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ENCYCLOPAEDIA  
ARCANE

# CONSTRUCTS

IT IS ALIVE

The Ultimate Creation

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

## Inside You Will Find:

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

**The Drawing Board:** Rules for building your very own construct!

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

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

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

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

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

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Sample file



# CONSTRUCT PROCESS CHECKLISTS

## Golems

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

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

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

## Automata

**Prerequisites Feats:** Craft Wondrous Item.

**Spells:** None.

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

## Simulacra

**Prerequisites Feats:** Craft Wondrous Item.

**Spells:** Depends on the simulacrum template.

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

## Construct Feats, Deficiencies and Special Abilities

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

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

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

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

# Encyclopaedia Arcane Constructs

Alejandro Melchor

## Contents

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

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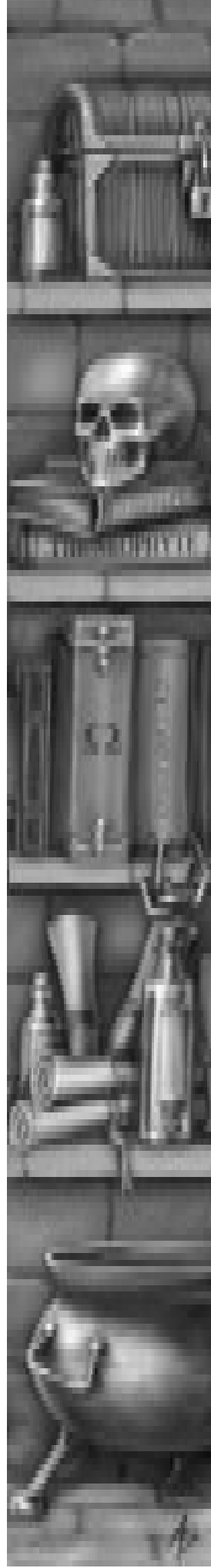
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# INTRODUCTION

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

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

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

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

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

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

## ENCYCLOPAEDIA

### ARCANE

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

## CONSTRUCTS – IT IS ALIVE. . .

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

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

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

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

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

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

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

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

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

‘Yes, and I am willing to pay handsomely for...’

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

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

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

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

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

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

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

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