



FORGE BORN & MAGICMADE

Monstrous Pages for Shadow of the Demon Lord

From animated brooms zipping through the air to menacing suits of armor lurching forward to bash intruders, from mechanical steeds to dancing statues, slithering rugs, and aggressive wardrobes—all these, and so many more, represent constructs, creatures made by imbuing ordinary objects with magic to grant them locomotion and purpose, creating the semblance of life from unliving materials.

Constructs can be found through the lands of Rûl as laborers toiling in fields or hauling cargo from ships, or as guardians, set to protect priceless treasures. Some act as steeds, companions, and entertainers, or serve in myriad other roles and capacities. The reasons for their creation are as varied as the often-eccentric individuals who create them, and thus constructs come in all manner of shapes, sizes, and functionalities.

Forgeborn and Magicmade explores constructs as they are found in *Shadow of the Demon Lord*, offering you a set of tools for creating and customizing them, as well as expanding the options for the forms they might take and the methods for their creation.

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Shadow presents a selection of generic statistic boxes for constructs of various sizes (presented again and expanded upon herein), but leaves it up to you to decide what form these constructs actually take. To aid you in creating varied and interesting constructs, this supplement provides you with numerous tables and descriptions. You can use them to create random constructs and to spark your imagination for creating your own. Creating a construct can take a little time, so you should build a few in advance, either randomly or to suit a purpose or theme.

CONSTRUCT BASICS

As varied as constructs are, they do share a few common features.

Not Alive: No matter what form they take, constructs are not alive and are thus immune to any effect that would affect living creatures. They are thus never subject to the effects of deprivation, exposure, or aging.

Powered by Magic: Magic grants constructs mobility and the semblance of life. If a construct becomes incapacitated, it ceases to be a creature and becomes simply an object of its Size. Any damage sustained beyond its Health applies to its Health as an object. As stated in *Shadow*, objects typically have Health scores equal to 10 times their Size, halved if made from fragile materials and double if made from stronger stuff.

Since magic powers them, constructs are particularly vulnerable to spells that affect or destroy magical effects. If no spell rank is listed for a construct, you can use the following guidelines to determine the effective spell rank based on the construct's size.

EFFECTIVE SPELL RANK

Size	Effective Rank
1/4 or smaller	1
1/2	2
1	3
2	4
3-5	5
6 or larger	6

Mindless: Constructs are automatons, completely devoid of desires, motivations, and feelings. They are incapable of speech or understanding language beyond the commands given to or instilled in them by their creators. Unless granted strange purpose by weird magic or happenstance, constructs will simply perform their ordered or inbuilt duties tirelessly and ceaselessly until instructed otherwise, standing idly by if not undertaking a given task.

Insanity and Corruption: With the exception of possessed creations, constructs cannot go insane or gain corruption and thus do not have scores for Insanity or Corruption.

Construct Appendage: A construct's form suggests the type of appendage it uses to attack. An animated wardrobe may simply slam into victims or swing its doors into them with force, while an animated boot would obviously kick at opponents.

CREATING CONSTRUCTS

Follow these simple steps to create a new construct. When a construct gains traits, you can find their descriptions under the traits summary.

Choose Size: Choose the construct's size from the following: Titanic, Huge, Large, Medium, Small, or Tiny. Record the construct's basic statistics from the appropriate statistics box.

Determine Origin: Choose or randomly determine the construct's origin from the Construct Origin table. Make any provided adjustments to the information from the statistics box. Adjustments from traits are cumulative.

Determine Type: Choose or randomly determine the construct's type from the Construct Type table. Then roll again on the following tables to gain more information about the construct. As with Origin, make any adjustments from type to the statistics box information.

Special Traits and Construct Flaws: Optionally, you can further modify the construct by rolling or choosing Special Traits or Construct Flaws.

CONSTRUCT BY SIZE

The following entries provide statistics for constructs based on the creature's Size.

TITANIC CONSTRUCT

DIFFICULTY 500

Size 6 or larger construct

Perception 5 (-5); darksight

Defense 11; **Health** 300

Strength 20 (+10), **Agility** 5 (-5), **Intellect** 5 (-5), **Will** 11 (+1)

Speed 10

Immune damage from disease or poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

Damage Resistance A titanic construct takes half damage from weapons.

ATTACK OPTIONS

Appendage (melee) +10 (6d6)

SPECIAL ATTACKS

Double Attack The construct attacks twice with its appendage.

Massive Attack The construct lashes out at all creatures within a cube, 6 yards on each side, extending out from a point in its space. Each creature in the area must make an Agility challenge roll with 2 banes, taking 4d6 damage on a failure, or half the damage on a success.

HUGE CONSTRUCT

DIFFICULTY 100

Size 3–5 construct

Perception 5 (–5); darksight
Defense 13; **Health** 100
Strength 17 (+7), **Agility** 7 (–3), **Intellect** 5 (–5), **Will** 11 (+1)
Speed 8
Immune damage from disease or poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

ATTACK OPTIONS

Appendage (melee) +7 (3d6)

SPECIAL ATTACKS

Double Attack The construct attacks twice with its appendage.

LARGE CONSTRUCT

DIFFICULTY 50

Size 2 construct

Perception 5 (–5); darksight
Defense 13; **Health** 70
Strength 16 (+6), **Agility** 8 (–2), **Intellect** 5 (–5), **Will** 11 (+1)
Speed 10
Immune damage from disease or poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

ATTACK OPTIONS

Appendage (melee) +6 (2d6 + 1)

SPECIAL ATTACKS

Double Attack The construct attacks twice with its appendage.

MEDIUM CONSTRUCT

DIFFICULTY 10

Size 1 construct

Perception 5 (–5); darksight
Defense 13; **Health** 25
Strength 13 (+3), **Agility** 9 (–1), **Intellect** 5 (–5), **Will** 11 (+1)
Speed 10
Immune damage from disease or poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

ATTACK OPTIONS

Appendage (melee) +3 (2d6)

SPECIAL ATTACKS

Double Attack The construct attacks twice with its appendage.

SMALL CONSTRUCT

DIFFICULTY 5

Size 1/2 construct

Perception 5 (–5); darksight
Defense 13; **Health** 8
Strength 13 (+3), **Agility** 11 (+1), **Intellect** 5 (–5), **Will** 11 (+1)
Speed 10
Immune damage from disease or poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

ATTACK OPTIONS

Appendage (melee) +3 (1d6)

TINY CONSTRUCT

DIFFICULTY 1

Size 1/4 or smaller construct

Perception 5 (–5); darksight
Defense 14; **Health** 4
Strength 8 (–2), **Agility** 14 (+4), **Intellect** 5 (–5), **Will** 11 (+1)
Speed 10
Immune damage from disease or poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

ATTACK OPTIONS

Appendage (melee) +4 (1d3)

CONSTRUCT ORIGIN

A construct's origin describes how it came into existence. The location or adventure featuring the construct might suggest an origin, but, if not, you can randomly determine it.

RANDOM CONSTRUCT ORIGINS

d20	Origin
1	Accidentally animated by alchemical pollution
2	Accidentally animated by magic run amok
3	Accidentally animated in an area stained by the Void
4	Animated by demonic possession (see description)
5–6	Purposefully animated via alchemical means
7–9	Purposefully animated by magic
10–20	Purposefully created by mechanical engineering

Demonically Possessed Constructs: Demons can inhabit objects just as they can creatures. Sometimes, possessed objects will become animated, often assuming twisted, wicked-looking forms. An object can hold a demon of the object's Size or smaller. If the demonically possessed construct is destroyed, the demon must make a Will challenge roll. On a success, the demon appears in an open space of its choice within 10 yards of the construct. On a failure, the demon disappears into the Void.



CONSTRUCT TYPE

Constructs come in three broad types: animated objects, simulacra, and strange creations. The type establishes the construct's general form and functionality. For your construct, choose or randomly determine the type from the following table.

RANDOM CONSTRUCT TYPES

d6	Construct Type
1-2	Animated object (roll again on the Animated Object Form table appropriate to the construct's Size)
3-5	Simulacrum (roll again on the Simulacrum Form table)
6	Strange creation (roll again on each of the Strange Form, Movement Trait, Appendage Trait, and Special Trait tables)

ANIMATED OBJECTS

Many constructs are made from ordinary objects imbued with magic or modified by machinery to give them the semblance of life. Anything from clothing, furnishings, decorations, arms—even whole buildings might become animated objects!

TITANIC ANIMATED OBJECT FORM

d20	Titanic Objects	Notes
1-5	Grand Town House	Often has the immobile trait
6-10	Great Colossus	—
11-15	Old Mansion	Often has the immobile trait
16-20	Wizard's Tower	Often has the immobile trait

ANIMATED BUILDINGS

Animated buildings are typically rooted to the spot. Many attack with furnishings and fixtures inside them first; treat these as separate smaller constructs. If such means fail, the constructs attack intruders inside them by suddenly constricting doorways, slamming ceilings down upon anyone in their rooms, and the like. Some might use towers as appendages with which they smash their foes. Buildings are often slow to react to intrusion, but the devastated remains of previous intruders may provide clues as to the true nature of these dwellings. Rumors that the Colossus of Dis can animate are purely scurrilous!

HUGE ANIMATED OBJECT FORM

d6	Huge Objects	Notes
1-3	Catapult	In addition to bludgeoning with its catapult arm, the construct can fling stones as a ranged attack. The construct can make a Strength attack roll against a target within long range. On a success, the stone hits the target and deals damage equal to its appendage damage. An animated catapult typically has 2d6 stones at hand.
4-6	Wagon	Gains trample trait

LARGE ANIMATED OBJECT FORM

d6	Large Object	Notes
1	Banquet Table	—
2	Caryatid Column	A large column carved in the likeness of a female humanoid
3	Four-Poster Bed	—
4	Large Rug/ Tapestry	Gains constrict trait; large animal skin rugs attack with natural weapons such as claws or teeth instead.
5	Small Cart	—
6	Walk-In Wardrobe	When a creature becomes grabbed by this construct, it becomes trapped inside it making attack rolls to escape it with 1 bane.

MEDIUM ANIMATED OBJECT FORM

d20	Medium Object	Notes
1-2	Bathtub	—
3-4	Bench	—
5-6	Chest of Drawers	—
7-8	Desk	—
9-10	Fireplace	Immobile (see Construct Flaws); if lit, the construct can Breathe Fire (see Special Traits)
11-12	Greatsword	The construct's "appendage" attack deals 3d6 damage.
13-14	Oven	If lit, the construct can Breathe Fire (see Special Traits).
15-16	Rug	Gains constrict trait
17-18	Suit of Armor	The construct can wield melee or ranged weapons or pummel for standard appendage damage.
19-20	Table	—

SMALL ANIMATED OBJECT FORM

d20	Small Object	Notes
1-2	Broom	Attacks by battering; prone to flooding areas with buckets of water
3-4	Chair	—
5-6	Cloak/Dress/Robe	Makes frequent use of Grab
7-8	Cot/Crib	Baby optional
9-10	Crossbow	If the construct is loaded, it can use an action to fire the bolt at one creature within long range, with a +1 bonus to its attack roll and dealing 2d6 damage on a success.
11-12	Large Coil of Rope	Gains constrict trait
13-14	Side Table	—
15-16	Chest of Drawers	—
17-18	Small Rug	Makes frequent use of Grab
19-20	Sword/Battleaxe	Appendage attacks deal 1d6 + 2 damage.

TINY ANIMATED OBJECT FORM

d20	Tiny Object	Notes
1-2	Boot	—
3-4	Bucket	—
5-6	Cooking Pot	Can attack with boiling contents once if so filled; the attack deals 1d6 damage and each creature within 1 yard of the target must get a success on an Agility challenge roll or take 1 damage from the hot liquids
7-8	Dagger/Knife	—
9-10	Doll/Puppet	Often wields a knife or hatchet as its attack appendage.
11-12	Gauntlet	Can throttle: a successful attack deals 1d3 damage and the target becomes grabbed; increase the construct's Difficulty by one step
13-14	Glove	As gauntlet
15-16	Lamp/Lantern	If lit, the construct can make a single attack to catch one creature on fire. The construct makes a normal appendage attack. On a success, the target takes 1d6 damage and takes 1d6 extra damage at the end of each round until the flames are extinguished. A creature can use an action to put out the flames. Using this attack destroys the construct.
17-18	Large Book	The construct takes double damage from fire.
19-20	Scarf	Makes frequent use of Grab.



SIMULACRA

Simulacra include all manner of constructs made to have the forms of other creatures, like iron cobras, brass owls, and tin men. Since simulacra can be made to any scale, the size of the creature that a simulacrum is based on does not have to dictate the construct's size—it is entirely possible to encounter a titanic steel spider or miniature bronze bull. Most simulacra are created by engineers and are steam-powered.

To create a simulacrum, use the standard construct statistics boxes, applying any additional adjustments and traits as provided by the simulacrum's form on the Simulacrum Form table. To randomly determine its form, roll a d20 and add 2d6 to the roll.

SIMULACRUM FORM

2d6 + d20	Form	Notes
3	Ant	The construct gains the climber trait.
4	Bat	The construct gains the flier trait and increases its Difficulty by one step.
5	Bear	The construct gains the brutal trait.

6	Beetle	The construct gains a +2 bonus to Defense and the climber trait.
7	Bull	—
8	Cat	—
9	Centipede	The construct gains the climber and poisonous traits.
10	Crab	The construct gains a +2 bonus to Defense and pincers (see Appendage traits).
11	Crocodile	The construct gains the swimmer trait.
12	Dolphin	The construct gains the swimmer trait.
13	Eel or fish	The construct gains the swimmer trait.
14	Fly	The construct gains the flier trait and increases its Difficulty by one step.
15	Great cat	—
16	Hawk	The construct gains the flier trait and increases its Difficulty by one step.
17	Horse	The construct can use an action to move up to three times its Speed.
18-23	Humanoid	See Humanoid Simulacrum.
24	Mantis	The construct gains pincers (see Appendage traits).
25	Owl	The construct gains the flier trait and increases its Difficulty by one step.
26	Rat	The construct gains the climber and swimmer traits.
27	Scorpion	The construct gains pincers (see Appendage traits) and the poisonous trait.
28	Shark	The construct gains the swimmer trait.
29	Snake	The construct gains the poisonous trait.
30	Spider	The construct gains the climber and poisonous traits.
31	Wolf or hound	—
32	Exotic	See Exotic Simulacrum.

HUMANOID SIMULACRUM

Humanoid constructs gain no significant special traits from their basic form, which is essentially cosmetic. They may be equipped with normal weapons and clad in normal garments or armor if they are of the same size as the real ancestry upon which they are based. If not equipped with weapons, they deal pummeling damage for a construct of their size. If wearing armor, they use the better of their natural or armor Defense.

HUMANOID SIMULACRUM FORM

d20	Humanoid	Notes
1-4	Dwarf	Reduce Speed by 2
5	Goblin	—
6-15	Human	—
16-18	Orc	—
19-20	Humanoid Skeleton	—

EXOTIC SIMULACRUM

Some creators look beyond the mundane when creating their spectacular automatons.

EXOTIC SIMULACRUM FORM

d20	Exotic Creature	Notes
1	Amphisbaena	The construct gains the poisonous trait.
2-4	Centaur	The construct can use an action to move up to three times its Speed; the construct can use weapons if of appropriate Size.
5-7	Cockatrice	The construct gains the flier trait and increases its Difficulty by one step.
8-13	Dragon	The construct breathes fire (see Special Traits), gains the flier trait, and increases its Difficulty by one step.
14	Drake	The construct gains the flier and poisonous traits, it can spray poison (see Special Traits), and increases its Difficulty one step.
15-19	Griffon	The construct gains the flier trait and increases its Difficulty by one step.
20	Manticore	The construct gains the poisonous and flier traits and increases its Difficulty by one step.

STRANGE CREATIONS

Strange Creations are those constructs that do not simply follow the forms and functions of ordinary items or extant creatures. Polished steel serpents with wheels and circular saw arms, hovering hemispheres extruding tentacles and blasting foes with flame—these are Strange Creations. Creating a Strange Creation is as simple as selecting its Size, then rolling on each of the Strange Form, Movement Trait, Appendage Trait, and Special Trait tables below.

STRANGE FORM

Some constructs defy categorization by dint of their form and function. They can adopt a wide range of shapes, orientations, and capabilities.

RANDOM STRANGE FORMS

d20	Strange Form	Notes
1-2	Conical/Pyramidal	The construct has a sharp- or round-pointed cone or pyramidal shaped body.
3-4	Cylindrical/Prism	Cylindrical and polygonal prism constructs move by rolling over the ground.
5-7	Hemispherical	The construct's body is a hemisphere, its flat face most likely oriented down or up.
8-10	Hexahedron	The construct's form has six faces, whether a regular cuboid or otherwise.
11-14	Semi-Humanoid	The upper part of the construct is humanoid and can wield weapons or use armor if of an appropriate Size (use weapon damage, or standard construct damage if unarmed)—roll again to determine the form of the construct's lower half (rerolling this result if it comes up) or simply roll a Movement trait to suggest construction of its lower half.
15-17	Serpentine	Serpentine constructs move by slithering like snakes, forming a hoop and rolling, or inching like an inchworm.
18-20	Spherical	Spherical constructs move by rolling or bouncing.

MOVEMENT TRAITS

Constructs can be created with a variety of means of locomotion if their form does not immediately suggest one.

RANDOM MOVEMENT TRAITS

d6	Movement Trait	Notes
1	Bouncing/Hopping	The construct might have a single large leg, multiple springs, or simply use periodic blasts of air to propel itself up and along—multiply its jumping distance by 10.
2	Hovering	The construct hovers 1d2 yards in the air and propels itself unimpeded over most terrain including relatively calm waters.
3	Rolling	The construct can form itself into a ball or hoop, or be centered within a spherical or hooped cage-like mechanism to roll over the ground.
4	Tracks	The construct has 1d4 tank-like treads, able to move easily across difficult terrain.
5	Walking	The construct has 1d6 + 1 legs.
6	Wheels	The construct has 1d20 wheels—increase its Speed by 4.

APPENDAGES

In most cases, the form a construct's attacking appendages take is purely descriptive. No matter the form they take, they deal the listed damage. A few appendages, however, provide modifications and other options. You can use the following table to determine what form the construct's appendage takes.

RANDOM APPENDAGE TRAITS

d20	Appendage Trait	Notes
1	Axe	—
2	Beak, fangs, or tusks	—
3	Blade	—
4	Bludgeon/hammer	—
5	Chains/Tentacles	The construct makes attack rolls to grab with 1 boon.
6	Claws	—
7	Constrict	The construct gains the constrict trait.
8	Crossbow/Darts	The construct can make ranged attacks with its appendage out to long range, using its Agility modifier in place of Strength for the attack roll; the construct has an internal hopper of 2d6 bolts/darts
9	Drill/Saw	—
10	Fist/Pummel	—
11	Firearm/Cannon	The construct has an inbuilt firearm or cannon. If Medium Size or smaller it has a pistol, if Large a rifle. Bigger constructs have scaled cannons that do their standard appendage damage and have Misfire, range (long), reload, uses cannonballs properties. The construct uses its Agility modifier for attack rolls with this weapon and has enough powder charges and bullets/cannonballs for 2d6 shots.
12	Flail	—
13	Hook	The construct makes attack rolls to disarm or grab with 1 boon.
14	Horns	—
15	Net	The construct uses a net to ensnare targets it can reach or launch the net against a target within short range. When using the net, the construct makes a Strength attack roll against the target's Agility. On a success, the target becomes slowed. While slowed in this way, the target makes attack rolls and Agility challenge rolls with 1 bane. Escaping requires a creature to use an action to cut the net away, an action by another creature to remove the net, or the target to use an action to make an Agility challenge roll and succeed, in which case the target wriggles free.

16	Pincers	The construct can attack with powerful pincers. When the construct gets a success on an attack roll with the pincer, it can use a triggered action to attempt to grab the target.
17	Slam	—
18	Spear or lance	The extra length of the construct's impaling implement increases its reach by 1.
19	Spikes	—
20	Roll twice	The construct has two forms of attacking appendages.

SPECIAL TRAITS

Strange Creations have unusual abilities built into them. You can grant a strange creation more than one special trait, but for each one after the first you must give it a construct flaw.

RANDOM SPECIAL TRAITS

d20	Special Trait	Notes
1	Armor plating	Increase the construct's Defense by 2.
2	Breathe fire	The construct can use an action to spray a 10-yard-long cone of flame. Everything in the area takes damage equal to the construct's normal appendage damage. Each creature must make an Agility challenge roll. A creature takes half damage on a success, or catches fire on a failure. Once the construct uses breathe fire, it cannot do so again for 1 round. Increase the construct's Difficulty by one step.
3	Burrow	Using extending shovels, scoop-like arms, or a mole-machine drill, the construct can dig and tunnel through the earth at half its normal Speed.
4	Enhanced Sensors	Increase the construct's Perception by 4.
5	Fly	The construct can fly by virtue of mechanical wings, rotors, or fixed wings and blasts of air or steam. It gains the flier trait and increases its Difficulty one step.
6	Graceful	Constructs typically have a high Strength and lower Agility. In this case, the typical scores are switched as the construct was created for grace rather than power.
7	Healer	The construct has a built-in healer's kit (<i>Shadow</i> , page 106) and can use it on creatures it can reach.
8	Light lamp	A powerful lantern is attached somewhere to the construct's body. When activated, it shines light into a 20-yard-long cone, originating from a point in the construct's space. The lantern can be turned on or off as a minor activity.
9	Mounting unit	The construct has a built-in saddle or enclosed seat in which a passenger no bigger than one Size smaller can ride in comfort. This only applies to constructs of at least Medium size. Reroll if the construct is smaller.

10	Load-bearer	The construct can lift and carry loads double those its Strength would indicate.
11	Poison	The construct has an internal poison reservoir that is attached to one or more of its appendage attacks. It gains the poisonous trait.
12	Smoke cloud	The construct can use an action, or triggered action on its turn, to produce a cloud of steam or smoke in a 5-yard radius. The cloud partially obscures the construct but does not impede it, and remains for 1 round or until dispersed by wind. After the construct uses this trait, it cannot do so again for 1 round as the mechanism resets. Constructs crafted for water-based environs may instead produce an obscuring cloud of ink underwater.
13	Spray acid	The construct can use an action to fire corrosive acid at one target creature or object within short range of it. The construct makes an Agility attack roll with 1 boon against the target's Agility. On a success, the target takes damage equal to the construct's normal appendage damage.
14	Spray poison	The construct can use an action to fire a glob of poison at one target creature or object within short range of it. The construct makes an Agility attack roll with 1 boon against the target's Agility. On a success, the target must make a Strength challenge roll. On a failure, the target takes 1d6 damage and becomes poisoned for 1 minute. If the target is already poisoned, it instead takes 1d6 extra damage.
15	Swift	The construct can use an action to move up to three times its Speed. It might gain this trait from having longer or extra mechanical legs, efficient wheels, or an enhanced power source.
16	Swim	The construct has inbuilt paddles, mechanical flippers, or water screws which grant it the swimmer trait. If steam-powered, its power source is also sealed against water.
17	Vocalization	The construct is able to issue 2d6 vocalizations when appropriate or asked, with each being a short phrase or sentence no more than 6 words, such as "Stop, intruder!", "Command understood," or "Please wait here for the master."
18	Wall crawl	The construct has the climber trait thanks to suction cups or clawed limbs.
19	Water pump	The construct has an internal or mounted tank of water with fitted pump mechanisms and a hose. The construct can use an action to fire jets of water at up to four points within short range, covering everything within 1d3 yards of the target points with water, extinguishing any flames there. A jet of water can also be used to blast a target of the construct's Size or smaller within range. The target creature must get a success on an Agility challenge roll or fall prone and become dazed for 1 round. The pump has three uses, after which it can only be replenished by sucking up water from an appropriately large enough source for 1 round per use to be replenished.
20	Roll Twice	The construct has two Special Traits

CONSTRUCT FLAWS

Some constructs are subject to flaws, these being deliberately built in, the result of material choices, damage, or wear over time. If a construct has a Flaw, give the construct an extra appendage trait or special trait.

RANDOM CONSTRUCT FLAWS

d20	Construct Flaw	Notes
1-4	Foe Ban	The construct has been expressly forbidden from harming a set of specific individuals, or one or more broad categories of targets, such as humans, individuals wearing household livery, or animals.
5-7	Fragile	Light construction, inferior materials, or damage reduce the construct's Defense by 2.
8-9	Immobile	The construct is immobile, unable to move from the spot on which it has been placed. Reduce its Difficulty by one step.
10-12	Limited Power	Due to an inferior power source, magical fluctuations, or clockwork construction, the construct is prone to periodically ceasing operations. It winds down or runs out of fuel at the end of any round in which it rolled a result of 0 or lower on an attack roll or challenge roll, becoming an object until a creature uses an action to refuel it or crank it.
13-14	Railroaded	The construct is restricted to moving along a track. A track could be literal such as those used by trains, strictly delineated pathways, or only by following specific lines of paint, colored tiles or stones, and the like.
15-17	Slow	Slow, small, or damaged locomotion units reduce the construct's Speed by 2.
18-20	Vulnerable	Typically due to the material used in its construction, or certain exposed workings, the construct takes double damage from a single source of damage such as fire, water, and the like. Animated topiary constructs, for example, would be vulnerable to fire, while a steam-powered construct with a weak, exposed wood- or coal-burning engine would be vulnerable to water.

TRAIT SUMMARY

Constructs might gain one or more traits. Descriptions of those traits follow.

Brutal: When the creature attacks with a weapon, and the total of its attack roll is 20 or higher and exceeds the target number by at least 5, the attack deals 1d6 extra damage.

Climber: The creature ignores difficult terrain from climbing.

Constrict: The creature can wrap its body around other creatures to crush them. When the creature uses an action to grab, it makes the attack roll with 1 boon. Creatures grabbed in this way make attack rolls to escape with 1 bane. In addition, when a creature with the constrict trait uses an action to grab a creature it has grabbed, the target takes damage equal to the damage dealt by an attack option of the grabbing creature's choice.

Flier: The creature can move by flying.

Immobile: An immobile creature has Speed 0 and cannot benefit from bonuses to Speed.

Poisonous: One of the creature's weapon attacks injects venom or is toxic in some way. Add "plus Poison" to the damage line of one of the creature's weapons and reduce the number of damage dice for the attack by one (to a minimum of 1 damage); 1d6 drops to 1d3 and 1d3 drops to 1. The creature gains the following:

Poison The target must get a success on a Strength challenge roll or take 1d6 damage and becomes poisoned for 1 minute. If the target is already poisoned, it instead takes 1d6 extra damage.

Swimmer: The creature ignores difficult terrain from swimming.

Trample: When the creature uses an attack option and the total of its attack roll is 20 or higher, beating the target number by at least 5, the target of the attack falls prone.

SAMPLE CONSTRUCTS

Here are some examples to take you through the process of creating constructs, step-by-step.

EXAMPLE: THE RIDING FLY

You decide to create a large construct, and record its typical statistics. Rolling for its origin, you get a 13, which indicates a purposefully engineered creation. You roll a 4 for type, which tells you it will be a simulacrum. For its form, you roll a d20 plus 2d6, for a total of 14. This means the simulacrum is based on a fly. You add the flier trait and increase its Difficulty one step from 50 to 100. You want to make it a bit more interesting, so you give it the Mounting Unit special trait as this large fly is intended for use as a mount. You describe it as a black iron, steam-powered fly as



big as a horse, with glass and iron latticework wings, behind which is both a padded leather saddle and a fixed harness built into its thorax.

EXAMPLE: BATHTUB OF DOOM

You decide to create a medium construct and record its typical statistics. You roll a 7 for its origin, so it was deliberately made by magic. For its type, you roll a 1, an animated object. Rolling a 2 on the table for medium animated objects indicates that it is an animated bathtub. As the adventure takes place inside a decaying former mansion, you describe it as a large, white-enameled bathtub, its enamel flaking and cracked, its brass lion's feet flecked green with age. It runs full force into intruders, smashing them with its bulk. No modifications to the statistic box are needed.

EXAMPLE: DEMONIC SACRIFICIAL PILLAR

For this, you will need to use the huge construct statistics box. An origin roll of 4 indicates that it is demonically possessed and powered; when the construct is destroyed, there's a chance the huge demon inhabiting it will materialize and seek revenge.

Rolling a 6 on the type roll indicates it will be a strange creation. For its strange form, a roll of 1 means it is going to be pyramidal, so you decide it is a classical square-based pyramid, albeit its apex points down instead, just to mess with the players' heads. A movement trait of 2 means it hovers and can move normally over surfaces such as fairly calm water, mud, and the like. A 5 on its appendage traits means chains or tentacles, so you opt for flailing chains, which means it makes attack rolls to grab with 1 boon.

You envision and describe it as a huge obsidian pillar, one elongated and pyramidal in shape, floating apex downward eerily above the ground. Rusted chains and manacles once used to secure unfortunate victims to the pillar now flail about and lash out at victims nearby. For a special trait, you forgo rolling and select burrow, noting that the pyramidal pillar can twist at great speed, drilling down into the ground at half Speed before bursting forth beneath unsuspecting victims. As it is demonic in nature, you note that foul runes carved into the pillar seem to glow red in the dark, and the rusted chains are still clogged with skin and slick with blood.

PURCHASING CONSTRUCTS

As noted in the *Demon Lord's Companion*, steam-powered constructs might be available to purchase or their creation commissioned. The prices are repeated and expanded here. Note that these costs are for baseline constructs with no unusual traits or abilities; adding additional features increases the base price by 50 percent for each modification. Prices for Titanic constructs are not provided; they are too expensive and rare as to be priceless. Even were one available, it would cost hundreds of thousands of gold crowns—these things are typically the stuff of epic eras and ancient empires, the artifacts of legendary villains and heroes.

CONSTRUCTS

Item	Price	Availability
Construct, Huge	500 gc	Exotic
Construct, Large	250 gc	Exotic
Construct, Medium	25 gc	Exotic
Construct, Small	5 gc	Exotic
Construct, Tiny	3 gc	Exotic

POTIONS

The following new potion lets characters transform ordinary objects into constructs for a brief time.

Animation Potion: This crimson-colored potion smells like iron, with small flecks of golden dust suspended within it that are constantly swirling in motion, even if the vial is perfectly still. You can use an action to pour the potion over a Size 1 or smaller object, which causes it to immediately become a construct of its Size. The effect's duration depends on the object's Size: a Size 1 object becomes a medium construct for 1 minute; a Size 1/2 object becomes a small construct for 1 hour; a Size 1/4 or smaller object becomes a tiny construct for 8 hours. The construct will obey the first individual who speaks directly to it, obeying their spoken instructions to the letter, for the duration of its existence. The potion is exotic and sells for 1 gc.

SPELLS

The following Technomancy spells rapidly create constructs from spare parts, assembling those pieces into useful servants.

CONSTRUCT INFERIOR SERVANT

TECHNOMANCY UTILITY 1

Target A pile of spare parts worth 1 ss resting on a flat surface you can reach
Duration 8 hours

You concentrate for 1 minute, during which time you assemble a servant from the target parts. At the end of this time, the target becomes a **tiny construct** that remains for the duration or until destroyed. The construct acts on your turn, following your spoken instructions to the letter. When the effect ends, the construct collapses into a pile of spare parts.

CONSTRUCT MINOR SERVANTS

TECHNOMANCY UTILITY 2

Target A pile of spare parts worth 1 gc resting on a flat surface you can reach
Duration 8 hours

You concentrate for 1 minute, during which time you assemble one or more servants from the target parts. At the end of this time, the target either becomes **2 tiny constructs** or **1 small construct** that remain for the duration or until destroyed. The construct(s) act on your turn, following your spoken instructions to the letter. When the effect ends, the construct(s) collapse into piles of spare parts.

CONSTRUCT SERVANTS

TECHNOMANCY UTILITY 3

Target A pile of spare parts worth 2 gc resting on a flat surface you can reach
Duration 8 hours

You concentrate for 1 minute, during which time you assemble one or more servants from the target parts. At the end of this time, the target either becomes **2 small constructs** or **1 medium construct** that remain for the duration or until destroyed. The construct(s) act on your turn, following your spoken instructions to the letter. When the effect ends, the construct(s) collapse into piles of spare parts.

CONSTRUCT MAJOR SERVANTS

TECHNOMANCY UTILITY 4

Target A pile of spare parts worth 3 gc resting on a flat surface you can reach
Duration 8 hours

You concentrate for 1 minute, during which time you assemble one or more servants from the target parts. At the end of this time, the target either becomes **2 medium constructs** or **1 large construct** that remain for the duration or until destroyed. The construct(s) act on your turn, following your spoken instructions to the letter. When the effect ends, the construct(s) collapse into piles of spare parts.

CONSTRUCT SUPERIOR SERVANTS

TECHNOMANCY UTILITY 5

Target A pile of spare parts worth 5 gc resting on a flat surface you can reach
Duration 8 hours

You concentrate for 1 minute, during which time you assemble one or more servants from the target parts. At the end of this time, the target either becomes **2 large constructs** or **1 huge construct** that remain for the duration or until destroyed. The construct(s) act on your turn, following your spoken instructions to the letter. When the effect ends, the construct(s) collapse into piles of spare parts.