



MONSTER MENAGERIE

ENGINES OF DESTRUCTION



Sam Hing

FOREWORD

Welcome to *Engines of Destruction*, the third in our line of *Monster Menagerie* monster books. Each volume in this line presents a small set of monsters tied to a single theme, but spread over a range of CRs. For *Engines of Destruction*, that theme is unusual constructs. Rather than presenting a gaggle of yet more golems made out of stone or metal materials, author Sam Hing has put together an awesome set of unthinking enemies that go beyond just walking statues. We have desert destroyers, simple constructs for beginning artificers, an animate slice of the void, and even self-motivated brewing equipment.

This collection can be helpful to GMs in many different ways. Since the foes within this book range from CR 1 to CR 18, they can augment the ranks of any squad of dungeon guards, wizard-lead armies, or mad alchemist's lab with something the players (and their characters) haven't seen before. However, they can also form the frame for a whole new threat if the GM decides to base an adventure around engines of destruction. Whether you introduce the characters to a small country ruled by a tyrant that maintains order with the literally iron grip of golem enforcers, or start a campaign where magic storms can create random constructs with bolts of arcane lightning, the engines of destruction can provide an ongoing problem for a group of player characters. Augmented with golems of wood, ice, and iron, the monsters provided here can form the backbone of an entire campaign arc—if a GM chooses to employ them in such a manner.

However you choose to terrorize your players, we're hopeful you'll find something useful in our third *Monster Menagerie*. Now, ready yourself for the first course of the animate army; the stomping, clanking, and grinding is a sign that the construct killers are approaching.

Remember some monsters aren't born. They're made.

Owen K.C. Stephens
Fall 2010

CACTUS CRAWLER

A hulking green form shambles to the attack. Glasslike needles stud the vaguely man-shaped form

CACTUS GOLEM

CR 7

XP 3,200

N Large construct

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

Perception +8

DEFENSE

AC 18, touch 13, flat-footed 14 (+4 Dex, +5 natural, -1 size)

hp 85 (10d10+30)

Fort +3, **Ref** +7, **Will** +3

DR 5/adamantine; **immune** construct traits, fire, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (2d4 +4 plus needles)

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

Special Attacks desiccate, needles

STATISTICS

Str 18, **Dex** 18, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +15; **CMD** 29

ECOLOGY

Environment warm desert

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Desiccate (Su): As a swift action, a cactus crawler can have all its attacks for 1 round deal an extra 2d6 points of damage to living creatures as it dehydrates foes. In addition, the target of the attack must make a DC 15 Fortitude save or be fatigued. The extra damage dealt heals the crawler, with any hit points gained above its normal maximum becoming temporary hit points that fade at the rate of 1 hit point per hour. The cactus crawler can use this ability 4 times per day.

Needles (Ex): Wounds created by the blows of a cactus crawler are filled with hundreds of tiny clear needles. Once a target is struck by an attack, it takes 1d4 points of damage every round it does anything that requires physical movement more strenuous than a 5-foot step. A DC 20 Heal check, or any amount of magic healing, removes the needles from a target.

Magic Interaction (Ex): A cactus crawler reacts to some spells differently as noted below. Like more powerful golems, a cactus crawler is resistant to spells. Spells that allow SR cannot deal damage to a cactus crawler, though other spell affects work normally (except as noted below).

- A spell that affects only plants or deals cold damage stuns a cactus crawler for 1 round.
- A *control water* spell slows the cactus crawler for 1d4 rounds and deals 3d6 points of damage.

- A *horrid wilting* spell puts the crawler into suspended animation until it is doused in at least 30 gallons of fresh water. Treat a crawler in suspended animation as a normal cactus.

Cactus crawlers are typically created by druids or priests of the gods of nature, although sometimes the priests of dark desert gods animate them as well. They siphon the body fluids of their fallen foes, leaving dried corpses in their wake.

A cactus crawler stands 14 feet tall, and it weighs 1,000 pounds.

CONSTRUCTION

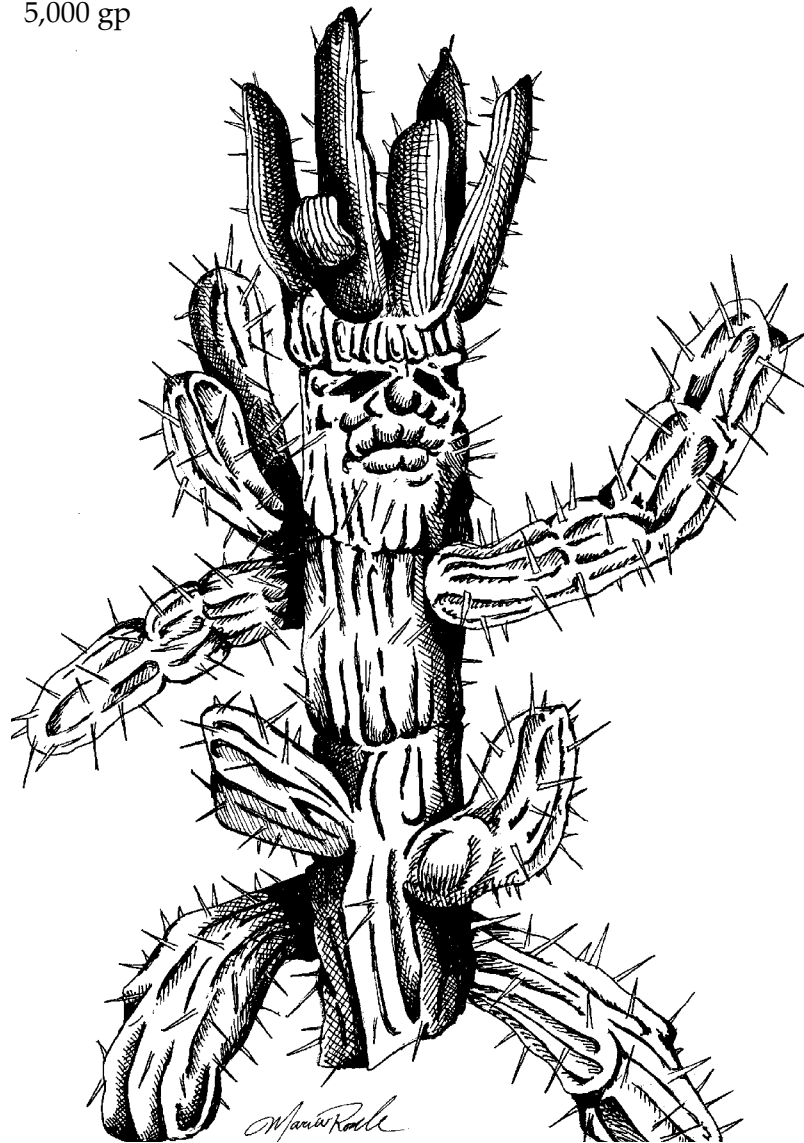
Cactus crawlers are grown from carefully tended species of cacti, and they are fed rare fertilizers mixed with pure water and blood, costing 500 gp.

CACTUS CRAWLER

CL 14th; **PRICE** 10,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate plant*, *control water*, *geas/quest*, *magic fang*, creator must be at least 14th level; **Skill** Craft (horticulture) or Knowledge (nature) DC 18; **Cost** 5,000 gp



CERAMIC SOLDIER

This small construct looks like a perfect replica of a warrior, complete with tiny glazed weapons.

CERAMIC SOLDIER

CR 1

XP 400

N Small construct

Init +3; **Senses** darkvision 60 ft; Perception +0

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural +1 size)

hp 15 (1d10+10)

Fort +0, **Ref** +3, **Will** +0

DR 5/bludgeoning; **immune** construct traits

OFFENSE

Speed 20 ft.

Melee 2 slams +2 (1d4+2)

Special Attacks shatter

STATISTICS

Str 14, **Dex** 16, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +1; **CMB** +2; **CMD** 5

ECOLOGY

Environment any

Special Qualities burst of speed, magic interaction

Organization gang (4–50)

Treasure none

SPECIAL ABILITIES

Burst of Speed (Ex): Once per day a ceramic soldier can move at five times its normal speed (100 feet) when it makes a charge.

Shatter (Ex): A ceramic soldier explodes into shrapnel when it reaches 0 hp, dealing 1d6 points of damage to all creatures within 10 feet of it, with a DC 10 Reflex save for half damage. Other ceramic soldiers automatically fail this save.

Magic Interaction (Ex): Certain spells and effects function differently against a ceramic soldier, as noted below.

- A *shatter* spell will destroy a ceramic soldier if it fails a Fortitude saving throw.
- A magical attack that deals sonic damage has a 50% chance of causing a ceramic soldier to shatter, regardless of the damage dealt.

Ceramic soldiers are simple constructs that are created in groups. The golems in any single batch are all identical, being made from the same mold. They attack as a mass, rushing at their target as a silent horde.

CONSTRUCTION

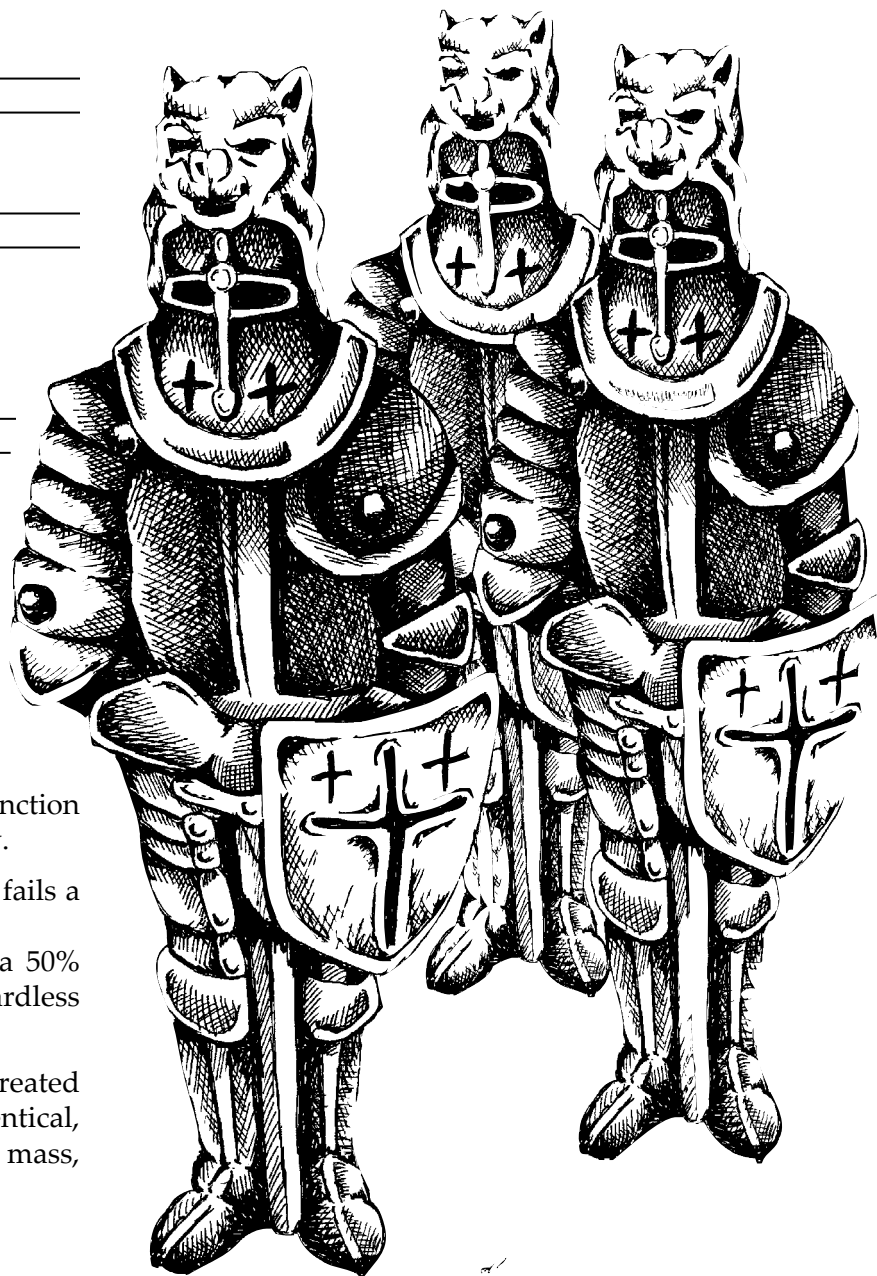
A ceramic soldier requires a mold created out of rare materials, a specially designed kiln, and rare clays mixed with herbs and oils, costing a total of 1,000 gp. The molds are rendered useless after creating 50 golems.

CERAMIC SOLDIER

CL 5th; PRICE 3,000 gp

CONSTRUCTION

Requirements Craft Construct, *haste*, *shatter*, creator must be at least 5th level; **Skill** Craft (pottery) DC 15; **Cost** 1,500 gp



GEARWORK GOLEM

A massive form made up of whirring metal gears and cogs moves to engage you. The screaming of enchanted steel assaults your ears as a spinning disk whirls with the sound of grinding metal.

GEARWORK GOLEM

CR 10

XP 9,600

N Large construct

Init —; **Senses** darkvision 60 ft; Perception +0

DEFENSE

AC 23, touch 9, flat-footed 23 (+14 natural, –1 size)

hp 107 (14d10+30)

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

DR 10/adamantine and piercing; **immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slashes +21 (2d8+8/18–20 x3)

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

Special Attacks geared defense, rending touch

STATISTICS

Str 27, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +23; **CMD** 33

ECOLOGY

Environment any land

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Geared Defense (Ex): A gearwork golem's body is driven by constantly moving cogs, gears, and razor-edged disks. Weapons that strike the golem can be torn asunder or ripped from the user's grasp. Whenever the golem is struck by a weapon, there is a 50% chance that the weapon is the target of a sunder attempt, otherwise it is the target of a disarm attempt. These are free actions on the part of the golem and do not provoke attacks of opportunity. A sundered weapon takes damage as the golem's slash attack, as does any being striking the golem with an unarmed attack or natural weapon. A creature grappling a gearwork golem takes its slash damage automatically at the start of every round.

Rending Touch (Ex): A gearwork golem deals its slash damage to any surface its body touches.

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

- A *slow* spell reduces the golem's slash damage by 1d8 for 1d4 rounds.
- A gearwork golem is affected normally by rusting attacks.
- Any magical effect that deals electricity damage instead acts as a *haste* spell on the golem for 1d4 rounds and cancels any *slow* effect on the golem.

Gearwork golems take a degree of patience to create that only a master artisan can obtain. The outer regions of the golem can suffer serious damage without affecting the golem's overall efficiency, and only attacks that strike past its outer shell are likely to deal any serious damage. The golem's body, once animated, is never at rest—even when the golem is standing still. Only the most resilient surfaces can stand up to the golem standing on or moving across them. Many of their creators find a way to suspend the golem in the air by using magic or cover the floors of their abode with modified walls of force.

Combat with a gearwork golem is chaotic, with weapons splintering to pieces, and flesh being ground by its multitude of blades.

CONSTRUCTION

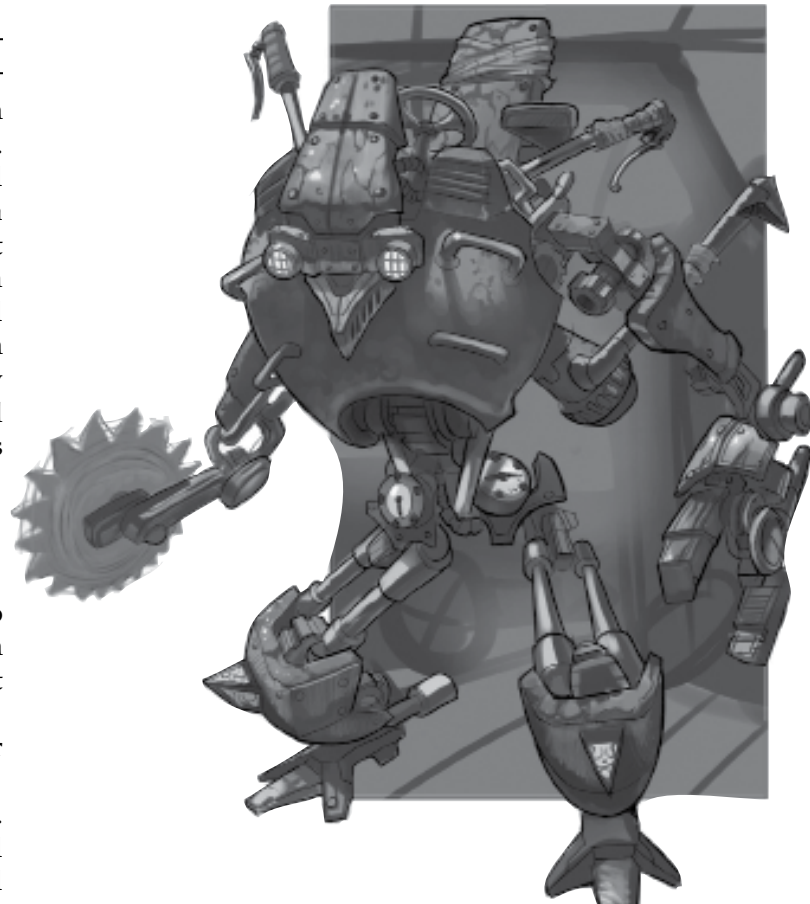
Gearwork golems must be crafted from thousands of masterwork gears of different sizes, each honed to a razor's edge. The gears cost at least 15,000 gp. They must be exactly fitted together before the construct is animated; failing the Craft check means the gears fly apart in a storm of metal, dealing 10d6 points of damage to all creatures within 20 feet.

GEARWORK GOLEM

CL 12th; PRICE 175,000 gp

CONSTRUCTION

Requirements Craft Construct, *haste*, *lightning bolt*, *limited wish*; creator must be at least 12th level; **Skill** Craft (metalworking) DC 25; **Cost** 87,500 gp



HIDE GOLEM

A pile of rudely stitched hides suddenly lashes out at you, a face forming in its creases and folds.

HIDE GOLEM

CR 5

XP 1,600

N Large construct

Init +1; **Senses** darkvision 60 ft, low-light vision; Perception +0

DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

hp 63 (6d10+30)

Fort +2, **Ref** +3, **Will** +2

DR 5/adamantine and slashing; **immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee slam +10 (1d6+7 plus grab)

Special Attacks constrict (1d6+7), envelop

STATISTICS

Str 20, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +6; **CMB** +12 (+15 to grapple); **CMD** 23

ECOLOGY

Environment any

Organization solitary or gang (2-6)

Treasure none

SPECIAL ABILITIES

Envelop (Ex): With a successful grapple combat maneuver, a hide golem can wrap itself around any target it hits that is smaller than itself. The golem can then constrict its victim as a free action every round, as well as making a normal attack at a -5 penalty to hit. It can choose to wrap around a new target; doing so frees the previous target. An enveloped target that wins a grapple check against the golem frees itself from the golem's grasp.

An enveloped target begins to suffocate (see suffocation in the *Pathfinder Roleplaying Game Core Rulebook* for more information on suffocation).

While a hide golem has a victim enveloped, the enveloped creature takes damage equal to half all the damage dealt to the hide golem. The exception to this is ranged attacks made by attackers with the *Precise Shot* feat, melee attacks made by a target that has successfully pinned the golem, and damage from spells that affect a single target and do not require an attack roll. Damage from such attacks harm only the hide golem.

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

- Any magical effect that deals cold damage will freeze the golem in place as if it was affected by a *hold person*. The golem can make a DC 15 Strength check each round to free itself, rather than make a saving throw.
- A magical attack that deals acid damage affects the golem normally and deals an extra 1d6 points of damage.
- A *mending* spell heals the golem 1 point of damage per caster level.

Hide golems are often created as the first golem a spellcaster attempts to animate. Despite their simple nature, they are surprisingly effective in combat; the muffled screams of an enveloped creature are especially unnerving to its allies.

CONSTRUCTION

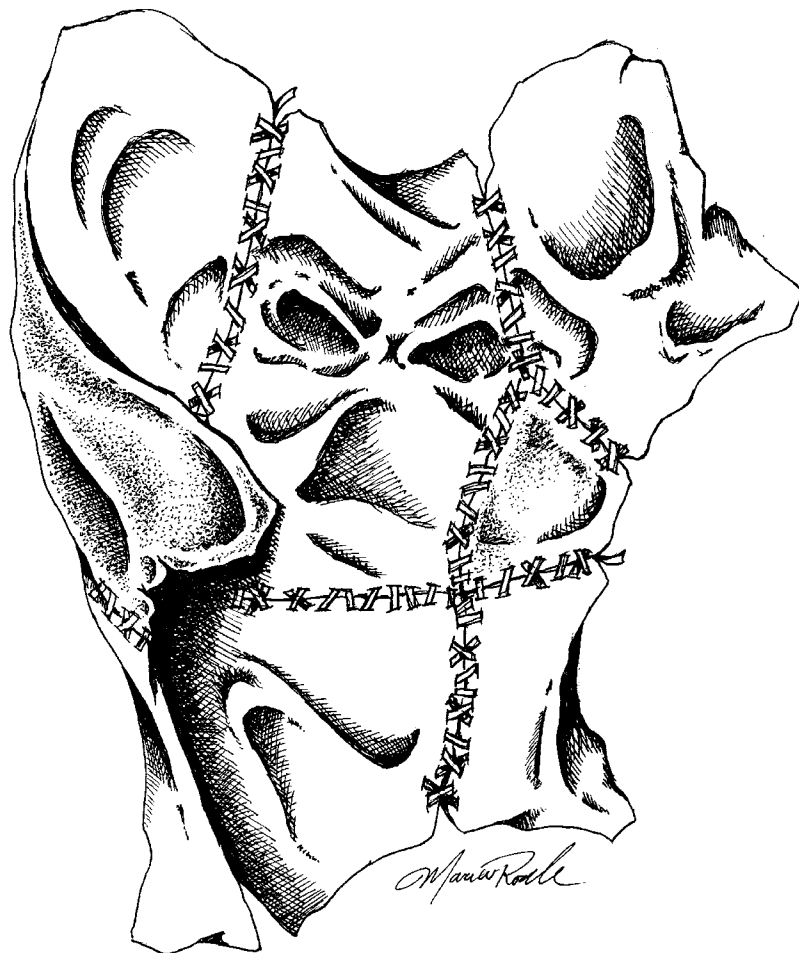
A hide golem requires at least 10 animal hides, which are then prepared in a special tanning process, costing a total of 2,000 gp.

HIDE GOLEM

CL 5th; PRICE 6,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *bull's strength*, *mending*, creator must be at least 5th level; **Skill** Craft (leatherworking) DC 15; **Cost** 3,000 gp



GOLEM VARIANTS

Like the shield guardian (see the *Bestiary*), there are other variants of the typical golem. Any true golem can be made in one of these forms, though the decision to do so must be made at the time of creation.

GOLEM, STEED

CR +1

By changing the style of a golem's construction, a spellcaster can create a powerful, unshakable mount. Steed golems serve their creator without question, but savagely attempt to destroy any other creature that attempts to ride upon it. Steed golems have the same statistics as the base golem, but with the additional special qualities outlined below.

A steed golem has a move rate 20 feet faster than a typical golem, and it has only a single attack a round. The steed golem's CR is equal to the base golem's CR +1. Note that some golems, by the nature of the materials from which they are created, are poorly suited to become steed golems.

Loyalty (Ex): A steed golem is incapable of going berserk while its creator is mounted on it. The steed golem attacks any other creature that mounts it, and it has a 5% chance per round of going berserk, as per the berserk special attack. The steed golem's creator must remount the creature to bring it under control.

A steed golem gains a +1 to its Dexterity score, and it gains two slam attacks as secondary attacks against any target behind it. Rarely a steed golem gains a bite attack as well.

Saddle (Ex): A steed golem can be constructed with a removable saddle. This decision must be made at the time of construction. If a steed golem does have a saddle, it treats any creature that places its saddle on it as its creator. This is the only safe way for anyone other than a steed golem's creator to ride it.

CONSTRUCTION

A steed golem's base materials cost an additional 2,500 gp above the golem's base cost. The DC for the Craft check required to make the body is 2 higher than normal for the base golem's kind. After the body is created, the steed golem is animated through an extended ritual that requires the caster to be astride the golem, costing an additional 200 gp in materials. The creator must have a minimum caster level of at least 1 higher than the base golem's minimum required caster level. In addition the following spell is added to the base golem's requirements: *phantom steed*.

VAULT GUARDIAN

CR +3

Spellcasters of a creative bent can take the time to create a variant of any true golem called a vault guardian. The choice to create a vault guardian must be made during the golem's construction.

Vault guardians are designed to protect an area of no more than 10,000 square feet, and they are keyed to that area. A vault guardian will never leave its protected space, although it can be commanded to by its creator. A vault guardian outside its "home" becomes visibly agitated and restless, often becoming difficult to control. A vault guardian's creator can designate 1 creature per caster level that the golem will allow within its protected area. The caster can rescind this protection at any time, but cannot return it or shift the protection to another creature.

Vault guardians have the same statistics as the base golem, but with the following additional special qualities. A vault guardian's CR is equal to the base golem's CR +3.

Calm (Ex): A vault guardian that has the berserk special attack cannot go berserk within its protected area. If it is removed from its protected area, a golem with the berserk special attack has a double the normal chance of going berserk, and the DC to bring it under control, if any, is at +5. If the golem does not have the berserk special attack normally, it gains it while outside its protected area.

Clairaudience/Clairvoyance (Sp): A vault guardian can activate *clairaudience/clairvoyance* anywhere within its protected area, at will.

Hold (Ex): A vault guardian commanded to hold a specific doorway or room automatically fights defensively, taking a -2 to its attack rolls, gaining a +4 to its AC, and gaining a +5 to its CMD.

Protector's Knowledge (Ex): Vault guardians know every inch of their protected area and are never at risk of setting off traps or encountering hazards within their areas.

Spells: A vault guardian can cast *dimension door* once per day, and *guards and wards* twice per day, DC 10 plus half the vault golem's HD + the casters Intelligence or Charisma bonus, whichever applies. The vault guardian is immune to the effects of its *guards and wards*.

Steadfast (Ex): A vault guardian within its protected area gains a +2 bonus to its attacks, and a +1 bonus to its damage rolls.

True Seeing (Sp): A vault guardian has a continual *true seeing* effect while within the area it protects.

CONSTRUCTION

A vault guardian's base materials cost an additional 40,000 gp above the golem's base cost. The DC of the Craft check required to make the body is 5 higher than normal for the base golem's kind. After the body is created, the vault guardian is animated through an extended ritual that takes place in the area that the golem will guard, costing an additional 1,000 gp in materials. The creator must have a minimum caster level of at least 2 higher than the base golem's minimum required caster level. In addition, the following spells are added to the base golem's requirements: *clairaudience/clairvoyance*, *dimension door*, *guards and wards*, and *true seeing*.

PRISM GOLEM

This roughly humanoid creature appears to be carved from a single piece of rock crystal. Every surface of the construct is expertly faceted to catch light.

PRISM GOLEM

CR 12

XP 19,200

N Large construct

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

DEFENSE

AC 28, touch 8, flat-footed 28 (–1 Dex, +20 natural, –1 size)

hp 96 (12d10+30)

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

DR 10/adamantine and slashing; **immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (1d12+6)

Special Attacks prismatic spray

STATISTICS

Str 23, **Dex** 9, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +12; **CMB** +19; **CMD** 18

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Prismatic Spray (Su): A prism golem creates a *prismatic spray* once every 1d4 rounds, extending in all directions from its body. The save DC for creatures caught within the area is 16. The ambient lighting affects the golem's ability to use the *prismatic spray*; if the golem is within an area of bright light, it adds +2 to the DC. If the golem is in an area of dim lighting, it takes a –2 penalty to the save DC. If the golem is within total darkness, it cannot use this ability.

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

- A *shatter* spell affects the golem normally.
- A *searing light* or *sunbeam* spell causes the golem to release its *prismatic spray* as an immediate action
- A prism golem caught within a *sunburst* spell creates a *prismatic sphere* around itself for 1d4 rounds, during which time the golem cannot use its *prismatic spray* ability. When the *sphere* ends, the golem takes 10d6 points of damage.

Prism golems are stunningly beautiful constructs that are carefully crafted to capture, focus, and split light. Even in the dimmest light a prism golem refracts light, creating rainbows that play on the surfaces around it.

In combat, prism golems batter foes with their mighty arms, using their *prismatic spray* ability whenever they can. While no more intelligent than any other golem, prism golems move out of darkness to any light source they can detect.

CONSTRUCTION

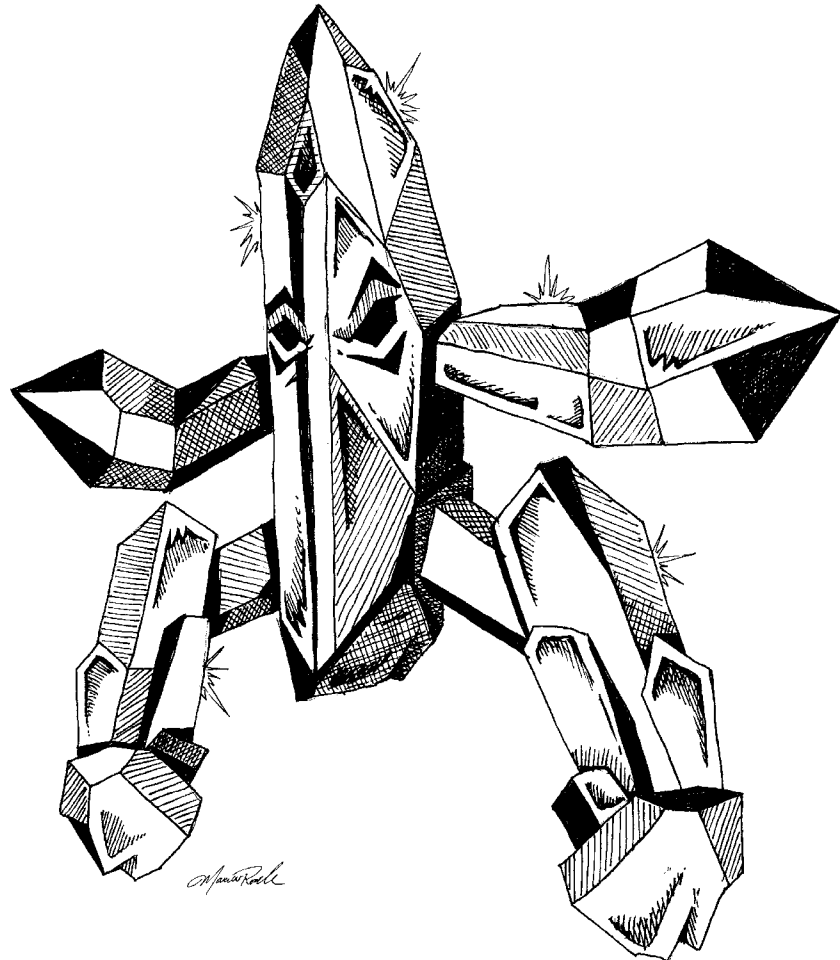
A prism golem requires a single, massive piece of clear rock crystal or quartz, costing at least 10,000 gp. Its creator also needs masterwork gem-cutting tools.

PRISM GOLEM

CL 14th; PRICE 100,000 gp

CONSTRUCTION

Requirements: Craft Construct, *limited wish*, *prismatic sphere*, creator must be at least 14th level; **Skill** Craft (gem cutting) DC 25; **Cost** 50,000 gp



REEFSTALKER

The sound of razors scraping stone accompanies the horror stalking you. It is roughly humanoid in form, but made up of the interconnected jaws of sharks, with a few dried fins attached to its limbs. Serrated teeth gleam whitely in your torchlight as it looms over you.

REEFSTALKER

CR 8

XP 4,800

N Large construct (aquatic)

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

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 85 (10d10+30)

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

DR 5/magic; **immune** construct traits

OFFENSE

Speed 40 ft., swim 50 ft.

Melee 2 slams +16 (2d8+7 plus bleed)

Special Attacks bleed (2d4)

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** —, **Wis** 12, **Cha** 2

Base Atk +10; **CMB** +18; **CMD** 28

Skills Swim +15

ECOLOGY

Environment any

Special Qualities amphibious, berserk, serrated defense

Organization solitary or gang (2–4)

SPECIAL ABILITIES

Berserk (Ex): When a reefstalker enters combat, there is a cumulative 3% chance each round that the elemental spirit breaks free, and the golem goes berserk. This chance resets to 0% after 1 minute of inactivity. A berserk golem attacks the nearest living creature or smashes any nearby objects smaller than itself if no creature is within reach. The golem's creator, if within 60 feet, can try to regain control with a DC 20 Charisma check.

Serrated Defense (Ex): Any creature striking a reefstalker with a melee attack that does not have reach takes 1d8 points of damage plus the golem's bleed. Creatures grappling a reefstalker take the damage every round they grapple it.

Reefstalkers are primitive constructs designed for bloody combat. They are often created by shamans of uncivilized tribes as guardians or to wreak vengeance on enemies of the tribe. Although both aquatic and land-dwelling races sometimes create reefstalkers, they are most common among powerful groups of sahuagin, who employ them as shock troops.



Newly created reefstalkers are pristine white, while ones that have seen use are streaked with dried blood and caked with gore. Reefstalkers seem to possess some spark of their previous predatory nature and have been known to attack any bleeding creature near them, including their creator.

CONSTRUCTION

A reefstalker requires the jaws of over two dozen Medium and Large sharks, as well as a specially enchanted blade to cut the jaws apart, costing 5,000 gp.

REEFSTALKER

CL 10th; **PRICE** 20,000 gp

CONSTRUCTION

Requirements Craft Construct, *bleed*, *limited wish*, *mending*, creator must be at least 10th level; **Skill** Craft (sculpting) DC 15; **Cost** 10,000 gp

RUSTMOTE SWARM

A cloud of rusted metal flakes flies and whirls in your direction with a dry hissing sound. Clouds of fine rust-colored dust drifts through the air near the flakes.

RUSTMOTE SWARM

CR 5

XP 1,600

N Fine construct (swarm)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 25, touch 23, flat-footed 20 (+5 Dex, +2 natural, +8 size)

hp 55 (10d10)

Fort +3, **Ref** +8, **Will** +4

Defensive Abilities construct traits, swarm traits

OFFENSE

Speed fly 60 ft. (perfect)

Melee swarm (2d6 plus rusting)

Space 10 ft.; **Reach** —

Special Attacks distraction (DC 15), rusting

STATISTICS

Str 4, **Dex** 20, **Con** —, **Int** —, **Wis** 13, **Cha** 10

Base Atk +10; **CMB** —; **CMD** —

Skills Fly +21

ECOLOGY

Environment any land or underground

Organization solitary or division (2–5)

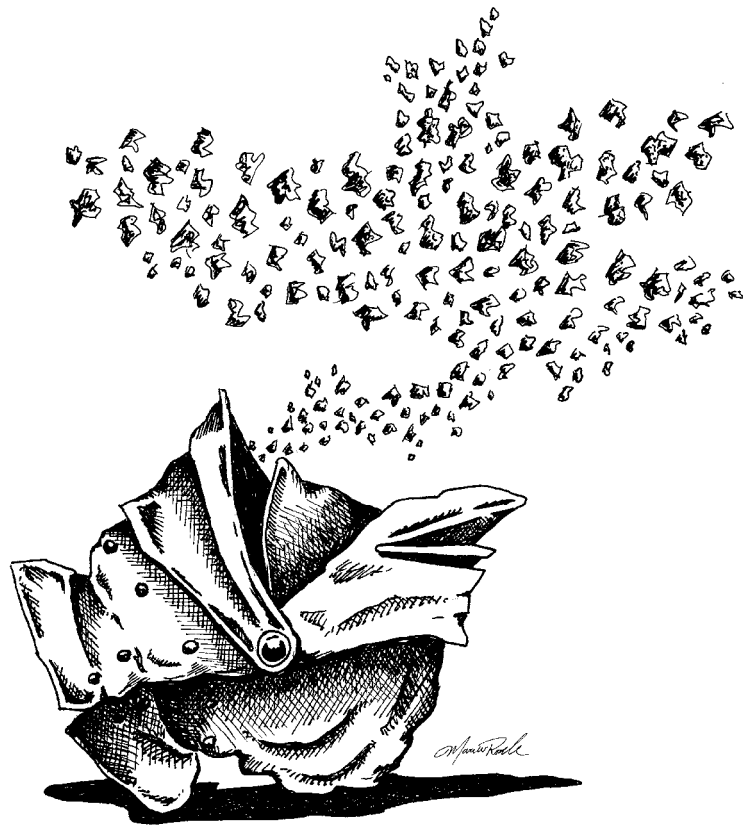
Treasure none

SPECIAL ABILITIES

Rusting (Su): Anyone caught within a rustmote swarm risks the destruction of any metal items that they carry. The fine dust that whirls within the sharp, rusted metal flakes permeates all but completely airtight containers. All attended metal items, magic metal items, and metal creatures that the swarm touches must succeed at a DC 15 Fortitude save or take 2d8 points of damage to their hardness. Creatures made of metal take 2d8 points of damage instead. Unattended, nonmagic objects receive no save.

A rustmote swarm consists of the animated remnants left over from magical rusting attacks. The creators of these constructs use them as guards against the heavily armed and armored, or in laying siege on enemy positions.

A rustmote swarm follows simple commands issued by its maker, as long as she remains within 200 feet of the swarm. Otherwise it follows its last command to the best of its ability. Unless specially commanded otherwise, the swarm naturally gravitates to the largest nearby concentration of metals.



CONSTRUCTION

A rustmote swarm requires at least 2,000 gp worth of magic metal items be destroyed through rusting (mundane or magical), and up to 4,000 gp of its cost can be covered with such valuable rust.

RUSTMOTE SWARM

CL 7th; PRICE 12,000 gp

CONSTRUCTION

Requirements Craft Construct, *air walk*, *summon swarm*, *rusting grasp*; creator must be at least 7th level; Skill Craft (nature) DC 15; Cost 6,000 gp

STILL GOLEM

A massive steel barrel animates, waving long pipes and coils of metal tubing. Clouds of steam pour from its top.

STILL GOLEM

CR 6

XP 2,400

N Large construct

Init +1; **Senses** darkvision 60 ft, low-light vision; Perception +0

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 74 (8d10+30)

Fort +2, **Ref** +4, **Will** +2

DR 5/adamantine; **immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +12 (1d8+5 plus 1d6 heat)

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

Special Attacks berserk, intoxicating steam

STATISTICS

Str 20, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** +14; **CMD** 25

ECOLOGY

Environment any

Organization solitary or mill (2–6)

Treasure see text

SPECIAL ABILITIES

Berserk (Ex): When a still golem enters combat, there is a cumulative 1% chance each round that the elemental spirit breaks free, and the golem goes berserk. This chance resets to 0% after 1 minute of inactivity. A berserk golem attacks the nearest living creature or smashes any nearby objects smaller than itself if no creature is within reach. The golem's creator, if within 60 feet, can try to regain control with a DC 16 Charisma check.

Intoxicating Steam (Ex): A still golem can release a 30-foot-cone cloud of steam once every 1d4 rounds. The cloud deals 4d6 points of fire damage with a DC 14 Reflex save for half damage. In addition, living creatures within the cloud must make a DC 16 Fortitude save or be sickened for 1 hour from the concentrated alcohol making up the mist. (The sickening effect is considered a poison.) The golem receives a +2 racial bonus to the save DC of the alcohol poisoning effect.

If the golem receives more than 5 points of damage from a piercing or slashing weapon, it opens a hole that blasts the attacker with a jet of steam, dealing 2d6 points of fire damage, Reflex save DC 14 for half damage. The hole seals itself at the end of the round.

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

- A *neutralize poison* spell removes the steam's ability to inflict the sickened condition for 1d6 minutes.
- A magical attack that deals fire damage takes 1d4 rounds off the time it takes for the golem to use its intoxicating steam ability, and it increases the chance the golem goes berserk by +1% for every point of fire damage dealt.
- A magical attack that deals cold damage adds 2d6 rounds to the time it takes the still golem to use its intoxicating steam ability.

Originally created by a guild of gnome sorcerer/barkeepers whose homemade whiskey supplies were repeatedly raided by local gangs, still golems have become a fixture in many high-end distilleries. They are also common in areas where the creation and sale of spirits are tightly controlled.

When inactive, a still golem functions as a large masterwork still, producing a gallon of high quality alcohol an hour. A destroyed still golem yields 2d4–2 cups of potent alcohol that can be drunk or used as either lamp oil or alchemist's fire.

CONSTRUCTION

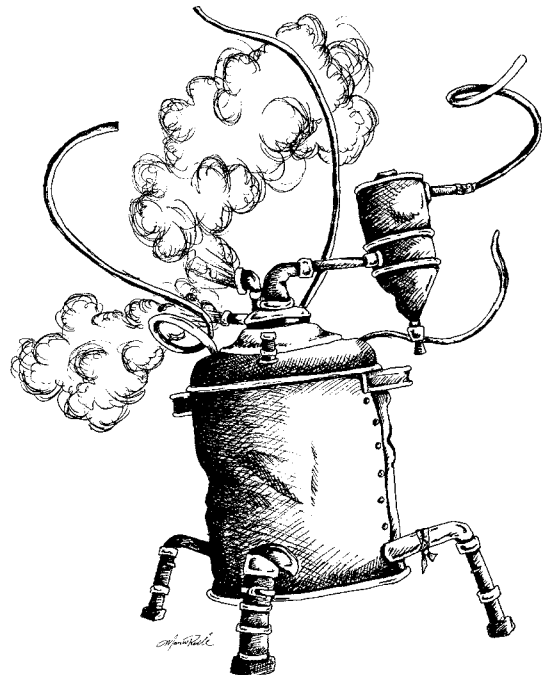
Every still golem is a unique creation, with a different configuration of parts. However, each one requires a masterwork barrel and large quantities of copper, brass, and glass parts, costing a minimum of 1,200 gp.

STILL GOLEM

CL 7th; **PRICE** 7,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *bull's strength*, *heat metal*, creator must be at least 7th level; **Skill** Craft (engineering) DC 15; **Cost** 3,500 gp



VOID GOLEM

This creature looks like the night sky that has been compressed into a massive humanoid shape. An unnaturally black material like a solid piece of darkness, it is lit from within by twinkling lights and spirals of color, all slowly spinning. Two unwavering eyes of icy blue light fix on you.

VOID GOLEM

CR 18

XP 153,600

N Huge construct

Init +9; **Senses** darkvision 150 ft.; Perception +34

DEFENSE

AC 39, touch 19, flat-footed 34 (+5 Dex, +20 natural, +3 deflection, +3 luck, -2 size)

hp 205 (30d10+40)

Fort +23, **Ref** +16, **Will** +14

DR 10/magic; **immune** cold, construct traits, magic

Resist electricity, fire 20; **SR** 26

OFFENSE

Speed 50 ft., fly 50 ft. (perfect)

Melee 2 slams +35 (2d10 +7 plus 1d12 cold)

Ranged ray +33 (2d12+3) 100 ft. ranged touch attack

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

Special Attacks disintegrate, portal, ray, vacuum

STATISTICS

Str 25 **Dex** 20, **Con** —, **Int** 17, **Wis** 18, **Cha** 16

Base Atk +30; **CMB** +39; **CMD** 55

Feats Blinding Critical, Cleave, Combat Reflexes, Critical Focus, Greater Vital Strike, Improved Initiative, Improved Iron Will, Improved Vital Strike, Intimidating Prowess, Iron Will, Power Attack, Skill Focus (Fly), Staggering Critical, Stunning Critical, Vital Strike

Skills Fly +35, Intimidate +33, Knowledge (planes) +41, Perception +34, Stealth +35 (+47 in dim or no light); **Racial modifiers** +8 to Knowledge (planes) and +12 to Stealth checks in dim or no light.

ECOLOGY

Environment any

Special Qualities folding

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Disintegrate (Su): As per the spell, DC 28, 40d6 damage. The golem can use this effect once every 1d4 rounds, to a maximum number of times per day equal to its Charisma bonus (3).

Fate and Force (Su): A void golem gains innate deflection and luck bonuses to AC, and resistance bonuses to all saving throws, equal to its Charisma bonus. (These bonuses have been included above.)

Folding (Su): A void golem can teleport itself once every 24 hours by folding in upon its own form. This is treated as *greater teleport*, except it takes a full-round action to fold itself into nothingness.

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

- A *greater dispel magic* spell stuns the golem for 1d6 rounds if it fails a Fortitude save.
- A *banishment* spell deals 1d6 points of damage to the golem per caster level.
- In addition a void golem that comes in contact with a *rod of cancellation* must make a DC 23 Will save or be destroyed in an explosion of positive energy that deals 10d10 to all creatures within 50 feet of it. A void golem that comes in contact with a *sphere of annihilation* implodes, forming a portal that sucks in everything within 300 feet, dealing 5d10 negative damage, and affecting creatures with its portal ability (see below).

Portal (Su): Once per week, a void golem can create a portal out of its own form. Everything within 30 feet that weighs less than 500 pounds is sucked into the golem's body. Creatures can make a DC 25 Reflex save or Strength check, whichever is better, to avoid being pulled into the golem's body. Things pulled through the portal end up in the ethereal plane (or at the GM's discretion on strange, alien worlds).

Ray (Su): As a standard action the void golem can create a ray of pure destruction. This is a ranged touch attack with a maximum range of 1,600 feet.

Vacuum (Ex): Once every 1d4 rounds a void golem can generate a 50-foot vacuum, sucking the nearby air into itself. This puts out any fires within the radius, and all living creatures must make a DC 25 Fortitude save or become fatigued for 1d6 hours.

There are aberrant beings dwelling in the outer reaches of the universe that are older than the gods. These fell creatures view the intelligent races of the world as something akin to unusually capable pets, and as such, useful servants. On rare occasions, when it suits their unknowable desires, these alien intelligences grant their worshipers both the knowledge and the materials to create a void golem. These masters of unspeakable secrets are as much summoned as created, and most groups with access to one or more use them only in only the most important of conquests, or against the direst of threats.

Unlike most constructs, void golems are self-aware, and the intelligent constructs ultimately serve their alien lords, not their creators. Though capable advisors and agents of those who formed them, void golems serve their mortal "masters" only as long as it suits the needs of their

otherworldly progenitors. If their mortal creators fail the void golem's unnatural lords, the golem turns upon those who failed, destroying them utterly, or carrying them off to a worse fate at the far reaches of the universe.

Void golems hold an innate connection to the alien homes of their masters, and they have been known to banish foes there, never to be seen again. Void golems prefer to travel at night, although the light of day does them no harm.

A void golem stands at least 20 foot tall, and it weighs 10,000 pounds.

CONSTRUCTION

Void golems can be created only from a dense, jellylike matter that falls from the night sky. Those crafting the golem combine the matter with rare alchemical components and sacrifices.

VOID GOLEM

CL 18th; PRICE —

CONSTRUCTION

Requirements Craft Construct, *gate*, *wish*, creator must be at least 18th level; **Skill** Craft (alchemy) DC 30; **Cost** 65,000 gp



GO ROGUE!

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