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Welcome to Adventure Path Plug-Ins!

This supplement is yet another in our line of Adventure Path Plug-Ins. When you see the “Adventure Path Plug-In” logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we’ve assembled the best of the best of current gaming authors, designers and layout experts so you can feel comfortable that Legendary Games products will be the most creative, rules-legal, and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they’re also designed for easy inclusion in your home game regardless of what campaign you run.

WHAT YOU WILL FIND INSIDE THE CODEX

This supplement contains 11 constructs and their variants designed to fit perfectly in any gothic-themed campaign. One problem with Adventure Path-based campaigns is that they are written to appeal to all adventurers with all of the basic resources for their campaigns, and sometimes in print publications interesting and evocative creatures and abilities need to be cut or diminished to ensure they meet tight page count requirements. This Construct Codex allows you, the GM, to insert new and unexpected types of constructs into the Adventure Path to personalize the adventures as your own and enhance the creepy, horror, atmospheric with interesting and innovative monster mechanics. Of course, for those of you not running the Gothic Adventure Path, these constructs can bring new, surprising, and terrifying twists from the usual when introduced into any campaign. Who better to fill your bestiaries to bursting with monsters malevolent and macabre? No one!



JASON NELSON

Sample file

HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as “Gothic Campaign” instead of title of a [recent Adventure Path](#). Or you may see us use the names “The Professor” or “The Professor’s Daughter” or “Immortal Principality” instead of the proper names of specific characters or places from those adventures. There are legal reasons for this. While we can create compatible products under the Open Game License, we still have to be respectful of certain content that Paizo owns. Because we want to be very respectful of their content and work in partnership with them we use these “replacement phrases” for certain content. Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So enjoy these constructs in your “Gothic Adventure Path,” deadly minions of the “lich-king” and his sinister cultists.



Constructs in Horror

Much of classic horror centers around the things that should not be: the dead rising, the alien horror from beyond the stars, spirits reaching back from beyond the grave, and foul cults or bestial hunters that prey upon the living and consume the unwilling flesh of the dead. One consistent trope that appears is simultaneously less grotesque but perhaps more frightening, however, and that is when ordinary objects spring to life. Fascination can turn to terror as the simplest of implements becomes an implacable menace, cold, pitiless, and incapable of reason or remorse. Good and evil are irrelevant, for here is an unthinking *thing* that is bent only on a senseless rampage against any that cross its path, or that stand against the creator that holds its leash.

The iconic construct is the golem, no ordinary object but an extraordinary creation of ritual and craft that stands silent and eternal guard, or perhaps broken free of its master's command and rampaging beyond control, scarcely aware of its surroundings but inflamed with the need to kill. Flesh golems are the most horror-iconic of these constructs, but other types of magecrafted colossi can just as easily serve a horror story in RPGs.

The interesting middle ground of constructs and their use in the game comes in between these two extremes. Can most animated things be handled simply as animated objects? They can, after a fashion, but could be made much more interesting with a more detailed treatment. Yet, a construct that is more than an object is not necessarily a golem either, with their hulking humanoid physique and unique magical immunity. It also seems useful to explore constructs created outside of the wizard's laboratory; while that class is certainly best suited for experimentation, they hardly possess an exclusive patent on the creation of automata.

This product highlights 11 new constructs devised specifically for use with a horror-themed game, but which might find a home in any kind of campaign, including for crafters outside the wizard class. Some of these constructs are mindless automatons typical of their kind, though flavored to evoke the classic tropes of horror.

The **crowflight carriage** is a shining black carriage drawn by spectral horses, suitable for carrying a vampire overlord and his unsuspecting guests (or anyone wishing to make a dramatic entrance) past quaking villagers in broad daylight or darkest night.

The **gothic gargoyle** is a creature of fell statuary, found both fully human-sized and as smaller carvings, that lurks among the ruined battlements of haunted castles, seeking nothing but to add intruders to the sculptures adorning the castle grounds.

The **living crematory** disposes of the dead in highly efficient fashion, roaming battlefields in the wake of massacres to cleanse the countryside; however, if not carefully controlled it is unlikely to discriminate between the living and the dead. Both are nothing but fuel for its eternal fires.

The **stained glass knight**, whether greater or lesser, is an animate artwork created to guard castle and cathedral alike, as beautiful as they are deadly to those who would stand against them or try their hand in battle against them.

The other construct types presented here explore a different direction, that of the intelligent construct. In Pathfinder, *most* constructs are mindless, but they are not required to be. Past adventures have featured constructs with the lifespark template from Green Ronin's *Advanced Bestiary* to get around this restriction, but those described below are constructs that are purpose-built with intellect and cunning, and offer a different kind of construct whose power is not solely vested in how big and strong it is.

The **bloodthirsty manikin** is an accursed menace for low-level adventurers, a seemingly harmless plaything crafted as a subtle assassin, shedding blood with blade and booby trap alike, and cursed with murderous urges that can bring it back from destruction to kill again.

The **dirge organ** is a magnificent instrument possessed of a prideful darkling majesty. It fills haunted castles and ruined palaces with its mournful melodies, and can make its desolate home come to life, entrancing intruders with ears to hear and destroying those who do not honor its musical mastery.

Lastly, we have the **morgech** or 'death machines.' These unfortunates are the results of the cruel magitech experiments of mad mystical scientists, living beings surgically implanted and grafted with jagged mystical machinery and armaments, myomeric actuators, metal-bonded skeletal reinforcement, and genetic augmentations that wrack them with constant pain but boost strength, speed, and savagery. **Ravagers** are corrupted war dogs and wolves, trackers and hunters par excellence. **Executors** are hulking warriors, built from the stock of the fiercest humanoid warriors and with weapons and armor grafted into their living flesh. The exceedingly rare **grievors** are lithe four-armed warriors who retain far more of their mind and sense of self than their lesser kin. In battle, they are veritable whirlwinds of blood, steel, and death.



Sample file

Uncreated Constructs

OPTIONAL RULE: UNCREATED CONSTRUCTS

Constructs have a unique interaction with horror themes as *things given life* by some kind of spirit or magical force animating them. By standard rules, they are purposefully created with magic, skill, resources, and the Craft Construct feat to bind that animating spirit to them. In a horror-themed campaign, however, this need not be the case. Just as ghosts become undead and haunts create lingering spell effects, restless and tormented spirits can spontaneously give life (and even sentience) to inanimate objects in the form of uncreated constructs. A ruined cathedral or haunted castle might spawn animate stained glass windows and stony gargoyles, while a lingering curse or murderous ghost might imbue a child's toy with a thirst for blood. Besides the thematic appeal of haunted objects bringing themselves to life, using uncreated constructs allows GMs to use constructs freely without worrying about the implied economy of numerous high-level spellcasters spending untold thousands of gold pieces on construct creation. Uncreated constructs function identically to normal constructs, though you may also add the following trait:

Uncreated Spirit: Uncreated constructs are damaged by positive energy as undead but gain energy resistance 30 against positive energy. If targeted with *remove curse*, *break enchantment*, or other effect that negates curses, a successful caster level check against DC 10 plus the construct's caster level causes it to become staggered and lose its positive energy resistance for 1 round. If the check succeeds by 10 or more, the construct is destroyed.

OPTIONAL RULE: CONSTRUCT FORMULAE

The *Pathfinder Roleplaying Game* assumes that the Craft Construct feat is all that is needed to make any construct desired. Using unique construct formulae allows you to emulate the the prolonged researches of mad scientists of literature and film. At minimum, you could require one week of work with access to a library and/or laboratory, experimental materials worth 100 gp times the construct's CR, and a Knowledge (arcana) check with a DC of 15 plus the construct's CR (those in the *Pathfinder RPG Bestiary* could have a DC of 10 plus their CR to represent their ubiquity). A failed check means creating that construct is beyond a PC's ability until he gains an additional rank in Knowledge (arcana). Alternatively, you could use a progressive method requiring a number of successful Knowledge (arcana) checks equal to the construct's CR, with one check allowed per week (reducing the weekly cost to 10 gp times the construct's CR). Each natural 20 (19-20 with Skill Focus (Knowledge (arcana))) produces a discovery granting +2 to all future checks for unlocking the secret of that construct, while a natural 1 results in a dead end that causes the loss of 1d4 successful checks of work now wasted. Once the requisite number of successful checks is completed, the formula is perfected and creation can begin.

TABLE 1—1: CONSTRUCT MARKET PRICES

Construct Name	CR	Materials	Price	Cost
<i>Bloodthirsty Manikin</i>	2	100 gp	6,100 gp	3,100 gp
<i>Gothic Gargoyle, lesser</i>	3	200 gp	8,200 gp	4,200 gp
<i>Stained Glass Knight, lesser</i>	3	500 gp	12,500 gp	7,000 gp
<i>Gothic Gargoyle, greater</i>	5	500 gp	18,500 gp	9,500 gp
<i>Stained Glass Knight, greater</i>	7	2,000 gp	43,000 gp	22,500 gp
<i>Crowflight Carriage</i>	9	8,000 gp	75,000 gp	42,000 gp
<i>Living Crematory</i>	10	1,000 gp	73,000 gp	37,000 gp
<i>Dirge Organ</i>	14	20,000 gp	240,000 gp	130,000 gp

While some of these constructs could fit easily anywhere in a horror-themed campaign, some thematically appropriate places to use them might include the following:

HAUNTED PRISON AND VILLAGE

bloodthirsty manikin, gothic gargoyle

WEREWOLVES HUNTING LODGE

bloodthirsty manikin, stained glass knight

ALIEN CULT HEADQUARTERS

living crematory, stained glass knight, or even a gothic gargoyle with an aquatic motif, granting it a swim speed of 30 rather than a fly speed

CREEPY VAMPIRES CASTLE OR VILLA

crowflight carriage, dirge organ, gothic gargoyle, stained glass knight

RUINED PALACE-CITY OF A LICH KING

living crematory



Sample file

Bloodthirsty Manikin



JUTA

