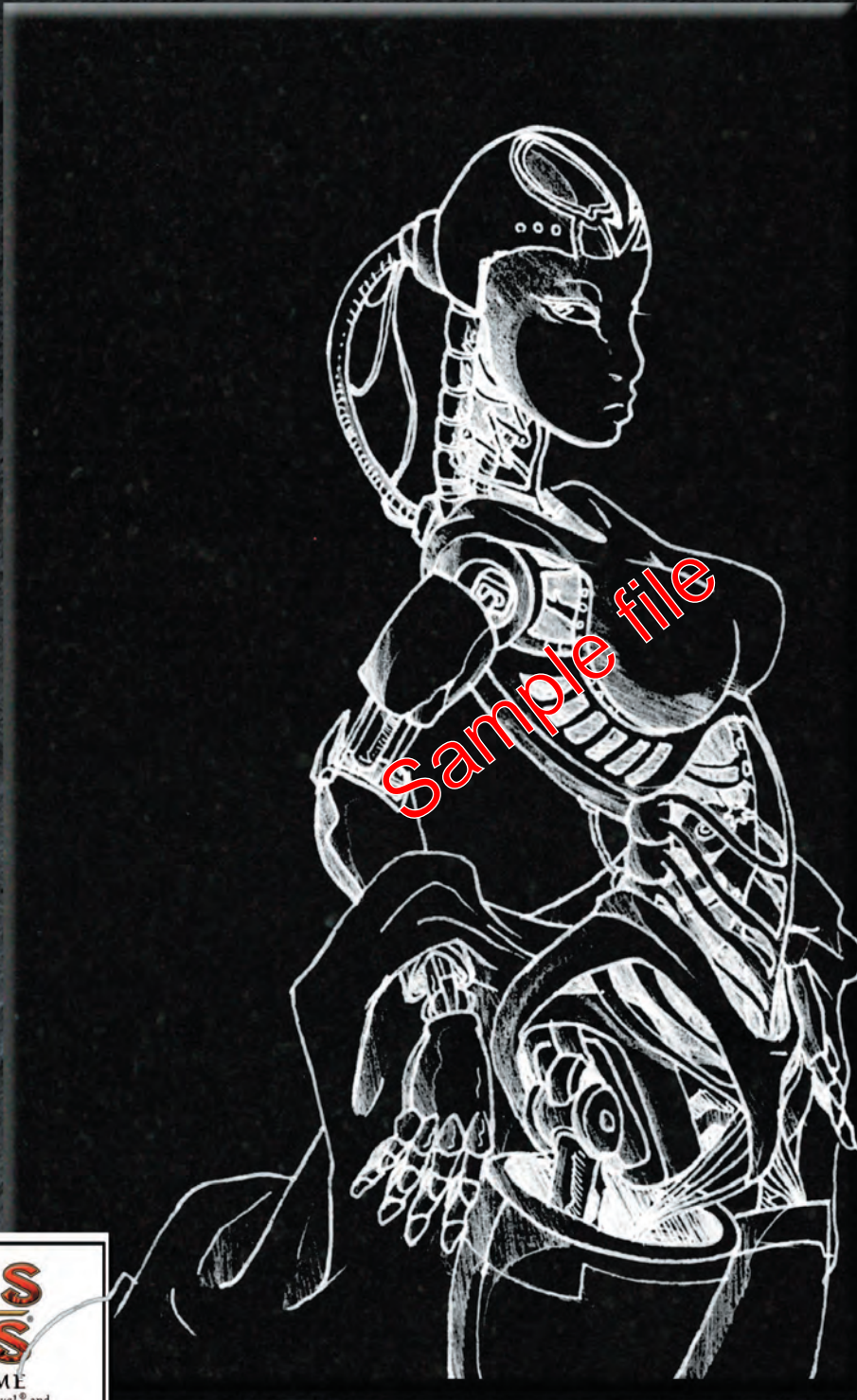


# LIVING CONSTRUCTS



Sally Fourth!



Fantasy

For use with the 4th Edition

**DUNGEONS  
& DRAGONS**  
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and  
Dungeon Master's Guide, Player's Handbook 2, Monster Manual 2, Adventurer's Vault  
core rulebooks, available from Wizards of the Coast, LLC

# Living Constructs

*Nobody appreciates their freedom more than a slave.*

## Credits

Writing, editing, layout and design: James 'Grim' Desborough  
Artwork: Darkzel, LPJ Design, Sade, Toby Gregory, Calvin Clamp.

## GSL

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## Introduction

Golems make excellent servants, tireless, tough and obedient, but they lack that spark of life and adaptability that free thinking people have. Some have tried to instil their creations with some imitation of the free thought, the soul, that 'real' people have with varying degrees of success and sometimes spectacular failure. When a slave has the ability to recognise that it is a slave it chafes against that control and seeks to free itself from it. Some of those constructs have managed to win their freedom through violence, labour, the death of their creator or their largesse and these constructs have gained true freedom, true self determination and true souls, becoming complete. Now these freed slaves form an ever growing community of liberated beings and they are learning to make more of themselves.

## Play a Living Construct if you want:

- To explore what it means to be free.
- To play something tough and durable with a good chance of survival.
- To play a variable and capable 'race' of beings that can be customised to suit you.

## Workers

### Play a worker caste Living Construct if you want:

- To be a stubborn and immovable object, lacking finesse but making up for it in sheer power and survivability.
- To have the longest way to climb to be accepted as a living, thinking, feeling creature.
- To be a member of a race that favours the Barbarian and Warden classes.

## Soldiers

### Play a soldier caste Living Construct if you want:

- To be a hard-hitting and fast-striking warrior.
- To be, literally, designed for war.
- To be a member of a race that favours the Fighter, Ranger, Barbarian, Druid and Warden classes.