

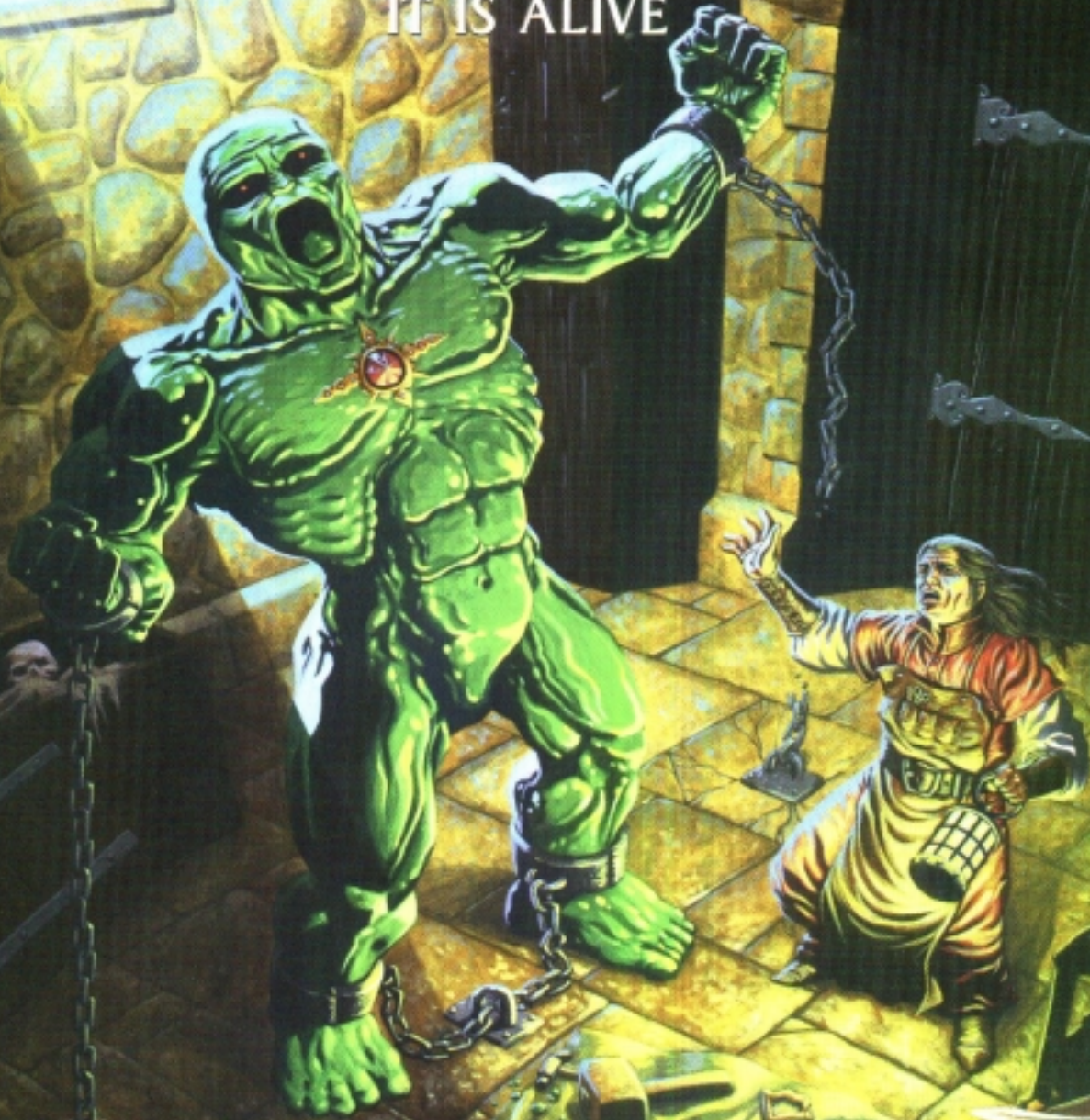
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ENCYCLOPÆDIA
ARCANE

CONSTRUCTS

IT IS ALIVE



Alejandro Melchor



Encyclopaedia Arcane Constructs

Alejandro Melchor

Contents

- 2 Introduction
- 4 Constructs – An Overview
- 8 The Drawing Board
- 16 The Artisan's Craft
- 43 Building a Better Construct
- 53 Construct Abilities
- 58 Maintenance
- 60 Help for Games Masters
- 62 Designer's Notes
- 64 OGL/D20 Licences

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INTRODUCTION

Golems wait silently in dungeon corridors, ready to apprehend unwary adventurers who dare defile their former master's sanctum.

Shield guardians follow their owners faithfully, interposing themselves between the holder of their amulet and anything that would bring him harm. Homunculi fly forth, powered by their creator's lifeblood into a grotesque mockery of life. All of these are constructs, artificial life forms brought into the world by rituals long secreted away in the corners of occult libraries, in the ruins of mighty magical empires and the personal notes of spellcasters with the curiosity to explore this field of arcane lore.

Building a construct takes resources, skill, patience and, above all, dedication. The laboratory required to assemble and activate one of these beings is unique. After building his place of work, the caster must still gather the raw materials that will make up the frame. This alone is enough to deter any poor wizard from even attempting a construct without the patronage of a wealthy noble. But the sacrifices of construct craft do not end here.

The spellcaster must be willing to sequester himself for weeks or even months, working non-stop and avoiding all distractions to achieve balance between subtle magical energies and the hard material they are to be bound into. The rituals required to power constructs are long and require meticulous, undivided attention, else they may fail utterly or introduce a flaw into the construction. Even after finishing the process, the caster must still imbue his creation with his own life energy, losing a part of himself so the construct may rise.

But all the hardships pay off in the end, for the wizard or sorcerer has created life. Whether it is a spirit-driven golem, a magic-powered automaton or a life-imitating simulacrum, he now has a powerful servant who does not need food, never questions an order and can crush almost anything that crosses its path. Although the humanoid form is the most popular for constructs, their artificial nature lends itself to exploration. Dedicated crafters can experiment with a construct's shape, building all kinds of artificial servants for purposes beyond mere guarding. A group of small simulacra make for a superior construction force, a huge automaton can defend a kingdom from giants, and legends speak of titanic golems that could face an elder wyrm and

come out victorious. All the secrets of creating life are found within these pages, waiting for those armed with the patience and single-mindedness that such a demanding task requires. No sacrifice is enough, and all the means justify the end.

ENCYCLOPAEDIA ARCANE

Constructs – It Is Alive... is the fourth volume of the Encyclopaedia Arcane series, presenting a new system for building constructs. Designed to be seamlessly slotted into any fantasy-based D20 games system, these sourcebooks enhance and expand all arcane spellcasting classes, adding a whole new dimension to campaigns. Each book of the Encyclopaedia Arcane is not just intended for Games Masters to use in conjunction with their non-player characters, however. Players themselves will find full details on how to use the magic systems with new or existing characters, greatly increasing the wealth of options they are presented with by the core rulebooks.

CONSTRUCTS – IT IS ALIVE...

The primary purpose of this sourcebook is to give players and Games Masters alike all the information they need to build constructs such as golems, automata and simulacra. Within these pages you will find chapters devoted to the materials, methods and rituals arcane spellcasters use to give life to the inanimate in order to protect their towers and libraries, to defend them against the physical threats of the world or for simple arcane pursuits. You will also find new feats that expand a character's skill in the crafting of a construct's body, Non-Player Characters who can aid him during the process and several options for creating new and amazing constructs never seen by the eyes of the uninitiated.

Building an empty shell and giving it life is an expensive and time-consuming endeavour, yet the rewards are clear for, by the end of the exhausting process, the caster will now have a priceless ally, a formidable soldier that will obey his orders and smash his enemies into bloody pulp when spells are not sufficient. Golems, automata and simulacra shamble forth from the workshop's table ready to serve untiringly and unquestioningly, a mockery of life, yet an improvement upon nature's own creations.

'Wait here.' The raspy voice was emotionless, but Talrus knew when to heed a warning. The room was dark, with the only light coming from a small window near the ceiling, the orange light of a moribund day. 'You say you knew my... grandfather?'

Talrus squinted. The sun was already on its way behind the horizon when he arrived at the old wizard's house. A pretty teenaged girl received him, and she had guided him here, to the room where Master Narsell had died of old age.

'Not exactly.' Talrus answered, his fingers itching to search through the scrolls and books that were scattered all around. He savoured the smell of dry and old parchment, of spilled ink... this was surely the workroom of a man devoted to his studies. 'I was, you could say, a follower of his work, a colleague.'

'You do not strike me as a toymaker.' The girl downplayed the late master's magical acumen.

'I am a wizard, like your grandfather was.' Talrus decided to cut any more misunderstandings short. 'I have been following his work on constructs for a while now. Do you know about what your grandfather wrote in these books?'

'How to make toys.' The girl shrugged. 'You want them, right? His notes, his books, his tools, his magic.'

Talrus was brought low by the way this girl whose name he had not even asked saw right through him. No point in talking in circles, then.

'Yes, and I am willing to pay handsomely for...'

'Take them.' She looked at the piles of papers with eyes empty of expression. 'He was looking for the secret of life in there. I am afraid that it is outside these walls, but he never knew to look outside.'

'I... how much do you want for them?' The wizard was not sure about what to make of the girl's sudden musings, nor of her offer.

'They are yours now.' She answered and walked towards the middle of the room. She looked around and finally picked one of the larger books. 'Except this one. This one is mine. Oh, and this one too...'

'Are you sure about this?' Talrus had a sudden attack of basic humanity and felt concern. 'You see... you could live comfortably for the rest of your life with what you could make by selling everything.'

'I was going to burn the house down, anyway.' The girl looked straight at him, holding the two books she had chosen from her grandfather's treasure of knowledge. The wizard felt a shiver run down his spine as the words coming from her lips did not match the tone of utter disinterest. Maybe she had loved the old coot too much, and his death had marked her forever.

'I... I will send someone to collect everything.' Talrus was not feeling the exultation he had expected to feel when he got his hands on Master Narsell's studies in construct creation.

'Here, have they key.' She handed him a ring with several keys of many colours and materials. 'May you find what I now start searching for.'

'Y-yes.' The wizard hurried to leave, not wishing to remain close to this enigmatic and unnerving girl any longer. She watched him leave, relieved that he had not asked to see the workshop.



CONSTRUCTS — AN OVERVIEW

Wizards and sorcerers have long been known as those who tamper with forces mortals were not meant to handle. This reputation is further reinforced when it comes to those spellcasters who build towers from where strange and unholy noises echo at night. Arcane researchers push the boundaries of magic in their laboratories, and there are few fields where the evidence of their results is so visible as construct building.

Whether they are guards, servants or messengers, constructs are both a show of wealth as well as skill and power. Nobody would challenge the wizard who sends two brass and wood automatons to collect provisions from the nearby town, or who sends a warning about an invading army via a flapping humanoid... thing.

Respect can easily change into fear, and some spellcasters care little to dispel the mistrust caused by all the clanking coming from their laboratory. While other areas of arcane practice are fuelled by the acquisition of power and knowledge, a mage pursues the science of constructs as a test to himself; he is not interested in what he can obtain, but in how far he can push what he already has. All of his research is oriented toward building a better golem, finding the way to craft a reliable automaton or deciphering the secrets of life so he can create his own.

Giving life to an object that previously had none is the ultimate show of arcane mastery. No other school better demonstrates the spellcaster's control over magical energies, balancing the artisan's craft with the wizard's talent. Transmuters are the specialists most interested in building constructs, but any wizard or sorcerer can try his mettle at animating a non-living thing into a semblance of life.

LABORATORIES AND WORKSHOPS

Putting a construct's body together requires special equipment. Brewing a potion is very different to mixing the ingredients for a homunculus, and a golem takes a lot more space on a laboratory table than a sword waiting to be enchanted. The best sites

to build such a laboratory are a few miles away from any population centre, sufficiently apart so as to not suffer an angry mob armed with torches and pitchforks, but close enough to shop for food and any simple ingredients. Large and cosmopolitan cities can tolerate a construct workshop, so long as there are no devastating explosions and the caster is careful not to set loose a rogue, rampaging golem amid the populace.

Regardless of the laboratory's site, the interiors are generally alike. A table dominates the centre of the main construction room, surrounded by all manner of equipment to install the rest of the components into the construct's body. If the caster wishes for his construct to leave the laboratory, he must include a door large enough to allow it, or just use his new creation to make one on the spot. Very large constructs cannot squeeze into a normal laboratory and the caster may have to improvise with scaffolding. A popular tale circulating the corridors of magic colleges is about a construct crafter who was paid to build a gigantic stone golem out of a cliff side. Once the sculptor finished with the chiselling, the wizard was so focussed upon the ritual that he fell from a loose scaffold near the golem's shoulders, and only survived thanks to having *featherfall* prepared for exactly this mishap.

THE RITUAL

The process to create constructs is detailed in various books of specialized lore, some still in the possession of their authors, others inherited or lost. A construct manual is worth a hefty sum if sold to the right party. These books can be easily mistaken for tomes of scholarly studies but, on closer examination, all the diagrams and formulae reveal them for what they truly are, even if no magic is sensed.

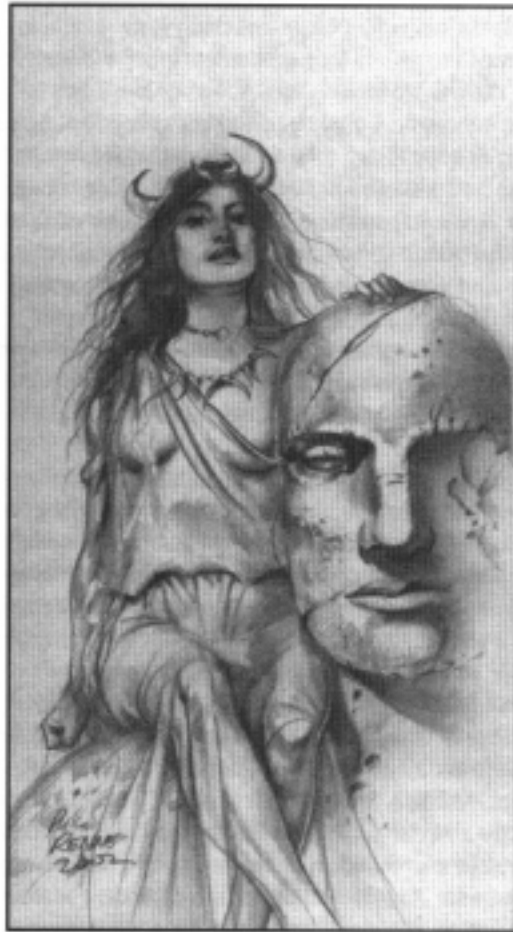
The mages of old scribed their rituals very much like others write down spells in scrolls. Depending on the complexity of the construct, such tomes can go from a slim collection of notes to a true encyclopaedia of comprehensive knowledge. The creation and animation of constructs is one of the most exacting fields of arcane research, and crafters would greatly benefit from sharing notes so common problems could be resolved. Unfortunately, cooperation between wizards and sorcerers is an unlikely proposition, and any willing to animate even the smallest homunculus must conduct most of his own research, either basing it on empirical experimentation or aided by the notes of a master in the field.

Once all research and materials are gathered and the construct's body has been crafted, the caster begins enacting the ritual. The previous investigation and manual labour are nothing compared to the period during which the wizard or sorcerer distils magic into the limbs and structure of a construct. Spirits will be summoned and bound, control foci linked to the frame and pools of fluids and ichors coalesced into the desired shape. Raw magic force will be knotted, twisted and forced to reside in a physical shape until the wizard can savour success as his new creation rises from the table. The animation ritual varies from construct to construct, but all require continuity. It does not matter if the crafter is creating a warrior golem or a small mechanical worker, if the ritual is interrupted for a single day, it will fail. During the ritual, the wizard or sorcerer traces runes and magical markings all over the construct's body, coating it with expensive compounds and injecting other strange substances. All of these components shape the magic that will power the object as it turns into a creature, and will be consumed by the time the ritual ends with the final casting of the last spell.

All animating rituals have key spells that need be cast or else the whole process will be fruitless. The spell energy of the final casting fires all the latent magic the ritual infused in the inanimate frame, shaping it along the inert body until, like a flash of lightning, the construct becomes alive and aware.

CONSTRUCT SUBTYPES

Construct lore classifies artificial beings in four groups: golems, automata, simulacra and puppets. Golems are sculptures or frames that move thanks to the magic cast upon them by the creation ritual and driven by the bound will of an elemental creature. An iron golem is a good example. Automata are ingenious devices that combine engineering and magic to move. Several materials are put together into a machine that would move by itself with the proper power source, and raw magic is such a source, not any summoned and bound spirit. A shield guardian is an automaton built with a specific purpose. Simulacra are mockeries of living beings, put together with organic materials yet lacking a spark of life, moving only by the will of their creators such as an homunculus. Puppets are objects animated through a magic effect, and lose their properties once the effect ends. As the puppets' apparent life results from outside sources, crafters consider them constructs in name only.



GOLEMS

The first thing that comes to mind when hearing the word 'construct' is the golem. Golems are the most cost-effective of the constructs: the single material involved in the creation ritual carries inherent magical properties, they need no additional enchantments to provide them with basic intelligence, and are as hard to damage as they are destructive in their own attacks.

Golem bodies are mostly humanoid, varying greatly in appearance depending on the tastes of the wizard and the skill of the craftsman. The raw material carries its own physical and mystical properties over to the construct, granting different strengths and weaknesses. The immunity to spells that the ritual imbues in the golem depends entirely on the material used to craft it, and any who would harm a golem must first know what chinks remain in the construct's armour, if useless spells are not to be cast.

The basic principle behind a golem is the binding of the spirit inside it. The activation ritual includes the incantation to summon and bind the spirit into the





CONSTRUCTS - AN OVERVIEW

sculpted or crafted body, ordering it to remain and control the golem's movements. Earth elementals are the most common motors for golems, but bold researchers have managed to bind other elementals with extraordinary, if sometimes volatile, results. Rumours also abound among the knowledgeable that elemental spirits are not the only beings that can be bound to power a golem, but experiments to trap and compel undead spirits, or even celestials and fiends, should be conducted with extreme caution. The prospect of a fiendish golem escaping its creator's control is terrifying, and only true masters of the art should even think of trying.

A golem's rigid nature is a boon when it comes to resistance, but is a hindrance if a wizard wishes to make his own improvements. The amount of magic needed to animate solid and inert material leaves little room for other enchantments the caster might wish to equip the golem with. An iron golem can be made to exhale a fume of deadly poison or spit a gust of flame, but not both. Only if the caster is willing to invest more time and energy can a golem accept additional abilities than its base material grants. Also, altering a golem after it is animated is costly and dangerous, the balance of energies that keep the elemental in check are subtle, maintaining its power. Any alteration to this balance can free the elemental, rendering the golem inert once more.

Golems are extremely strong and nigh unstoppable. Their slow, ponderous movement is compensated by incredible strength and invulnerability to all but the strongest attacks and spells make them ideal guardians. The main drawback in their construction is that the ritual takes a long time to complete, much longer than with any other construct of equal power. The best use for golems is in tasks where raw strength is needed and even then they must be directed at all times for anything more complex than 'golem, smash!'

AUTOMATA

Automata are easily confused with golems, as they too can resemble moving statues but the resemblance ends there. An automaton is not only a sculpture, but also a complex mechanism. Raw sorcery powers its movements, but it is not dependent on magic for all motion. This independence gives an automaton a greater versatility than the golem, as the spell energy the latter needs to be able to even move can be used to fuel additional abilities, magical or otherwise.

Arcane and Divine Golems

Although constructs are mostly an arcane pursuit, it is not unheard for divine spellcasters to shape and animate golems. After all, if gods could make true life arise, there is not much to stop them from animating simulated life. Divine spellcasters limit themselves to golems, and the process they use is similar to the arcane though the spell process is very different. Regardless of the material from which they are made, all arcane golems need the same spells to work, plus other magic to empower additional abilities, but those created by divine magic vary greatly, depending on the whims of the god or divine force involved in their creation. Arcane crafters scoff at these creations, for they are not the result of long hours of unravelling the secrets of life in order to understand. To them, divine golems are like toys a parent gives a child to keep him entertained.

Automata can come in any shape and size, though humanoid is most popular. Crafters understand human movement better than that of any other creature, but some enterprising or knowledgeable wizards have made four-legged automatons, and some even speak of mechanical centaurs and spiders. Very rare automatons are built from a single material, and even then, none are built from a single crafted block. Crafters combine the strength and weaknesses of different materials for parts of an automaton's body and whilst this combination precludes the awakening of any inherent magical property, it optimises the use of sorcery to grant a greater spectrum of abilities and powers.

An automaton does not depend on a trapped spirit for movement: it is raw magic that moves levers, gears and pulleys, and its rudimentary consciousness derives from the purpose for which it was built. An automaton can store more free spell energy inside its body than a golem, which allows the wizard to tailor an automaton's powers to his liking and, in turn, define the tasks it can accomplish unsupervised. To properly channel this purpose and ability, all automata have a control focus, an object linked to them by magical means, not mechanical.

The control focus can be as small as a medallion, even if the automaton is several stories tall or the size of a thumb and it can be installed inside the construct's body or stored outside, worn or carried freely. Not even planar boundaries can sever the connection the ritual creates between the automaton and its control focus. If this focus is destroyed, the construct ceases to function but does not lose its

magic. A new focus can be crafted and bound with a simpler ritual to return the automaton to life. The ritual to build an automaton is significantly shorter than that for a golem. An automaton is already able to move and does not require any magic or rituals to allow it to do so, and there is no summoning or binding involved. Automata are significantly weaker than golems, but they make up for what they lack in invulnerable defences with a greater array of special abilities. The ritual ties together the spell effects and makes them available for the automaton to use as specified by the caster. This particular characteristic can make an automaton a more unpredictable and dangerous opponent than a golem.

These constructs do not possess an advanced intelligence either, and are only good for the task they were built for. The most popular automaton is the shield guardian. Built to protect its master as a bodyguard, it is armed with powerful defences and its control focus helps it to identify whom it must protect. Other automata can be animated for other tasks, such as outright battle, construction work, entertainment, sentry positions, housework, and much more. The caster's imagination and resources are the only limit for an automaton's purpose.

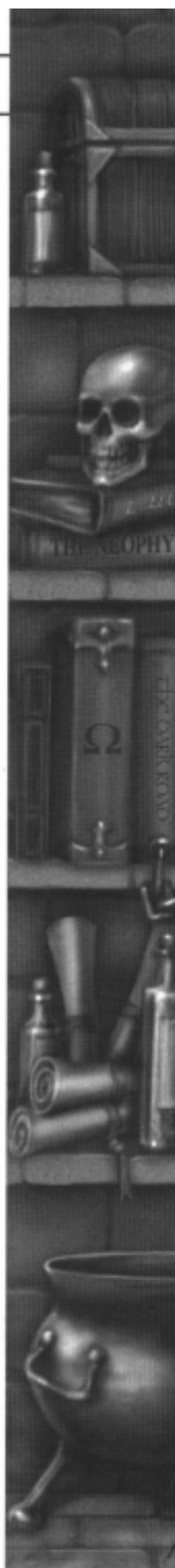
SIMULACRA

Of all the constructs, the simulacra provoke the most contempt and revulsion. Their construction and animation rituals are completely different from those for golems and automata, for a simulacrum is made of flesh, blood and other unspeakable substances. Simulacra are called thus because they are an imitation of true life, a mockery even. There are more failed experiments and horrendous results in simulacra research than for any other construct, creating monsters that die mercifully a few days after they leave their creator's laboratory.

However, successful simulacra are very useful indeed. They resemble living beings while still remaining constructs, and some even possess a level of sentience that golems and automata will never reach. Simulacra vary wildly in appearance, the only general rule being that they resemble somehow an existing living being, whether it is animal, plant or humanoid. Other simulacra are simply indescribable monstrosities that any who encounter them hope were an accident of creation.

As close as a simulacrum can resemble a normal creature, there is always something unnatural about it that reveals it for what it is. The most telltale signs are that simulacra do not breathe and ooze a viscous liquid instead of blood when wounded. Depending on its 'design', the simulacrum can have extra appendages, features that belong to other creatures, extra heads or more 'creative' additions to its physiology.

The process to make a simulacrum is as simple as it is grotesque. The crafter puts together a collection of fluids and body parts, sometimes only needing an organic paste made of rare herbs, roots and blood from creatures he is adding features from. This mass is then moulded into the general shape the wizard desires, and the animation ritual slowly perfects the form as the caster injects magic and other ritual components. By the time the ritual is complete, a new creature stands up and walks. The key component in a simulacrum's ritual is the caster's own blood. Depending on the size of the construct, the caster may shed from a few drops in the case of a simple homunculus, to a full bucket for a larger specimen. This blood serves the same purpose as an automaton's control focus and a golem's bound elemental: it is a link between body and the power that moves it, in this case, the caster's own force. By having its creator's blood as an ingredient, the simulacrum is forever bound to his will. Only the creator's death will free a simulacrum from this control, even if it receives a certain amount of sentience.



THE DRAWING BOARD

Before any would-be construct builder commits his resources to research or ritual, he must first have a clear idea of what he is trying to accomplish. The planning stage to animate the humblest homunculus or the mightiest golem begins at the same place - the drawing board.

The spellcaster begins with a clear idea of the purpose for which his construct is being made, for the final purpose of his creation not only determines what materials he will employ and what functions are installed, but also the kind of construct to be animated. The familiarity the caster has with the kind of construct he is designing is another factor in the planning process, although the drive to animate life is most often the simple joy of trying new things. Once the caster knows what his goal is, he can start figuring out all the components and rituals necessary, and only then will he know the wealth he has to amass to complete his project, and how much life force it will drain from him.

BUILDING PROCESS

This chapter presents the process to build any kind of construct from scratch. The player must take into consideration the construct subtype he wants to build and use the appropriate process detailed below. Even if the mechanics of the processes are similar, golems, automata and simulacra have different requirements and costs, and the choices in their construction yield entirely different results.

Construction Points (CP)

The system to build constructs has a basic building tool: Construction Points (CP). Every material, feat, feature and deficiency carry a cost measured in points. As the practitioner makes his choices on size, materials and abilities, he adds points assigned to each, or subtracts points by intentionally introducing deficiencies. The final CP amount is then used to calculate all experience and gold costs, as well as form a factor in the research process to devise the ritual for the construct being designed.

Material (Golems)

All golems are made from a single material, and have varying costs as detailed in the Artisan's Craft chapter. The material provides a base cost that will be altered in the following steps of the process.

Material Package (Automata)

All automata are made from different materials for each part of their mechanism as detailed in the Artisan's Craft chapter. The combination of materials depends wholly on the automaton's purpose. The material package provides a base cost that will be altered in the following steps of the process.

Base Creature (Simulacra)

All simulacra are made from a base creature as detailed in the Artisan's Craft chapter. The cost of a base creature depends on its type, which is selected from *Core Rulebook III*. The base creature type provides a base cost that will be altered in the following steps of the process.

Simulacrum Template (Simulacra)

Unlike golems and automata, a simulacrum's construction process includes the application of a template as described in *Core Rulebook III*. It is the addition of a simulacrum template that changes the base creature's type into a construct, meaning the caster has created an imitation, variation or perversion of the base creature. Each template carries an additional CP cost, depending on its features.

Shapes and Size

The base costs for materials and material packages correspond to a humanoid construct, while the base cost for a



simulacra's base creature is the shape corresponding to a normal specimen of the creature's species. The shape and size of the construct can be altered with special construct feats at an additional cost as described in the Building a Better Construct chapter.



Feats and Deficiencies

The player can purchase feats for his construct that alter its shape or add capabilities. Construct feats are handled in a similar fashion to character feats in *Core Rulebook I*. In addition to any prerequisite the construct must meet to add a feat to its creation, the player must add the feat's cost in CPs to the final cost. Some character feats can apply to constructs of different subtypes and there are also feats exclusive to golems, automata, simulacra and constructs in general. A deficiency is a kind of reverse feat that adds a flaw or disadvantage into the construct's performance, reducing the final cost by subtracting its CP amount instead of adding it. The Building a Better Construct chapter lists all feats and deficiencies available to constructs.

Special Abilities

Depending on the type, size and components of a construct, the spellcaster can add a number of extraordinary, supernatural or spell-like abilities the construct can use or enjoy as part of its normal functions. These abilities require additional spell components the creator must cast personally at the end of the ritual, but he can use outside sources, such as scrolls. Most abilities are standard in constructs as dictated by their physical component and do not add CPs to the final cost, but require that the creator has access to the spells that activate them. The Construct Abilities chapter lists several abilities a caster can include in a construct, along with the spells necessary to install them. The costs for acquiring and casting these spells are independent from the construct's final cost.

Body Rating

Part of the total cost of building a construct goes into building the body. All physical components have a base Body Rating (BR) that corresponds to a humanoid golem or automaton, while the base cost for a simulacrum's base creature is the shape of a normal specimen of the creature's species. Some additions and alterations to a construct's shape and size add their CP cost to the Body Rating as well as

the total CP cost and, while this does not alter the total creation cost, it factors in the time needed to build the construct's body. The shape and size of the construct can be altered with special construct feats at an additional cost as described in the Building a Better Construct chapter.

Total Costs

The creator must pay for the construction process in two kinds of currency: gold and life force. A construct's body costs money and materials which must be gathered before the initial crafting can begin and the ritual uses up a number of ingredients that will likely cost more than the creature's weight in gold. By the end of the ritual, when all money has been spent and spells cast, the creator must infuse the construct with a portion of his life force, measured in experience points. The larger and more complex the creation, the more experience points the caster must invest to activate it. The final CP cost is used to calculate both these amounts.

GOLEMS

Prerequisites

Feats: Craft Magic Arms and Armour, Craft Wondrous Item.

Spells: *Geas/quest, limited wish, polymorph any object.*

Process

1. Select a material.
2. Choose the size of the golem and write down the CP for a golem of that size with that material.
3. Select feats and deficiencies (if any) and modify the CP accordingly. Add or subtract the CP cost of each feat to the Body Rating if appropriate.
4. Include any available special ability.
5. Multiply final CP by 25 to obtain the total XP cost.
6. Multiply XP cost and Body Rating by 50 to obtain total gold cost and body cost respectively.
7. Roll Craft checks to build the body. Any roll of 1 adds a Minor Deficiency.
8. Enact the ritual. Make any check relevant to



spellcasting (such as reading a spell of too high a level for the caster from a scroll).

9. It Is Alive!

AUTOMATA

Prerequisites

Feats: Craft Wondrous Item.

Spells: *Limited wish*.

Process

1. Select a material package.
2. Choose the size of the automaton and write down the CP for an automaton of that size with the material package.
3. Select feats and deficiencies (if any) and modify the CP accordingly. Add or subtract the CP cost of each feat to the Body Rating if appropriate.
4. Include any available special ability.
5. Multiply final CP by 25 to obtain the total XP cost.
6. Multiply XP cost and Body Rating by 50 to obtain total gold cost and body cost respectively.
7. Roll Craft checks to build the body. Any roll of 1 adds a Minor Deficiency.
8. Enact the ritual. Make any check relevant to spellcasting.
9. It Is Alive!

SIMULACRA

Prerequisites

Feats: Craft Wondrous Item.

Spells: Dependant on the simulacrum template.

Process

1. Select a base creature.
2. Choose size of the simulacrum and write down CP for a simulacrum of that size of base creature.
3. Choose a simulacrum template and add its CP cost to the base.
4. Select feats and deficiencies (if any) and modify the CP accordingly. Add or subtract the CP cost of each feat to the Body Rating if appropriate.
5. Select any available special ability.
6. Multiply final CP by 25 to obtain the total XP cost.
7. Multiply XP cost and Body Rating by 50 to obtain total gold cost and body cost respectively.
8. Roll Craft checks to build the body. Any roll of 1 adds a Minor Deficiency.
9. Enact the ritual. Make any check relevant to spellcasting.
10. It Is Alive!

RESEARCH

Building a construct is not a matter of putting artificial limbs together and hoping a generic ritual is enough to animate it. Every ritual is different in its nuances, as it dictates how magic will flow along the construct's body, and any little addition to the frame will alter the ritual. The caster works from precise calculations and diagrams, as each element must fall into place where it is supposed to.

Construct Manuals

Construct manuals aid greatly in building a golem, automaton or simulacrum. In order to understand the instructions contained within one, however, the prospective builder must possess the necessary feats and caster level for the construct, or else it will be difficult or impossible to follow all the formulae.

The majority of manuals only give directions for building a specific construct. If the wizard or sorcerer wishes to alter the design in the smallest way, he must conduct new research to devise the new ritual needed. If building a construct whilst following a manual's instructions to the letter, no Research check is required, but if the creator makes any sort of alteration to the original design or devises a construct from scratch, he must make a Research check.

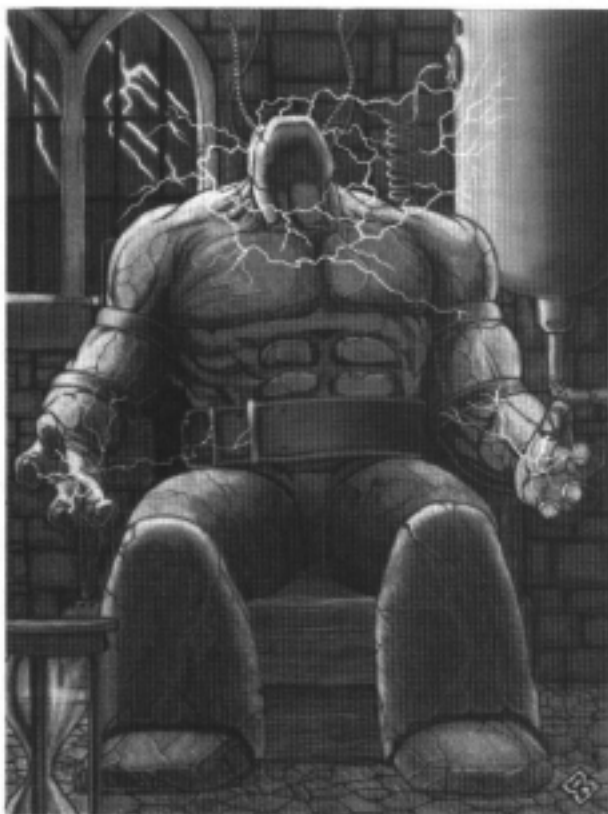
Some occult libraries contain manuals that, although they do not speak of the creation of specific constructs, are treatises and dissertations on arcane theory related to their construction. Even this kind of manuals is a great help when researching a new ritual. Manuals can be grouped in four levels of knowledge.

Basic: These manuals are primers in construct theory and do not delve too much into specifics. However, they remain a useful tool on research as pointers and even sources of inspiration.

General: General manuals explain at length the advantages of material choices, mechanisms and tissue behaviour, covering the magic involved as it pertains to the physical components and ingredients of the final ritual. If the caster has a manual for a construct of a different subtype than the one he wants to build, it counts as a general manual. For example, if the character has a manual for a stone golem and wishes to build a war automaton, his stone golem manual counts as a general manual for purposes of the Research check.

Detailed: A detailed manual is much more valuable for research, as the information it contains not only speaks about physical components, but shows several examples of magical formulae and ritual elements, as well as incantations a caster may use to pattern his ritual. If the caster has a manual for a construct of the same subtype but different physical component than the one he wants to build, it counts as a detailed manual. Automata consider their material package and simulacra their creature template to determine their knowledge level for other constructs of the same subtype. For example, if the character has a manual for a stone golem and he wishes to build an iron golem, his stone golem manual counts as a detailed manual for purposes of the Research check.

Theoretical: These books are written by armchair wizards who have never built a construct in their life, but understand the principles well enough to put their theories on paper. Any manual encountered has a 5% chance to be a theoretical work, reducing by -1 the bonus the manual grants to research. However, a basic manual, whether it was written by a theorist or by an experienced construct builder, retains its +1 bonus.

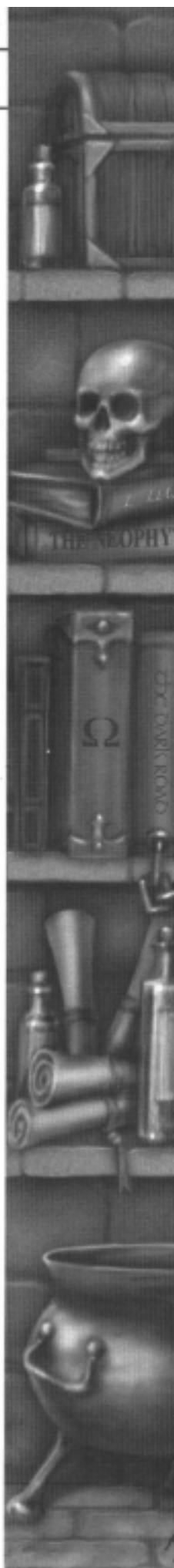


Research Checks

A Research check is a Spellcraft check that determines how long it takes for the caster to calculate the formulae for the animation ritual, the DC dependant on the construct created. The DC, the character's check results, and the total cost of the construct determine how long it takes to research the ritual's formulae. To determine how much time and money it takes to research the ritual:

1. Calculate the construct's total cost in CPs using the building process presented above.
2. Find the base DC listed in the Artisan's Craft chapter for the golem material, automaton material package or simulacrum base creature and creature template.
3. Add all applicable difficulty modifiers from the table below to find the final DC.
4. Make a Research check, representing one month's work.

If the check succeeds, multiply the check result by the final DC and divide by 10, rounding down. If this number equals the total cost of the construct in CPs, then the character has completed the research. If it equals double or triple the CP cost of the construct, then the character has finished the research in one-half or one-third the time. If the



number does not equal the CP cost, then it represents progress the character has made this month. Record the number and add together the results of all subsequent monthly checks until the character's total reaches the CP cost.

If the character fails the check, he makes no progress this month. If the character rolls a 1 or fails three months in a row, he has reached a dead end and must start the research all over again.

Research Difficulty Modifiers

Condition	DC modifier
Additional feat	+1
Deficiency	-1

Spellcraft Check Modifiers

Condition	Roll modifier
The character is not of sufficient caster level to build this construct	-2 per level of difference
Not possessing a required feat	-5 per feat
5 ranks in Knowledge (arcana)	+2
10 ranks in Knowledge (arcana)	+4
Possessing a basic construct manual*	+1
Possessing a general construct manual*	+2
Possessing a detailed construct manual*	+4
Not possessing a construct manual	-2
Never built a construct before	-4
Built a construct of this subtype before	+2

* bonuses for different construct manuals do not stack, apply only the highest bonus

Once the character finishes his research successfully, he has written a new manual for the construct he is trying to build. If building a second construct with these same characteristics, the character does not need to roll any further Research checks, because he already figured out the creation ritual.

ALTERING A CONSTRUCT

If the player already has a construct manual but wants to alter its design in the construction process, the character gains a +4 competence bonus on the Spellcraft check to research the new, altered ritual, basing it on the one he already has. He can change the construct's size and special abilities, add feats and deficiencies and even alter its basic shape, provided it remains a construct of the same subtype and physical component.

WHAT IT WILL LOOK LIKE

The final product of research and construction results in a creature similar to the constructs found in *Core Rulebook III*. The construct's abilities and scores are defined by choices the player made when building the construct with the options available. All information on how the addition of abilities and feats to a construct alter its base scores are included in the following chapters.

Name: The player is free to name his creation beyond 'diamond golem' and 'cat clone'.

Type and Size: The creature's type remains as construct. The subtypes golem, automaton and simulacrum are just a means to explain the creation process better and do not affect the type. The player chooses the construct's size.

Hit Dice, Initiative, Speed, Face/Reach, Armour Class: Determined by subtype, physical components, size and additional abilities and feats.

Base Attack Bonus, Saving Throws and Challenge Rating: Determined by Hit Dice. Consult the table below to determine the base values. Add the construct's Strength modifier to the Base Attack Bonus. Reflex and Will saving throws are modified by Dexterity and Wisdom respectively. Special attacks and abilities modify the Challenge Rating as well as the properties of each construct subtype. The chapters Artisan's Craft, Building a Better Golem and Construct Abilities detail how each subtype and abilities affect the final Challenge Rating.

Abilities: A construct's abilities vary little from one to the other, with the exceptions of Strength and Dexterity, which vary depending on the construct's size and materials. A typical construct has the following ability scores: Con -, Int - Wis 10 (automata) or 11 (golems), Cha 1. Simulacra are again the exception to this rule and may also have different scores in Intelligence, Wisdom and Charisma.

Attacks and Damage: Determined by subtype, size and additional abilities and feats.

Special Attacks, Special Qualities, and Feats: Purchased with CPs as special abilities. Some simulacra keep some of their base creature's special abilities.

Hit Dice Dependent Values

HD (d10)	Fort	Ref	Will	Base	
				Attack Bonus	Base CR
1	+0	+0	+0	+0	½
2	+0	+0	+0	+1	½
3	+1	+1	+1	+2	1
4	+1	+1	+1	+3	1
5	+1	+1	+1	+3	2
6	+2	+2	+2	+4	2
7	+2	+2	+2	+5	3
8	+2	+2	+2	+6/+1	3
9	+3	+3	+3	+6/+1	4
10	+3	+3	+3	+7/+2	4
11	+3	+3	+3	+8/+3	5
12-13	+4	+4	+4	+9/+4	5
14	+4	+4	+4	+10/+5	6
15	+5	+5	+5	+11/+6/+1	6
16-17	+5	+5	+5	+12/+7/+2	7
18	+6	+6	+6	+13/+8/+3	8
19	+6	+6	+6	+14/+9/+4	8
20	+6	+6	+6	+15/+10/+5	8
21	+7	+7	+7	+15/+10/+5	9
22	+7	+7	+7	+16/+11/+6/+1	9
23	+7	+7	+7	+17/+12/+7/+2	10
24-25	+8	+8	+8	+18/+13/+8/+3	10
26	+8	+8	+8	+19/+14/+9/+4	11
27	+9	+9	+9	+20/+15/+10/+5	11
28-29	+9	+9	+9	+21/+16/+11/+6/+1	12
30	+10	+10	+10	+22/+17/+12/+7/+2	12
31	+10	+10	+10	+23/+18/+13/+8/+3	13
32	+10	+10	+10	+24/+19/+14/+9/+4	13
33	+11	+11	+11	+24/+19/+14/+9/+4	14
34	+11	+11	+11	+25/+20/+15/+10/+5	14
35	+11	+11	+11	+26/+21/+16/+11/+6/+1	14
36-37	+12	+12	+12	+27/+22/+17/+12/+7/+2	15
38	+12	+12	+12	+28/+23/+18/+13/+8/+3	16
39	+13	+13	+13	+29/+24/+19/+14/+9/+4	16
40	+13	+13	+13	+30/+25/+20/+15/+10/+5	16

Skills: Constructs normally have no skills. The caster may add a function to his creation that mimics a skill, but it is purchased with CPs as an extraordinary ability.

Climate/Terrain: Any. Some constructs may be specifically designed for a particular climate/terrain defined by the player.

Organisation: Dependant on how many the creator can afford.

Treasure: Dependant on what the creator equips them with.

Alignment: Neutral, though some special construct templates can change this.

Advancement Range: Determined by physical components, size and additional abilities and feats.

EXAMPLE OF CONSTRUCT CREATION

Narsell decides that it is time to show a necromancer colleague that transmuters are nothing to be scoffed at, and will craft a golem to demonstrate his arcane might.



THE DRAWING BOARD



Planning

Narsell's player has decided to build a terrifying golem: a large skeletal warrior wielding a scythe, so he gets to work. The first step is to figure out what the golem will be able to do, and how much it will cost to make it do it: Looking at the process checklist for golems, the first step is choosing a material. Narsell has already decided that he will make a bone golem, and a Large one at that. Looking at the table in the chapter Artisan's Craft, we find that the cost for a Large Bone golem is 56 Construction Points.

In the next step, Narsell can choose feats and deficiencies from the chapter Building a Better Construct. His original plan was an image of the Grim Reaper, but in a flash of inspiration he decides to make a centaur-like skeletal shape, with an elongated snout adorned with fangs. So he takes the feat Extra Pair of Legs and adds its cost: 6 CPs. He could take Natural Weaponry to give the construct a bite attack, but decides that the elongated face will only be a cosmetic feature. Since the golem will wield a scythe, the wizard must take the feat Melee Weapon Proficiency (scythe) (2 CPs) and its prerequisite, Combat Expertise (2 CPs). He must also provide a Huge scythe for the golem to use.

Bone golems have one special ability slot, and Narsell can choose a special attack or special quality

from those found in the Construct Abilities chapter. Since he is creating a visage of death, he picks Unavoidable (Su), an ability that lets the golem pursue its prey to the ends of the world. He notes the spells he will need to activate this ability, *locate creature* and *scrying*, so he takes steps to acquire them if they are not in his spell book.

With all the elements in place, the cost calculations are as follows, also adding other information like Body Rating and Challenge Rating modifiers:

Elements	CP	BR	Challenge Rating
Large Bone Golem	56	15	+5
Extra Pair of Legs	6	6	+1
Combat Expertise	2	-	+½
Melee Weapon	2	-	+½
Proficiency (scythe)	-	-	-
Unavoidable (Su)	-	-	-
Total	66	21	+7

Time to check the bill: 66 CPs times 25 equals 1,650XPs Narsell must sacrifice. The price in gold for the whole ritual will be 82,500gp (1,650XPs multiplied by 50), and the cost of the body itself will be 1,050gp (21 BR multiplied by 50).

Research and Crafting

The base Difficulty Class for a bone golem is 16, quite an easy task for a wizard like Narsell, who has an Intelligence score of 18 (+4 modifier), 10 ranks in Knowledge (arcana) and 13 ranks in Spellcraft. However, he is innovating on the basic bone golem, so he must research the new ritual. Luckily, he is somewhat of a construct expert and possesses a few construct manuals, including one for obsidian golems, and this would not be the first golem he has built.

Research and Craft DC

Element	DC
Large Bone Golem	16
Extra Pair of Legs	+1
Combat Expertise	+1
Melee Weapon Proficiency (scythe)	+1
Total	19

Spellcraft Check Modifiers

Condition	Roll modifier
10 ranks in Knowledge (arcana)	+4
Possessing a detailed construct manual	+4
Built a construct of this subtype before	+2
Total	+10

Narsell rolls a research check, which is a Spellcraft check (DC 19). He finds the task easy for a wizard of his calibre, rolling 1d20+27 (+4 Int modifier, +13 ranks in Spellcraft, +10 research modifier).

Bone golems require Craft (Sculpture) checks to build their bodies, as stated in the chapter Artisan's Craft, so Narsell hires a competent sculptor to follow his plan, using a normal Craft check to calculate how much time does it take to build a body that costs 1,050gp.

The Huge scythe will cost 354gp (18gp x 3 for a one size increment, +300gp to make it a masterwork scythe), it will deal 2d6 points of damage and weigh 36 pounds.

The Ritual

Golem rituals require that the spellcaster know the feats Craft Magic Arms and Armour and Craft Wondrous Item, which Narsell has. The golem ritual also demands the spells *geas/quest*, *limited wish*, *polymorph any object*, plus *locate creature* and *scrying* for the special ability Narsell chose.

The Final Creature

Narsell's player notes the statistics from the bone golem's description, and finds the final Challenge Rating by adding the base value from the table above and the CR modifier for a bone golem with the feats it has.

DEATH CENTAUR (BONE GOLEM)

Large Construct

Hit Dice: 12d10 (66 hp)

Initiative: +0

Speed: 40 ft. (cannot run)

AC: 21 (-1 size, +12 natural)

Attacks: 2 slams +16 melee or 1 huge scythe +17 / +14 melee

Damage: Slam 3d8+8, scythe 2d6+9

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Unavoidable

Special Qualities: Construct, magic immunity, damage reduction 20/+2, brittle, darkvision 60 ft.

Saves: Fort +4, Ref +4, Will +4

Abilities: Str 26, Dex 10, Con -, Int -, Wis 11, Cha 1

Climate/Terrain: Any land

Organisation: Solitary (unique)

Challenge Rating: 13

Treasure: None (1 huge masterwork scythe)

Alignment: Always neutral

The death centaur is a golem made from a collection of bones forming a strange centaur-like shape with an inhuman head dotted with small fangs, wielding a great scythe.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Magic Immunity (Ex): Bone golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Acid-based effects slow them (as the spell) for 1d6 rounds, with no saving throw. An electricity effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a bone golem hit by a *lightning bolt* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The golem rolls no saving throw against electricity effects.

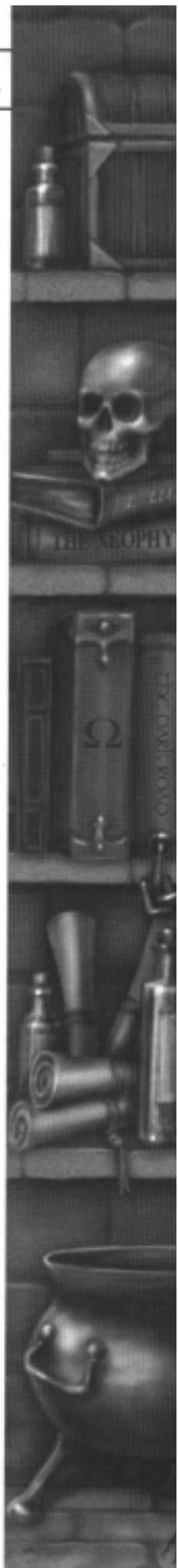
Brittle (Ex): Unlike normal constructs, bone golems are subject to critical hits from bludgeoning weapons, but not to sneak attacks.

Unavoidable (Su): The creator can designate a target creature via scrying or by providing a link with it, or the death centaur may acquire one through sight. From then on, the construct is always aware of the location of the target creature and will follow it wherever it may be, as long as they are on the same plane of existence. The death centaur is not fooled by polymorph spells and is only slowed down by effects that block scrying. The creator can recall the construct at any time.

Construction

The golem costs 82,500 gp to create, which includes 1,050 gp for the construction of the body.

Assembling the body requires a successful Craft (sculpture) check (DC 19). The creator must be 14th level and able to cast arcane spells. Completing the ritual drains 1,650 XP from the creator and requires *geas/quest*, *limited wish*, *locate creature*, *polymorph any object* and *scrying*.



THE ARTISAN'S CRAFT

Before the wizard or sorcerer can begin the animation ritual, he must first have something to enact it upon. Some casters are self-sufficient in this respect, learning to craft the construct's materials by themselves, although it is a costly pursuit as it detracts from their studies in the fields of arcane lore. That is why any construct builder is advised to find a good craftsman to assist him, as a man who has been a blacksmith since he was born will forge a superior iron golem body to any wizard who just wants to save himself the cost of paying for skilled labour.

If working near a sufficiently large town or city, the caster can approach the local guilds, where he will find the best talent for the tasks he requires. The

craftsman, or team of craftsmen, will work on the materials the wizard provides, or charge him extra if it is they who must get the materials. The price for the body calculated from the Body Rating usually includes the materials, although the Games Master can make exceptions for rare or exotic components such as diamond, mithral and adamantite.

WAY OF THE ARTISAN

Since building constructs involves as much mundane skill as it does arcane knowledge, the player must either devote a fair number of skill points to add to a Craft skill or tell the Game Master his character will hire specialists to build the construct's body for him. The latter option is the more advisable, since a master artisan, with his well-trained team of journeymen and apprentices, will have a much better chance than the wizard at meeting the high-quality demands of certain construct materials, as well as being able to finish the job in a considerably shorter amount of time.

The Craft Skill

As defined in *Core Rulebook I*, the basic function of the Craft skill is to allow the character to make an item of the appropriate type.

Whether it is the caster or a Non-Player Character craftsman who is building the body, the normal rules for Craft checks apply. The item in question is the construct's body, and its cost is calculated by multiplying by 50 the Body Rating of the physical components, plus any additional feat or deficiency as detailed in the previous chapter. This price is the number to be used to figure out how many weeks it takes for the artisans to craft the body and, as the rules mention, a third of the cost is paid up front to invest in raw materials.

The following areas of the Craft skill can be used to build a construct, depending on the material used: armoursmithing, blacksmithing, carpentry/woodworking, leatherworking, metalworking, masonry/stoneworking, pottery, sculpture, weaponsmithing.

Profession and Other Skills

Although not focusing on producing palpable results, characters with ranks in a Profession skill can still apply their knowledge into



building a construct. They follow the rules for Craft checks when applying their expertise this way. Characters with the following professions or skills can work on some constructs; Alchemy, Heal, Profession (herbalist, apothecary), Profession (engineering).

Skill Synergy

Some skills complement each other and grant a synergy bonus to other skills. Building constructs can involve more than one area of expertise and, even if it is a check for a single Craft skill that determines the time spent building the construct's body, knowledge in other areas can add a +2 synergy bonus to the check, if the character possesses at least 5 ranks in a pertinent skill. Game Masters should use common sense when allowing a skill to provide a synergy bonus to another when crafting a construct. Here are some examples of skills that can provide such advantages; Knowledge (arcana), Knowledge (nature), Spellcraft, Profession (tanner, woodcutter).

A CONSTRUCT'S BODY

The first choice in construct building is the cornerstone of the whole process: which materials to use. Every physical component in golems, automata and simulacra exerts a great influence on the capabilities of the future construct, from how much it will cost and how long it will take to craft its body, to its special abilities and the powers that it can be equipped with. Constructs can be crafted from almost any base component, and here are but a few of the materials that a spellcaster can employ. The list is by no means exhaustive, and players and Game Masters are encouraged to come up with their own, using these as a guideline.

The entries for golem materials, automaton material packages, simulacrum base creatures and simulacrum templates define the values used in the construction process checklists in the previous chapter. The entries also include additional information to consider before a choice is made, and specific values to include in the construct's Characteristics once it is finished.

CP (Construction Points): The physical components provide the base construction values. The final value is multiplied by 25 to find the final amount of experience points the caster must spend at the end of the ritual, and this is multiplied by 50 to calculate the total cost in gold of building the construct. Golems and automata smaller than

Medium size use the CP cost for Medium constructs of their type, representing that, even as the body gets smaller, the precision to devise the ritual increases and the detail needed for the crafting goes up as well. Unlike golems and automata, simulacra add the cost for the base creature to the template's CPs of the same size to determine the final CP total.

BR (Body Rating): This represents the amount of money that must be paid in the Craft check when building the body of the golem, to be further modified by adding special abilities from the next two chapters. The final value is multiplied by 50 to calculate the total cost in gold of building the construct's body. Note that this amount is included in the final cost obtained from the CPs, but it is calculated separately for the purpose of the Craft checks. Automata have a split rating, with the first number being the cost of the body, and the second the cost of the control focus. Unlike golems and automata, simulacra adjust a BR depending on the creature's Hit Dice, once the template is applied to the base creature.

Caster Level: This is the minimum level a character must possess in a spellcasting class in order to enact the animation rituals. If the caster does not meet the required level, he suffers penalties in any research check and must roll a caster level check in the spellcasting phase of construction.

Skill Check DC: This number is the Difficulty Class to roll in the skill checks related to this physical component. Research checks are Spellcraft checks modified by circumstances as detailed in the previous chapter, and the Craft checks to build the construct's body are discussed earlier in this one. Automata have a split DC, with the first number used to build the body, and the second to build its control focus. Simulacra have a base DC for the base creature, and a DC modifier for each template.

Skills Required: This defines the kind of craftsman that must be hired to build the construct's body, or the skill the caster must possess if he wants to craft the body himself. All simulacra require Craft (sculpture).

Special Ability Slots: The basic animation ritual includes 'slots' into which a special ability can be inserted. Different materials are more conducive to magical energies and allow additional spell effects to be included. The caster does not need to pay any extra cost to include a special ability in an available



THE ARTISANS CRAFT

slot, save for any normal material components or additional costs of the spell needed. The chapter Construct Abilities list several sample abilities and their spell components, and the Additional Ability Slots construct feat can expand the construct's capacity.

Control Focus: Automata require a control focus that binds the magic together. This field describes the typical forms a control focus for this type of automaton can take. There are three kinds of control foci; *internal*, *external*, and *carried*.

Attacks: This is the number and kind of attacks the construct can make in a round. Where it indicates a number, it means that it performs that number of attacks at its highest attack bonus as a standard action. If only the kind of attack is listed, it means that it can conduct one attack at its highest attack bonus as a standard action, or the number of attacks its Hit Dice allow with the normal attack modifiers as a full round action.



CR Modifier: The inherent properties of each physical component can add abilities to the construct, depending on its subtype, that add to the Challenge Rating. Add this number to the base Challenge Rating presented at the end of the previous chapter.

Golem Materials

Ritual Time: 2 months

By binding an earth elemental to the material, the caster awakens formidable magical defences in a golem, like immunities to magic spells and damage resistance. However, a flaw develops in the material as part of the elemental's unwillingness to participate in the ritual. Every golem material has its own strengths and weaknesses and all must be carefully weighed when making the final decision.

WOOD

Golems made from wood are relatively inexpensive. The base material is easy to obtain and easy to work with and, since it was once alive it tends to conduct magic easily. A wood golem may look like an innocent wooden statue, though more sinister artisans craft them like marionettes that move awkwardly. Shaping a golem of this material as a tree does not help it to pass as a treant, for its artificial origins are readily apparent.

Caster Level: 14th

Special Ability Slots: 1

Skill Required: Craft (carpentry) or Craft (woodworker)

Magic Immunity (Ex): Wood golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows.

Diminish plants and cold-based effects slow them (as the spell) for 2d6 rounds, with no saving throw. *Plant growth* and *ironwood* break any slow effect on the golem and cure 1d6 points of damage.

Flaw: Fire Vulnerability (Ex). A wood golem is affected by fire effects and suffers double damage from them.

Keen Vision: Darkvision 60 ft.

Attacks: 2 slams.

Damage Resistance: 15/+1

CR Modifier: +3

Wood Golem Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	1d10	+3	10 ft.*	26 (+3 Dex, +8 size, +5 natural)	1	4	17
Diminutive	2d10	+2	10 ft.*	23 (+2 Dex, +4 size, +7 natural)	1d4-2	7	14
Tiny	3d10	+1	10 ft.*	20 (+1 Dex, +2 size, +7 natural)	1d4	10	12
Small	4d10	+0	20 ft.*	22 (+1 size, +11 natural)	2d4+1	13	10
Medium	6d10	-1	20 ft.*	20 (-1 Dex, +11 natural)	2d6+3	16	8
Large	8d10	-1	20 ft.*	19 (-1 Dex, -1 size, +11 natural)	2d8+6	22	8
Huge	10d10	-2	30 ft.*	18 (-2 Dex, -2 size, +12 natural)	4d6+9	28	7
Gargantuan	14d10	-2	30 ft.*	16 (-2 Dex, -4 size, +12 natural)	4d8+10	31	7
Colossal	22d10	-2	30 ft.*	14 (-2 Dex, -8 size, +14 natural)	6d6+12	35	6

* Cannot run

Wood Golem Construction Table

	CP	BR	Skill Checks DC
Fine	32	2	20
Diminutive	32	4	16
Tiny	32	6	14
Small	32	7	13
Medium	32	8	12
Large	40	10	13
Huge	80	20	14
Gargantuan	160	40	16
Colossal	320	80	20

them (as the spell) for 1d6 rounds, with no saving throw. An electricity effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a bone golem hit by a *lightning bolt* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The golem rolls no saving throw against electricity effects.

Flaw: Brittle (Ex). Unlike normal constructs, bone golems are subject to critical hits from bludgeoning weapons, but not to sneak attacks.

Keen Vision: Darkvision 60 ft.

Attacks: 2 slams.

Damage Resistance: 20/+2

CR Modifier: +5

Bone Golem Construction Table

	CP	BR	Skill Checks DC
Fine	48	3	23
Diminutive	48	5	19
Tiny	48	8	17
Small	48	11	16
Medium	48	13	15
Large	56	15	16
Huge	112	30	17
Gargantuan	224	60	19
Colossal	448	120	23

Bone Golem Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	1d10	+4	10 ft.*	28 (+4 Dex, +8 size, +6 natural)	1	5	18
Diminutive	3d10	+3	10 ft.*	26 (+3 Dex, +4 size, +9 natural)	1d6	9	16
Tiny	6d10	+2	10 ft.*	23 (+2 Dex, +2 size, +9 natural)	2d4+1	12	14
Small	8d10	+1	20 ft.*	24 (+1 Dex, +1 size, +12 natural)	2d6+2	15	12
Medium	10d10	+0	20 ft.*	22 (+12 natural)	2d8+4	19	10
Large	12d10	+0	30 ft.*	21 (-1 size, +12 natural)	3d8+8	26	10
Huge	14d10	-1	30 ft.*	22 (-1 Dex, -2 size, +15 natural)	4d6+9	28	8
Gargantuan	18d10	-2	30 ft.*	19 (-2 Dex, -4 size, +15 natural)	4d8+11	33	6
Colossal	26d10	-2	30 ft.*	18 (-2 Dex, -8 size, +18 natural)	6d6+14	38	6

*Cannot run



Shell Golem Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	2d10	+5	10 ft.*	29 (+5 Dex, +8 size, +6 natural)	1	4	21
Diminutive	4d10	+4	10 ft.*	29 (+4 Dex, +4 size, +11 natural)	1d6-2	7	18
Tiny	7d10	+3	20 ft.*	26 (+3 Dex, +2 size, +11 natural)	2d4	10	16
Small	9d10	+2	20 ft.*	28 (+2 Dex, +1 size, +15 natural)	2d6+1	13	14
Medium	11d10	+0	30 ft.*	25 (+15 natural)	2d6+3	16	11
Large	13d10	+0	30 ft.*	24 (-1 size, +15 natural)	3d6+5	20	11
Huge	15d10	-1	30 ft.*	26 (-1 Dex, -2 size, +19 natural)	3d8+7	24	9
Gargantuan	19d10	-2	30 ft.*	23 (-2 Dex, -4 size, +19 natural)	5d6+9	29	7
Colossal	27d10	-2	40 ft.*	21 (-2 Dex, -8 size, +21 natural)	5d8+12	34	6

* Cannot run

SHELL

Seaside communities with a golem-builder among them can recognize the great bulk of seashells that makes up a shell golem. The prime material consists of organic shells and, no matter if they come from sea creatures or larger reptiles, all the individual shells join as if they were all part of the same organism. There is usually a wooden or metal skeleton beneath, used by the craftsman as a guide to where to hang, glue or cement all the different shells together. It is popular to choose spiked shells to form knuckles and joints to provide extra damage, but these are optional.

Caster Level: 14th

Special Ability Slots: 1

Skill Required: Craft (sculpture). Knowledge (nature) provides a +2 synergy bonus.

Magic Immunity (Ex): Shell golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Cold-based effects slow them (as the spell) for 1d6 rounds, with no saving throw. A force effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a shell golem hit by a *magic missile* cast by a 5th-level wizard gains back 4 hit points if the damage total is 12. The golem rolls no saving throw against force effects.

Flaw: Hollow (Ex). Sonic effects stun the shell golem for 1d4 rounds, no saving throw allowed.

Keen Vision: Darkvision 60 ft.

Attacks: 2 slams.

Damage Resistance: 20/+2

CR Modifier: +5

Shell Golem Construction Table

	CP	BR	Skill Checks DC
Fine	48	3	24
Diminutive	48	5	19
Tiny	48	8	17
Small	48	11	16
Medium	48	13	15
Large	56	15	16
Huge	112	30	17
Gargantuan	224	60	19
Colossal	448	120	24

OBSIDIAN

Most obsidian golems have razor sharp edges, chiselled with the purpose of hurting anyone who gets close. They are shiny black, casting odd reflections on their surface. Usual enchantments on obsidian golems revolve around illusions and mind-affecting spells on anyone who catches its own reflection, but this stone is also used for necromantic magic as well.

Caster Level: 16th

Special Ability Slots: 1

Skill Required: Craft (sculpture) or Craft (stoneworking).

Magic Immunity (Ex): Obsidian golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Sound-based effects slow them (as the spell) for 1d4 rounds, with no saving throw. *Shatter* deals normal damage to obsidian golems. The golem rolls no saving throw against sound effects.

Flaw: Dulling (Ex). Attacking causes some of the golem's material to chip off, dulling its edges. After each successful attack, the golem must roll a Fortitude save (DC is 10 + the damage inflicted). If it fails, subtract -1 from the damage dice result before adding the strength modifier. These penalties stack but are only deducted from the dice result, not

Obsidian Golem Construction Table

	CP	BR	Skill Checks DC
Fine	56	5	24
Diminutive	56	8	20
Tiny	56	12	18
Small	56	14	17
Medium	56	16	16
Large	64	20	17
Huge	128	40	18
Gargantuan	256	80	20
Colossal	512	160	24

QUARTZ OR CRYSTAL

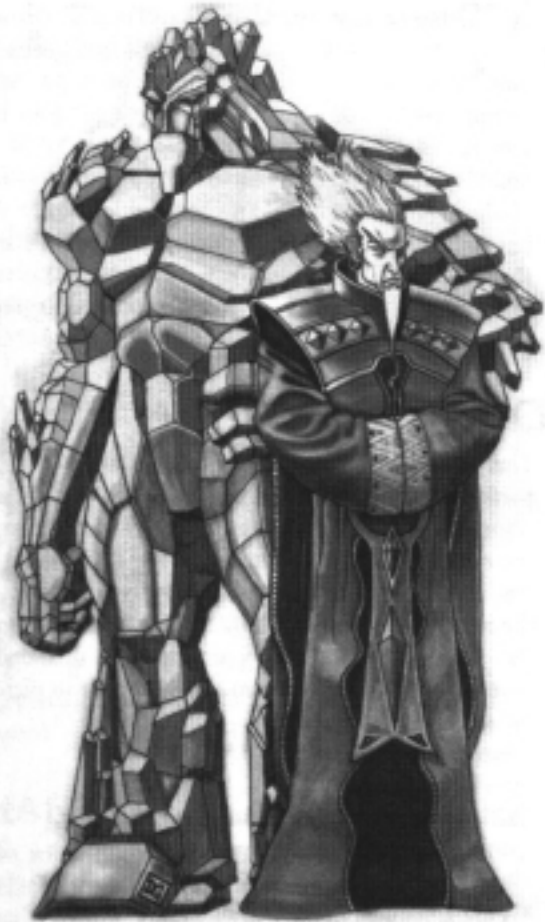
Quartz is a paradox. On one hand, you have a relatively inexpensive stone that is not as impressive as gemstones as far as golem materials go, but it also possesses perhaps the most mystical nature in the mineral kingdom. Quartz is the only material able to hold psionic powers in a construct frame, and the arcane version has greater magical capacity. Quartz crystal is left as rough as possible in a golem, with several milky-white to transparent clusters jutting out from random places on the body.

Caster Level: 16th

Special Ability Slots: 2

Skill Required: Craft (sculpture) or Craft (stoneworking). Craft (gemcutting) provides a +2 synergy bonus.

Magic Immunity (Ex): Quartz golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Sonic-based effects slow them (as the spell) for 2d6 rounds, with no saving throw. An electricity effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a quartz golem hit by a *lightning bolt* cast by a 6th-level wizard gains back 6 hit points if the



from the total damage, meaning that the golem will at least deal its Strength modifier as damage when it hits if it is completely dulled. Sharpening the golem is covered in the Maintenance chapter.

Keen Vision: Darkvision 60 ft.

Attacks: 2 slams.

Damage Resistance: 30/+2

CR Modifier: +5

Obsidian Golem Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	2d10	+4	10 ft.*	29 (+4 Dex, +8 size, +7 natural)	1d4-2	6	18
Diminutive	4d10	+2	10 ft.*	26 (+2 Dex, +4 size, +10 natural)	1d4	10	15
Tiny	7d10	+1	20 ft.*	23 (+1 Dex, +2 size, +10 natural)	1d6+2	14	13
Small	9d10	+0	20 ft.*	27 (+1 size, +16 natural)	2d6+4	18	11
Medium	11d10	+0	20 ft.*	26 (+16 natural)	2d8+5	20	10
Large	13d10	-1	20 ft.*	24 (-1 Dex, -1 size, +16 natural)	3d6+7	25	9
Huge	15d10	-2	30 ft.*	26 (-2 Dex, -2 size, +20 natural)	3d8+8	27	7
Gargantuan	19d10	-3	30 ft.*	23 (-3 Dex, -4 size, +20 natural)	3d10+11	32	5
Colossal	27d10	-3	30 ft.*	21 (-3 Dex, -8 size, +22 natural)	5d10+13	37	4

* Cannot run



Quartz Golem Construction Table

	CP	BR	Skill Checks DC
Fine	56	5	24
Diminutive	56	8	20
Tiny	56	12	18
Small	56	14	17
Medium	56	16	16
Large	64	20	17
Huge	128	40	18
Gargantuan	256	80	20
Colossal	512	160	24

DIAMOND

There is no construct that approaches such perfection as the diamond golem. Even mithral and adamantite bow before the perfect balance between the magical and the physical that the diamond conjures. The clear and transparent body of a diamond golem refracts light into tints of different colours, creating a rainbow around it. A diamond golem's attacks are fearsome indeed, able to pierce the strongest armour.

Caster Level: 16th

Special Ability Slots: 0

Skill Required: Craft (sculpture) or Craft (stoneworking). Craft (gemcutting) provides a +2 synergy bonus.

Magic Immunity (Ex): Diamond golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Electricity-based effects slow them (as the spell) for 1d6 rounds, with no saving throw. A force effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a diamond golem hit by a *magic missile* cast by a 7th-level wizard gains back 5 hit points if the damage total is 15. The golem rolls no saving throw against force effects.

damage total is 18. The golem rolls no saving throw against electricity effects.

Flaw: Conductor (Ex). Crystal golems resonate with almost all kinds of energy once their mystical properties are activated, and thus suffer a -2 penalty on every applicable Fortitude, Reflex and Will save that comes from direct actions against them.

Keen Vision: Darkvision 60 ft.

Attacks: 2 slams.

Damage Resistance: 30/+2

CR Modifier: +6

Quartz Golem Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	2d10	+4	10 ft.* 29 (+4 Dex, +8 size, +7 natural)	1d4-2	6	18	
Diminutive	3d10	+2	10 ft.* 26 (+2 Dex, +4 size, +10 natural)	1d4	10	15	
Tiny	8d10	+1	10 ft.* 23 (+1 Dex, +2 size, +10 natural)	1d6+2	14	13	
Small	10d10	+0	20 ft.* 27 (+1 size, +16 natural)	2d6+4	18	11	
Medium	12d10	+0	20 ft.* 26 (+16 natural)	2d8+5	20	10	
Large	14d10	-1	20 ft.* 24 (-1 Dex, -1 size, +16 natural)	3d6+8	27	9	
Huge	16d10	-2	20 ft.* 26 (-2 Dex, -2 size, +20 natural)	3d8+9	29	7	
Gargantuan	20d10	-3	20 ft.* 23 (-3 Dex, -4 size, +20 natural)	3d10+12	34	5	
Colossal	28d10	-3	30 ft.* 21 (-3 Dex, -8 size, +22 natural)	5d10+14	39	4	

* Cannot run

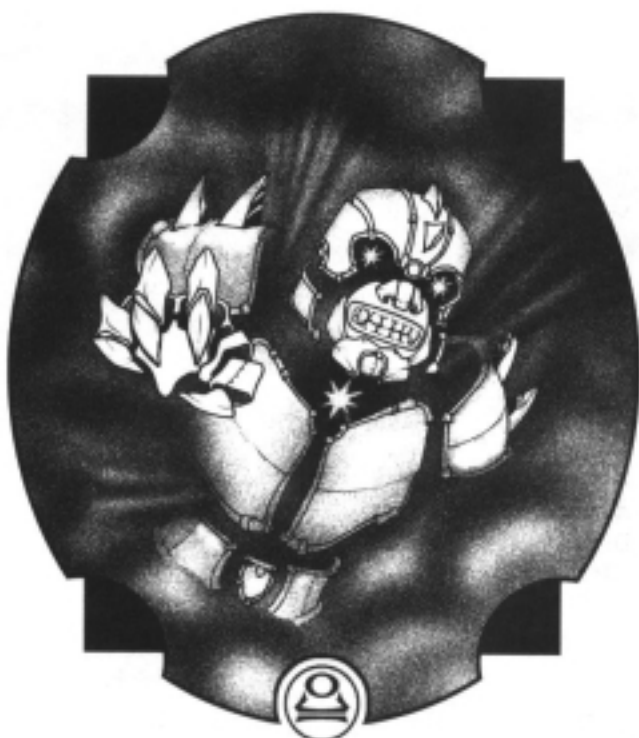
Flaw: Balance (Su). The diamond's perfection carries a price: the ritual to animate it is perfectly balanced and does not allow for the inclusion of any other magical ability, reducing its special ability slots to 0. If a spellcaster tries to install additional abilities to the golem, the balance is broken and the earth elemental is freed.

Keen Vision: Darkvision 60 ft.

Attacks: 2 slams.

Damage Resistance: 50/+3

CR Modifier: +7



Diamond Golem Construction Table

	CP	BR	Skill Checks DC
Fine	64	5	27
Diminutive	64	8	23
Tiny	64	12	21
Small	64	14	20
Medium	64	16	19
Large	72	20	20
Huge	144	40	21
Gargantuan	288	80	23
Colossal	576	160	27

SHARD

Shard golems look as if the creator could not decide of which metal to make the construct, and decided to put several pieces together. There are several varieties known to exist, depending on the quality of the metal. Scrap iron golems are made from left over junk from smithies, blade golems use finished slashing and piercing weapons and splint golems use strips of several metals. The differences are purely aesthetic after the animation ritual ends.

Caster Level: 16th

Special Ability Slots: 1

Skill Required: Craft (blacksmithing), Craft (weaponsmithing), or Craft (armoursmithing).

Magic Immunity (Ex): Shard golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Electricity-based effects slow them (as the spell) for 2d6 rounds, with no saving throw. A fire effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a shard golem hit by a *fireball* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The golem rolls no saving throw against fire effects.

Flaw: Imprecise (Ex). The metal shards are difficult to make into a cohesive whole and golems made from them suffer automatically from this minor deficiency, suffering a -2 circumstance penalty to attack rolls.

Diamond Golem Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	2d10	+4	10 ft.* 35 (+4 Dex, +8 size, +13 natural)		1d4-1	8	18
Diminutive	5d10	+2	10 ft.* 32 (+2 Dex, +4 size, +16 natural)		2d4+1	12	15
Tiny	10d10	+1	20 ft.* 29 (+1 Dex, +2 size, +16 natural)		1d6+5	20	13
Small	12d10	+0	20 ft.* 30 (+1 size, +19 natural)		2d6+6	23	11
Medium	14d10	+0	20 ft.* 29 (+19 natural)		3d6+8	26	10
Large	16d10	-1	20 ft.* 27 (-1 Dex, -1 size, +19 natural)		2d10+9	29	9
Huge	19d10	-2	30 ft.* 29 (-2 Dex, -2 size, +23 natural)		3d10+16	32	7
Gargantuan	22d10	-3	30 ft.* 26 (-3 Dex, -4 size, +23 natural)		4d10+14	38	5
Colossal	30d10	-3	30 ft.* 24 (-3 Dex, -8 size, +25 natural)		5d10+17	44	4

* Cannot run

Shard Golem Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	2d10	+4	10 ft.*	31 (+4 Dex, +8 size, +9 natural)	1d4-1	8	19
Diminutive	5d10	+3	10 ft.*	31 (+3 Dex, +4 size, +14 natural)	1d4+2	14	17
Tiny	11d10	+2	20 ft.*	26 (+2 size, +14 natural)	1d6+5	21	15
Small	13d10	+1	20 ft.*	19 (+1 Dex, +1 size, +17 natural)	1d6+7	25	13
Medium	15d10	+0	20 ft.*	27 (+17 natural)	1d8+8	27	10
Large	17d10	+0	20 ft.*	26 (-1 size, +17 natural)	2d8+9	29	10
Huge	19d10	-1	30 ft.*	27 (-1 Dex, -2 size, +20 natural)	2d10+10	31	9
Gargantuan	23d10	-2	30 ft.*	24 (-2 Dex, -4 size, +20 natural)	3d10+12	35	7
Colossal	31d10	-3	30 ft.*	21 (-3 Dex, -8 size, +22 natural)	4d10+14	39	5

* Cannot run

Keen Vision: Darkvision 60 ft.

Attacks: 2 slams.

Damage Resistance: 40/+2

CR Modifier: +5

Shard Golem Construction Table

	CP	BR	Skill Checks DC
Fine	64	8	25
Diminutive	64	12	21
Tiny	64	16	19
Small	64	20	18
Medium	64	24	17
Large	72	30	18
Huge	144	60	19
Gargantuan	288	120	21
Colossal	576	240	25

no saving throw against cold effects.

Flaw: Malleable (Ex). Attacks made with bludgeoning weapons deform the golem's body and deal double damage.

Keen Vision: Darkvision 60 ft.

Attacks: 2 slams.

Damage Resistance: 40/+2

CR Modifier: +5

GOLD

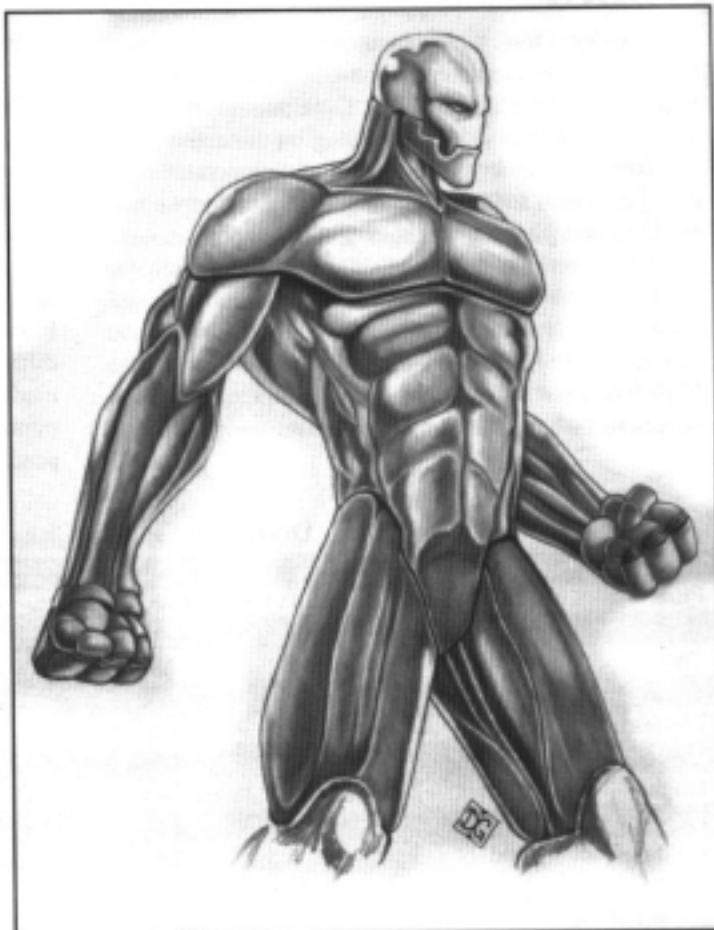
Gold is rarely used as a base material for golems or any other constructs, mainly for economical reasons. Such a large quantity of gold can be put to better use to pay for the making of other constructs, but still gold golems come out from the laboratories of spellcasters with an interest in alchemy. As gold is the metal of the sun, it receives enchantments based on light and healing.

Caster Level: 16th

Special Ability Slots: 1

Skill Required: Craft (blacksmithing). Craft (metalworking) provides a +2 synergy bonus.

Magic Immunity (Ex): Gold golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. fire-based effects slow them (as the spell) for 1d6 rounds, with no saving throw. A cold effect breaks any slow effect on the golem but does not cure any lost hit points. The golem rolls



Gold Golem Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	2d10	+5	10 ft.*	32 (+5 Dex, +8 size, +9 natural)	1d4-2	6	21
Diminutive	5d10	+4	10 ft.*	32 (+4 Dex, +4 size, +14 natural)	1d4	11	19
Tiny	10d10	+3	20 ft.*	27 (+3 size, +14 natural)	1d6+2	15	17
Small	12d10	+2	20 ft.*	30 (+2 Dex, +1 size, +17 natural)	2d6+5	20	15
Medium	14d10	+1	20 ft.*	28 (+1 Dex, +17 natural)	2d8+6	22	12
Large	16d10	+0	20 ft.*	26 (-1 size, +17 natural)	2d10+9	28	10
Huge	18d10	-1	30 ft.*	27 (-1 Dex, -2 size, +20 natural)	3d8+10	31	8
Gargantuan	22d10	-2	30 ft.*	24 (-2 Dex, -4 size, +20 natural)	3d10+13	36	6
Colossal	30d10	-3	30 ft.*	21 (-3 Dex, -8 size, +22 natural)	4d8+15	41	5

* Cannot run

Gold Golem Construction Table

	CP	BR	Skill Checks DC
Fine	64	8	24
Diminutive	64	12	20
Tiny	64	16	18
Small	64	20	17
Medium	64	24	16
Large	72	30	17
Huge	144	60	18
Gargantuan	288	120	20
Colossal	576	240	24

Flaw: Metal Vulnerabilities (Ex). In addition to the slow effect, steel golems take half damage from electric attacks, and are affected normally by rust attacks, such as those from a rust monster or a *rusting grasp* spell.

Keen Vision: Darkvision 60 ft.

Attacks: 2 slams.

Damage Resistance: 50/+3

CR Modifier: +5

STEEL

The formidable steel golems strike fear into any who cross their path. Steel is a bit harder to work than iron, but yields much better results when applied to a golem. Most steel constructs are built to resemble suits of plate armour, but statues of muscled men and women are popular to reflect the strength and elegance of the material.

Caster Level: 16th

Special Ability Slots: 1

Skill Required: Craft (blacksmithing), Craft (weaponsmithing), or Craft (armoursmithing).

Magic Immunity (Ex): Steel golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows.

Electricity-based effects slow them (as the spell) for 1d4 rounds, with no saving throw. A fire effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a steel golem hit by a *fireball* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The golem rolls no saving throw against fire effects.



THE ARTISANS CRAFT

Steel Golem Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	3d10	+3	10 ft.*	38 (+3 Dex, +8 size, +17 natural)	1d3+5	20	17
Diminutive	8d10	+2	10 ft.*	37 (+2 Dex, +4 size, +21 natural)	1d4+7	24	14
Tiny	13d10	+1	10 ft.*	34 (+1 Dex, +2 size, +21 natural)	1d6+9	28	12
Small	15d10	+0	20 ft.*	34 (+1 size, +23 natural)	2d6+10	30	10
Medium	17d10	+0	20 ft.*	33 (+23 natural)	2d8+11	32	10
Large	19d10	-1	20 ft.*	31 (-1 Dex, -1 size, +23 natural)	3d8+12	34	9
Huge	22d10	-2	20 ft.*	31 (-2 Dex, -2 size, +25 natural)	3d10+13	36	6
Gargantuan	27d10	-3	30 ft.*	28 (-3 Dex, -4 size, +25 natural)	4d8+15	40	4
Colossal	33d10	-4	30 ft.*	26 (-4 Dex, -8 size, +28 natural)	5d8+17	44	3

* Cannot run

Steel Golem Construction Table

	CP	BR	Skill Checks DC
Fine	72	8	28
Diminutive	72	12	25
Tiny	72	16	22
Small	72	20	21
Medium	72	24	20
Large	80	30	21
Huge	160	60	22
Gargantuan	320	120	24
Colossal	640	240	28

BRONZE

An alloy of copper and tin, bronze used to be the main raw material for weapons and tools until iron smelting was discovered. Bronze golems are weaker than their iron cousins, but are also lighter, more decorative, easier to work with and not subject to some rusting attacks that specifically target iron and its alloys. Many creators outfit bronze golems with steel weaponry to augment their attack capacity.

Caster Level: 16th

Special Ability Slots: 1

Skill Required: Craft (blacksmithing), Craft (weaponsmithing), or Craft (armoursmithing).

Magic Immunity (Ex): Bronze golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Fire-based effects slow them (as the spell) for 1d6 rounds, with no saving throw. A cold effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a bronze golem hit by an *ice storm* cast by a 7th-level wizard gains back 3 hit points if the damage total is 12 from the cold damage, ignoring the 3d6 impact damage. The golem rolls no saving throw against cold effects.

Flaw: Denting (Ex). Not as strong as iron or iron alloys, bronze dents with strong impacts it deals or receives. After every successful hit from the golem and after it receives damage from weapons, it must roll a Fortitude save (DC is 10 + damage inflicted or received). If it fails, subtract -1 from the construct's base attack bonus. These penalties stack until the base attack bonus is reduced to 0, at which point the golem could not be any more battered. The golem retains its Strength modifiers even if the base attack

Bronze Golem Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	3d10	+3	10 ft.*	36 (+3 Dex, +8 size, +15 natural)	1d3	10	17
Diminutive	7d10	+2	10 ft.*	33 (+2 Dex, +4 size, +17 natural)	1d4+2	15	15
Tiny	12d10	+1	10 ft.*	30 (+1 Dex, +2 size, +17 natural)	1d6+6	22	13
Small	14d10	+1	20 ft.*	32 (+1 Dex, +1 size, +20 natural)	2d4+8	26	12
Medium	16d10	+0	20 ft.*	30 (+20 natural)	2d6+9	28	11
Large	18d10	+0	20 ft.*	29 (-1 size, +20 natural)	2d8+10	30	10
Huge	21d10	-1	20 ft.*	29 (-1 Dex, -2 size, +22 natural)	3d6+11	32	9
Gargantuan	25d10	-2	30 ft.*	26 (-2 Dex, -4 size, +22 natural)	2d10+13	36	7
Colossal	32d10	-3	30 ft.*	24 (-3 Dex, -8 size, +25 natural)	3d8+15	40	5

* Cannot run

bonus is reduced to 0. Repairing the golem is covered in the Maintenance chapter.

Keen Vision: Darkvision 60 ft.

Attacks: 2 slams.

Damage Resistance: 50/+3

CR Modifier: +5

Bronze Golem Construction Table

	CP	BR	Skill Checks DC
Fine	72	8	27
Diminutive	72	12	23
Tiny	72	16	21
Small	72	20	20
Medium	72	24	19
Large	80	30	20
Huge	160	60	21
Gargantuan	320	120	23
Colossal	640	240	27

MITHRAL

Mithral is a legendary metal, strong as steel but not as heavy, conductive of magical energies and very hard to mine. Mithral golems shine with iridescent colours when reflecting light, and have an air of majesty independent of the form or size they are given by the craftsman. Mithral has greater magic capacity than other metals, and golems that use it can receive more enchantments.

Caster Level: 18th

Special Ability Slots: 2

Skill Required: Craft (blacksmithing), Craft (weaponsmithing), or Craft (armoursmithing).

Magic Immunity (Ex): Mithral golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Effects that target and disrupt magic itself, such as *dispel magic* or *antimagic field*, slow them (as the spell) for 2d6 rounds, with no saving throw. Any damage-dealing

spell or spell-like effect specifically targeted at the golem breaks any slow effect on it and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a mithral golem hit by a *fireball* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The golem rolls no saving throw against damaging spell effects that cure it.

Flaw: Magic Resonance (Su). When a mithral golem is struck by a magical weapon, there is a 5% chance per weapon's enhancement bonus that the two enchanted objects will resonate, even if the weapon cannot normally overcome the golem's damage reduction. The golem will be stunned for a round per weapon's enhancement bonus and the weapon will lose that bonus for the duration of the golem's stunned status. For example, the mithral golem is struck by a +3 warhammer, the GM rolls d% and comes up with 14%. Since the chance was 15% because of the warhammer's bonuses, the golem is stunned for 3 rounds and the weapon is considered a normal, non-magical weapon during those 3 rounds.

Keen Vision: Darkvision 60 ft.

Attacks: 2 slams.

Damage Resistance: 50/+4

CR Modifier: +6

Mithral Golem Construction Table

	CP	BR	Skill Checks DC
Fine	80	10	29
Diminutive	80	25	25
Tiny	80	35	23
Small	80	40	22
Medium	80	45	21
Large	88	50	22
Huge	176	100	23
Gargantuan	352	200	25
Colossal	704	400	29

Mithral Golem Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	4d10	+4	10 ft.*	39 (+4 Dex, +8 size, +17 natural)	1d4+5	20	19
Diminutive	9d10	+3	10 ft.*	38 (+3 Dex, +4 size, +21 natural)	2d4+8	26	17
Tiny	15d10	+2	20 ft.*	35 (+2 Dex, +2 size, +21 natural)	3d6+11	32	15
Small	17d10	+1	20 ft.*	34 (+1 size, +23 natural)	4d6+13	36	13
Medium	19d10	+0	30 ft.*	33 (+23 natural)	4d8+14	38	10
Large	21d10	-1	30 ft.*	31 (-1 Dex, -1 size, +23 natural)	5d8+15	40	8
Huge	25d10	-2	30 ft.*	31 (-2 Dex, -2 size, +25 natural)	5d10+18	46	6
Gargantuan	30d10	-3	40 ft.*	28 (-3 Dex, -4 size, +25 natural)	6d10+20	50	4
Colossal	35d10	-4	40 ft.*	24 (-4 Dex, -8 size, +28 natural)	7d10+22	54	3

* Cannot run



Adamantine Golem Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	5d10	+3	10 ft.*	40 (+3 Dex, +8 size, +19 natural)	1d4+7	20	17
Diminutive	10d10	+2	10 ft.*	39 (+2 Dex, +4 size, +23 natural)	2d4+10	30	14
Tiny	16d10	+1	20 ft.*	36 (+1 Dex, +2 size, +23 natural)	3d6+13	36	12
Small	18d10	+0	20 ft.*	36 (+1 size, +25 natural)	4d6+15	40	10
Medium	20d10	+0	30 ft.*	35 (+25 natural)	4d8+16	42	10
Large	22d10	-1	30 ft.*	33 (-1 Dex, -1 size, +25 natural)	5d8+17	44	9
Huge	26d10	-2	30 ft.*	33 (-2 Dex, -2 size, +27 natural)	5d10+20	50	6
Gargantuan	31d10	-3	40 ft.*	30 (-3 Dex, -4 size, +27 natural)	6d10+22	54	4
Colossal	36d10	-4	40 ft.*	28 (-4 Dex, -8 size, +30 natural)	7d10+24	58	3

* Cannot run

ADAMANTINE

Adamantine is as legendary a metal as mithral, also called starsteel because it is easier to find a fallen meteor than to find a natural vein from which it could be mined. Adamantine golems are priced greatly by their creators or owners and its use in combat is devastating, as it is nearly impervious to damage. Shining like silver with a deeper bluish tone, adamantine golems are the hardest and most



impressive of golems.

Caster Level: 18th

Special Ability Slots: 1

Skill Required: Craft (blacksmithing), Craft (weaponsmithing), or Craft (armoursmithing).

Magic Immunity (Ex): Adamantine golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Electricity effects slow them (as the spell) for 2 rounds, with no saving throw. Polymorph spells, *major creation* and *make whole* break any slow effect on the golem and cures 1d6 points of damage per spell level. For example, casting *major creation* (a 5th level spell) on an adamantine golem cures it of 5d6 hit points. The golem rolls no saving throw against these effects, but there are conditions to this (see the Flaw, below).

Flaw: Adamant (Ex). Once the golem is constructed, it cannot be changed or altered in any way, and even normal maintenance is impossible. In addition, adamantine golems cannot be cured from lost hit points during combat. The spell effects that cure it only work after the construct has rested for a full day.

Keen Vision: Darkvision 60 ft.

Attacks: 2 slams.

Damage Resistance: 60/+3

CR Modifier: +6

Adamantine Golem Construction Table

	CP	BR	Skill Checks DC
Fine	88	15	32
Diminutive	88	35	28
Tiny	88	45	26
Small	88	55	25
Medium	88	60	24
Large	96	70	25
Huge	192	140	26
Gargantuan	384	280	28
Colossal	768	560	32

AUTOMATON MATERIAL PACKAGES

Ritual time: 1 week

Automata are made from several different materials, which prevent any single one of them developing its arcane properties. This would make automata lesser constructs than golems, except where purpose is concerned. Material packages are combinations that have proven to be successful when building an automaton, and are organized by the purpose for which a construct made from these is best suited. A spellcaster should judge carefully what he wants the automaton for, so as not to waste high-level magic in a construct that is not adequate for the tasks assigned to it. All automata have darkvision 60 ft.

SCARECROW

The crudest automata are sometimes the most appropriate. Inexpensive, unobtrusive and easy to build, automata with this package are not intended to enter combat, but mostly to perform minor tasks. However, equipped with the right abilities, a scarecrow automaton can spring a very nasty surprise on unsuspecting trespassers. These materials are particularly vulnerable to fire, however, suffering 1d6 additional damage from any fire source, but with the proper magical ability installed, this vulnerability can be cancelled.

Caster Level: 11th

Materials: Wood, hay, canvas, wire.

Special Ability Slots: 5

Control Focus: *External*, a cartwheel, an ornate rake.

Skill Required: Craft (sculpture) or Craft

(carpentry/woodworking).

Attacks: Melee or weapon.

CR Modifier: +1

Scarecrow Construction Table

	CP	BR	Skill Checks DC
Fine	32	2 / 1	22/10
Diminutive	32	3 / 1	18/10
Tiny	32	4 / 2	16/10
Small	32	5 / 2	15/10
Medium	32	6 / 2	14/10
Large	40	8 / 2	15/10
Huge	80	16 / 4	16/10
Gargantuan	160	32 / 8	18/10
Colossal	320	64 / 16	22/10

ATTENDANT

These materials are used to build automata that will mostly remain indoors and often resemble moving furniture. Of more elegant design than other automata, these constructs are often built with face-like porcelain masks, providing them with an eerie look. The smallest automata are generally toys, but some are deceiving, since this appearance houses deadly magical abilities or spells intended to protect the owner.

Caster Level: 11th

Materials: Wood, silk rope, copper, porcelain.

Special Ability Slots: 3

Control Focus: *Internal*, generally a hidden spring mechanism; *external*, music or jewellery boxes; *carried*, rings, pendants, etc.

Skill Required: Craft (sculpture), Craft (metalworking) or Craft (pottery).

Attacks: Melee or weapon.

CR Modifier: +1

Scarecrow Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	1d10	+3	10 ft.	23 (+3 Dex, +8 size, +2 natural)	1	3	17
Diminutive	2d10	+2	20 ft.	20 (+2 Dex, +4 size, +4 natural)	1d4-2	6	14
Tiny	3d10	+1	20 ft.	17 (+1 Dex, +2 size, +4 natural)	1d4-1	9	12
Small	4d10	+0	20 ft.	17 (+1 size, +6 natural)	1d4	11	10
Medium	6d10	-1	30 ft.	15 (-1 Dex, +6 natural)	1d6+1	13	8
Large	8d10	-1	30 ft.	14 (-1 Dex, -1 size, +6 natural)	1d8+3	16	8
Huge	10d10	-2	30 ft.	14 (-2 Dex, -2 size, +8 natural)	1d10+6	22	7
Gargantuan	14d10	-2	30 ft.	12 (-2 Dex, -4 size, +8 natural)	1d12+9	28	7
Colossal	22d10	-2	40 ft.	10 (-2 Dex, -8 size, +10 natural)	2d8+10	31	6



Attendant Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	1d10	+5	10 ft.	29 (+5 Dex, +8 size, +6 natural)	1	3	20
Diminutive	2d10	+3	20 ft.	26 (+3 Dex, +4 size, +9 natural)	1d4-2	8	17
Tiny	4d10	+2	20 ft.	23 (+2 Dex, +2 size, +9 natural)	1d4-1	10	15
Small	6d10	+1	20 ft.	24 (+1 Dex, +1 size, +12 natural)	1d6	12	12
Medium	8d10	+0	30 ft.	22 (+12 natural)	1d8+1	14	11
Large	10d10	-1	30 ft.	20 (-1 Dex, -1 size, +12 natural)	1d10+3	18	9
Huge	12d10	-1	30 ft.	22 (-1 Dex, -2 size, +15 natural)	1d12+5	23	8
Gargantuan	16d10	-2	40 ft.	19 (-2 Dex, -4 size, +15 natural)	2d8+8	29	7
Colossal	24d10	-3	40 ft.	17 (-3 Dex, -8 size, +18 natural)	3d6+10	32	5

Attendant Construction Table

	CP	BR	Skill Checks DC
Fine	40	2/1	22/14
Diminutive	40	3/1	18/14
Tiny	40	9/3	16/14
Small	40	15/3	15/14
Medium	40	21/3	14/14
Large	48	26/4	15/14
Huge	96	52/8	16/14
Gargantuan	192	104/16	18/14
Colossal	384	208/32	22/14

carved piece of bark; *external*, wooden stag figurine, weather vane; *carried*, carved arrowhead, wooden medallion.

Skill Required: Craft (sculpture), Craft (leatherworking) or Craft (carpentry).

Attacks: Melee or weapon.

CR Modifier: +1

Wilderness Scout Construction Table

	CP	BR	Skill Checks DC
Fine	48	3/1	22/10
Diminutive	48	4/1	18/10
Tiny	48	6/2	16/10
Small	48	9/2	15/10
Medium	48	11/2	14/10
Large	56	13/2	15/10
Huge	112	26/4	16/10
Gargantuan	224	52/8	18/10
Colossal	448	104/16	22/10

WILDERNESS SCOUT

Consisting mostly of natural materials, this package is employed on automata that are meant to travel in the wilderness for long periods of time. They look like a patch of forest that decided to take a walk, and have often been confused with some forest spirit. Animal fur and even antlers adorn automata made with these components. They can withstand adverse weather much better than other constructs, although the smell of wet animal heralds their arrival after a downpour.

Caster Level: 12th

Materials: Wood, wild wood, fur, bone, sinew.

Special Ability Slots: 4

Control Focus: *Internal*, mummified heart, rune-

Wilderness Scout Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	2d10	+3	10 ft.	27 (+3 Dex, +8 size, +6 natural)	1	4	17
Diminutive	4d10	+1	20 ft.	24 (+1 Dex, +4 size, +9 natural)	1d4-2	7	13
Tiny	7d10	+0	20 ft.	21 (+2 size, +9 natural)	1d4	10	11
Small	9d10	+0	20 ft.	23 (+1 size, +12 natural)	1d6+1	13	10
Medium	11d10	-1	30 ft.	21 (-1 Dex, +12 natural)	1d8+3	16	9
Large	13d10	-1	30 ft.	20 (-1 Dex, -1 size, +12 natural)	1d10+5	20	8
Huge	15d10	-2	30 ft.	21 (-2 Dex, -2 size, +15 natural)	1d12+7	24	6
Gargantuan	19d10	-2	40 ft.	19 (-2 Dex, -4 size, +15 natural)	2d8+9	29	6
Colossal	27d10	-3	40 ft.	18 (-3 Dex, -8 size, -19 natural)	3d6+12	34	4

SENTRY

Standing atop castle walls or in dungeon corridors, sentries are the weakest of the combat automata, but they are comparatively cheaper to make. Constructs made from these materials are usually found as the first line of defence in a wizard's tower, and most are instructed to retreat if the situation turns against them. It is better not to depend solely on a sentry automaton so that it can be recalled for repairs, than to wait and see all the effort into making it destroyed.

Caster Level: 12th

Materials: Stone, wood, iron.

Special Ability Slots: 4

Control Focus: *Internal*, a solid iron sphere, an iron medallion; *external*, a small forged coat of arms, ornamental miniature swords; *carried*, a sword-shaped pendant, an iron key.

Skill Required: Craft (sculpture), Craft (blacksmithing) or Craft (masonry/stoneworking).

Attacks: Melee or weapon.

CR Modifier: +1

Sentry Automaton Construction Table

DC	CP	BR	Skill Checks
Fine	56	4/1	24/12
Diminutive	56	6/2	20/12
Tiny	56	8/4	18/12
Small	56	10/4	17/12
Medium	56	11/5	16/12
Large	64	14/6	17/12
Huge	128	28/12	18/12
Gargantuan	256	56/24	20/12
Colossal	512	112/48	24/12

Sentry Automaton Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	2d10	+3	10 ft.	28 (+3 Dex, +8 size, +7 natural)	1	4	17
Diminutive	5d10	+2	20 ft.	27 (+2 Dex, +4 size, +11 natural)	1d4-2	6	14
Tiny	8d10	+1	20 ft.	25 (+1 Dex, +2 size, +11 natural)	1d6-1	9	12
Small	10d10	+0	20 ft.	27 (+1 size, +16 natural)	1d8+1	12	10
Medium	12d10	+0	30 ft.	26 (+16 natural)	2d6+2	15	10
Large	14d10	-1	30 ft.	24 (-1 Dex, -1 size, +16 natural)	2d8+4	19	9
Huge	16d10	-2	30 ft.	25 (-2 Dex, -2 size, +19 natural)	2d10+6	23	6
Gargantuan	20d10	-3	40 ft.	22 (-3 Dex, -4 size, +19 natural)	3d8+8	27	4
Colossal	28d10	-4	40 ft.	21 (-4 Dex, -8 size, +23 natural)	3d10+11	32	3



Clockwork Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	2d10	+3	10 ft.	27 (+3 Dex, +8 size, +6 natural)	1	5	16
Diminutive	4d10	+1	20 ft.	25 (+1 Dex, +4 size, +10 natural)	1d4-1	8	13
Tiny	9d10	+0	20 ft.	22 (+8 size, +10 natural)	1d6	11	11
Small	11d10	-1	20 ft.	25 (-1 Dex, +1 size, +15 natural)	1d6+2	14	9
Medium	13d10	-2	30 ft.	23 (-2 Dex, +15 natural)	1d8+3	17	7
Large	15d10	-3	30 ft.	21 (-3 Dex, -1 size, +15 natural)	2d6+5	21	5
Huge	17d10	-3	30 ft.	23 (-3 Dex, -2 size, +18 natural)	2d8+7	25	5
Gargantuan	21d10	-4	40 ft.	20 (-4 Dex, -4 size, +18 natural)	2d10+10	30	3
Colossal	29d10	-4	40 ft.	20 (-4 Dex, -8 size, +22 natural)	3d8+12	35	3

CLOCKWORK

Clockwork automata are the most advanced constructs ever built. Perhaps not as physically powerful as shield guardians, they only need a little push from the animation ritual to move. These constructs are unmistakable due to the whirring noise they make with every movement and can be used for a great variety of purposes. Their mechanisms are surprisingly dependable, once magic has come into the mix to power it.

Caster Level: 12th

Materials: Bronze, copper, tin.

Special Ability Slots: 5

Control Focus: *Internal*, a small group of gears and pistons, a small clock mechanism; *external*, a grandfather clock, a set of dials; *carried*, a bronze medallion, a rod.

Skill Required: Craft (metalworking) or Craft (clockmaking)

Attacks: Melee or weapon.

CR Modifier: +2

Clockwork Construction Table

	CP	BR	Skill Checks DC
Fine	64	6/2	25/14
Diminutive	64	8/4	21/14
Tiny	64	11/5	19/14
Small	64	14/6	18/14
Medium	64	16/8	17/14
Large	72	20/10	16/14
Huge	144	40/20	17/14
Gargantuan	288	80/40	21/14
Colossal	576	160/80	25/14



COMPANION

Strong of frame and delicate on its exterior, the companion automaton is a lesser form of bodyguard intended for human or smaller sizes, but that can still be built larger. Its movements are generally more graceful than those of a shield guardian, and it is able to accompany its master to more social occasions. Even if lacking in intelligence like most constructs, some wizards have enchanted a companion automaton with the ability to speak a few phrases, using it as messenger, majordomo or conversation piece.

Caster Level: 12th

Materials: Wood, bronze, tin, cloth, porcelain.

Special Ability Slots: 5

Control Focus: *Internal*, a simple clockwork heart, an ornate medal; *external*, small bell or gong, heavy crystal ball; *carried*, any piece of jewellery, an ornate medal (twin to the automaton's).

Skill Required: Craft (sculpture), Craft (woodworking) or Craft (metalworking).

Attacks: Melee or weapon.

CR Modifier: +2

Assassin/Hunter Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	2d10	+4	10 ft.	29 (+4 Dex, +8 size, +7 natural)	1	6	18
Diminutive	7d10	+3	20 ft.	27 (+3 Dex, +4 size, +10 natural)	1d4-1	10	16
Tiny	11d10	+2	20 ft.	24 (+2 Dex, +2 size, +10 natural)	1d6	14	14
Small	13d10	+0	20 ft.	27 (+1 size, +16 natural)	1d8+1	18	11
Medium	15d10	+0	30 ft.	26 (+16 natural)	2d6+5	20	10
Large	17d10	-1	30 ft.	24 (-1 Dex, -1 size, +16 natural)	2d8+4	25	9
Huge	18d10	-1	30 ft.	27 (-1 Dex, -2 size, +20 natural)	2d10+6	27	8
Gargantuan	23d10	-2	40 ft.	24 (-2 Dex, -4 size, +20 natural)	3d8+9	32	7
Colossal	31d10	-2	40 ft.	22 (-2 Dex, -8 size, +22 natural)	3d10+11	37	6



ELITE GUARD

Beyond the abilities of a shield guardian, the materials used for an elite guard make certain that nothing will ever harm a person under its care. However, automata made from these materials are

more often used for the same purposes that golems are built: defence, guard duties and deterrents against any attack. Only the most foolish would go against the shimmering form of this armoured automaton, and its strength and wider magical capacity make it a fair match against many enemies, including the dreaded golems.

Caster Level: 14th

Materials: Mithral, steel, wood.

Special Ability Slots: 6

Control Focus: *Internal*, an ornate medallion, a silver rod encrusted with jewels; *external*, a brass clarion, a mithral short sword; *carried*, a silver shield-shaped pendant, any piece of jewellery.

Skill Required: Craft (sculpture), Craft (weaponsmithing) or Craft (armoursmithing).

Attacks: Melee or weapon.

CR Modifier: +3

Elite Guard Construction Table

	CP	BR	Skill Checks DC
Fine	80	7/3	26/14
Diminutive	80	17/8	22/14
Tiny	80	24/11	20/14
Small	80	27/13	19/14
Medium	80	30/15	18/14
Large	88	34/16	19/14
Huge	176	70/30	20/14
Gargantuan	352	140/60	22/14
Colossal	704	280/120	26/14

CHAMPION

The ultimate mechanical warrior is made from the toughest metals. Although not on the same level as an adamantine golem in terms of raw strength, the champion automaton makes up with magical might and agility. These constructs are sculpted so that they do honour to the noble materials and the skill needed to craft them, with majestic bearings for even the smallest of them. Their purpose is almost always war.

Elite Guard Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	3d10	+3	10 ft.	31 (+3 Dex, +8 size, +10 natural)	1d4-2	6	17
Diminutive	8d10	+2	20 ft.	31 (+2 Dex, +4 size, +15 natural)	1d6	11	14
Tiny	13d10	+1	20 ft.	28 (+1 Dex, +2 size, +15 natural)	1d8+2	15	12
Small	15d10	+0	20 ft.	29 (+1 size, +18 natural)	2d6+5	20	10
Medium	17d10	+0	30 ft.	28 (+18 natural)	2d8+6	22	10
Large	19d10	-1	30 ft.	26 (-1 Dex, -2 size, +18 natural)	2d10+9	28	9
Huge	22d10	-2	30 ft.	27 (-2 Dex, -2 size, +21 natural)	3d8+10	31	6
Gargantuan	27d10	-3	40 ft.	24 (-3 Dex, -4 size, +21 natural)	3d10+13	36	4
Colossal	33d10	-4	40 ft.	22 (-4 Dex, -8 size, +24 natural)	3d12+15	41	3

Caster Level: 14th

Materials: Adamantine, mithral, steel (masterwork).

Special Ability Slots: 6

Control Focus: *Internal*, a large ruby, a raw and enchanted geode; *external*, an ornamental suit of armour, a large mirror; *carried*, a delicate helmet, an expensive bracelet.

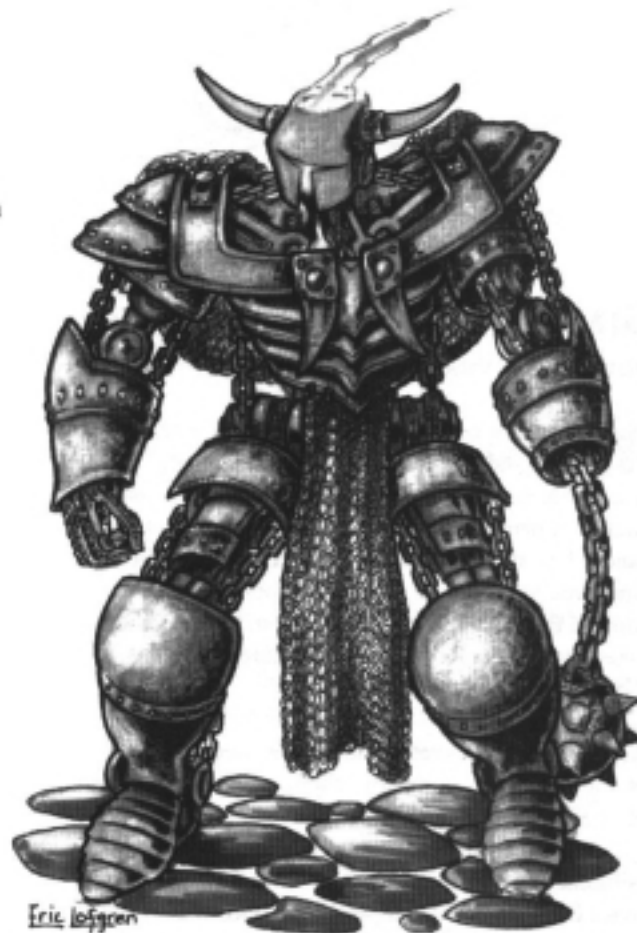
Skill Required: Craft (sculpture), Craft (weaponsmithing) or Craft (armoursmithing).

Attacks: Melee or weapon.

CR Modifier: +3

Champion Construction Table

	CP	BR	Skill Checks DC
Fine	88	10/5	26/15
Diminutive	88	24/11	22/15
Tiny	88	30/15	20/15
Small	88	37/18	19/15
Medium	88	40/20	18/15
Large	96	47/23	19/15
Huge	192	94/46	20/15
Gargantuan	384	188/92	22/15
Colossal	768	376/184	26/15



Champion Characteristics

	HD	Init	Speed	AC	Damage	Str	Dex
Fine	4d10	+4	10 ft.	37 (+4 Dex, +8 size, +15 natural)	1d6-1	8	19
Diminutive	9d10	+3	20 ft.	34 (+3 Dex, +4 size, +17 natural)	1d8+1	12	17
Tiny	15d10	+2	20 ft.	31 (+2 Dex, +2 size, +17 natural)	1d12+5	20	15
Small	17d10	+1	20 ft.	32 (+1 Dex, +1 size, +20 natural)	2d8+6	23	13
Medium	19d10	+0	30 ft.	30 (+20 natural)	2d10+8	26	10
Large	21d10	+0	30 ft.	29 (-1 size, +20 natural)	3d8+9	29	10
Huge	25d10	-1	30 ft.	29 (-1 Dex, -2 size, +22 natural)	3d10+11	32	9
Gargantuan	30d10	-2	40 ft.	26 (-2 Dex, -4 size, +22 natural)	3d12+14	38	7
Colossal	35d10	-3	40 ft.	24 (-3 Dex, -8 size, +25 natural)	4d10+17	44	5



SIMULACRA

Ritual Time: Varies

Simulacra are constructed in a much different way to golems and automata. Instead of shaping materials and putting them together, a spellcaster makes a primordial soup of arcane ingredients grow and adopt the shape he desires. The creation ritual involves injecting all sort of components into a mould that sometimes includes a mechanical skeleton, but most often the creature's bones will form with the ritual.

Choosing a base creature does not mean that the spellcaster must somehow capture such a specimen and apply the ritual to it; this means the creation process takes that creature as a base for the kind of simulacrum to be constructed. The creator selects a base creature and a template, and adds the Construction Points for the kind and size of that creature and template. The base creature provides a base DC for the Craft (sculpture) check to build the body, modified later by the template as indicated on the description for each. The size of a simulacrum depends on the size of the base creature, though this can be reduced or enlarged by buying the appropriate simulacrum feat in the chapter Building a Better Construct.

SIMULACRUM BASE CREATURES

None

Using no creature to work from, a spellcaster is able to create a shambling humanoid with no resemblance to anything alive.

Base Skill DC: 12

Applicable Templates: Homunculus.

Vermin and Ooze

Insects are easy to work with, as they have very simple anatomies and their exoskeletons are often enough to sustain a vermin simulacrum of most sizes. Oozes, lacking any sort of anatomy to begin with, are as easy to duplicate.

Base Skill DC: 12

Applicable Templates: Homunculus, mockery and perversion.

Plant

Plants and plant creatures are more difficult to imitate with a construct, but still fall within the skills of many spellcasters. When using a normal plant such as a bush or a tree as a base creature, assign costs depending on its size and assume that flowers, bushes and other vegetables have 1 HD, while trees may have 2-4 HD, depending on their age and size.

Base Skill DC: 12

Applicable Templates: Mockery and perversion.

Animal and Beast

The animal kingdom is ripe for experimentation, and every animal and beast is full of interesting features that can be kept, altered or removed.

Base Skill DC: 13

Applicable Templates: Mockery, perversion, mimeoi, and eidolon.

Humanoid

The most horrific results of construct experimentation come from the imitation of humanoids. From lowly kobolds to lofty elves, any race can be duplicated with a simulacrum. The BR cost for a humanoid simulacrum ignores any class levels the creature has, and only uses its base HD or 'monster level'.

Base Skill DC: 14

Applicable Templates: Mockery, perversion, mimeoi, and eidolon

Simulacrum Base Creature CP Costs

Size	None	Vermin/Ooze	Plant	Animal/Beast	Humanoid	Monstrous	
						Humanoid	Aberration
Fine	0	6	12	18	24	30	36
Diminutive	0	6	12	18	24	30	36
Tiny	0	6	12	18	24	30	36
Small	0	6	12	18	24	30	36
Medium	0	6	12	18	24	30	36
Large	-	12	18	24	30	36	42
Huge	-	24	36	48	60	72	84
Gargantuan	-	48	72	96	120	144	168
Colossal	-	-	144	192	240	288	336

Monstrous Humanoid

These creatures already possess several of the features spellcasters want to implement in a construct, but their strange biology makes it more difficult to work from them. The BR cost for a monstrous humanoid simulacrum ignores any class levels the creature has, and only uses its base HD or 'monster level'.

Base Skill DC: 15

Applicable Templates: Mockery, mimeoi, and eidolon.

Aberration

These creatures have such a bizarre anatomy that spellcasters have a harder time making a construct resembling them. However, such creatures provide all sorts of nasty surprises for opponents who think they know what to expect.

Base Skill DC: 16

Applicable Templates: Mockery and mimeoi.

SIMULACRUM
TEMPLATES

Homunculus

A homunculus is a strange little monster, moving about powered by its master's blood and will alone. Homunculi are useful as spies, messengers and scouts and not much else. However, every homunculus is connected telepathically with its creator. Vermin homunculi are a fleshy and deformed version of the insect they're based upon. As with all simulacra, homunculi cannot disobey their master. The craftsman gains a +2 synergy bonus to his Craft check if he has at least 5 ranks in Alchemy.

Caster Level: 7th

Special Ability Slots: 1

Skill Check Modifier: +0

Ritual Time: 1 week.

Spells Required: *Arcane eye*, *mirror image* and *mending*.

CR Modifier: +1

Homunculus Template Construction

Table

Size	CP
Fine	-
Medium	1
Large	2

Homunculus Template Body Rating Table

Base	Creature BR
None	10gp / HD
Vermin	1 per HD

'Homunculus' is a template that can be added to a base creature (none) and vermin (referred to hereafter as the "base creature"). The creature's type becomes 'construct.' It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change to d10. Base Creature (None) has 2 HD.

Speed: Same as base creature. Base Creature (None) adds a flying speed of 50 feet with good manoeuvrability.

Attacks: Same as base creature. Base Creature (None) has a bite attack.

Damage: Same as base creature. Base Creature (None) deals 1d4-1 hp damage with its bite, plus poison.

Special Attacks: A homunculus retains all the special attacks of the base creature and also gains a poison attack if it did not have one already. An





additional special attack can be purchased with CPs during the construct's creation (see the Construct Abilities chapter).

Poison (Ex): Bite, Fortitude save (DC 11). Initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes.

Special Qualities: A homunculus has all the special qualities of the base creature, plus darkvision with a range of 60 feet. Additional special abilities can be purchased with CPs during the construct's creation, if it has any free ability slot (see the Construct Abilities chapter). In addition, the creature gains a construct's special qualities.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Saves: Change to the saves of a cleric of the same level as the creature has Hit Dice and modify accordingly (look at the table in The Drawing Table chapter).

Abilities: Same as base creature except for the following: Str +1, Con -, Int 10, Wis 12, Cha 7. Base creatures (none) have a Strength score of 8 and a Dexterity score of 15.

Skills: Homunculi have no skills.

Feats: Homunculi have no feats, but special construct feats can be purchased with CPs during the construct's creation as special abilities (see the Construct Abilities chapter).

Challenge Rating: Same as the base creature +1 (rounding down).

Mockery

A mockery is a poor copy of the base creature. It loses all of the creature's characteristics in favour of increased toughness and durability. All mockeries vaguely resemble their base creature, but have mismatched features like mangy fur, skewed eyes, misaligned jaws and other deformities. As with all simulacra, mockeries cannot disobey their master. The craftsman gains a +2 synergy bonus to his Craft check if he has at least 5 ranks in Knowledge (nature).

Caster Level: 8th

Special Ability Slots: 0

Skill Check Modifier: +1

Ritual Time: 2 weeks.

Spells Required: *Alter self*, *mending* and *stoneskin*.

Mockery Template Construction Table

Size	CP
Fine	-
Medium	4
Large	8
Huge	16
Gargantuan	32
Colossal	64

Mockery Template Body Rating Table

Base	Creature BR
Vermin	2 per HD
Plant	1 per HD
Animal	2 per HD
Humanoid	1 per HD
Monstrous Humanoid	2 per HD
Aberration	2 per HD

'Mockery' is a template that can be added to any creature of the following types: animal, humanoid,

monstrous humanoid, plant, and vermin (referred to hereafter as the 'base creature'). The creature's type becomes 'construct'. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change to d10.

Speed: Change to 20 feet per round.

AC: Natural armour is reduced by -1.

Attacks: Same as base creature, except that it can only make one of its available attacks each round.

Special Attacks: A mockery loses all the special attacks of the base creature, and cannot purchase any new one with CPs during the construct's creation (see the Construct Abilities chapter).

Special Qualities: A mockery loses all the special qualities of the base creature, but gains darkvision with a range of 60 feet and damage reduction 10/+3 thanks to its rubbery skin and total lack of a normal anatomy. In addition, the creature gains a construct's special qualities.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Saves: Change to the saves of a cleric of the same level as the creature has Hit Dice and modify accordingly (look at the table in The Drawing Table chapter).

Abilities: Adjust the base creature's ability scores as follows: Str -1, Dex -4, Con -, Int -, Wis 10, Cha 1.

Skills: Mockeries have no skills.

Feats: Mockeries have no feats, but special construct feats can be purchased with CPs during the construct's creation as special abilities (see the Construct Abilities chapter).

Challenge Rating: Same as the base creature +1.

Perversion

A perversion is exactly what the name implies: a twisted version of the base creature. Mostly the product of an equally twisted mind or the result of a failed experiment, perversions are even more

deformed than mockeries, giving the impression that the spellcaster was only following the creature's general idea and leaving the details to chance. As with all simulacra, perversions cannot disobey their master. The craftsman gains a +2 synergy bonus to his Craft check if he has at least 5 ranks in Knowledge (nature) or Alchemy.

Caster Level: 10th

Special Ability Slots: 1

Skill Check Modifier: +2

Ritual Time: 2 weeks.

Spells Required: *Alter self*, *Melf's acid arrow* and *mending*.

Perversion Template Construction Table

Size	CP
Fine	-
Medium	8
Large	12
Huge	24
Gargantuan	48
Colossal	96

Perversion Template Body Rating Table

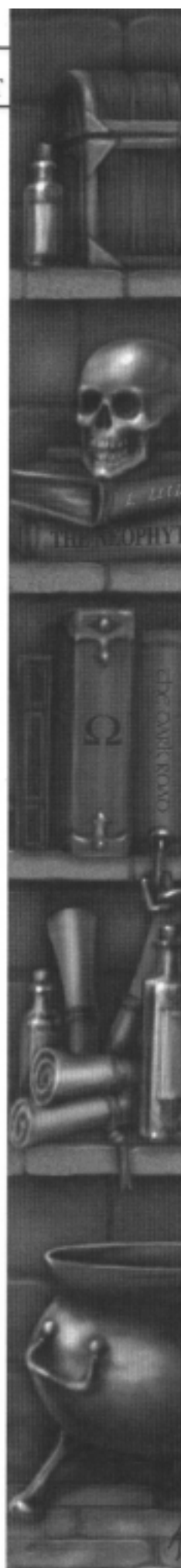
Base	Creature BR
Vermin	3 per HD
Plant	2 per HD
Animal	3 per HD
Humanoid	2 per HD

'Perversion' is a template that can be added to any creature of the following types: animal, humanoid, plant, and vermin (referred to hereafter as the 'base creature'). The creature's type becomes 'construct'. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change to d10.

AC: Natural armour improves by +2.

Special Attacks: A perversion retains all the special attacks of the base creature that are extraordinary abilities, and loses any supernatural or spell-like ability. An additional special attack can be purchased with CPs during the construct's creation (see the Construct Abilities chapter). In addition, the perversion is made of such foul materials that it gains the following special attacks:



THE ARTISANS CRAFT

Acid Vomit (Ex): Every 1d4 rounds, a perversion can spew acid at an opponent 20 feet away. This is a ranged touch attack that deals damage depending on the size of the perversion.

Size	Damage
Fine	1d3
Diminutive	1d6
Tiny	2d6
Small	3d6
Medium	3d8
Large	5d6
Huge	5d8
Gargantuan	6d8
Colossal	6d10

Foul Ichors (Ex): Whenever a slashing or piercing weapon successfully hits a perversion, the construct spurts some of its corrosive components at the attacker. The acid deals damage equal to the original attack's, but the attacker can roll Reflex (DC 17) to halve this.

Special Qualities: A perversion has all the special qualities of the base creature that are extraordinary

abilities, and loses any supernatural or spell-like ability. It gains darkvision with a range of 60 feet. Additional special abilities can be purchased with CPs during the construct's creation, if it has any free ability slots (see the Construct Abilities chapter). In addition, the creature gains a construct's special qualities.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Saves: Change to the saves of a cleric of the same level as the creature has Hit Dice and modify accordingly (look at the table in The Drawing Table chapter).

Abilities: Adjust the base creature's ability scores as follows: Str +2, Con -, Int 10, Wis 9, Cha 1.

Skills: Perversions have no skills.

Feats: Perversions have no feats, but special construct feats can be purchased with CPs during the construct's creation as special abilities (see the Construct Abilities chapter).

Challenge Rating: Same as the base creature +2.

Mimeoi

A mimeoi is a perfect copy of the base creature, similar to the results of a *clone* spell, except that the body is not a living creature and has a will of its own. Mimeoi can be crafted to look and even act like the base creature, able to mimic personality traits and behaviour patterns. When mimeoi are crafted after a particular humanoid, they are used as decoys, infiltrators and spies, retaining telepathic contact with their creator. Mimeoi are set in their form as they were built, and cannot change shape once they leave the laboratory's table. As with all simulacra, mimeoi cannot disobey their master. The craftsman gains a +2 synergy bonus to his Craft check if he has at least 5 ranks in Knowledge (nature).

Caster Level: 12th

Special Ability Slots: 2

Skill Check Modifier: +4

Ritual Time: 1 week per base creature's HD.

Spells Required: *Alter self*, *arcane eye*, *detect thoughts* and *mending*.



Mimeoi Template Construction Table

Size	CP
Fine	-
Medium	8
Large	12
Huge	24
Gargantuan	48
Colossal	96

Mimeoi Template Body Rating Table

Base	Creature BR
Animal	2 per HD
Beast	2 per HD
Humanoid	2 per HD
Monstrous Humanoid	3 per HD
Aberration	4 per HD

'Mimeoi' is a template that can be added to any creature of the following types: aberration, animal, beast, humanoid and monstrous humanoid (referred to hereafter as the 'base creature'). The creature's type becomes 'construct'. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change to d10.

AC: Natural armour improves by +1.

Special Attacks: A mimeoi retains all the special attacks of the base creature that are extraordinary abilities, and loses any supernatural or spell-like ability. Additional special attacks can be purchased with CPs during the construct's creation (see the Construct Abilities chapter).

Special Qualities: A mimeoi has all the special qualities of the base creature, plus darkvision with a range of 60 feet. Additional special abilities can be purchased with CPs during the construct's creation, if it has any free ability slot (see the Construct Abilities chapter). In addition, the creature gains a construct's special qualities.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Mimic (Su): After spending three rounds studying the creature it is a copy of, or a specimen of the same species in the case of animals and beasts, the mimeoi can act exactly like that creature, gaining a



+10 bonus to Bluff and Perform checks for an indeterminate duration, even when not possessing that skill.

Telepathic Link (Su): The mimeoi's creator can look through the creature's eyes and send instructions telepathically by concentrating. The link cannot cross planar boundaries, but its range is otherwise unlimited.

Saves: Change to the saves of a cleric of the same level as the creature has Hit Dice and modify accordingly (look at the table in The Drawing Table chapter).

Abilities: Adjust the base creature's ability scores as follows: Con -, Int 10, Wis 9, Cha 11.

Skills: Mimeoi have no skills.

Feats: Mimeoi have no feats, but special construct feats can be purchased with CPs during the

THE ARTISANS CRAFT

construct's creation as special abilities (see the Construct Abilities chapter).

Challenge Rating: Same as the base creature +3.

Eidolon

Eidolons are more than mere replicas of a creature; they are the pinnacle of arcane theory, for the eidolon is the only construct to have what could pass for a soul. An eidolon is, in some ways, an improvement on the base creature: stronger, faster, and more powerful. The problem arises when the construct demonstrates its will and tries to rebel against its master, but as with all simulacra, eidolons cannot disobey their master. The craftsman gains a +2 synergy bonus to his Craft check if he has at least 5 ranks in Knowledge (nature).

Caster Level: 16th

Special Ability Slots: 4

Skill Check Modifier: +9

Ritual Time: 1 month per base creature's HD.

Spells Required: *Geas/quest*, *limited wish* and *mending*.

Eidolon Template Construction Table

Size	CP
Fine	-
Medium	20
Large	24
Huge	48
Gargantuan	96
Colossal	192

Eidolon Template Body Rating Table

Base	Creature BR
Animal	3 per HD
Humanoid	4 per HD

'Eidolon' is a template that can be added to any animal and humanoid (referred to hereafter as the 'base creature'). The creature's type becomes 'construct'. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change to d10 and increase HD by 4.

Speed: Increase all forms of movement by 10 ft.

AC: Natural armour improves by +2.

Attacks: One extra primary attack.

Damage: As base creature's natural attacks or by weapon.

Special Attacks: An eidolon retains all the special attacks of the base creature that are extraordinary abilities, and loses any supernatural or spell-like ability. Additional special attacks can be purchased with CPs during the construct's creation (see the Construct Abilities chapter).

Special Qualities: An eidolon has all the special qualities of the base creature, plus darkvision with a range of 60 feet. Additional special abilities can be purchased with CPs during the construct's creation, if it has any free ability slot (see the Construct Abilities chapter). In addition, the creature gains a construct's special qualities.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Limited Lifespan (Ex): As a precaution by the creator, an eidolon only 'lives' for 1d4+4 years. After the eidolon 'dies', enacting the original ritual at one-quarter cost in XP and gold can reanimate it, but all the memories and personality it acquired are erased (roll again for Intelligence, Wisdom and Charisma increases).

Saves: Change to the saves of a cleric of the same level as the creature has Hit Dice and modify accordingly (look at the table in The Drawing Table chapter).

Abilities: Adjust the base creature's ability scores as follows: Str +1d8, Dex +1d8, Con -, Int 10+2d6, Wis 8+2d6, Cha 11+1d8.

Skills: Eidolons can be 'programmed' with skills. These constructs have their Intelligence score in skill points multiplied by 2, plus two more points per HD.

Feats: Eidolons have no feats, but special construct feats can be purchased with CPs during the construct's creation as special abilities (see the Construct Abilities chapter).

Challenge Rating: Same as the base creature +4.

Alignment: Usually neutral. Eidolons are the only constructs that can have any alignment, decided by the caster at the time of creation.

BUILDING A BETTER CONSTRUCT

The prices and descriptions in the previous chapter assume that golems and automata are humanoid shaped, and that simulacra are restricted to the shape of the base creature. However, a construct builder is not limited to these options, but merely takes them as a starting point to implement his own ideas. Being crafted objects animated through magic, constructs can come in all kinds of shapes and sizes to suit their creator's whims.

Before the final research check is made, the spellcaster has a chance to improve on his creation's base model, adding features and new capabilities, including shape configurations. Additions and alterations to the construct's physical functions are achieved by acquiring special construct feats. These feats are similar to the ones characters can obtain in

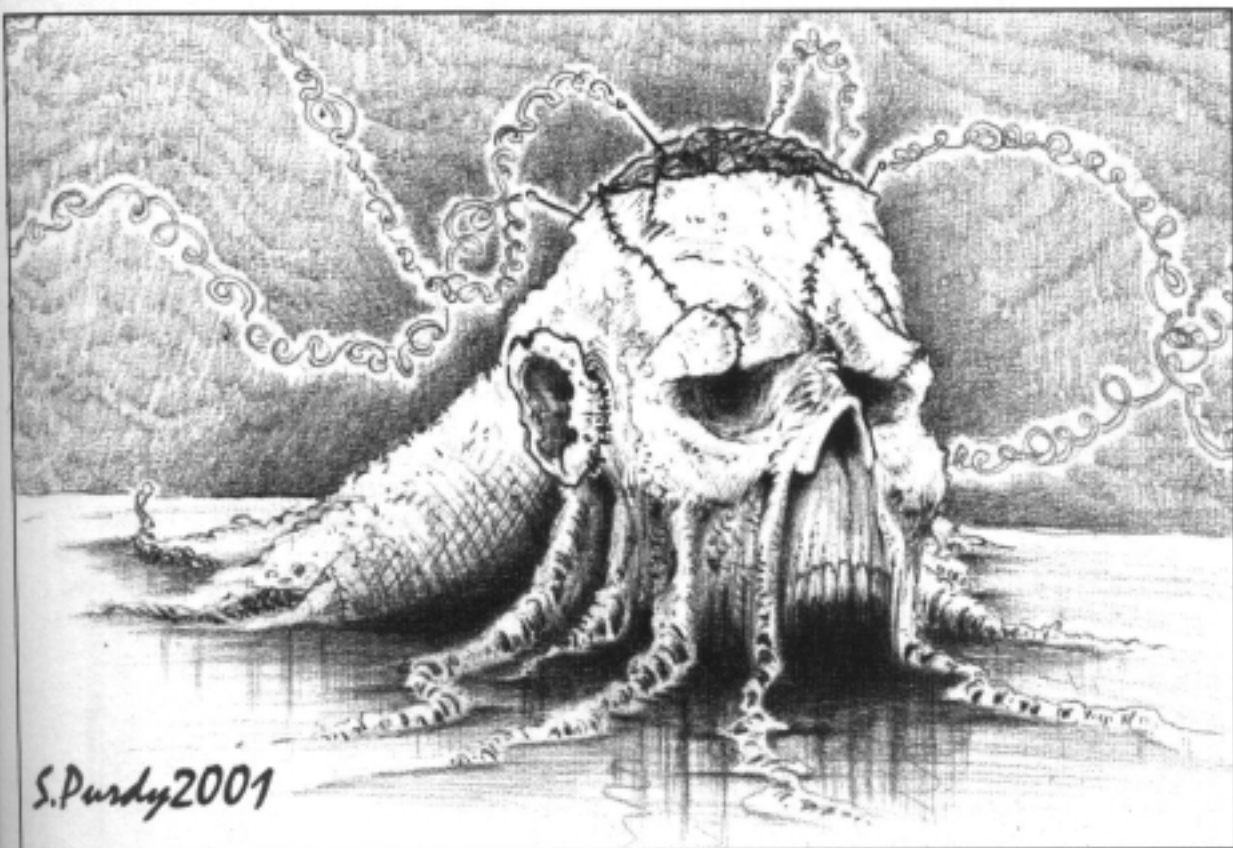
the course of their adventuring careers and, like those feats, represent a unique characteristic or ability the construct has that sets it apart from the rest.

All of these feats are considered extraordinary abilities, since they are modifications to the construct's physical components and give no magical powers, which are covered in the next chapter.

ACQUIRING FEATS

Constructs do not get feats like characters and other living creatures do. Instead, the creator must purchase them with both life-force and gold. As described in the chapter *The Drawing Table*, the base construct has an overall cost measured in Construction Points, and a spellcaster wishing to add any of these feats must pay for them, adding their individual costs to that of the base construct. These additions take an additional toll in the channelling of magical energies, and also add material that must be crafted and paid for.

As long as the spellcaster has the money and the experience to spend, he can add as many feats to his



BUILDING A BETTER CONSTRUCT

construct as he desires. The Games Master may limit the quantity of alterations a construct can sustain, with a good limit being one feat per three HD of the base construct. The construct's creator can choose feats only from this chapter, although some regular feats from the Core Rulebooks are available by meeting special prerequisites and costs.

Prerequisites

Many construct feats have prerequisites, like character feats do. Most of these requirements consist of the construct already possessing another feat.

Types of Feats

Construct feats are classified in four categories. Construct feats apply to all constructs, while golem, automaton and simulacrum feats apply exclusively to those construct subtypes.

Costs

Adding a feat to a construct carries a cost measured in Construction Points, which are added to the overall CP cost prior to the final calculation for cost in experience and gold. Some feats add this value to the Body Rating as well, thus increasing the cost of building the body. Finally, each entry lists a Challenge Rating Value, which is added to the construct's base Challenge Rating, as feats augment its capabilities in varying degrees. Round down any Challenge Rating fraction.

FEAT DESCRIPTIONS

Additional Special Ability Slot (Construct)

The construct was built to have a greater capacity for special abilities.

Benefit: The spell caster can install an additional special ability into the construct.

Special: This feat can only be taken twice and only during the planning stage.

Construction Points: 5

CR Value: 1

Applies to Body Rating: No.

Combat Expertise (Construct)

The construct is capable of sophisticated combat manoeuvres.

Benefit: The construct can be outfitted with some specialized combat core feats. In addition, the construct can attempt special fighting techniques without direction, like flanking, charging, tripping, trying to overrun and bull rush an opponent, as described in *Core Rulebook I*.

Normal: Constructs fight straightforwardly and with no tactics or strategy, and cannot acquire feats from the Core Rulebooks.

Construction Points: 2

CR Value: ½

Applies to Body Rating: No.

Concealed Weapon Mounting (Automaton, Simulacrum)

Prerequisites: Weapon Mounting.

Benefit: The automaton's incorporated weapons are concealed, and can be drawn or retracted as a free action. The first time the automaton attacks with a concealed weapon in a single encounter, it gains a +1 surprise bonus to its attack roll.

Normal: Incorporated weapons in an automaton are in plain view.

Special: Concealed weapons must be one size category smaller than the construct. For example, a Medium-size automaton can conceal a weapon the size of a short sword, while a Huge automaton could conceal a greatsword.

Construction Points: 3

CR Value: 1

Applies to Body Rating: Yes.

Core Feat

The construct has access to an additional ability normally restricted to living creatures.

Prerequisites: Normal prerequisites for each feat apply.

Benefit: The construct gains a feat from *Core Rulebook I* or *Core Rulebook III*. This feat must be chosen from the following list: Ambidexterity, Cleave, Far Shot, Flyby Attack, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Lightning Reflexes, Multiattack, Multidexterity, Multiweapon Fighting, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Run, Two-Weapon Fighting.

Normal: A construct cannot acquire feats.

Special: In addition to normal prerequisites, some core feats require a construct feat to become available. The construct is considered to possess Ambidexterity for the purposes of the Improved Two-Weapon Fighting feat.

Construction Points: 1

CR Value: ½

Applies to Body Rating: No.

Defensive Manoeuvres (Construct)

The construct knows how to defend itself better in battle by blocking, parrying and dodging.

Prerequisites: Combat Expertise.

Benefit: The construct can attempt without outside direction to fight defensively, engage in full defence or aid another, as described in *Core Rulebook I*.

Normal: Constructs fight straightforwardly and with no tactics or strategy.

Construction Points: 2

CR Value: ½

Applies to Body Rating: No.

Extra Arm (Construct)

The spellcaster designed the construct with one extra arm, increasing its number of actions.

Benefit: The construct has an extra off hand and can perform one extra standard action at -4 to every roll with it.

Normal: Base plans for constructs contemplate a humanoid shape (one head, one torso, two arms and two legs).

Special: The Multidexterity feat cancels the -4 penalty for using an off hand for creatures with more than two arms. If the off hand has a natural weapon, it suffers a -5 penalty instead of -4, and the penalty can be reduced with the Multiattack feat.

Construction Points: 4

CR Value: ½

Applies to Body Rating: Yes.

Extra Head (Construct)

The spellcaster designed the construct with one extra head, increasing its perception.

Benefit: The construct has a +1 enhancement bonus to initiative, and every round it can roll a Reflex save to avoid being flanked (DC 10

+ enemy's character level or HD).

Normal: Base plans for constructs contemplate a humanoid shape (one head, one torso, two arms and two legs).

Special: If gifted with the Speech special ability, both heads can speak, but they are both the same being.

Construction Points: 3

CR Value: 1

Applies to Body Rating: Yes.

Extra Leg (Construct)

The spellcaster designed the construct with one extra leg, increasing its stability.

Benefit: The construct gains a +4 stability bonus against bull rush attacks and other effects that might throw it off balance.

Normal: Base plans for constructs contemplate a humanoid shape (one head, one torso, two arms and two legs).

Construction Points: 4

CR Value: 1

Applies to Body Rating: Yes.

Extra Miscellaneous Limbs (Construct)

The spellcaster designed the construct with an extra set of miscellaneous limbs, increasing its actions or movement.

Prerequisites: Size limitations (see table).

Benefit: The construct gains certain abilities or increases existing ones, depending on the limb chosen.

Normal: Base plans for constructs contemplate a humanoid shape (one head, one torso, two arms and two legs).



BUILDING A BETTER CONSTRUCT

Miscellaneous Limb	Min. Size	Effect
Long neck	Tiny	Reach for Tiny, Small, Medium and Large creatures increases by 5 feet. Reach for Huge, Gargantuan and Colossal creatures increases by 10 feet.
Larger torso	Small	Choose one: Natural armour increases by +1, Strength score increases by +3, crawl speed (if No Legs is chosen).
Tail	Fine	Choose one: Extra slam attack, swim speed same as walk speed, or +2 stability bonus.
Wings	Fine	Fly speed. The same as walk speed with poor manoeuvrability.
Fins / Flippers	Diminutive	Swim speed same as walk speed plus 10 feet.

Construction Points: 5

CR Value: 1 ½

Applies to Body Rating: Yes.

Extra Pair of Arms (Construct)

The spellcaster designed the construct with an extra pair of balanced arms, increasing its number of actions.

Benefit: The construct has two extra off hands and can perform one extra standard action at -4 to every roll with each. It can also handle an additional two-handed weapon.

Normal: Base plans for constructs contemplate a humanoid shape (one head, one torso, two arms and two legs).

Special: The Multidexterity feat cancels the -4 penalty for using an off hand for creatures with more than two arms. If the off hands have a natural weapon, they suffer a -5 penalty instead of -4, which can be reduced with the Multiattack feat. If planning to add an even number of arms, it is less expensive to do so by pairs, since they are built to balance each other.

Construction Points: 6

CR Value: 1

Applies to Body Rating: Yes.

Extra Pair of Legs (Construct)

The spellcaster designed the construct with an extra pair of legs, increasing its stability and movement.



Benefit: The construct gains a +4 stability bonus against bull rush attacks and other effects that might throw it off balance. It also increases its walk speed by 10 feet.

Normal: Base plans for constructs contemplate a humanoid shape (one head, one torso, two arms and two legs).

Construction Points: 6

CR Value: 1

Applies to Body Rating: Yes.

Fine Manipulation (Golem, Automaton)

The golem or automaton can perform manual tasks that require fine manipulation.

Prerequisites: Dex 11+.

Benefit: The construct has a +2 enhancement bonus to its Dexterity modifier when rolling ability checks. This bonus also applies to skill checks that require manual coordination, and which can be used untrained, like Craft, Escape Artist, Use Rope, etc.

Normal: Golems and automatons have little use for manual labour.

Construction Points: 1

CR Value: ½

Applies to Body Rating: Yes.

Horizontal (Construct)

The construct stands on four legs, not two.

Benefit: The construct gains a +4 stability bonus against bull rush attacks and other effects that might throw it off balance. It also increases its walk speed by 10 feet.

Normal: Base plans for constructs contemplate a humanoid shape (one head, one torso, two arms and two legs).

Special: This feat is used to simulate the shape of a four-legged creature. Simulacra with a base creature that already has four or more legs cannot take this feat. The construct loses the ability to manipulate objects, so it cannot take Fine Manipulation, Melee Weapon Proficiency, Ranged Weapon Proficiency or Swerving Waist.

Construction Points: 1

CR Value: 0

Applies to Body Rating: Yes.

Improved Limb Movements (Construct)

The spellcaster designed the construct's body to be more nimble.

Prerequisites: Dex 8+

Benefit: The construct can be outfitted with some specialized core feats.

Normal: Constructs cannot acquire feats from the Core Rulebooks.

Construction Points: 2

CR Value: ½

Applies to Body Rating: No.

Melee Weapon Proficiency (Construct)

The construct's imprinting includes the ability to wield hand-to-hand weapons.

Prerequisites: Combat Expertise.

Benefit: The construct can be proficient in the use of a simple, martial or exotic melee weapon.

Normal: Constructs only have slam or natural attacks and do not use weapons in combat.

Special: The construct can gain this feat multiple times. Each time it applies to a new weapon.

Construction Points: 2

CR Value: ½

Applies to Body Rating: No.

Natural Weaponry (Construct)

The construct is equipped with a natural weapon like horns, claws, barbed tail, etc.

Benefit: The construct gains a bite, gore, sting or other natural attack.

Normal: Base plans for constructs contemplate a humanoid shape (one head, one torso, two arms and two legs).

Special: The construct can gain this feat multiple

times. Each time it applies to a new natural weapon. Damage depends on type of attack and construct size. The construct must have the necessary limb to implement a natural weapon. Natural weaponry from secondary limbs suffers a -5 penalty to attack rolls, which can be reduced to -2 with the Multiattack feat.

Natural Weaponry Damage

Size	Fangs, tusks, etc.	Claws, stings, limb spines.	Horns, antlers, head ridges, etc.
Fine	-	-	1
Diminutive	-	1	1d2
Tiny	1	1d2	1d3
Small	1d2	1d3	1d4
Medium	1d3	1d4	1d6
Large	1d4	1d6	1d8
Huge	1d6	1d8	2d6
Gargantuan	1d8	2d6	2d8
Colossal	2d6	2d8	4d6

Construction Points: 3

CR Value: 1

Applies to Body Rating: Yes.

Overbearing Trample (Construct)

The construct can mow down an opponent that dares stand in its path.

Prerequisites: Combat Expertise, Str 15+.

Benefit: When the construct attempts to overrun an



BUILDING A BETTER CONSTRUCT

opponent, the target may not choose to avoid it. If the construct knocks down the target, it may make one slam attack against the target, gaining the standard +4 bonus on attack rolls against prone targets.

Special: Constructs can only attempt to trample a creature that is one size category smaller than them.

Construction Points: 3

CR Value: ½

Applies to Body Rating: No.

Ranged Weapon Proficiency (Construct)

The construct's imprinting includes the ability to wield ranged weapons.

Prerequisites: Combat Expertise.

Benefit: The construct can be proficient in the use of a simple, martial or exotic ranged weapon.

Normal: Constructs only have slam or natural attacks and do not use weapons in combat.

Special: The construct can gain this feat multiple times. Each time it applies to a new weapon.

Construction Points: 2.

CR Value: ½

Applies to Body Rating: No.

Reinforced Armour (Automaton)

The armour plating covering an automaton is stronger than normal.

Benefit: The automaton's AC is increased by +2.

Construction Points: 2

CR Value: ½

Applies to Body Rating: Yes.

Rotating Hip (Automaton, Simulacrum)

The automaton's torso can rotate 360 degrees, widening its area of influence.

Prerequisites: Combat Expertise, Dex 9+.

Benefit: The construct can turn to face in any direction as a free action. It cannot be flanked and it threatens the areas behind it.

Special: A simulacrum must have a vertical configuration and deals 1d8 hp damage to itself the first time this ability is used in an encounter, as its tissue tear and stretch.

Construction Points: 3

CR Value: 1

Applies to Body Rating: Yes.

Stomp (Construct)

The construct can flatten opponents beneath its feet.

Prerequisites: Huge size or larger.

Benefit: The construct can make a stomp attack as a full round action, dealing 2d8 (Huge), 4d6

(Gargantuan) or 4d8 (Colossal) damage, plus Strength modifiers.

Special: The construct can only attempt a stomp attack against creatures that are three size categories smaller.

Construction Points: 3

CR Value: 1

Applies to Body Rating: No.

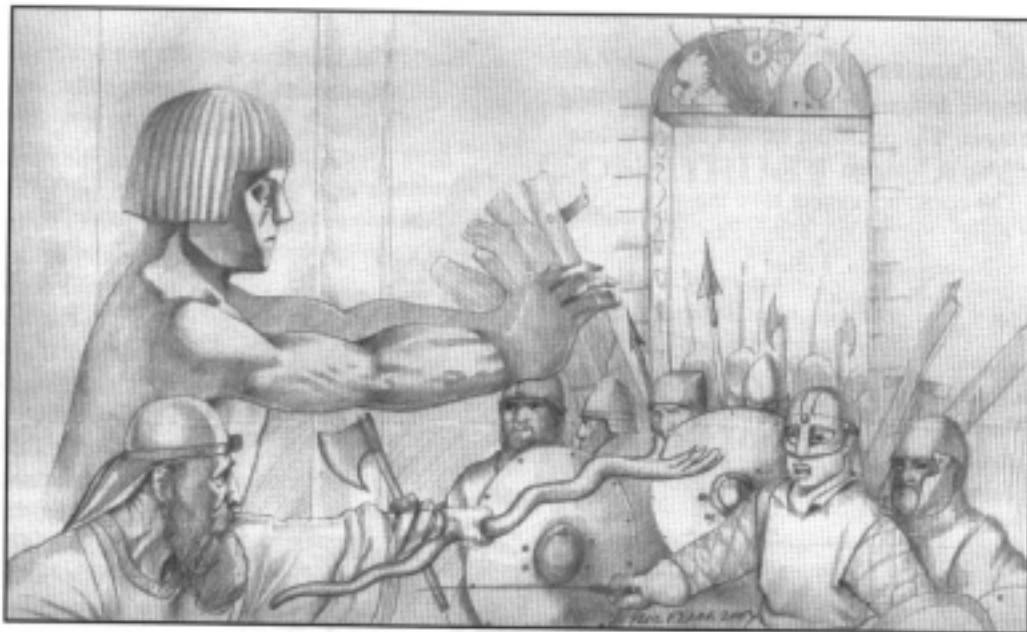
Weapon Mountings (Automaton, Simulacrum)

The construct has weapons incorporated into its form, usually on its arms or forearms, but alternate limbs are also used.

Benefit: The construct can deal weapon damage per attack depending on size. The construct is considered to be proficient with the weapon mounted. Add the mounted weapon's damage to the construct's damage with a primary attack.

Special: Mounted weapons must be of the same size category as the construct. For example, a Medium-





size automaton can mount a weapon the size of a longsword, while a Huge perversion could mount the huge version of a club on a scorpion tail. The construct can gain this feat multiple times. Each time it applies to a new weapon, but only one weapon can fit in a single limb.

Construction Points: 4

CR Value: 1

Applies to Body Rating: Yes.

DEFICIENCIES

Deficiencies are reverse feats that subtract from the cost of a construct in the same way that feats add to it. Introducing deficiencies is a way to make the final price of a construct less expensive, and can serve to balance the addition of feats and abilities. The spellcaster can add as many deficiencies to his construct as he dares. The Games Master may limit the quantity of alterations a construct can sustain, with a good limit being one deficiency per two HD of the base construct. Construction Points are expressed in negative values, and they can also be subtracted from the Body Rating if appropriate. Some of these also decrease the construct's Challenge Rating.

Berserk (Golem, Simulacrum)

The bindings and enchantments on the construct are weak, and the golem's elemental, or the simulacrum's, proto-consciousness sometimes breaks free.

Disadvantage: When the construct enters combat, there is a cumulative 1% chance each round that it will go berserk. The uncontrolled golem attacks the nearest living creature or smashes some object

smaller than itself if no creature is within reach, then moves on to spread more destruction. The construct's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the construct, which requires a successful Charisma check (DC 19). It takes 1 minute of rest by the construct to reset its berserk chance to 0%.

Construction Points: -4

CR Value: -1

Applies to Body Rating: No

Bound (Construct)

The construct is chained or constrained from leaving an area by physical or magical means.

Disadvantage: The construct can only act within a designated area with a 60 feet radius. It does not pursue anyone who leaves this range.

Construction Points: -2

CR Value: -½

Applies to Body Rating: Yes.

No Hands (Construct)

The construct's arms end in stumps.

Disadvantage: The construct cannot wield weapons nor grab anything.

Special: The construct cannot take the following feats: Fine Manipulation, Melee Weapon Proficiency, Natural Weaponry (claws) or Ranged Weapon Proficiency. It can take Natural Weaponry, Weapon Mountings and Concealed Weapon Mounting normally.

Construction Points: -1. Additional -1 per each extra arm the construct has.

CR Value: -½

Applies to Body Rating: Yes.

No Arms (Construct)

The spellcaster designed the construct with no arms.

Disadvantage: The construct cannot attack unless it has other limbs that can do so.

Special: The construct cannot take the following feats: Extra Arm, Extra Pair of Arms, Fine Manipulation, Melee Weapon Proficiency, Natural Weaponry (claws) or Ranged Weapon Proficiency. It can take Natural Weaponry that does not involve arms, and Concealed Weapon Mounting and Weapon Mountings provided the weapons are incorporated somewhere else.

Construction Points: -6

CR Value: -1

Applies to Body Rating: Yes.

No Legs (Construct)

The spellcaster designed the construct with no legs.

Disadvantage: The construct cannot move (except as detailed below), and changing its facing is a move-equivalent action.

Special: The construct cannot take the following feats: Extra Leg, Extra Pair of Legs, Overbearing Trample or Stomp. If it takes Extra Miscellaneous Limb (torso) twice and Extra Miscellaneous Limb (tail), it can slither like a snake, subtracting 20 feet from its normal walk speed, to a minimum of 10 feet.

Construction Points: -6

CR Value: -1

Applies to Body Rating: Yes.

One Arm (Construct)

The spellcaster designed the construct with only one arm, decreasing its number of attacks.

Benefit: The construct has one less attack and a -1 balance penalty to AC.

Normal: Base plans for constructs contemplate a humanoid shape (one head, one torso, two arms and two legs).

Special: The spellcaster can substitute the arm with the Extra Miscellaneous Limb (tentacle) or other appropriate limbs.

Construction Points: -4

CR Value: -½

Applies to Body Rating: Yes.

One Leg (Construct)

The spellcaster designed the construct with only one leg, decreasing its stability.

Benefit: The construct suffers from a -2 stability penalty against bull rush attacks and other effects that might throw it off balance. It also

decreases its walk speed by 10 feet.

Normal: Base plans for constructs contemplate a humanoid shape (one head, one torso, two arms and two legs).

Special: The construct cannot take the following feats: Extra Leg, Extra Pair of Legs, Overbearing

Trample or Stomp. The construct can take the Run feat, but it looks very funny.

Construction Points: -4

CR Value: -1

Applies to Body Rating: Yes.

Unarmoured (Automaton)

The armour plating covering an automaton is weak.

Benefit: The automaton's AC is decreased by -2.

Construction Points: -2

CR Value: -½

Applies to Body Rating: Yes.

Ponderous (Golem, Automaton)

The construct's materials are heavier, making its movements clumsier.

Disadvantage: The construct's walk speed is reduced by 10 feet, with a minimum of 10 feet per round. In addition, automata cannot run.

Construction Points: -1 for golems, -2 for automata.

CR Value: +0

Applies to Body Rating: No.

Vulnerability (Construct)

The construct is particularly vulnerable to certain attacks.

Disadvantage: Golems take normal damage from a



type of attack and are affected normally by certain effects. Automata and simulacra take double damage from one of these types of attack. The types of attacks and effects available are air, cold, earth, fire, force, electricity, rust, sonic and water. Alternative vulnerabilities include bludgeoning, piercing or slashing weapons, certain materials and schools of magic.

Construction Points: -4

CR Value: -1/2

Applies to Body Rating: No.

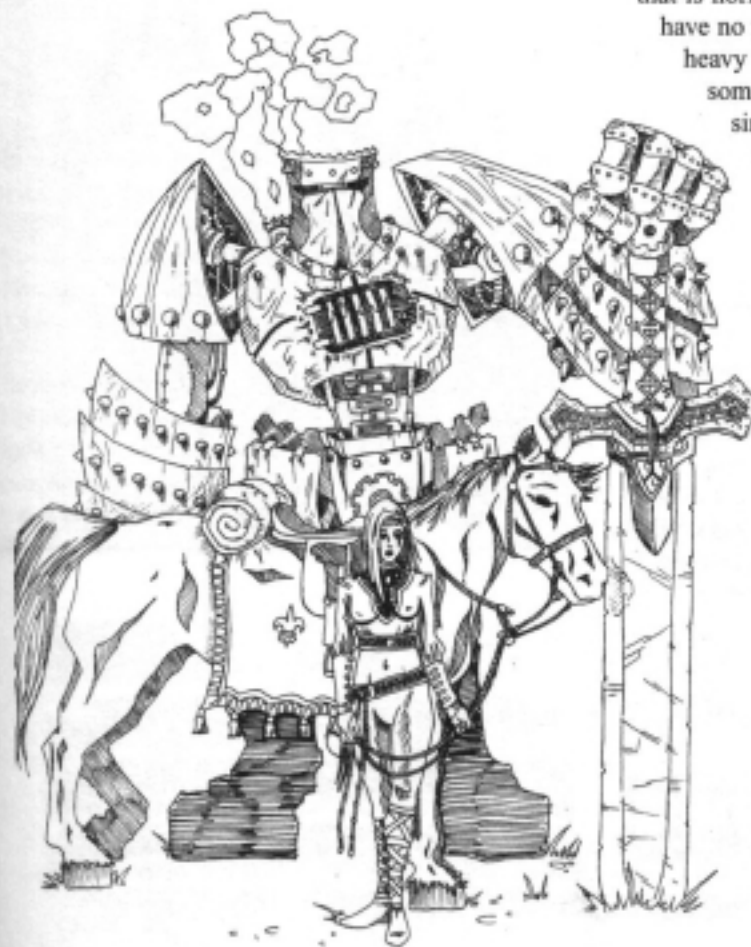
Weak Spot (Construct)

The construct is particularly vulnerable in a certain part of its body.

Disadvantage: The construct is subject to double damage from critical hits, but not to sneak attacks.

Special: Opponents who succeed at a Spot check (DC 5 + construct's HD) can attempt to target the weak spot by applying a -2 to their attack rolls and deal +1d4 damage if successful.

Construction Points: -5



CR Value: -1/2

Applies to Body Rating: Yes.

CONSTRUCT WEAPONS

Automata and simulacra pay for their versatility in a lack of the raw power golems have, which is why many spellcasters equip them with weapons, most often masterwork versions. However, being much stronger than normal creatures of their size, constructs armed with weapons and the knowledge to use them will be formidable foes.

Arm Blades: These blades are firmly attached to the construct's arms and vary in size, with the most common being the longsword, but short sword versions do exist, plus a broad version that sports a wide and short blade. Many automata and simulacra can slide these weapons in and out of their arms by taking the Concealed Weapon Mounting feat.

Chakram, Heavy: A chakram is a circular blade that is normally thrown and retrieved, but constructs have no need for such fancy techniques, and the heavy chakram is meant to be thrown hard, sometimes even from a mechanical launcher similar to a ballista, mounted in a construct's body.

Crossbow, Spring: This is basically a missile launcher that depends on tightly wound springs to provide power instead of a tension bow. They are never found in a carried version, but are always mounted on a construct's arm or shoulders. The spring crossbow can fire normal crossbow and ballista bolts (for Huge and larger sizes) as well as javelins, stones and exotic thrown weapons like the chakram above. Reloading the crossbow is a move equivalent action for the construct that provokes an attack of opportunity.

Flail, Triple: Similar to a heavy flail, but composed of three weight-and-chain components instead of one. Skilled warriors can make them spin, and constructs have no fear of being scraped by the twirling weighted chains. Spinning the flails for a full round provides one-quarter cover, granting a +2 bonus to AC and +1 bonus to Reflex saves.



BUILDING A BETTER CONSTRUCT

Construct Weapons

Weapon	Category	Cost	Damage	Critical	Range Increment	Weight	Type
Arm Blades (broad) (Tiny)	Martial,melee	12 gp	1d4+1	18-20/x2	-	2 lbs.	Slashing
Arm Blades (long) (Medium-size)	Martial,melee	45 gp	1d8	18-20/x2	-	5 lbs.	Slashing
Arm Blades (short) (Small)	Martial,melee	30 gp	1d6	18-20/x2	-	3 lbs.	Slashing
Chakram, heavy (Small)	Exotic,ranged	50 gp	2d4	19-20/x2	20 ft.	4 lbs.	Slashing
Crossbow, spring (Medium-size)	Martial,ranged	150 gp	-	19-20/x2	80 ft.	12 lbs.	Piercing
Flail, triple (Large)	Exotic melee	60 gp	2d8	19-20/x2	-	23 lbs.	Bludgeoning

* all scores are intended for a Medium-size wielder

Giant Weapons

Constructs of Medium size and smaller use weapons normally, choosing from the ones available to any other character. Large and bigger constructs start running out of options, however, so many spellcasters will commission the forging of armament appropriate for their creations.

The forging of large and bigger weapons does not require the immense amounts of money nor the levels of craftsmanship that construct building imposes, so it is entirely possible for a spellcaster to commission a Huge longsword that will be ready long before its automaton owner has even entered the laboratory. To calculate damage increments for weapons, use the following table. Multiply the price and the weight by 3 for each increment. For example, a spellcaster wishes to equip his Gargantuan Hunter automaton with a longsword fit for its size. A longsword is a Medium-size weapon that deals 1d8 hit points of damage, costs 15 gold and weighs 4 pounds. A Gargantuan longsword would deal 2d10 hit points of damage, cost 405 gold (15 x 3 to Large, x 3 to Huge and x 3 to Gargantuan) and weigh 192 pounds. Ranged weapons multiply their range increment by 1.5 per size increment.

Weapon Size and Damage

Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal	Extra *
-	1	1d2	1d3	1d4	1d6	1d8	2d6
1	1d2	1d3	1d4	1d6	1d8	2d6	2d8
1d2	1d3	1d4	1d6	1d8	2d6	2d8	2d10
1d3	1d4	1d6	1d8	2d6	2d8	2d10	2d12
1d4	1d6	1d8	2d6	2d8	2d10	2d12	3d10
1d4	1d6	1d10	2d6	2d8	2d10	2d12	3d10
1d6	1d8	1d12	2d8	2d10	2d12	3d10	3d12

* For the event in which a spellcaster wishes a Colossal greatsword or double-axe.



CONSTRUCT ABILITIES

Constructs already wield impressive physical abilities, but being creations of magic, their supernatural abilities are nothing to be scoffed at either. Golems can have devastating spell-like attacks, and one can never be sure what to expect from an automaton or a simulacrum in terms of magical power.

Unlike the feats in the previous chapter, special abilities are not paid for with Construction Points nor do they affect the Challenge Rating. Both these values are already accounted for in the base materials in the form of ability slots. Effects occupy one slot per ability, although particularly powerful abilities can take two or more. It is not obligatory to fill all available slots in a construct, but as they are already paid for, it is hard to resist the temptation to stuff the construct with magical powers.

The difficulty of implementing the magical abilities does not lie in the construct's material, but in the abilities themselves. Special attacks and qualities need a spell component to activate them, and these spells are not included in the animation ritual. The creator must cast the spells personally as he infuses the construct with his own life force, intertwining their magical patterns with the ritual, and thus making the effect an integral part of the construct.

This means that not only must the spellcaster be of sufficient level to cast the spell, either from his own knowledge or from another source, but also that he must have the spell available and pay any casting cost it carries. The experience the caster must pay for a *limited wish* is not included in the construct's

own experience cost, for example, and the crafting of the miniature platinum blade for *Mordenkainen's sword* is independent of any other physical component for the construct.

The spell components are slowly infused into the crafted body during the last week of the ritual, ready to be destroyed in the spell's casting and releasing the magic into the construct. Spell foci are neither infused nor destroyed; they are only necessary to channel the spellcaster's will and thus he gets to keep them. Casting the spells that give life to the construct plus the ones that give it magical powers marks the end of the ritual. Once the last spell is complete, the construct rises and takes its first step.

ABILITY DESCRIPTIONS

Alternate Form (Su) (Special Quality):

The construct can assume other forms 3 times per day as a standard action. This ability functions as *polymorph self* cast by a 12th-level sorcerer, except that the construct can only assume forms within one category size. Returning to its original form does not count against the total times per day it can change forms.

Applicable To: Golem, simulacrum.

Spell Components: *Polymorph any object* and *mending*.

Slots: 1.

Breath Weapon (Su) (Special Attack):

Every 1d4+1 rounds, the construct can launch a breath weapon attack. Those detailed below are the most common forms of attack, but the player can come up with new ones with the Games Master's approval.

Applicable To: All constructs.

Spell Components: Vary.

Slots: Vary.

Breath Weapon	Effect	Damage	Save	Spell component	Slots
Fire	Cone 20 ft.	6d6	Reflex half (DC 15)	<i>Burning hands</i>	1
Electricity	5 ft. x 60 ft.	6d6	Reflex half (DC 15)	<i>Lightning bolt</i>	1
Cold	Cone 20 ft.	6d6	Reflex half (DC 15)	<i>Cone of cold</i>	1
Acid	5 ft. x 20 ft.	*	Reflex half (DC 15)	<i>Melf's acid arrow</i>	1
Sonic	Cone 30 ft. radius	○	Fortitude partial (DC 17)	<i>Shout</i>	1
Gas	10 ft. x 10 ft. in front	*	Fortitude negates (DC 17)	<i>Cloudkill</i>	2

*2d4 (initial), 2d4 automatic for 3 additional rounds

○ 2d6, plus deafened for 2d6 rounds

*1d4 temporary Con (initial), death (secondary)



CONSTRUCT ABILITIES



Suresight (Ex) (Special Quality): The construct can locate invisible and ethereal opponents within a range of 60 feet. It also subtracts 15% from the chance to miss concealed targets or those under the effects of spells and effects like *blink*, *blur* and *displacement*. The construct can activate this ability 3 times per day and it lasts for 1 hour.

Applicable To: All constructs.

Spell Components: *See invisibility* and *true strike*.
Slots: 1.

Burrow (Su) (Special Quality): The construct can hide itself by sinking into the ground or melding inside a wall or rock formation, then creating the illusion that his place of hiding was not disturbed in any way. Hiding takes two actions, but bursting out is a move-equivalent action only. As it does not need to breathe, the construct can remain hidden indefinitely.

Applicable To: Golem, automaton.

Spell Components: *Move earth*, *silent image* and *transmute rock to mud*.

Slots: 1.

Cling to Surface (Su) (Special Quality): Four times per day, the construct can walk, run or perform any of its ground movement forms along any surface. The construct acts as if it was moving normally and suffers no penalties in any of its actions. This effect lasts 10 minutes, and the construct is aware of the effect's duration and will settle on the ground before it ends.

Applicable To: All constructs.

Spell Components: *Reverse gravity* and *spider climb*.

Slots: 1.

Chameleon Field (Su) (Special Quality):

The construct's form blurs and twists as it blends with its surroundings. As a standard action, it can gain three-quarters concealment (30% miss chance) for 1d6 rounds. The construct can activate this effect three times per day. Once per day, it can activate a stronger field that provides it with a Hide modifier of +15 that lasts for 3 hours, but it cannot activate the weaker field on the same day it used the strong one.

Applicable To: All constructs.

Spell Components: *Blur* and *mirage arcana*.

Slots: 1.

Concussive Strike (Su) (Special Attack):

Every 1d4 rounds, the construct can project one of its melee attacks against a target creature or object that is up to 100 feet away. The air ripples as the attack shoots forward, and attack and damage are rolled as normal. The construct must have a clear line of sight to its target.

Applicable To: Golem, automaton.

Spell Components: *Bull's strength* and *gust of wind*.

Slots: 1.

Electrical Fist (Sp) (Special Attack):

Every 1d4 rounds, the construct can charge its fists with electrical energy, with small lightning arcs travelling across its arms. A successful melee attack deals 1d8+8 extra points of electrical damage in addition to the normal attack, discharging the effect.

Applicable To: Golem, automaton.

Spell Components: *Shocking grasp*.

Slots: 1.

Energy Blades (Su) (Special Attack): As a free action, the construct can bring forth two blades made of pure crackling magical energy from its wrists. These blades are a force effect, and they add 3d6+3 points of damage to the construct's attacks, acting like magic weapons with a +3 enhancement for purposes of penetrating an opponent's damage resistance. The construct can manifest the blades up to 4 times per day, and requires the weapon mounting feat.

Applicable To: Automaton, simulacrum.

Spell Components: *Mordenkainen's sword*.

Slots: 1.

Energy Immunity (Ex) (Special Quality):

The construct is immune to attacks from one of the following types of effects: air, cold, earth, fire, force, electricity, rust, sonic or water. A construct can only have one such immunity, and golems cannot take this power to complement their already impressive qualities.

Applicable To: Automaton and Simulacrum.

Spell Components: *Minor globe of invulnerability and protection from elements*.

Slots: 1.

Fast Healing (Su) (Special Quality):

The construct can recover a number of hit points every round determined by the slots this ability takes.

Applicable To: Automaton, simulacrum.

Spell Components: *Make whole*, or *polymorph any object* and *major creation*.

Slots: 1 (recover 2 hp) or 2 (recover 5 hp).

Force Field (Su) (Special Quality):

Once a day, the construct can surround itself with a shimmering force field that deflects damage. This force field adds a +2 armour bonus to the construct and also acts like a *stoneskin* spell cast by a 10th level sorcerer, except that the field provides damage resistance of 15/+3. The force field lasts until it has absorbed 100 points of damage.

Applicable To: Automaton, simulacrum.

Spell Components: *Mage armor* and *stoneskin*.

Slots: 2.

Illusory Disguise (Su) (Special Quality):

The construct builds an illusion around itself that disguises it as a living person, as per the *change self* spell cast by a 10th level sorcerer, but it also masks the sounds of automata and generates a voice appropriate to the disguise. The construct can word up to four different phrases as specified by the spellcaster at the beginning of the day. The illusory disguise cannot change the construct's size by more than one foot, but can change its complexion; it lasts for two hours, and the construct can change its false appearance at will to blend with its surroundings. Creatures get a Will save to see through the illusion (DC 14) only if interacting physically with the construct.

Applicable To: Automaton, simulacrum.

Spell Components: *Change self*, *detect thoughts* and *ghost sound*.

Slots: 1.

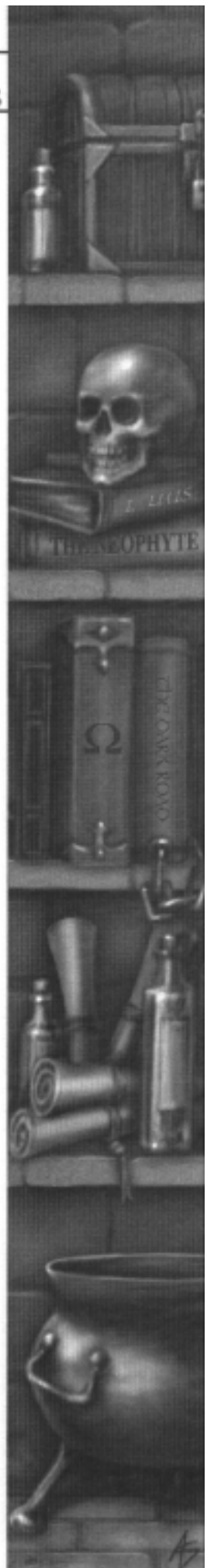
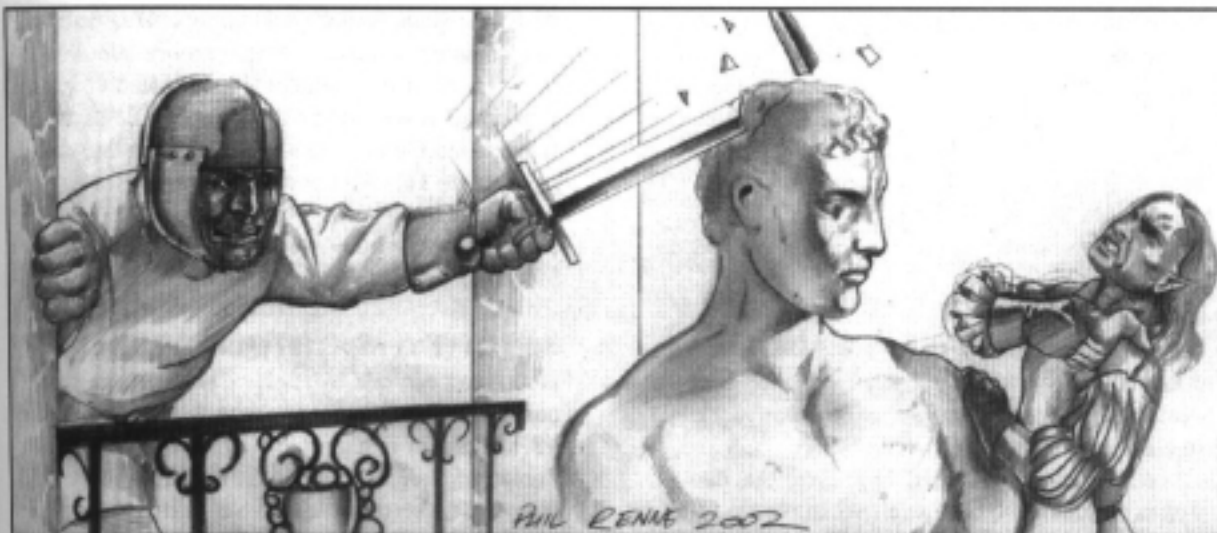
Lightning Storm (Su) (Special Attack):

As a standard action, the construct can generate an electrical storm in a 30 feet radius burst, centred on itself. The storm deals 4d6 points of damage and lasts 1d4 rounds, and anyone trapped inside the area can save against Reflex (DC 17) to take half damage. The construct must be immune to electrical effects to be able generate the storm. A golem is not cured by a lightning storm it provoked. This ability can be used twice per day.

Applicable To: Golem, automaton.

Spell Components: *Chain lightning* and *fog cloud*.

Slots: 2.



CONSTRUCT ABILITIES

Major Invocation (Su)

(Special Quality): Like minor invocation, except the construct resides in a pocket dimension in the astral plane and can be summoned from any plane of existence, arriving during the same round it was summoned.

Applicable To: All constructs.

Spell Components: *Locate object, rope trick and summon monster VII.*
Slots: 3.

Minor Invocation (Su)

(Special Quality): Once per day, the creator can summon the construct to his side from any location. The construct arrives the following round within 30 feet of its master and can take a partial action at once, and then act normally. Automata can be summoned through their control focus, but golems and simulacra must be keyed to a medallion, ring or other piece of jewellery during the creation ritual. Construct and spellcaster must be in the same plane of existence for this ability to work.

Applicable To: All constructs.

Spell Components: *Locate object, sending and teleport without error.*

Slots: 2.

Secure Scrying (Sp) (Special Quality):

The spellcaster can see through the eyes of the construct without anyone noticing that there is a will behind the creature's artificial gaze. The master can concentrate on an automaton's control focus, but golems and simulacra must be keyed to a medallion, ring or other piece of jewellery during the creation ritual. This ability can be used 3 times per day and lasts as long as the spellcaster concentrates.

Applicable To: All constructs.

Spell Components: *Arcane eye and nondetection.*
Slots: 1.

Self-Destruct (Su) (Special Attack): The construct can destroy itself in a fiery explosion that deals 1d6 points of damage per the construct's HD to all creatures standing within 60 feet. A successful Reflex save (DC 18) halves this damage. The construct obliterates itself when reduced to 0 hit points or when ordered by its master through any



scrying device or an automaton's control focus. The construct is completely destroyed and cannot be repaired or even salvaged for parts.

Applicable To: All constructs.

Spell Components: *Contingency, incendiary cloud and sending.*
Slots: 1.

Seven-Leagues Jump (Su)

(Special Quality):

As a full round action, the construct crouches low and jumps high into the air.

The construct makes a Strength check, travelling 40 feet horizontally or 10 feet vertically for every point the result exceeds 10. The construct lands safely and does not harm the surface it lands on. This ability can be used 4 times per day.

Applicable To: All constructs.

Spell Components: *Featherfall, jump and levitate.*
Slots: 1.

Shield Other (Sp) (Special Quality): The spellcaster transfers half the damage that would be dealt to him to the construct, if it is within 100 feet of him.

Applicable To: All constructs.

Spell Components: *Shield other.*
Slots: 1.

Skill Competence (Su) (Special Quality):

The construct gains a +10 competence bonus on a skill chosen at the moment it is animated. As a free action and at will, it can transform its hands and/or fingers into the tools needed to perform that skill.

Applicable To: All constructs (except Eidolon simulacrum).

Spell Components: *Fabricate and limited wish.*
Slots: 1.

Speech (Ex) (Special Quality): The automaton can talk by itself. This ability raises the construct's Intelligence score to 8, or increases it by +3, whichever is higher. Golems speak with a low, thundering voice, and express the will of the bound elemental. Automata speak with a hollow and monotone tone, while simulacra are eerily devoid of



emotion or expression. The construct can speak Common and the language of its creator, and gains two additional languages for each time this ability is installed. Eidolons are considered to have this ability for free.

Applicable To: All constructs.
Spell Components: *Limited wish* and *magic mouth*.
Slots: 1.

Spell Effect (Sp) (Special Attack or

Special Quality): The golem can trigger a spell effect as chosen by its creator during the animation ritual. Spell effects are activated as if cast by a sorcerer of the minimum level to cast it. Area of effect cannot exceed 60 feet, and duration should not exceed half the normal duration in the spell's description. The Games Master has final authority on the details of the ability's workings. Assign the number of slots that the spell ability takes according to the following guidelines.

Spell level	Usable 3 / day	Usable every
1d4+1 rounds		
1-3	1 slot	1 slot
4-6	1 slot	2 slots
7-9	2 slots	3 slots

Applicable To: All constructs.
Spell Components: Specific spell.
Slots: 1 to 3.

Spell Storing (Sp) (Special Attack): The construct can store one spell of 4th level or lower that is cast into it by another creature. The construct's master defines a condition that causes the construct to 'cast' this spell, or may command it to do so at any time. Once the stored spell is released, the construct can store another spell (or the same spell).

Applicable To: All constructs.
Spell Components: *Limited wish*.
Slots: 1.

Spell Trigger (Su) (Special Quality): The construct can use magical items that are activated by a spell trigger, such as staffs or wands.

Applicable To: All constructs.
Spell Components: *Analyse dweomer* and *Nystul's magical aura*.
Slots: 3.

Unavoidable (Su) (Special Attack): The creator can designate a target creature via scrying or by providing a link with it, or the construct may

acquire one by sight. From then on, the construct is always aware of the location of the target creature and will follow it wherever it may be, as long as they are on the same plane of existence. The construct is not fooled by polymorph spells and is only slowed down by effects that block scrying. The creator can recall the construct at any time.

Applicable To: All constructs.
Spell Components: *Locate creature* and *scrying*.
Slots: 1.

Unerring Missile (Sp) (Special Attack):

Every 1d4+1 rounds, the construct can fire a ranged weapon with a +20 bonus to its attack roll. It must have the Ranged Weapon Proficiency construct feat, and be armed with a weapon appropriate to its size.

Applicable To: All constructs.
Spell Components: *True strike*.
Slots: 1.

Vessel (Sp)(Special Quality): The spellcaster can assume direct control of the construct's body, transferring his soul to the artificial frame. This ability works like the *magic jar* spell cast by a 7th level sorcerer, except that there is no saving throw involved as the construct does not have a soul, and a golem's earth elemental is tightly bound. The spellcaster retains its Intelligence, Wisdom and Charisma scores, and can use the construct's Strength and Dexterity scores. Having no Constitution score while inside the construct's body, the master is immune to poison, disease and similar effects and is not subject to critical hits, subdual damage or death from massive damage. He can still be affected by ability damage, energy drain and mind-influencing effects. The possessing character has no access to the special abilities that the construct must willingly activate, but enjoys the benefits of any permanent effect. The character also retains his class level and features, including hit points, weapon proficiencies and spell-casting ability, provided that the construct has the Speech special ability and the Fine Manipulation feat. The spellcaster can return to his own body at will. If his body is killed, he becomes the proud owner of an artificial body, but he must roll a Will save (DC 10 + caster level) every month to keep his life force bound to it.

Applicable To: All constructs.
Spell Components: *Magic jar* and *Rary's telepathic bond*.
Slots: 2.

MAINTENANCE

Constructs are not expected to stand still, and sooner or later they will be damaged. Being objects, they do not heal naturally, and when they are reduced to 0 hit points they are destroyed. For such a large investment in time, money and life force, it is a terrible waste to just let the construct deteriorate and wait until it falls apart. This is why wizards and sorcerers have spent as much time researching how to build golems as they have looking for ways to repair them and, if the unthinkable happens, to reactivate them.

REPAIRING A CONSTRUCT

Targeting golems with certain types of attack can cure them, but this is more a side benefit from the mystical material they are made from, and it is a slow and inefficient process, although it probably has saved more than one golem from immediate destruction. Automata and simulacra are not as fortunate.

Spellcasters owning active constructs most often hire a team of craftsmen to give maintenance to their creations after returning from a mission, which is why some artisans have become construct specialists in the first place.



Living beings heal damage naturally, but constructs need to be repaired. Ideally, the owner will have access to the same team who put the construct's body together, but any knowledgeable craftsman should be able to conduct repairs.

A repair check is a Craft check of the same kind and with the same Difficulty Class used to build the construct originally, modified by the amount of damage it has suffered. The Craft check represents one week of work in which the craftsmen spend one fifth of the body's cost in replacement parts and materials. Subtract the check's DC from the final roll result and multiply by 2. This is the amount of hit points that the construct recovers in that week.

Damage Condition	DC modifier
1 hit point remaining	+6
25% of total hit points remaining	+4
50% of total hit points remaining	+2
75% of total hit points remaining	+1

REACTIVATING A DESTROYED CONSTRUCT

The ritual that put a construct together is a delicate balance between the physical body and the magical energies that animate it and, once it is broken by the body's destruction, no spell short of a *wish* will bring it back.

Reactivating a construct damaged below 0 hit points follows the same process as repairing it. The spellcaster, artisan or group craftsmen roll repair checks to put the body back together, and only when it has been totally restored can the builder re-enact the animation ritual. Since all the calculations have been made already, the ritual takes only half the time of the original. Like the price of repairing the body, the ritual's cost in experience and in gold are only one-fifth of the original. For example, to reactivate a destroyed Large steel golem (100,000 gp, 2,000XP, body costs 1500gp), the character must spend 300gp to repair the body, plus 20,000gp and 400XP in the activation ritual.

Replacing a Control Focus

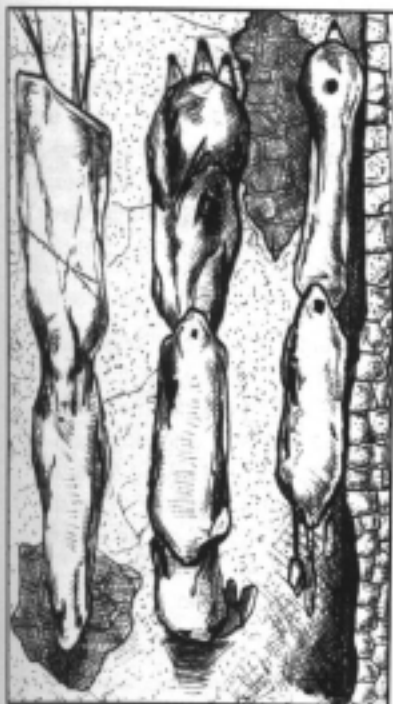
If an automaton's control focus is destroyed, the repair process is even easier. The spellcaster commissions a new control focus with the same costs and DCs as the original. Since it is a simple object prior to the ritual, there are no modifiers to the check to craft a new one. Once the new focus has been completed, the spellcaster enacts a short version of the animation ritual that lasts only one day, and he only spends one-tenth of the original costs in experience and gold. For example, the control focus of a Medium-size attendant automaton was destroyed (50,000gp, 1,000XP, body costs 1,050gp and the control focus costs 150gp). Crafting a new one will cost 150gp with a normal Craft check, and the binding ritual will take a day. By the end of the day, the character will spend 5,000gp and 100XP to bind the new control focus to the automaton.

UPGRADING THE CONSTRUCT

Adding new feats and abilities to the construct after the animation ritual is complete is much more costly, as the magical patterns need to be rewoven to accept the new parts or the additional spell energy.

The player selects the new feats and abilities to upgrade the construct with, adding all CP costs normally. Note that adding a new ability in a construct with no free slots requires the Additional

Special Ability Slot feat. To figure out the final cost in experience of implementing the changes, the total CP cost of the new features is multiplied by 50, not by 25. This number is then multiplied normally by 50 to obtain the cost in gold, along with the Body Rating of the new parts. For example, the



character wishes to add an Extra Pair of Arms (6 CPs, CR +1, applies to Body Rating) to his cat mockery simulacrum. The spellcaster must spend 300XP (6 CPs x 50) and 15,000gp (300XP x 50) to install the new arms, which cost 300gp to craft (CP cost applies to Body Rating). The ritual to integrate the new features lasts one-tenth of the original duration.

CONSTRUCT MAINTENANCE SPELLS

Repair Critical Damage

Transmutation

Level: Clr 6, Sor/Wiz 6

As repair light damage, except repair critical damage repairs 5d8 points of damage +1 point per caster level (up to +20).

Repair Light Damage

Transmutation

Level: Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature or object

Duration: Instantaneous

Saving Throw: Fortitude half (harmless)

Spell Resistance: No

By touching a construct or a damaged object with hit points, the character repairs 1d8 points of damage +1 point per caster level (up to +5).

Material Components: One ounce of the main material the construct or object is made of.

Repair Moderate Damage

Transmutation

Level: Clr 4, Sor/Wiz 4

As repair light damage, except repair moderate damage repairs 2d8 points of damage +1 point per caster level (up to +10).

Repair Serious Damage

Transmutation

Level: Clr 5, Sor/Wiz 5

As repair light damage, except repair serious damage repairs 3d8 points of damage +1 point per caster level (up to +15).



HELP FOR GAMES MASTERS

Wizards and sorcerers are physically weak characters by long tradition and it is not until they reach intermediate and higher levels that their powers truly begin to shine, even if a pack of goblins can still take them down if the beasts manage to get within melee range. A construct changes this completely.

PARTY CRASHERS

Summoning spells can give wizards very powerful allies during combat but they are temporary, so a spellcaster might be attracted to the possibility of building himself an ally that is readily available at all times.

Letting a construct inside a party can seriously unbalance play; encounters are not as fun when the wizard's new metallic friend can reduce a monster into pulp in a couple of rounds. The point to consider here is that by the time a spellcasting character reaches a level at which he can build a powerful construct, the creatures he encounters are by no means a walk in the park either.

Also, having a construct as part of the adventuring group should not be seen as a hindrance, but as a good opening for new kinds of stories. Have you been itching for the chance to introduce the Player Characters into a conflict within dragon society, but they are still of too low a level to survive? The wizard's iron golem can now help them surmount much more difficult challenges.

Check the features that the player chose to equip the construct with, and from there you can tailor a plot hook that exploits them. Be careful to avoid making the construct steal the spotlight and remember that, above all, it is a tool. If you can adapt some opponents to the paladin's new *holy avenger*, the process to work encounters around a shield guardian should be just as easy.

The *spell effect* special ability is an option that many players can try to take advantage of. Do not let them empower a construct with a spell that

eliminates one of its flaws, or that deals deadly attacks in an obscenely short amount of time. Do let them pick abilities that go along with the construct's concept. A spy automaton should be able to possess magical abilities that give him stealth, but balance them out against the abilities of a living spellcaster.

Speaking of costs, you will find that players are not ready to part with a 100,000 gp investment on a single encounter, just as they are reluctant to spend the last charge in a wand. The fact that the construct can be destroyed and does not heal should make any wizard have second thoughts on pitting his creation against a powerful enemy. You can control the rate and costs of repair for damaged constructs, as well as access to the magic that cures them, and this alone can make the player think twice before taking his creature with him if he cannot have it repaired in the field.

CONSTRUCTS AS OPPONENTS

This book is not only intended for players. As the Games Master, you need not concern yourself about the final price of a particularly resourceful eidolon. Experience costs are meant to keep the players from building an extremely powerful ally, but your Non-Player Character can have all the leeway you want to build a worthy opponent to the party.

Using the guidelines in all previous chapters, you can customize an enemy to the party's skills. If the group's wizard is fond of fire spells, give your construct fire immunity. If the cleric is getting too cocky in his turning abilities, an undead-looking bone golem will sober him up. And for adventurers who think that golems are strong but dumb, have them face one with the Combat Expertise feat to teach them a lesson in tactics.

Try to design a construct that will challenge the party, not outright kill them. Using the eidolon example, the party can be shocked to discover that the scheming noble that has been plaguing them for years is really an artificial being looking for a way to prolong its 'life', or that the legendary sage they had been looking for to question about an ancient legend died long ago, but lives still inside a clockwork body of his own creation.

CONSTRUCTS AND SOCIETY

Constructs are prohibitively expensive, and it is rare to find them. However, their construction is not as feared as other arcane pursuits, such as Necromancy and Demonology. A construct builder can be known publicly as such and will not attract too much hostility, especially if one of his creations has proven to be valuable for the community.

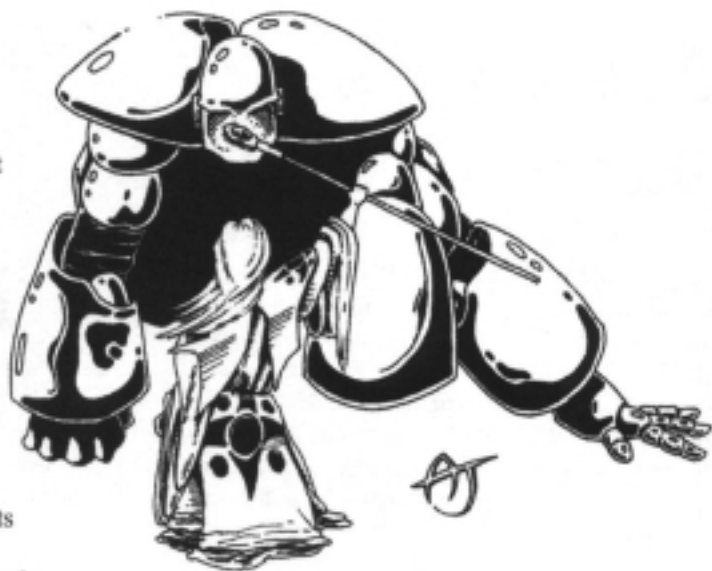
The life of a spellcaster who builds constructs is made interesting when he attracts the attention of nobility or other characters interested in commissioning the construction of one. A story of intrigue, backstabbing and political manoeuvring can follow as the characters become interested in who would commission a small flying automaton that can shoot poison darts and become invisible...

You could also base a whole realm on the existence of constructs, but in that case you should make their construction cheaper, if not in gold, at least in the life force the crafters must sacrifice to animate them. You could implement alternative ways of powering constructs that do not involve the expenditure of experience. This can go from nascent steam power technology to grisly rituals that depend on human sacrifice to provide the life force for the constructs. Every option can spring new adventure possibilities as well as new options for your campaign world.

DO GOLEMS DREAM OF ELEMENTAL SHEEP?

The possibility of artificial life has given us countless tales about the exploration of human nature and, although being closer to science fiction than to fantasy, these issues can also be addressed if you are interested in a philosophical foundation for the characters' adventures. Do not be afraid to use ideas from sci-fi novels, movies and other media, after all, it was Arthur C. Clarke, author of *2001: A Space Odyssey*, who said that any advanced enough technology was undistinguishable from magic.

Druids and other nature-oriented characters can take offence at the pale imitation of life that an automaton shows and become outraged at the sight of a simulacrum. When led by one of Nature's



defenders, the pitchfork-carrying mob suddenly becomes a serious danger.

A dying Eidolon might enlist the party on an astral quest to the planes of Law to discover if it has a soul, or a talking automaton can endear itself to the characters with an apparent innocence on the workings of true sentient morality. By taking these themes into consideration, constructs cease to be a mere Challenge Rating and become fully fleshed plot hooks.

INTRODUCING THESE RULES

The best way to present players with the options found in this book is to have them face a truly customized construct with unusual abilities. If the party has a wizard, he may be interested how such a creature was assembled, and you can give clues to the player from among the defeated construct's wreckage, like discovering faint traces of potent magic in an automaton's control focus.

Another option is to present the knowledge both in character and out of character by including a construct manual in a treasure trove or a forgotten wizard's tower the characters just looted. Hint at the possibilities and create a few legends around the dusty volume and at the same time hand the player a copy of this book to whet his appetite. Construct manuals give instructions to build a specific type of golem and their market price should be quite high, once identified as what they are. The price for such a book should be around 500 gp multiplied by the Challenge Rating of the creature that can be created with it.



DESIGNER'S NOTES

As I write this, I truly feel like Dr. Frankenstein, crying 'It is alive!' like the subtitle of this book. I had to write a sourcebook based on six entries in *Core Rulebook III*, two of which had nothing to do with the first four. So, armed with a calculator and some graph paper, I decided that the first task was to figure out the formulae that the book's authors had used to determine how much it cost to build a golem, a homunculus and a shield guardian, and from that extrapolate and come up with different options. While it was not easy, it was fun, in a mathematically twisted sort of way.

During the long night of cracking numbers, one thing became obvious - the key for the constructs' costs was not to be found in their special abilities, or the number of spells that went into their construction, much less which spells were used. The key to a construct is the material from which it is made. After realizing this, the distinction between golems, automata and simulacra became clear too, and provided me with a reason to explain why they were all different, but could still be constructed by a similar process.

Now, I have always been a fan of introducing familiar technology into fantasy worlds, using magic instead of science to arrive at the same solutions. Golems were not much of a choice, since they were pure magic, but automata and simulacra lent themselves perfectly to emulate robots and genetic engineering. I confess being a fanboy for particular titles across a lot of media, and I sneaked in a bit of homage to personal favourites while remaining faithful to the intention of this book: to provide a tool for players and Games Masters to build a reasonably balanced construct.

The corner stones of this book are the first two 'hard' chapters, which describe the whole process of putting the different types of construct together, and describe the different materials. All the brain-twisting and number-crunching went in there, to the formulae behind the formulae. Once I came up with the source numbers, the rest was just assigning the values to the right concepts. There is a reason why a bronze and a steel golem cost around the same as a hunter/assassin automaton.



The following chapters, detailing the feats and abilities a construct could be equipped with, were an exercise in brainstorming. Again, having the cracked formulae available, painstakingly written down in a big spreadsheet, helped a lot in assigning the values for each element. In these chapters there are a lot of my aforementioned nods to my fanboy-hood.

As the entries kept piling up, I realised that many ideas would not fit into 64 pages. You will not get to see—at least within these covers—golems powered by fire, air and water elementals, nor the giant automata guided by a pilot inside it. These options will certainly find their way out there, sooner or later...

Everything said and done, I was happy to find that, even if it looks a bit daunting at first, the system saves a lot of time when coming up with a construct's stats.

I hope you find this book useful and full of ideas for your own campaigns. In my case, doing the research and the numbers showed me how much material can be milked from the tiny seeds of six monster entries.

Alejandro Melchor

Neris opened the door to the workshop at the centre of the tower. She came in through the small door, the one intended for things her size. She walked slowly, not because she was afraid to trip in the darkness of the room, but simply because she had nothing to hurry for. She could see perfectly in any case.

'Is. He. Gone?' A mechanical, hollow voice asked. There was a lot of whirring and scraping of metal, and a human-like torso sat up, propped up by thin metallic arms. Glass eyes shone faintly in the darkened workshop.

'He is.' She reached the table, where half an automaton was looking at her. 'Are you sure you want him to have your notes?'

'Someone. Must. Continue. My. Work.'

'Yes.' Neris nodded. She looked wordlessly at the artificial shell that Master Narsell now occupied. The construct was not complete, but he had felt Death approach and had rushed the creation ritual, including enough magic to empower the spiritual hollow in the automaton's body that his soul now filled. But he had no legs.

'Kirilith. To. Me.' The master crafter spoke through vocal chords made from copper wire. A moving statue answered his call. The ponderous marble golem had a large basket strapped to its chest, which Neris had put there. 'Neris. Get. Ready. We. Leave. Tonight.'

'Yes.' The dead-eyed girl nodded once again and walked up to 'her' room. It was a cruel irony, she thought, that she could feel ridiculous at their situation. It was also cruel that she could recognize irony. She packed some clothes, taking care to hide the books she had asked for herself, and had not told her 'grandfather' that she now had in her possession. A cruel irony as well, that she understood her condition.

She took a small dagger she had stolen once from a smithy and stared at the unpolished metal. It was unfinished, just like her. She pressed the point to the skin of her wrist until it broke, and white ichors oozed out slowly from the wound.

'Heal'. She ordered, and the skin repaired itself. 'Ten years.' She said to herself, wondering at the marvel of being able to talk to herself. She longed for Kirilith's innocence, envied his cold stone heart that could not feel nor question its own existence as a thing that moved. For a decade, the living doll called Neris had served her creator, bound to his will by the blood he had poured into her making.

But he was dead now. He inhabited a metal body and only his consciousness endured. But the chain of blood was broken. Neris was free. She carried with her the books that contained the secrets of her creation and the source of Narsell's magic. She intended to run away from her former master the moment they left the city's gates. He had no legs to pursue her, and the golem was simply too slow.

She had been created with the capacity to know, and it hurt. And it hurt even more to be aware of the pain. She would seek a purpose. She would find a reason to keep referring to her own identity as 'she' instead of 'it'. She finished packing the few things she identified as precious to her. These little trinkets were her anchor, her proof that she was more than a simulacrum of life.

She wanted so much to be alive.



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CONSTRUCT PROCESS CHECKLISTS

Golems

Prerequisites Feats: Craft Magic Arms and Armour, Craft Wondrous Item.

Spells: *Geas/quest, limited wish, polymorph any object.*

Process 1. Select a material. 2. Choose the size of the golem and record the CP for a golem of its size and material. 3. Select feats and deficiencies (if any) and modify the CP accordingly. Add or subtract the CP cost of each feat to the Body Rating if appropriate. 4. Include any available special ability. 5. Multiply final CP by 25 to obtain the total XP cost. 6. Multiply XP cost and Body Rating by 50 to obtain total gold and body cost respectively. 7. Make Craft checks to build the body. 8. Enact the ritual. Make checks relevant to spellcasting. 9. It Is Alive!

Automata

Prerequisites Feats: Craft Wondrous Item.

Spells: None.

Process 1. Select a material package. 2. Choose the size of the automaton and record the CP for an automaton of its size and material package. 3. Select feats and deficiencies (if any) and modify the CP accordingly. Add or subtract the CP cost of each feat to the Body Rating if appropriate. 4. Include any available special ability. 5. Multiply final CP by 25 to obtain the total XP cost. 6. Multiply XP cost and Body Rating by 50 to obtain total gold and body cost respectively. 7. Make Craft checks to build the body. 8. Enact the ritual. Make checks relevant to spellcasting. 9. It Is Alive!

Simulacra

Prerequisites Feats: Craft Wondrous Item.

Spells: Depends on the simulacrum template.

Process 1. Select a base creature. 2. Choose size of the simulacrum and record the CP for a simulacrum of its size and base creature. 3. Choose a simulacrum template and add its CP cost to the base. 4. Select feats and deficiencies (if any) and modify the CP accordingly. Add or subtract the CP cost of each feat to the Body Rating if appropriate. 5. Select any available special ability. 6. Multiply final CP by 25 to obtain the total XP cost. 7. Multiply XP cost and Body Rating by 50 to obtain total gold and body cost respectively. 8. Make Craft checks to build the body. 9. Enact the ritual. Make checks relevant to spellcasting. 10. It Is Alive!

Construct Feats, Deficiencies and Special Abilities

Feats: Additional Special Ability Slot, Combat Expertise, Concealed Weapon Mounting, Core Feat, Defensive Manoeuvres, Extra Arm, Extra Head, Extra Miscellaneous Limb, Extra Leg, Extra Pair of Arms, Extra Pair of Legs, Fine Manipulation, Horizontal, Improved Limb Movements, Melee Weapon Proficiency, Natural Weaponry, Overbearing, Trample, Ranged Weapon Proficiency, Reinforced Armour, Stomp.

Deficiencies: Berserk, Bound, No Hands, No Arms, No Legs, One Arm, One Leg, Unarmoured, Ponderous, Vulnerability, Weak Spot.

Special Qualities: Alternate Form (Su), Suresight (Ex), Burrow (Su), Cling to Surface (Su), Chameleon Field (Su), Energy Immunity (Ex), Fast Healing (Su), Force Field (Su), Illusory Disguise (Su), Major Invocation (Su), Minor Invocation (Su), Secure Scrying (Sp), Seven-League Jump (Su), Shield Other (Sp), Skill Competence (Su), Speech (Ex), Spell Effect (Sp), Spell Trigger (Su), Vessel (Sp).

Special Attacks: Breath Weapon (Su), Concussive Strike (Su), Electrical Fist (Sp), Energy Blades (Su), Unavoidable (Su), Lightning Storm (Su), Self-Destruct (Su), Spell Effect (Sp), Spell Storing (Sp), Unerring Missile (Sp).

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ENCYCLOPEDIA
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CONSTRUCTS

IT IS ALIVE

The Ultimate Creation

Golems wait silently in dungeon corridors, ready to apprehend unwary adventurers who dare defile their former master's sanctum. Shield guardians follow their owners faithfully, interposing themselves between the holder of their amulet and anything that would bring him harm. Homunculi fly forth, powered by their creator's lifeblood into a grotesque mockery of life. All of these are constructs, artificial life forms brought into the world by rituals long secreted away in the corners of occult libraries, in the ruins of mighty magical empires and the personal notes of spellcasters with the curiosity to explore this field of arcane lore.

Inside You Will Find:

Constructs – An Overview: An in-depth look at the crafting of constructs and the differences between golems, automatons and simulacra.

The Drawing Board: Full rules for building your very own construct!

The Artisan's Craft: Details and costs of building a construct of any size, from the Adamantine Golem to the Clockwork Automaton.

Building a Better Construct: The mere building of a construct is by no means the limit of this field of arcane wizardry. Constructs can be refined and improved, making them utterly lethal to the wizard's enemies.

Construct Abilities: A full listing of all the special abilities and feats that can be incorporated into a constructs design.

Maintenance: Even the hardest construct may suffer serious damage. Learn how to repair your new creation quickly and easily!

Help for Games Masters: Constructs are by no means the province of players only. A full discussion for Games Masters is included, showing how to cope with constructs in a campaign and use them against the players.

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