ecology

**Environment** any

**Organization** solitary, pair, or family (3–12)

**Treasure** standard

Special Abilities

**Alignment Variation (Ex)** Soulbound dolls are at least partially neutral in alignment, although they can also be [chaotic](http://paizo.com/pathfinderRPG/prd/bestiary/creatureTypes.html#chaotic-subtype), [evil](http://paizo.com/pathfinderRPG/prd/bestiary/creatureTypes.html#evil-subtype), [good](http://paizo.com/pathfinderRPG/prd/bestiary/creatureTypes.html#good-subtype), or [lawful](http://paizo.com/pathfinderRPG/prd/bestiary/creatureTypes.html#lawful-subtype). They have an alignment-dependent spell-like ability usable once per day as listed below.

*Chaotic Neutral*: [*rage*](http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/rage.html#rage)

*Lawful Neutral*: [*suggestion*](http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/suggestion.html#suggestion) (DC 12)

*Neutral*: [*deep slumber*](http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/deepSlumber.html#deep-slumber) (DC 12)

*Neutral Evil*: [*inflict serious wounds*](http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/inflictSeriousWounds.html#inflict-serious-wounds) (DC 12)

*Neutral Good*: [*heroism*](http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/heroism.html#heroism)

**Susceptible to Mind-Affecting Effects (Ex)** The weakened conviction of a soulbound doll's soul makes it susceptible to mind-affecting effects, despite the fact that it is a [construct](http://paizo.com/pathfinderRPG/prd/bestiary/creatureTypes.html#construct).

**Soul Focus (Su)** The soul bound to the doll lives within a focus integrated into the doll or its apparel, typically one of the doll's eyes or a gem embedded into its neck or chest. As long as this soul focus remains intact, it can be used to animate another doll, using the same cost as creating a new [construct](http://paizo.com/pathfinderRPG/prd/bestiary/creatureTypes.html#construct). Once bound into the soul focus, the soul continues to learn, and so if later it is put into a new doll body, the soul retains its personality and memories from its previous body or bodies. A soul focus has hardness 8, 12 hit points, and a break DC of 20.

These small, sentient dolls contain a fragment of another creature's soul. The binding process strips most of the individuality from the soul, making a new soulbound doll an almost blank slate. Despite this process, fragments of the original creature's personality remain.

Soulbound dolls can serve as companions, surrogate children, servants, guards, and sentries, as desired by their creators. Creators of soulbound dolls typically take care to take soul fragments from people whose personality traits the crafters wish to see in their dolls.

## Construction

A soulbound doll's body is made from wood, stone, or porcelain, with one exquisite item worth at least 300 gp to serve as the soul focus. Creation requires a soul fragment from a deceased creature that must die at some point during the creation of the doll—as a result, most soulbound dolls are created by evil spellcasters. Other spellcasters can create soulbound dolls, but if the donor soul is unwilling, they may have alignment repercussions. An unwilling soul can resist the procedure with a DC 20 Will save. Stripping a soul fragment from the dead does not prevent the rest of the soul from continuing on to the afterlife, nor does it prevent the body from later being resurrected or raised from the dead.

Soulbound Doll

**CL** 7th; **Price** 4,300 gp

Construction

**Requirements** [Craft Construct](http://paizo.com/pathfinderRPG/prd/bestiary/monsterFeats.html#craft-construct), [*false life*](http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/falseLife.html#false-life), [*lesser geas*](http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/geasQuest.html#geas-lesser), [*magic jar*](http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/magicJar.html#magic-jar), [*minor creation*](http://paizo.com/pathfinderRPG/prd/coreRulebook/spells/minorCreation.html#minor-creation), soul of a living creature who dies or is slain during the creation process; Skill [Craft](http://paizo.com/pathfinderRPG/prd/coreRulebook/skills/craft.html#craft) (sculptures); **Cost** 2,300 gp.