

FOUR HORSEMEN PRESENT

ABSTRACTION MYTHIC TEMPLATE

Abstraction golems bring ephemeral and intangible concepts to life in the physical body of a construct. A union of planar ideology and material reality, abstraction golems champion the natural laws of creation and civilization. In mechanical terms, the rules below expand the role of constructs into the mythic realm, where these magnificent metaphysical creatures serve a concept higher than themselves or their creators.



Mythic crafters create an abstraction golem by taking the spirit of an inevitable and tying it to a golem body in place of an elemental spirit. The process frees the will of the inevitable to exist outside of the harsh confines of pure order, and instead focuses its being into a direction chosen by its creator.

A rogue group of axiomite mathematicians shared the secrets of the inevitables with archmages in a bygone era, creating the first abstraction golems. The rest of their kind saw this as heresy and the abstraction golems as abominations. The inevitables waged a crusade to wipe out the abstraction golems, their makers, and the secret behind their creation. While many perished, some survived to the modern age. It is possible that modern mythic crafters can resurrect the lost art if they wish to risk the ire of the inevitables.

The concept of abstraction golems was first introduced in *Monster Menagerie: Construct Companion* which includes full mythic templates for the artifice, death, love, madness, space, and time abstractions. Rules for creating your own abstraction golem mythic templates are reprinted below. In addition, six new abstraction golems templates are included, covering concepts such as fate, hatred, knowledge, life, magic, and war!

EXPANDED UTILITY

While the background and concepts championed by abstraction golems go hand-in-hand with golems in general, there is no reason the template cannot be applied to any construct, or any creature for that matter! Perhaps an ordinary construct becomes the chosen avatar of a god, imbuing them with an aspect of a domain. Maybe a non-construct creature becomes possessed by an abstract spirit, gaining sapience and motivation to champion the concept. With minor tweaks to the templates, you can make hatred abstraction humanoid clerics, war abstraction skeletal champions, or life abstraction homunculi.

See the *Idolator* in [Monster Menagerie: Construct Companion](#).

ABSTRACTION GOLEMS EXPANDED

When applying an abstraction mythic template to a non-golem creature, simply remove the immunity to magic prerequisite, and the modification to the immunity to magic mentioned in the template entry. If the creature is a non-golem construct, the additional crafting requirements remain the same. If the creature is a non-construct creature, then the abstraction mythic template requires GM approval, and should be implemented through some suitably epic circumstance.

Mythic rules are not for every GM or game, and so rules for creating non-mythic abstraction templates are provided for free on the Four Horsemen Blog, hosted by D20PFSRD.

CREATING AN ABSTRACTION GOLEM

Abstraction golem is a mythic creature template that can be added to any non-mythic construct with the magic immunity special ability (golem). The abstraction golem template must be added to the golem during its creation, similar to the shield guardian template. An abstraction golem may not also be a shield guardian.

Abstraction golems have all of the same statistics as the base golem, but with the following additional special qualities. After their creation, abstraction golems may continue to advance in class levels and mythic rank.

Mythic Rank: The golem gains the mythic subtype and a mythic rank equal to $\frac{1}{2}$ its original CR.

Mythic Subtype: The golem gains the mythic subtype (see *Pathfinder Roleplaying Game: Mythic Adventures*), which includes a bonus to natural armor equal to its mythic rank, 10 bonus hit points per mythic rank, the epic quality added to its damage reduction, the mythic power and surge universal monster abilities, ability bonuses, and mythic feats. Additional mythic abilities are detailed below.

Challenge Rating: Same as the base golem + $\frac{1}{2}$ its Mythic Rank.

Abilities: The golem gains an average Intelligence score (10) and a Charisma score that is average (10) or the minimum required in order to cast any spell-like abilities the golem may possess. These ability scores may vary between individual abstraction golems.

Class Skills: The golem gains two skills as class skills.

Mythic Abilities: The golem gains the following mythic abilities depending on their mythic rank:

Immunity to Magic: All abstraction golem's gain exceptions to their immunity to magic special ability. These exceptions should in general be both a potential boon and weakness.

Path Ability: An abstraction golem of mythic rank 1+ gains one 1st-tier path ability from any mythic path, or universal path ability list.

Spell-like Abilities: An abstraction golem of mythic rank 2+ gains a number of spell-like abilities. Its caster level is either the base CR of the golem or the minimum required to cast its highest spell-like ability.

Constant—Any one sensory or detection spell of 3rd level or lower. The spell affects the golem regardless of magic immunity.

At will—Any three spells of 3rd level or lower

3/day—Any two spells of 6th level or lower

Mythic Magic: An abstraction golem of mythic rank 3+ gains the mythic magic universal monster ability (*Mythic Adventures* page 227). They additionally gain a spell-like ability of 8th level or lower, usable 1/day.

Additional Mythic Abilities: An abstraction golem of mythic rank 4 or higher gains an additional unique mythic ability and gains further mythic abilities for possessing a higher mythic rank. Examples are included under each example abstraction golem template shown below.

CONSTRUCTION REQUIREMENTS

(In addition to any prerequisites required for the base golem)

Spells: *lesser planar ally* or *greater planar ally*

Materials: Creating an Abstraction Golem costs an additional 50,000 gp in special materials.

Craft Skill: The Craft check DC required to create an Abstraction Golem body is equal to the base golem plus its mythic rank.

Mythic Feat: Mythic Crafter.

Mythic Tier: The creator must have a mythic rank or tier equal to or greater than the golem to be created.

FOUR HORSEMEN PRESENT

NEW ABSTRACTION TEMPLATES

FATE

Abstraction golems of fate are always carefree, haphazard, and roughshod in appearance. Whether by the design of their maker or hard-living, wear and tear is inevitable. These golems tend to concern themselves with anything that takes their fancy from moment to moment. They take as much interest in the rise and fall of nations as they do the movements of a single leaf on the wind.



Class Skills A fate abstraction gains the Perception and Sleight of Hand skills as class skills.

Immunity to Magic (Su): In addition to the base golem's magical immunity special rules, fate golems may be affected by any spell that affects the re-rolling of dice, such as *borrow fortune*^{APG} or *ill omen*^{APG}, or any spell that curses the golem.

Assured Skill (Ex): A fate abstraction of mythic rank 1+ gains the trickster path ability of the same name (*Pathfinder Roleplaying Game: Mythic Adventures*).

Spell-like Abilities: A fate abstraction of mythic rank 2+ gains the following spell-like abilities:

Constant—*see invisibility*

At will—*borrow fortune, heroism, ill omen*^{APG}

3/day—*bestow curse, greater heroism*

Mythic Magic (Su): A fate abstraction of mythic rank 3+ gains the mythic magic universal monster ability and *moment of prescience* as a spell-like ability usable 1/day.

Additional Mythic Abilities: A fate abstraction of mythic rank 4 may select an ability from the list below and gains an additional ability for every 2 ranks thereafter. At mythic rank 10, a fate abstraction possesses all of the following abilities:

Destiny's Focus (Ex): While the fate abstraction enjoys the benefits of great luck, it is also the pawn of destiny. It can enact great change in the world, but without any nuanced control over what that change might be. Once per week the fate abstraction may expend one use of mythic power to cast a *mythic wish* spell. The fate abstraction can only describe in vague terms what it wants the goals of the *mythic wish* to be, such as "save me" or "hurt him". The fate abstraction can cast the augmented version of *mythic wish* by expending three uses of mythic power.

Doom (Su): The abstraction of fate can doom a single creature within 60 feet once per day as a standard action, causing the entire universe to conspire against it. The creature receives a Will save (DC 10 + ½ the fate abstraction's HD + the abstraction's Charisma modifier) to negate the effect. The creature takes a –1 penalty to ability checks, attacks, saves, and skill checks. Each day thereafter the creature must succeed on a Will save or another –1 penalty accumulates, up to a maximum penalty equal to the

ABSTRACTION GOLEMS EXPANDED

abstraction's mythic rank. The fate abstraction may use this ability more than once per day, but must expend a use of mythic power for each use after the first. The fate abstraction may remove this effect at any time as a free action, but it can otherwise only be removed by a mythic-equivalent of the *remove curse* spell or similar effects.

Fate's Freedom (Su): It is nearly impossible to tie down or control a fate abstraction. They cannot be forced, only encouraged or manipulated. The fate abstraction is treated as being under a constant *freedom of movement* effect (as the spell). The fate abstraction can expend a use of mythic power to switch between the Ethereal Plane and the Material Plane (as the *ethereal jaunt* spell) as a swift action.

Luck's Ease (Ex): Abstractions of fate always make everything they do look easy. The fate abstraction may always take a 10 on any ability or skill check, even those that do not normally allow taking a 10 or 20. The abstraction may expend a use of mythic power to instead take a 20.

HATRED

Abstraction golems of hatred are always composed of harsh lines and sharp edges. They often have bloodstains covering them from a variety of sources, old and new. Hatred abstractions care only for the propagation and encouragement of the emotion that fuels them, but hatred might be turned to noble purposes. They care little where the dark passions might take a creature, only that focused rage be born and nurtured.

Class Skills Hatred abstractions gain Intimidate and Sense Motive as class skills.

Immunity to Magic (Su): Hatred abstraction golems are affected normally by any spell with the emotion or mind-affecting descriptor.

Flash of Rage (Ex): A hatred abstraction of mythic rank 1+ gains the champion path ability of the same name (*Pathfinder Roleplaying Game: Mythic Adventures*).

Spell-like Abilities: A hatred abstraction of mythic rank 2+ gains the following spell-like abilities:

Constant—*detect thoughts*

At will—*malicious spite*^{UM}, *murderous command*^{UM}, *rage*

3/day—*utter contempt*^{UM}, *vengeful outrage*^{UM}

Mythic Magic (Su): A hatred abstraction of mythic rank 3+ gains the mythic magic universal monster ability and *symbol of insanity* as a spell-like ability usable 1/day.

Additional Mythic Abilities: A hatred abstraction of mythic rank 4 may select an ability from the list below and gains an additional ability for every 2 ranks thereafter. At mythic rank 10, a hatred abstraction possesses all of the following abilities:

Angered Aura (Su): The hatred abstraction is surrounded by a constant aura of *rage* (as the spell), except that it affects unwilling creatures in addition to willing creatures. Unwilling creatures are permitted a Will save (DC 10 + ½ the hatred abstraction's HD + abstraction's Charisma modifier) to negate the effect. On a successful save, the creature cannot be affected by the same hatred abstraction's angered aura for 24 hours. The hatred abstraction can cease or resume this aura as a free action. The hatred abstraction can expend a use of mythic power to increase the bonuses from the *rage* spell to +4 to Strength and Constitution for a number of rounds equal to the abstraction's mythic rank.

Focused Hatred (Su): Once per day, the hatred abstraction can focus its hate on one specific foe. As a swift action, the abstraction chooses one target within sight. The hatred abstraction adds its Charisma bonus (if any) to its attack rolls and its Hit Die to all damage rolls made against the target. The hatred abstraction may expend one use of mythic power to use this ability an additional time per day, or to increase the bonus to damage on the first successful attack against the target to 2 points of damage per Hit Die. This effect remains until the target of the focused hatred is dead or the next time the hatred abstraction uses this ability.

Titan's Rage (Su): As the champion path ability of the same name (*Pathfinder Roleplaying Game: Mythic Adventures*).

True Hatred (Ex): The hatred abstraction selects one creature type. The abstraction gains a bonus on all attack and damage rolls against that creature type equal to its mythic rank. This ability counts as a ranger's favored enemy ability for any prerequisites. This ability may be taken multiple times, each time applying to a new creature type. The hatred abstraction may bestow this bonus on a willing ally for one round per mythic rank as a standard action by expending one use of mythic power.

FOUR HORSEMEN PRESENT

KNOWLEDGE

Knowledge abstraction golems always make use of their own body as methods of writing and recording — whether by tattoo or stone carving. They cover their form with sacred knowledge, and in the process share it with everyone. Abstractions of knowledge believe not only in the collection and preservation of information, but also its free distribution. They care greatly about education, and fight passionately against ignorance.

Class Skills The knowledge abstraction gains any two Knowledge skills as class skills.

Immunity to Magic (Su): Any divination spell or spell-like ability can penetrate the knowledge abstraction golem's magic immunity.

Flash of Omniscience (Ex): A knowledge abstraction of mythic rank 1+ gains the archmage path ability of the same name (*Pathfinder Roleplaying Game: Mythic Adventures*).

Spell-like Abilities: A knowledge abstraction of mythic rank 2+ gains the following spell-like abilities:

Constant—*comprehend languages*

At will—*arcane sight, fox's cunning, locate object*

3/day—*legend lore, locate creature*

Mythic Magic (Su): A knowledge abstraction of mythic rank 3+ gains the mythic magic universal monster ability and *vision* as a spell-like ability usable 1/day.

Additional Mythic Abilities: A knowledge abstraction of mythic rank 4 may select an ability from the list below and gains an additional ability for every 2 ranks thereafter. At mythic rank 10, a knowledge abstraction possesses all of the following abilities:

Class Mimic (Su): A knowledge abstraction gains the trickster path ability of the same name (*Pathfinder Roleplaying Game: Mythic Adventures*) with a mythic tier equal to its mythic rank.

Education (Su): A knowledge abstraction can bestow a blessing of understanding and enlightenment upon a single willing creature touched. The creature gains a bonus on a single Knowledge skill check equal to the abstraction's mythic rank and treats the skill as a trained class skill. The abstraction must possess the skill as a class skill to bestow it as a blessing. This bonus persists for 1 day per mythic rank. The abstraction can only bestow this blessing on a maximum number of creatures equal to its mythic rank at one time.

Know the Enemy (Ex): A knowledge abstraction that succeeds on a Knowledge skill check to identify monsters and their special powers or abilities (typically DC 10 + the monster's CR) can expend one

use of mythic power to gain a precision bonus on all damage rolls against the creature equal to its mythic rank. This precision bonus to damage is permanent against the specific monster. The abstraction must retest when faced with variants of the monster or versions of the monster with templates applied.

New Insight (Ex): A knowledge abstraction can attempt to retry any failed Knowledge check as a full-round action by expending one use of mythic power. If the knowledge abstraction attempts an untrained Knowledge check, it may expend a use of mythic power to act as if it had access to an extensive library. This increases the required time to 1d4 hours, but gives a bonus on the check equal to the abstraction's mythic rank.

LIFE

Life abstraction golems appear far closer to living creatures than constructs, or else incorporate life into their construction. They might be covered in growing ivy, or have living trees sprouting from their form. Others might be so perfectly crafted that they appear mortal. Life abstractions focus on the promotion, spread, and protection of life. They might champion plants, humanoids, or all life in general, but usually grow angry at rampant death or disregard for the sanctity of life. They loathe the undead, and actively work to destroy them whenever possible. Many life abstractions secretly yearn to become true living creatures themselves, though they know that such a wish is forever beyond them.

Class Skills Life abstractions gain Heal and Knowledge (nature) as class skills.

Immunity to Magic (Su): Life abstraction golems are affected by positive and negative energy as if they were living creatures. Positive energy that heals and negative energy that harms is only half as effective as normal against the life abstraction golems.

Plantbringer (Su): A life abstraction of mythic rank 1+ gains the archmage path ability of the same name (*Pathfinder Roleplaying Game: Mythic Adventures*).

Spell-like Abilities: A life abstraction of mythic rank 2+ gains the following spell-like abilities:

Constant—*deathwatch*

At will—*cure serious wounds, gentle repose, lesser restoration*

3/day—*breath of life, mass cure light wounds*

Mythic Magic (Su): A life abstraction of mythic rank 3+ gains the mythic magic universal monster ability and *resurrection* as a spell-like ability usable 1/day.

ABSTRACTION GOLEMS EXPANDED

Additional Mythic Abilities: A life abstraction of mythic rank 4 may select an ability from the list below and gains an additional ability for every 2 ranks thereafter. At mythic rank 10, a life abstraction possesses all of the following abilities:

Aura of Life (Su): The life abstraction is surrounded by an aura that heals all life and prevents death. Any creature within 30 feet of the abstraction gains regeneration 1 or adds 1 to any natural regeneration they possess. This regeneration ceases functioning for 1 round if the life abstraction or regenerating creature takes damage from negative energy or a death effect. The life abstraction may expend one use of mythic power to increase the regeneration from this ability to its mythic rank for a number of rounds equal to its mythic rank.

Bestow Life (Su): A life abstraction can breathe awareness into immobile plants, birthing new plant creatures in the process. The abstraction can awaken and animate plantlife once per day as a full round action. This acts as the *animate plants* spell, except it is an instantaneous effect. Any plant animated in this manner is automatically affected by an *awaken* spell effect. The life abstraction can expend one use of mythic power to cast the mythic version of *animate plants*.

Deny Death (Su): Once per year the life abstraction golem can return any creature to life as a full round action by expending three uses of mythic power. This acts as the *true resurrection* spell, except there is no limit on how long the creature has been dead, and the life abstraction can even return creatures who died from old age to life. Creatures resurrected are returned to the prime of life (adulthood age category). This ability can even return creatures to life whose souls have been destroyed, and normally require a *wish*, *miracle*, or mythic effect to resurrect. The life abstraction can use this ability an additional time in a year, but only by sacrificing itself. Using deny death a second time cause the abstraction to be completely destroyed. It cannot be returned to a functioning state by any spell short of a *mythic wish* or *mythic miracle*.

Spark of Life (Su): The life abstraction gains regeneration equal to its mythic rank, even if the abstraction lacks a Constitution score. This regeneration ceases functioning

for 1 round if the life abstraction takes damage from negative energy. A construct with this ability looks like a living creature, and observers must succeed at a Perception or Knowledge (arcana) skill check with a difficulty equal to 20 + the abstraction's mythic rank to see its true nature.

MAGIC

Magic abstraction golems bear runes, sigils, and words of power etched into every inch of their frame. Some are even surrounded by auras of magic, with symbols manifesting and disappearing spontaneously. Abstraction golems of magic study the source and nature of magic itself with single-minded focus. They seek to quantify and dissect the underlying nature of spells, and in the process often achieve mastery only dreamt of by mortal casters.

Class Skills Magic abstractions gain Knowledge (arcana) and Spellcraft as class skills.



FOUR HORSEMEN PRESENT

Immunity to Magic (Su): Magic abstraction golems are affected normally by any spell they fail to identify with a Spellcraft check. The golems claim this is an instinctive response, born from the desire to experience what they don't understand.

Competent Caster (Ex): A magic abstraction of mythic rank 1+ gains the archmage path ability of the same name (*Pathfinder Roleplaying Game: Mythic Adventures*).

Spell-like Abilities: A magic abstraction of mythic rank 2+ gains the following spell-like abilities:

Constant—*arcane sight*

At will—*dispel magic*, *memorize page*^{ACG}, *secret page*

3/day—*greater dispel magic*, *true seeing*

Mythic Magic (Su): A magic abstraction of mythic rank 3+ gains the mythic magic universal monster ability and *limited wish* as a spell-like ability usable 1/day.

Additional Mythic Abilities: A magic abstraction of mythic rank 4 may select an ability from the list below and gains an additional ability for every 2 ranks thereafter. At mythic rank 10, a magic abstraction possesses all of the following abilities:

Denial (Sp): The magic abstraction can counterspell with its *dispel magic* or *greater dispel magic* spell-like abilities as an immediate action.

Learn Spell (Su): The magic abstraction can temporarily cast any spell it sees and identifies with the Spellcraft skill as it is cast, by expending one use of mythic power. It gains the identified spell as a spell-like ability usable once per day. The magic abstraction loses the temporary spell-like ability after 24 hours pass. This ability does not apply to any spells cast by the magic abstraction.

Spells: The magic abstraction prepares and casts spells as a wizard with a level equal to its challenge rating. It gains a spellbook that it must use to prepare spells as a wizard. The abstraction can add new spells to its spellbook as a wizard, but gains no other wizard class abilities.

Symbology (Su): The magic abstraction can cast any symbol spell (such as *symbol of death* or *symbol of sleep*) as a spell-like ability. Casting a symbol spell in this manner requires 10 minutes, and the abstraction must expend a number of uses of mythic power equal to ½ the spell level of the symbol (round up).

WAR

War abstraction golems are bulky, intimidating, and covered in weaponry. Some are deceptively sleek and simple in design, but all focus on battle with the same intensity. War abstraction golems see all things in the world through a tactical filter. A casual social interaction is approached with the same eye for advantage as the movement of armies on a field. While the abstractions

yearn for the next great war, only a rare few actually cause fighting to break out or negotiations to devolve. Most war abstractions are by necessity patient, they know the next battle is inevitable.

Class Skills War abstractions gain Diplomacy and Profession (soldier) as class skills.

Immunity to Magic (Su): A war abstraction golem can lower its magic immunity for 1 round as an immediate action. Once lowered, it cannot regain magic immunity until 1 round has passed.

Tactical Genius (Su): A war abstraction of mythic rank 1+ gains the marshal path ability of the same name (*Pathfinder Roleplaying Game: Mythic Adventures*).

Spell-like Abilities: A war abstraction of mythic rank 2+ gains the following spell-like abilities:

Constant—*comprehend languages*

At will—*borrow skill*^{APG}, *coordinated effort*^{APG}, *remove fear*

3/day—*move earth*, *telepathic bond*

Mythic Magic (Su): A war abstraction of mythic rank 3+ gains the mythic magic universal monster ability and *temporary resurrection* as a spell-like ability usable 1/day.

Additional Mythic Abilities: A war abstraction of mythic rank 4 may select an ability from the list below and gains an additional ability for every 2 ranks thereafter. At mythic rank 10, a war abstraction possesses all of the following abilities:

Fight On (Su): The war abstraction gains the marshal path ability of the same name (*Pathfinder Roleplaying Game: Mythic Adventures*).

Foresight (Su): The war abstraction possesses a vague sense of all possible outcomes before it commits to an action. This acts as a constant *augury* spell, with the abstraction knowing if any action taken might lead to weal, woe, weal and woe, or nothing. This ability has no chance of failure.

Intuitive Tactics (Ex): The war abstraction counts as having every teamwork feat (regardless of prerequisites) for the purposes of granting allies bonuses. The war abstraction does not also gain the benefits of the teamwork feat unless it expends one use of mythic power as an immediate action. The war abstraction then gains those benefits for 24 hours. The war abstraction does not have to meet any prerequisites for the teamwork feat.

Outmaneuver (Su): Enemy creatures within 60 feet of the war abstraction receive no benefit from teamwork feats or spells and effects that provide a morale bonus. The war abstraction may expend one use of mythic power to increase the radius of this effect to 1-mile for a number of rounds equal to the abstraction's mythic rank.

ABSTRACTION GOLEMS EXPANDED

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FOUR HORSEMEN PRESENT

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