



# 15 PLAYER Paraphernalia



**SHOREL'S AUTOMATION MANUAL  
(TINY AND SMALL CONSTRUCTS)**

**#16**



# PLAYER PARAPHERNALIA #16

## By the Knotty-Works

Welcome to the sixteenth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces some pre-generated animated objects for use with the Animated Objects or other quick construct spells.

Animated Minions of the non-undead variety can be very useful to an adventuring wizard or cleric. Unlike Summoned Monsters or animated undead, animated constructs offer the spell caster the ability to tailor the constructs based on the need at hand based on the use of construction points. **Paizo's Pathfinder Bestiary** offers several construction points to start out, with **Ultimate Magic** expanding the list to make such temporary constructs very useful and the Pathfinder Adventure Path #43: **Haunting of Harrowstone** also rounds out the list with options including additional attacks and additional types of movement. In addition, the **Advancing with Class: The Wizard** produced by **The Knotty-Works** offers several additional options to expand the usefulness of temporary constructed minions and **Deep Magic** by **Kobold Press** also has several new options for building effective allies.

**Construction Points** are generally granted by the size of the animated object. In addition, **Advancing with Class: The Wizard** offers a few options for expanding the number of construction points available to your new friend(s). Although **Animate Objects** is limited to the Cleric path, there are two variants of the **Animist** archetype for wizards that does grant an arcane caster access to the spell, one is found in **Advancing with Class: The Wizard** supplement while the other can be found in **Kobold Press' Deep Magic**. Additional spells can be found in both products that are available to wizards and

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sorcerers that grant other spells that can be used to animate mundane objects.

### General Notes on Animated Objects

The general descriptions given in the Pathfinder Bestiary refer individual objects for the samples. However, those that specialize in the art of object animation understand that almost anything at hand can be used to cobble together a friend for times of need. The following animated constructs can be created with the **Animate Objects** spell (or other appropriate spells from third party sources). Sure, a chair makes an effective small ally, but a whole dining room set could easily be combined to make a large ally instead. The following examples include a conglomerate collection of items and a few options based on the number of construction points used.

## Tiny Automatons

### Chef's Companion

animated object (tiny)  
N Tiny **construct**  
Init +2; Senses darkvision 60, low-light vision; Perception -5

### DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)  
hp 5 (1d10)  
Fort +0, Ref +2, Will -5  
Defensive Abilities **hardness** 5 Immune **Construct Traits**

### OFFENSE

Speed 15 ft.  
Melee slashing knife +1 (1d2-2/19-20)

### STATISTICS

Str 6, Dex 14, Con -, Int -, Wis 1, Cha 1  
Base Atk +1 CMB +1 CMD 9  
SQ None

Composed of kitchen knives for arms and legs and a iron pot or pan for the main body, the chef's companion

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can make mincemeat of other small or tiny targets quite easily and can even be used to harass medium sized creatures with some effectiveness. (1 CP; slashing attack)

## Additional Builds

### Scullery's Aid

This construct's body is made from scullery's broom and dust pan, as a result it is vulnerable to fire but the knives used for arms are a little beefier and it causes 1d4 -2 points of slashing damage. (2 CP, CR 1, 1 Flaw; Brittle, Improved Attack)

### Slicer Dicer

Constructed with large cleavers for arms, the Slicer Dicer may attack twice per round causing 1d4-2 points of damage with each cleaver. (5 CP, CR 2; Additional Attack, 2 Slashing Attacks, 2 Improved Attacks)

### Chop-O-matic

This tiny construct consists of several small knives that arrange themselves around the circular body of the pan and then the whole object spins very rapidly. The spinning allows it to fly with a speed of 25 ft and a clumsy maneuverability. It only makes one attack per round but the damage is more substantial for 1d6 -2 points of damage. (4 CP, CR 2; Additional Movement (Fly), Faster, Improved Attack (x2))

### Fractured Doll

animated object (tiny) CR 1/2 XP 200

N Tiny construct

Init +2; Senses darkvision 60, low-light vision; Perception -5

#### DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)  
hp 5 (1d10)

Fort +0, Ref +2, Will -5

Defensive Abilities Unnerving Appearance Immune Construct Traits

#### OFFENSE

Speed 15 ft.

Melee slam +2 (1d2-1)

#### STATISTICS

Str 8, Dex 14, Con -, Int -, Wis 1, Cha 1

Base Atk +1 CMB +1 CMD 9

SQ None

Created from discarded ceramic and wooden childhood dolls, these small constructs come in a



variety of shapes and sizes though the dolls are typically female. Most are battered and beaten and as a result seem to have an unnerving effect against those that recognize the dolls for what they are. They are generally stronger than they look and a small army of these constructs can terrorize a village or small town causing nightmares in both adults and children for months after. (1 CP, 1 Flaw; Composite Materials, Enhanced Strength, Unnerving Appearance)

## Additional Builds

### Biting Betsy

This homely looking doll has an exaggerated mouth that is full of sharp metallic teeth. As a result she has a bite attack for 1d3 -1 points of damage and both its slam and bite attack are considered magical for purposes of damage reduction. (3 CP, 1 Flaw CR 1; Additional Natural Attack, Composite Materials, Enhanced Attack, Enhanced Strength, Unnerving Appearance)



## De-la-Muerte Doll

These dolls were generally created to emulate the features of a recently departed. These tiny objects are said to be haunted by the souls of those the doll emulates. As a result they emit a fear aura within 10 ft requiring any living creature to make a Will save or become frightened for 1d4 rounds (DC 10), even if the save is successful the creature is shaken for 1 round. This is a fear effect and those immune to fear are immune to this effect.

The doll also suffers damage as an undead if positive energy is channeled to damage undead. These dolls are not as strong as the normal fractured doll and its slam attack only has a +1 attack bonus and the damage is 1d2-2. (1 CP, 2 Flaws; Composite Materials, Fear Aura, Haunted)

## Charming Charles

This is a male doll with blood red hair and generally outlandish apparel. For some reason these dolls seem to end up with butcher knives when animated and seem to have a will of their own. As a result they have an Intelligence and Wisdom of 5 and seem to have chaotic and evil tendencies regardless of the creator's alignment. They attack with a slashing knife that causes 1d4-1 points of damage with a crit range of 19-20 and a +3 attack bonus. They also have 2d10 hit points (10 hit points) and Fast Healing at a rate equal to the creator's appropriate modifier – Wisdom or Intelligence). (9 CP, 1 Flaw, CR 4; Artificial Awareness, Composite Materials, Enhanced Strength, Fast Healing, Improved Attack, Improved Construction, Slashing Attack)

## Grinning Skull

animated object (tiny) CR 1 XP 400  
N Tiny [construct](#)  
Init +2; Senses [darkvision](#) 60, [low-light vision](#); Perception -5

### DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)  
hp 5 (1d10)  
Fort +0, Ref +2, Will -5  
Defensive Abilities [hardness](#) 5 Immune [Unnerving Appearance](#) [Construct Traits](#)

### OFFENSE

Speed 15 ft. fly, clumsy maneuverability  
Melee Bash +1 (1d2-2)  
Bite +1 (1d2-2)

## STATISTICS

Str 6, Dex 14, Con -, Int -, Wis 1, Cha 1  
Base Atk +1 CMB +1 CMD 9  
SQ None

Medium humanoid skulls are a favorite for those that like this construct, though skulls from other medium or small creatures may be used just as effectively. The skull slowly flies around with clumsy maneuverability and attempts to bash or bite opponents. Living opponents with animal Intelligence or greater are generally unnerved by these automatons and many mistake them for undead creatures, though a successful Knowledge (arcane or religion) check with a DC of 10 will let the observer realize that the skull is just an animated object. (3 CP; Additional Movement [Flight], Additional Natural Attack, Unnerving Appearance)

## Additional Builds

### Flaming Skull

This grinning skull has a flaming aura that causes an extra 1d6 points of fire damage with its slam or bite attack. The fire weakens the skull and it loses the hardness 5 and it is vulnerable to cold. (3 CP, 2 flaws; Additional Movement [Flight], Additional Natural Attack, Brittle, Burn, Composite Construction, Unnerving Appearance)

### Laughing Skull

This skull is inhabited by an evil spirit and is considered undead in regards to positive energy channeling and undead detection. The skull actually causes fear in living creatures, requiring anyone within 10 feet to make a Will save (fear affect, DC 10) or become frightened for 1d4 rounds. If the opponent makes a successful saving throw, he is still shaken for 1 round. The laughing skull also has damage reduction 5/magic. (5 CP, 1 Flaw, CR 2; Additional Movement [Flight], Additional Natural Attack, Damage Reduction, Fear Aura, Haunted)

### Strangling Scarf

animated object (tiny) CR 1 XP 400  
N Tiny [construct](#)  
Init +2; Senses [darkvision](#) 60, [low-light vision](#); Perception -5

### DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)  
hp 5 (1d10)  
Fort +0, Ref +2, Will -5



Defensive Abilities Immune Construct Traits

#### OFFENSE

Speed 15 ft.

Melee slam (1d2-2) or Strangle

Special Attacks Grab, Strangle

#### STATISTICS

Str 6, Dex 14, Con -, Int -, Wis 1, Cha 1

Base Atk +1 CMB +1 CMD 9

SQ +8 to Stealth checks and can hide in plain sight

Composed of cloth, the strangling scarf attempts to make its way to the target's neck where it can proceed to cut off the victim's air supply. (2 CP, CR 1, 1 Flaw; Cloth, Grab, Inconspicuous, Strangle)

## Small Automatons

### Makeshift Swordsman

animated object (small)

CR 2      XP 800

N Small construct

Init +2; Senses darkvision 60, low-light vision; Perception -5

#### DEFENSE

AC 18, touch 12, flat-footed 16 (+1 Dex, +6 natural, +1 size)  
hp 21 (2d10 +10)

Fort +0, Ref +1, Will -5

Defensive Abilities hardness 10 Immune Construct Traits

#### OFFENSE

Speed 20 ft.

Melee slashing short sword +3 (1d3/19-20)

#### STATISTICS

Str 10, Dex 12, Con -, Int -, Wis 1, Cha 1

Base Atk +2 CMB +1 CMD 12

SQ None

The makeshift swordsman is the animation of two or three one handed sword and a light or heavy steel shield. It is composed primarily of metal but tends to be a bit slow. As a result it is considered staggered and may only make one action a round (either move or standard). (2 CP, 1 flaw; Metal, Cluncky, Slashing Attack)

## Alternate Builds

### Makeshift Axeman

Constructed of a light or heavy metal shield and three or four hand or throwing axes. This construct is just as slow as the swordsman but its critical threat on a natural 20 may cause 3 times the normal damage with a confirmed critical hit. (2 CP, 1 flaw, CR 2; Metal, Cluncky, Slashing Attack)

### Makeshift Crossbowman

This small construct is composed of a light crossbow, bolts, and two or more medium sized light or one handed weapons. The crossbowman can fire one bolt a round and automatically reloads itself as a swift action which does not count towards its limited number of actions per round. The bolts fired only have a range of 20 feet and causes 1d6 points of damage and has a critical threat range of 19 to 20. (3 CP, 1 flaw, CR 3; Augmented Critical, Cluncky, Ranged Attack, Improved Attack)

## New Construction Options

*Inconspicuous (Ex, 1 CP):* This can only be applied to small or smaller animated objects. It grants a +8 bonus to stealth checks when attempting to make a surprise attack and the object may attempt to hide even while being observed.

*Improved Construction (Ex, 1CP):* This construction can only be applied once and grants one additional d10 Hit Die. This will not impact the object's size but it will grant a +1 to the object's base attack bonus.

*Unnerving Appearance (Su, 1 CP):* Any living creature with an Intelligence of 3 or higher must make a Will save or suffer a -2 penalty on attack rolls, saving throws, or skill checks but only in regards with interactions with the construct. The Will save DC is  $10 + \frac{1}{2}$  the construct's Hit Dice.



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