

Clockwork Family

Clockwork Soldier (CR 6)

Cogs and gears are visible in the gaps of this metallic creature's armor. It wields a polearm as it stands ready at attention.

XP 2,400

N Medium Construct (Clockwork)

Init +6; Senses Darkvision 60 ft., low-light vision, see invisibility; Perception +0

DEFENSE

AC 20, touch 14, flat-footed 16 (+2 dex, +2 dodge, +6 natural)

hp 64 [100] (8d10+20)

Fort +2, Ref +6, Will +2

DR 5/adamantine; Immune Construct traits

Weakness Lightning

OFFENSE

Speed 30 ft.

Melee +1 Halberd +18/+13 (1d10+14/x3) or 2 Claws +17 (1d8+9)

Space 5 ft.; Reach 5 ft.

Special Attacks Latch

STATISTICS

Str 28, Dex 15, Con -, Int -, Wis 11, Cha 1

Base Atk +8; CMB +17 (+19 disarm); CMD 31 (33 vs disarm)

Feats Improved Initiative, Lightning Reflexes

SQ Efficient winding, Lightning Craze, Proficient, Standby, Swift reactions

SPECIAL ABILITIES

Efficient Winding (Ex)

A clockwork soldier can function for 2 days per HD each time it is wound up.

Lightning Craze (Ex)

Whenever struck by any lightning damage there is a 50% chance the clockwork soldier can malfunction giving it the confuse status effect during its next turn.

Latch (Ex)

Clockwork soldiers have specially designed hands that easily grasp and lock onto weapons and objects. A soldier can attempt to disarm or grapple as a standard action without provoking an attack of opportunity, and it receives a +2 bonus on disarm checks. In addition, it receives a +2 bonus to CMD against attempts to disarm it.

Proficient (Ex)

A clockwork soldier is proficient with all simple and martial weapons.

Standby (Ex)

A clockwork soldier can place itself on standby as a standard action. While on standby, a clockwork soldier cannot move or take any actions. It remains aware of its surroundings but takes a -4 penalty on Perception checks. Time spent on standby does not count against the soldier's wind-down duration. A clockwork soldier can exit standby as a swift action—if it does so to initiate combat, it gains a +4 racial bonus on its Initiative check.

Construction

The creator must start with crafted clockwork pieces worth 1,000 gp; the cost of the soldier's weapon is not included in this price.

CL 12th; **Price** 37,000 gp

CONSTRUCTION REQUIREMENTS

Feats [Craft Construct](#); **Spells** [geas/quest](#) and [heroism](#); **Special** creator must be at least [caster level](#) 12th; **Skill(s)** [Craft \(clockwork\)](#) DC 20; **Cost** 19,000 gp

Clockwork Mage (CR 9)

This faceless construct has a crystal set into its chest, bristling with arcane energy.

XP 6,400

N Medium Construct (Clockwork)

Init +9; Senses Darkvision 60 ft., low-light vision, see invisibility; Perception +2

DEFENSE

AC 25, touch 17, flat-footed 18 (+5 dex, +2 dodge, +8 natural)

hp 119 [170] (15d10+20)

Fort +5, Ref +12, Will +7

DR 5/adamantine; Immune Construct traits; SR 20

Weakness Lightning

OFFENSE

Speed 30 ft.

Melee 2 Slams +18 (1d4+3)

Space 5 ft.; Reach 5 ft.

Special Attacks Crystal Magic

STATISTICS

Str 16, Dex 21, Con -, Int -, Wis 14, Cha 1

Base Atk +15; CMB +18; CMD 35

Feats Improved Initiative, Lightning Reflexes

SQ Difficult to create, Swift reactions, Winding

SPECIAL ABILITIES

Crystal Magic (Su)

A clockwork mage's crystal magic allows it to cast spells as if using a spell trigger magic item (CL 9th) without the use of MP. The crystal type determines a clockwork mage's spells. They cast 1st-level spells at will, 2nd-level spells 3 times per day, and 3rd level spells 1 time per day.

Shadow: 1st – Blind (DC 11), Bone Armor, Dark (DC 11), Dread (DC 11), Obscure (DC 11);

2nd – Bone Shield, Dark II (DC 12), Darkness, Darkvision, Obscure II (DC 12);

3rd – Blindga (DC 13), Dark III (DC 13), Darkra (DC 13), Infect (DC 13), Obscure III (DC 13), Void Aura (DC 13)

Holy: 1st – Brighten (DC 11), Charm (DC 11), Dia (DC 11), Light (DC 11);

2nd – Aid, Brighten II (DC 12), Burst of Radiance (DC 12), Dia II (DC 12), Grace, Holy Weapon, Light II (DC 12);

3rd – Barrier, Brighten III (DC 13), Dia III (DC 13), Dispel, Light III (DC 13), Lightra (DC 13), Searing Light

Fire: 1st – Burning Disarm (DC 11), Detonate (DC 11), Fire (DC 11), Flame Breath (DC 11);

2nd – Burning Arc (DC 12), Detonate II (DC 12), Fiery Shuriken, Fire II (DC 12), Flaming Sphere (DC 12), Shooting Star, Temper;

3rd – Ash Storm, Detonate III (DC 13), Fira (DC 13), Fire III (DC 13)

Water: 1st – Engulf (DC 11), Shell, Sleep (DC 11), Water (DC 11), Water Blast;

2nd – Engulf II (DC 12), Water II (DC 12);

3rd – Aqueous Orb (DC 13), Engulf III (DC 13), Shell II, Shellra, Sleepga (DC 13), Water III (DC 13), Watera (DC 13), Water Walk

Earth: 1st – Entomb (DC 11), Protect, Stone (DC 11), Stone Fist;

2nd – Entomb II (DC 12), Might, Shield, Stone II (DC 12), Stone Call, Wall Climb;

3rd – Entomb III (DC 13), Immobilize (DC 13), Protect II, Protectra, Slow (DC 13), Stone III (DC 13), Stonera (DC 13)

Wind: 1st – Aero (DC 11), Blast (DC 11), Quick Step, Wind Armor, Wind Shield;

2nd – Aero II (DC 12), Blast II (DC 12), Float, Silence (DC 12), Wind Barrier;

3rd – Aera (DC 13), Aero III (DC 13), Battering Blast (DC 13), Blast III (DC 13), Cloak of Winds, Floatga

Lighting: 1st – Shocking Grasp, Spark (DC 11), Thunder (DC 11);

2nd – Defensive Shock, Spark II (DC 12), Sure Strike, Thunder II (DC 12);

3rd – Call Lightning (DC 13), Displacement, Haste, Lightning Bolt (DC 13), Spark III (DC 13), Thundara (DC 13), Thunder III (DC 13)

Ice: 1st – Blizzard (DC 11), Frostbite, Icicle Dagger, Mage Armor, Slick (DC 11);

2nd – Blizzard II (DC 12), Frigid Touch, Frost Fall (DC 12), Icy Breath (DC 12), Slick (DC 12);

3rd – Blizzara (DC 13), Blizzard III (DC 13), Ice Spears (DC 13), Sleet Storm, Slick III (DC 13)

Construction

The creator of a clockwork mage must start with crafted clockwork pieces worth 2,000 gp.

CL 12th; **Price** 84,000 gp

CONSTRUCTION REQUIREMENTS

Feats [Craft Construct](#); **Spells** [geas/quest](#) and [tarutaru's cunning](#); **Special** creator must be at least [caster level](#) 12th; **Skill(s)** [Craft \(clockwork\)](#) DC 20; **Cost** 43,000 gp

Clockwork Dragon (CR 16)

Made from gleaming metal and countless complex cogs and gears, this draconic creature has the presence of a dangerous killing machine.

XP 76,800

N Huge Construct (Clockwork)

Init +8; Senses Darkvision 60 ft., low-light vision, see invisibility; Perception +8

DEFENSE

AC 34, touch 14, flat-footed 28 (+4 dex, +2 dodge, +20 natural, -2 size)

hp 177 [290] (25d10+40)

Fort +8, Ref +14, Will +8

DR 15/adamantine; Immune Construct traits; Resist Fire 20; SR 27

Weakness Lightning

OFFENSE

Speed 60 ft., Fly 100 ft. (average), Swim 60 ft.

Melee Bite +33 (4d6+12), 2 Claws +33 (2d8+12), Tail Slap +28 (2d6+6), 2 Wings +28 (2d6+6)

Space 15 ft.; Reach 15 ft.

Special Attacks Adamantine Weapons, Breath Weapon (100-ft.-line, 14d6 fire damage, Reflex DC 22 half, usable every 1d4 rounds), Self-Destruction

STATISTICS

Str 34, Dex 19, Con -, Int -, Wis 11, Cha 1

Base Atk +25; CMB +39; CMD 55 (59 vs trip)

Feats Improved Initiative, Lightning Reflexes

Skills Fly +8, Perception +8, Swim +20; Racial Modifiers +8 Fly, +8 Perception

SQ Difficult to create, Efficient winding, Swift reactions

SPECIAL ABILITIES

Adamantine Weapons (Ex)

The teeth and claws of a clockwork dragon are made of adamantine and have the qualities of a weapon made from that material.

Efficient Winding (Ex)

Built for long and dangerous missions, a clockwork dragon can function for 3 days per HD each time it is wound up.

Self-Destruction (Ex)

When a clockwork dragon's hit points are reduced to 10% of its total (20 in the case of most clockwork dragon) or less but are still above 0, the creature self-destructs on its next turn, bursting into an explosion of metal scraps and steam that deals 10d6 points of slashing damage plus 10d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful DC 22 Reflex save halves the damage. The save is Charisma-based.

Construction

The clockwork dragon is a masterpiece of clockwork construction and is exceptionally difficult to create. The creator must begin with crafted clockwork pieces worth 25,000 gp.

CL 18th; Price 300,000 gp

CONSTRUCTION REQUIREMENTS

Feats [Craft Construct](#); **Spells** [animate objects](#), [geas/quest](#), and [ultima](#); **Special** creator must be at least CL 18th; **Skill(s)** [Craft \(clockwork\)](#) DC 30; **Cost** 162,500 gp

Deathmask

Deathmask (CR 16)

What looks like the disembodied head of some kind of giant, humanoid robot lurches towards you. Giving a tinny roar, it immediately begins battle by erecting a magic barrier of green light around itself, and curiously, you and your friends as well. - Manly Man

XP 76,800

NE Large construct

Init +8; **Senses** darkvision 90 ft., low-light vision; **Perception** +22

DEFENSE

AC 33, touch 18, flat-footed 29 (+5 deflection, +4 Dex, +15 natural, -1 size)

hp 129 (18d10+30), force field (210 hp, fast healing 24)

mp 158

Fort +6 **Ref** +10 **Will** +16

DR 20/adamantine and magic **Immune** construct traits **Resist** all 20

OFFENSE

Speed 30 ft.

Melee bite +26 (1d8+9)

Ranged laser +22 (5d10 non-elemental, touch, 90 ft.)

Full Attack laser +20/+20 (5d10 non-elemental, touch, 90 ft.)

Space/Reach 10 ft./5 ft.

Special Attacks laser barrage

Spells Known (FC CL 18th; concentration +28)

•3rd (DC 23): *bio, cura, cure III*

•4th (DC 24): *holy*

•5th (DC 25): *biora, curaga*

•6th (DC 26): *flare, holy II*

•7th (DC 27): *bioga*

•8th (DC 28): *flare II, holy III*

•9th (DC 29): *bioja, reflectga*

STATISTICS

Str 28, **Dex** 18, **Con** —, **Int** 30, **Wis** 30, **Cha** 14

Base Atk +18; **CMB** +28; **CMD** 42

Feats Improved Initiative, Weapon Focus (ray), Point-Blank Shot, Rapid Shot, Snap Shot, Improved Snap Shot, Greater Snap Shot, Extend Spell, Quicken Spell

Skills Disable Device +22, Intimidate +20, Knowledge (arcana) +28, Knowledge (dungeoneering) +28, Knowledge (engineering) +28, Knowledge (geography) +28, Knowledge (planes) +28, Knowledge (religion) +28, Perception +28, Sense Motive +28, Spellcraft +28, Use Magic Device +20
Languages All
SQ force field, quick shield, superior reflect

SPECIAL ABILITIES

Force Field (Ex)

A deathmask is sheathed in a thin layer of shimmering energy that grants it 210 bonus hit points. All damage dealt to a deathmask with an active force field is reduced from these hit points first. As long as the force field is active, the deathmask is immune to critical hits. A deathmask's force field has fast healing 24, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Laser Barrage (Ex)

Once every 2d3 rounds, as a standard action, a deathmask can unleash a hail of lasers upon its foes. For each enemy within a 60 ft. cone, roll 1d4; the number rolled is how many times they take the damage of the deathmask's laser weapon (5d10 non-elemental damage). After the total damage is rolled, the affected creature makes a Reflex save (DC 28) for half damage. Blue mages can learn this ability as an 8th-level spell (Knowledge: Engineering DC 31).

Quick Shield (Su)

Once per day, a deathmask may cast *reflectga* as a swift action.

Superior Reflect (Su)

Deathmasks are masters of weaponizing defensive spells, and as such, have unrivaled prowess with the *reflect* line of spells in particular. Whenever they use an ability that grants the effects of the *reflect* spell, the total number of spell levels it can deflect doubles. When casting spells upon those with the Reflect effect, any spell the deathmask casts penetrates any other Reflect effect that the creature targeted by the reflected spell may have. At no point does a deathmask create a resonating field if the spell they cast is reflected to another creature with the Reflect effect. Whenever casting a spell upon itself while a Reflect effect is in play, the spell bounces off and targets an enemy at random, and it does not deplete any levels from the total level of spells that their Reflect effect can affect. Any Reflect effect that the deathmask has also functions on spells that have an area of effect; when reflected, such spells only target a single enemy within the spell's normal range.

ECOLOGY

Environment indoors or underground

Organization solitary, pair

Treasure standard

While powerful, deathmasks are programmed to behave a certain way when in combat. They will always start with casting *reflect* upon themselves and then *reflectga* on their enemies in the same round with their quick shield ability. From there, they bounce spells off of their shields and upon their enemies, or occasionally make attacks with their lasers or laser barrage ability. When low on hit points, or if they notice their force field is about to be destroyed, they will bounce a *cura*, *curaga*, or a *cure III* off of an enemy and onto themselves. All tactics are dropped in favor of erecting another barrier with *reflect* if their shield fails or is forcibly removed.

Golem Family

Wood Golem (CR 6)

This large-sized automaton resembles a crude humanoid figure made of cast-off pieces of wood and splinters.

XP 2,400

N Large Construct

Init +2; **Senses** Darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 19, touch 11; flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 77 (8d10+30)

Fort +2, **Ref** +4, **Will** +5

DR 5/adamantine; **Immune** construct traits; Resist Ice 10, Lightning 5, Earth 5;

Weakness Fire

TACTICS

During Combat The wood golem will attack the closest target to it. If the wood golem melee attack causes sleep on an opponent, it will switch to the next closest target. The wood golem will use splintering as often as it can while avoiding hitting any sleeping targets unless it can hit all of them.

OFFENSE

Speed 30 ft.

Melee 2 Slams +12 (2d8+5 plus sleep)

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

Special Attacks Sleep (DC 17 Fort save), Splintering

STATISTICS

Str 20, **Dex** 15, **Con** -, **Int** -, **Wis** 17, **Cha** 1

Base Atk +8; **CMB** +13; **CMD** 26 (31 vs trip)

SPECIAL ABILITIES

Sleep (Ex)

Slam – injury; save Fort DC 17; frequency 1/round for 4 rounds; sleep status effect; cure 1 save.

Splintering (Su)

As a free action once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 13 halves). The save DC is Constitution-based.

Construction

The pieces of a wood golem are assembled from blocks of fine wood and sprinkled with rare powders and crushed herbs worth at least 300 gil.

CL 9th; **Price** 19,000 gil

CONSTRUCTION REQUIREMENTS

Feats [Craft Construct](#); Spells [mithra's grace](#), [geas/quest](#), [symbol of slowing](#); **Special** creator must be [caster level](#) 9th; **Skill** [Craft](#) (carpentry) DC 14; **Cost** 8,800 gil

Clay Golem (CR 10)

A massive monster that appeared from a faraway world. Made from clay and built like brick outhouses, golems are often found guarding bases.

XP 9,600

N Large Construct

Init +0; **Senses** Darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 25, touch 9; flat-footed 25 (+16 natural, -1 size)

hp 101 (13d10+30)

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

DR 10/adamantine; **Immune** construct traits, Earth; Resist Ice 10, Lightning 10, Water 5; Weakness Wind

TACTICS

During Combat The clay golem will attack the closest target to it unless they're far away it will use Rock Throw. The golem will haste itself after the first round of combat to deal as much damage as possible. It will use Rock Throw for running away targets. If it's getting overwhelm the golem will use Earthquake to deal massive damage.

OFFENSE

Speed 20 ft.

Melee 2 Slams +19 (2d8+7 plus slow)

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

Special Attacks Earthquake, Haste, Rock Throw, Slow (DC 20 Fort save)

STATISTICS

Str 24, **Dex** 10, **Con** -, **Int** -, **Wis** 18, **Cha** 1

Base Atk +13; **CMB** +21; **CMD** 31 (36 vs trip)

SPECIAL ABILITIES

Earthquake (Su)

A clay golem can cause the ground to erupt around it within a 30-ft.-radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect (Reflex save DC 18 for half damage and negates the status effect). Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana or Technology DC 23).

Haste (Su)

After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Rock Throw (Su)

Clay golem throws a huge boulder and hurls it at a foe. Clay golem makes a ranged touch attack roll against a target within 30 feet. If the attack hits, he deals 3d6+6 points of earth damage and the target must make a Fortitude save (DC 17) or be inflicted with Slow status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana or Technology DC 19).

Slow (Ex)

Slam – injury; save Fort DC 20; frequency 1/round for 4 rounds; slow status effect; cure 1 save.

Construction

A clay golem's body must be sculpted from a single block of clay weighing at least 1,000 pounds, treated with rare oils and powders worth 1,500 gil.

CL 11th; **Price** 41,500 gil

CONSTRUCTION REQUIREMENTS

Feats [Craft Construct](#); **Spells** [bless](#), [commune](#), [heroism](#), [arise](#); **Special** creator must be caster level 11th; **Skill** [Craft](#) (sculptures) or [Craft](#) (pottery) DC 16; **Cost** 21,500 gil

Stone Golem (CR 11)

This towering stone automaton bears the likeness of an archaic, armored warrior. It moves with ponderous but inexorable steps.

XP 12,800

N Large Construct

Init -1; **Senses** Darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 26, touch 8; flat-footed 26 (-1 dex, +18 natural, -1 size)

hp 107 (14d10+30)

Fort +4, **Ref** +3, **Will** +9

DR 10/adamantine; **Immune** construct traits, Earth; Resist Fire 10, Lightning 10, Water 5; SR 22; Weakness Ice

TACTICS

During Combat The stone golem will attack the closest target to it unless they're far away it will use Rock Throw. The golem will haste itself after the first round of combat to deal as much damage as possible. It will use Rock Throw for running away targets. If it's getting overwhelm the golem will use Earthquake to deal massive damage.

OFFENSE

Speed 20 ft.

Melee 2 Slams +22 (2d10+9 plus slow)

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

Special Attacks Earthquake, Haste, Rock Throw, Slow (DC 22 Fort save)

STATISTICS

Str 28, **Dex** 9, **Con** -, **Int** -, **Wis** 20, **Cha** 1

Base Atk +14; **CMB** +24; **CMD** 33 (38 vs trip)

SPECIAL ABILITIES

Earthquake (Su)

A stone golem can cause the ground to erupt around it within a 30-ft.-radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect (Reflex save DC 19 for half damage and negates the status effect). Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana or Technology DC 23).

Haste (Su)

After it has engaged in at least 1 round of combat, a stone golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Rock Throw (Su)

Stone golem throws a huge boulder and hurls it at a foe. Stone golem makes a ranged touch attack roll against a target within 30 feet. If the attack hits, he deals 3d6+6 points of earth damage and the target must make a Fortitude save (DC 18) or be inflicted with Slow status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana or Technology DC 19).

Slow (Ex)

Slam – injury; save Fort DC 22; frequency 1/round for 6 rounds; slow status effect; cure 1 save.

Construction

A stone golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gil.

CL 14th; **Price** 105,000 gil

CONSTRUCTION REQUIREMENTS

Feats [Craft Construct](#); **Spells** [antimagic field](#), [geas/quest](#), [symbol of slowing](#); **Special** creator must be caster level 14th; **Skill** [Craft](#) (sculpture) or [Craft](#) (stonemasonry) DC 19; **Cost** 55,000 gil

Ice Golem (CR 12)

This icy statue stands a head taller than a normal human. A rime of frost coats it, and razor-sharp shards of ice adorn its limbs.

XP 19,200

N Large Construct ([Ice](#))

Init -1; **Senses** Darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 26, touch 8; flat-footed 26 (-1 dex, +18 natural, -1 size)

hp 118 (16d10+30)

Fort +4, **Ref** +3, **Will** +9

DR 10/adamantine; **Immune** construct traits, Ice; Resist Wind 15, Earth 15, Water 15; SR 23; Strong Wind

Weakness Fire

TACTICS

During Combat The ice golem starts the fight with hailstorm and then will attack the closest target to it. The golem will haste itself after the first round of combat to deal as much damage as possible.

OFFENSE

Speed 30 ft.

Melee 2 Slams +25 (2d10+10 plus 1d6 ice damage and slow)

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

Special Attacks Breath Weapon (40-ft. Cone, 8d6 ice damage, Reflex DC 18 half, usable once every 1d4 rounds), Chill, Cold (1d8), Haste, Icy Destruction, Slow (DC 23 Fort save)

STATISTICS

Str 30, **Dex** 9, **Con** -, **Int** -, **Wis** 21, **Cha** 1

Base Atk +16; **CMB** +27; **CMD** 36 (40 vs trip)

SPECIAL ABILITIES

Chill (Su)

The ice golem enchants a biting cold to its fists. The ice golem can imbue its weapon or natural weapon to inflict an additional 1d6 points of ice damage on a hit, and any creature that takes this additional ice damage must make a Fortitude save or be staggered for 1 round by the numbing chill. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana or Technology DC 17).

Cold (Ex)

An ice golem's body generates intense cold, dealing 1d6 points of ice damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same ice damage each time one of their attacks hits.

Hailstorm (Su)

3/day, with a range of 100 feet and a 20-ft.-radius spread, Ice golem summons a hailstorm for 8 rounds, dealing 3d6 bludgeoning damage and 2d6 ice damage every turn. A successful Reflex save DC 20 halves the damage on each instance of damage. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana or Technology DC 25).

Haste (Su)

After it has engaged in at least 1 round of combat, an ice golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Icy Destruction (Su)

When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take 6d6 points of slashing damage and 4d6 points of ice damage; a DC 18 Reflex save halves the damage. The save DC is Constitution-based.

Slow (Ex)

Slam – injury; save Fort DC 23; frequency 1/round for 6 rounds; slow status effect; cure 1 save.

Construction

An ice golem's body must be constructed from a single block of ice weighing at least 1,000 pounds. The ice is treated with magical powders and unguents worth at least 1,000 gil.

CL 15th; **Price** 125,500 gil

CONSTRUCTION REQUIREMENTS

Feats [Craft Construct](#); **Spells** [icicle dagger](#), [cone of cold](#), [geas/quest](#), [ice storm](#), [elemental resistance](#) (*ice*); **Special** creator must be caster level 15th; **Skill** [Craft](#) (sculptures) DC 20; **Cost** 65,000 gil

Inferno Golem (CR 12)

Imbued with fire, this type of golem enhanced combat abilities, including red hot to counter physical attacks and flaming slams to hit individual foes.

XP 19,200

N Large Construct ([Fire](#))

Init -1; **Senses** Darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 26, touch 8; flat-footed 26 (-1 dex, +18 natural, -1 size)

hp 118 (16d10+30)

Fort +4, **Ref** +3, **Will** +9

DR 10/adamantine; **Immune** construct traits, Fire; Resist Wind 15, Earth 15, Lightning

15; SR 23; Strong Ice

Weakness Water

TACTICS

During Combat The inferno golem will attack the closest target to it unless they're far away it will use Fireball. The golem will haste itself after the first round of combat to deal as much damage as possible. It will use Fireball for running away targets. If it's getting overwhelm the golem will use Megaflash to deal massive damage.

OFFENSE

Speed 30 ft.

Melee 2 Slams +25 (2d10+10 plus 1d6 fire damage and slow)

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

Special Attacks Breath Weapon (40-ft. Cone, 8d6 fire damage, Reflex DC 18 half, usable once every 1d4 rounds), Fireball, Haste, Megaflash, Red Hot, Slow (DC 23 Fort save)

STATISTICS

Str 30, **Dex** 9, **Con** -, **Int** -, **Wis** 21, **Cha** 1

Base Atk +16; **CMB** +27; **CMD** 36 (41 vs trip)

SPECIAL ABILITIES

Fireball (Su)

An inferno golem generates a searing explosion of flame that detonates with a low roar and deals 5d8 points of fire damage to every creature within the 20-ft.-radius. Every creature caught in the

explosion must make a Reflex save (DC 18) to take half damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana or Technology DC 21).

Haste (Su)

After it has engaged in at least 1 round of combat, an inferno golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Megaflash (Su)

2/day, Inferno golem causes all nearby creatures to burst into flames. All creatures within 30 feet of the golem take 12d6 points of fire damage and must make a Fortitude save DC 21 or be inflicted with Blind status for 1d6 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana or Technology DC 27).

Red Hot (Su)

When an inferno golem takes damage from a melee attack critical hit, it can, as an immediate action, make a slam attack against the creature that made the critical hit.

Slow (Ex)

Slam – injury; save Fort DC 23; frequency 1/round for 6 rounds; slow status effect; cure 1 save.

Construction

An inferno golem's body must be constructed from a single block of stone weighing at least 1,000 pounds. The stone is treated with magical powders that heat it up and unguents worth at least 1000 gil.

CL 15th; **Price** 125,500 gil

CONSTRUCTION REQUIREMENTS

Feats [Craft Construct](#); Spells [flame breath](#), [fire snake](#), [geas/quest](#), [volcanic storm](#), [elemental resistance \(fire\)](#); **Special** creator must be caster level 15th; **Skill** [Craft](#) (sculptures) DC 20; **Cost** 65,000 gil

Iron Golem (CR 13)

This iron automaton stands twice as tall as a normal human. Its heavy footsteps shake the ground with bone-jarring force.

XP 25,600

N Large Construct

Init -1; **Senses** Darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 28, touch 8; flat-footed 28 (-1 dex, +18 natural, -1 size)

hp 129 (18d10+30)

Fort +6, **Ref** +5, **Will** +11

DR 15/adamantine; **Immune** construct traits; Resist Fire 15, Earth 15, Water 15; SR 25;

Weakness Ice

TACTICS

During Combat The iron golem will attack the closest target to it unless they're far away it will use Rock Throw. The golem will haste itself after the first round of combat to deal as much damage as possible. It will use Rock Throw or Lava Blast for running away targets. If it's getting overwhelm the golem will either use Shockwave to knock it's targets back or Earthquake to deal massive damage.

OFFENSE

Speed 20 ft.

Melee 2 Slams +28 (2d10+16 plus slow)

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

Special Attacks Breath Weapon (40-ft. Cone, 10d6 lightning damage, Reflex DC 18 half, usable once every 1d4 rounds), Earthquake, Haste, Lava Blast, Powerful Blows, Rock Throw, Shockwave, Slow (DC 24 Fort save)

STATISTICS

Str 32, **Dex** 9, **Con** -, **Int** -, **Wis** 21, **Cha** 1

Base Atk +18; **CMB** +30; **CMD** 39 (44 vs trip)

SPECIAL ABILITIES

Earthquake (Su)

An iron golem can cause the ground to erupt around it within a 30-ft.-radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect (Reflex save DC 19 for half damage and negates the status effect). Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana or Technology DC 23).

Haste (Su)

After it has engaged in at least 1 round of combat, an iron golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Lava Blast (Su)

1/day, an iron golem shoots out a blast of lava from its forehead. The iron golem must make a ranged touch attack to hit, and if the ray hits, it deals 16d6 points of fire damage and the target must make a Fortitude save (DC 22) or be inflicted with Burning and Entrangled status effects. Blue mages may learn this ability as a 7th level spell (Knowledge: Arcana or Technology DC 29).

Powerful Blows (Ex)

An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

Rock Throw (Su)

Iron golem throws a huge boulder and hurls it at a foe. Iron golem makes a ranged touch attack roll against a target within 30 feet. If the attack hits, he deals 3d6+11 points of earth damage and the target must make a Fortitude save (DC 18) or be inflicted with Slow status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana or Technology DC 19).

Shockwave (Su)

3/day, an iron golem can cause the ground to quake that ripples from it within a 30-ft.-radius spread. Creatures within the area of effect take 8d6 points of earth damage, inflicted with the Weighted status effect, and are pushed back 5 feet per 10 damage sustained. A successful Reflex save (DC 19) reduces damage by half, negates the status effect, and stops being pushed back. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana or Technology DC 23).

Slow (Ex)

Slam – injury; save Fort DC 24; frequency 1/round for 6 rounds; slow status effect; cure 1 save.

Construction

An iron golem's body is sculpted from 5,000 pounds of iron, smelted with rare tinctures costing at least 10,000 gil.

CL 16th; **Price** 150,000 gil

CONSTRUCTION REQUIREMENTS

Feats [Craft Construct](#); Spells [geas/quest](#), [stoneskin](#), [symbol of slowing](#); **Special** creator must be [caster level](#) 16th; **Skill** [Craft](#) (armor) or [Craft](#) (weapons) DC 21; **Cost** 80,000 gil

Mythril Golem (CR 16)

Being a magical construct, fashioned of pure mythril. Though mythril's strength in proportion to its weight surpasses any other metal, many layers of such were used in the construction of this golem, sacrificing lightness for sheer durability. Machines of war, the destructive power of these golems is greatly feared on the battlefield.

XP 76,800

N Huge Construct

Init -1; **Senses** Darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 31, touch 7; flat-footed 31 (-1 dex, +24 natural, -2 size)

hp 172 (24d10+40); fast healing 5;

Fort +8, **Ref** +7, **Will** +14

DR 20/adamantine; **Immune** construct traits; Resist Fire 20, Earth 20, Water 20, Ice 20; SR 28;

TACTICS

During Combat The mythril golem will attack the closest target to it unless they're far away it will use Rock Throw. The golem will haste itself after the first round of combat to deal as much damage as possible. It will use Rock Throw or Lava Blast for running away targets. If it's getting overwhelm the golem will either use Shockwave to knock it's targets back or Earthquake to deal massive damage.

OFFENSE

Speed 30 ft.

Melee 2 Slams +34 (4d10+18/19-20 plus slow)

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

Special Attacks Breath Weapon (50-ft. Cone, 12d6 lightning damage, Reflex DC 22 half, usable

once every 1d4 rounds), Earthquake, Haste, Lava Blast, Powerful Blows, Rock Throw, Shockwave, Slow (DC 28 Fort save)

STATISTICS

Str 34, Dex 9, Con -, Int -, Wis 22, Cha 1
Base Atk +24; CMB +37; CMD 47 (52 vs trip)

SPECIAL ABILITIES

Earthquake (Su)

A mythril golem can cause the ground to erupt around it within a 30-ft.-radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect (Reflex save DC 20 for half damage and negates the status effect). Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana or Technology DC 23).

Haste (Su)

After it has engaged in at least 1 round of combat, an mythril golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Lava Blast (Su)

3/day, a mythril golem shoots out a blast of lava from its forehead. The mythril golem must make a ranged touch attack to hit, and if the ray hits, it deals 16d6 points of fire damage and the target must make a Fortitude save (DC 23) or be inflicted with Burning and Entrangled status effects. Blue mages may learn this ability as a 7th level spell (Knowledge: Arcana or Technology DC 29).

Powerful Blows (Ex)

An mythril golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

Rock Throw (Su)

Mythril golem throws a huge boulder and hurls it at a foe. Mythril golem makes a ranged touch attack roll against a target within 30 feet. If the attack hits, he deals 3d6+11 points of earth damage and the target must make a Fortitude save (DC 19) or be inflicted with Slow status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana or Technology DC 19).

Shockwave (Su)

A mythril golem can cause the ground to quake that ripples from it within a 30-ft.-radius spread. Creatures within the area of effect take 8d6 points of earth damage, inflicted with the Weighted status effect, and are pushed back 5 feet per 10 damage sustained. A successful Reflex save (DC 20) reduces damage by half, negates the status effect, and stops being pushed back. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana or Technology DC 23).

Slow (Ex)

Slam – injury; save Fort DC 28; frequency 1/round for 8 rounds; slow status effect; cure 1 save.

Construction

A mythril golem's body is made of 3,000 pounds of mythril and other precious metals, worth a total of 50,000 gil.

CL 18th; Price 250,000 gil

CONSTRUCTION REQUIREMENTS

Feats [Craft Construct](#); Spells [geas/quest](#), [haste](#), [symbol of slowing](#); **Special** creator must be caster level 18th; **Skill** [Craft](#) (sculpture) DC 25; **Cost** 150,000 gil

Adamantine Golem (CR 19)

This huge construct of black metal is all spikes and armor, save for several forge-like stacks that burn atop its crown and back.

XP 204,800

N Huge Construct

Init -1; **Senses** Darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 33, touch 7; flat-footed 33 (-1 dex, +26 natural, -2 size)

hp 238 (24d10+40); fast healing 10;

Fort +10, **Ref** +9, **Will** +17

DR 20/epic; **Immune** construct traits; Resist Fire 20, Earth 20, Water 20, Ice 20; SR 31;

TACTICS

During Combat The adamantite golem will attack the closest target to it unless they're far away it will use Rock Throw. The golem will haste itself after the first round of combat to deal as much damage as possible. It will use Rock Throw or Lava Blast for running away targets. If it's getting overwhelm the golem will either use Shock Wave to knock it's targets back or Spark Shower/Earthquake (if out of Spark Shower uses) to deal massive damage.

OFFENSE

Speed 30 ft.

Melee 2 Slams +34 (6d10+19/19-20 plus slow)

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

Special Attacks Breath Weapon (50-ft. Cone, 16d6 lightning damage, Reflex DC 25 half, usable once every 1d4 rounds), Destructive Strike, Earthquake, Haste, Lava Blast, Powerful Blows, Rock Throw, Shockwave, Slow (DC 28 Fort save), Trample (6d10+26, DC 38)

STATISTICS

Str 36, **Dex** 9, **Con** -, **Int** -, **Wis** 24, **Cha** 1

Base Atk +30; **CMB** +45; **CMD** 54 (59 vs trip)

SPECIAL ABILITIES

Adamantine Strike (Ex)

An adamantine golem's slam attacks are treated as an adamantine weapon for the purposes of damage reduction.

Destructive Strike (Ex)

An adamantine golem's slam attacks threaten a critical hit on a 18, 19 or 20. In addition, whenever an adamantine golem scores a critical hit, it deals 6d10+19 points of damage to the target's armor

or shield in addition to the normal damage, as if it had also made a successful sunder combat maneuver.

Earthquake (Su)

An adamantine golem can cause the ground to erupt around it within a 30-ft.-radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect (Reflex save DC 21 for half damage and negates the status effect). Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana or Technology DC 23).

Haste (Su)

After it has engaged in at least 1 round of combat, an adamantine golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Lava Blast (Su)

An adamantine golem shoots out a blast of lava from its forehead within 30 feet. The adamantine golem must make a ranged touch attack to hit, and if the ray hits, it deals 16d6 points of fire damage and the target must make a Fortitude save (DC 24) or be inflicted with Burning and Entrangled status effects. Blue mages may learn this ability as a 7th level spell (Knowledge: Arcana or Technology DC 29).

Powerful Blows (Ex)

An adamantine golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 18–20 with its slam attacks.

Rock Throw (Su)

Adamantine golem throws a huge boulder and hurls it at a foe. Adamantine golem makes a ranged touch attack roll against a target within 30 feet. If the attack hits, he deals 3d6+11 points of earth damage and the target must make a Fortitude save (DC 20) or be inflicted with Slow status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana or Technology DC 19).

Shockwave (Su)

An adamantine golem can cause the ground to quake that ripples from it within a 30-ft.-radius spread. Creatures within the area of effect take 8d6 points of earth damage, inflicted with the Weighted status effect, and are pushed back 5 feet per 10 damage sustained. A successful Reflex save (DC 20) reduces damage by half, negates the status effect, and stops being pushed back. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana or Technology DC 23).

Slow (Ex)

Slam – injury; save Fort DC 32; frequency 1/round for 8 rounds; slow status effect; cure 1 save.

Spark Shower (Su)

3/day, an adamantine golem can cause a shower of sparks to erupt out of one of the runes on its body. These sparks erupt in a 30-ft.-cone and those in the area of effect take 10d6 fire and 10d6 lightning damage, a successful Reflex for half damage. Blue mages may learn this ability as a 8th level spell (Knowledge: Arcana or Technology DC 31).

Construction

A adamantine golem's body is made of more than 4,000 pounds of adamantine, mythril, gold, platinum, and other metals worth a total of 100,000 gil.

CL 20th; **Price** 600,000 gil

CONSTRUCTION REQUIREMENTS

Feat [Craft Construct](#); Spells [geas/quest](#), [full-cure](#), [stoneskin](#), [symbol of slowing](#); **Special** creator must be caster level 20th; **Skill** [Craft](#) (sculpture) DC 35; **Cost** 350,000 gil

Iron Giant Family

Iron Giant (CR 13)

This enemy wears blue armor while wielding a very large sword. They're extremely dangerous and heavily armored foes who destroy all in their path.

XP 25,600

NE Large Construct (Living Construct)

Init +4; Senses Darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 30, touch 10, flat-footed 29 (+1 dex, +20 natural, -1 size)

hp 214 (18d10+126)

Fort +13, Ref +7, Will +6

DR 15/adamantine; Immune Living construct traits; Resist All 10 (except Lightning)

Weakness Lightning

TACTICS

During Combat The iron giant will begin the fight with Mighty Guard or already have it on. He will try to Cleave as much as he can. He will usually go after whoever is dealing the greatest amount of damage to him while taking the least amount himself.

OFFENSE

Speed 20 ft.

Melee +2 Greatsword +30/+30 (3d6+24/17-20)

Space 10 ft.; Reach 10 ft.

Special Attacks Mighty Guard, Powerful Swings

STATISTICS

Str 32, Dex 13, Con 24, Int 11, Wis 11, Cha 1

Base Atk +18; CMB +30; CMD 41

Feats Alertness, Cleave, Cleaving Finish, Dazing Assault, Great Cleave, Furious Focus, Improved Initiative, Power Attack, Toughness, Weapon Focus (Greatsword)

Skills Perception +22, Climb +18

Languages Common (cannot speak)

Gear +2 Greatsword

SPECIAL ABILITIES

Powerful Swings (Ex)

An iron giant inflicts two times its Strength modifier and increases the critical hit by 2 with a greatsword.

Mighty Guard (Su)

An iron giant can create a magical barrier around itself and its nearby allies, granting Protect and Shell that lasts 5 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Engineering or Technology DC 25).

Mythril Giant (CR 18)

This enemy wears black armor while wielding a very large sword. They're usually one of the last and most powerful enemies in the game.

XP 153,600

NE Huge Construct (Living Construct)

Init +7; Senses Darkvision 60 ft., low-light vision; Perception +32

DEFENSE

AC 35, touch 11, flat-footed 32 (+3 dex, +24 natural, -2 size)

hp 327 (26d10+126)

Fort +16, Ref +11, Will +8

DR 15/epic; Immune Living construct traits; Resist All 10 (except Lightning)

Weakness Lightning

TACTICS

During Combat The mythril giant will begin the fight with Mighty Guard II or already have it on. He will try to Cleave as much as he can. He will usually go after whoever is dealing the greatest amount of damage to him while taking the least amount himself.

OFFENSE

Speed 30 ft.

Melee +5 keen greatsword +40/+40 (4d6+31/15-20)

Space 15 ft.; Reach 15 ft.

Special Attacks Mighty Guard II, Powerful Swings

STATISTICS

Str 36, Dex 16, Con 26, Int 13, Wis 11, Cha 1

Base Atk +26; CMB +41; CMD 54

Feats Alertness, Cleave, Cleaving Finish, Combat Expertise, Combat Reflexes, Dazing Assault, Great Cleave, Furious Focus, Improved Initiative, Power Attack, Step Up, Toughness, Weapon Focus (Greatsword)

Skills Perception +32, Climb +28

Languages Common (cannot speak)

Gear +5 Keen greatsword

SPECIAL ABILITIES

Powerful Swings (Ex)

A mythril giant inflicts two times its Strength modifier and increases the critical hit by 2 with a greatsword.

Mighty Guard II (Su)

A mythril giant can create a magical barrier around itself and its nearby allies, granting Protect II and Shell II that lasts 7 rounds. Blue mages may learn this ability as a 7th level spell (Knowledge: Engineering or Technology DC 29).

Chrome Giant (CR 20)

This enemy wears dark purple armor while wielding a very large sword. These rarely seen extremely powerful giants can reflect spells back with their armor and are highly spell resistant making them quite difficult to defeat.

XP 307,200

NE Huge Construct (Living Construct)

Init +7; Senses Darkvision 60 ft., low-light vision; Perception +38

DEFENSE

AC 37, touch 11, flat-footed 34 (+3 dex, +26 natural, -2 size)

hp 448 (32d10+320)

Fort +19, Ref +13, Will +11

Defensive Abilities Ray Reflection; DR 15/epic; Immune Living construct traits; Resist All 15 (except Lightning); SR 31

Weakness Lightning

TACTICS

During Combat The chrome giant will begin the fight with Mighty Guard III or already have it on. He will try to Cleave as much as he can. He will usually go after whoever is dealing the greatest amount of damage to him while taking the least amount himself.

OFFENSE

Speed 30 ft.

Melee +5 Vicious Keen Greatsword +45/+45/+40 (4d6+33/15-20)

Space 15 ft.; Reach 15 ft.

Special Attacks Mighty Guard III, Powerful Swings

STATISTICS

Str 38, Dex 16, Con 28, Int 13, Wis 12, Cha 1

Base Atk +32; CMB +48; CMD 61

Feats Alertness, Cleave, Cleaving Finish, Combat Expertise, Combat Reflexes, Critical Focus, Dazing Assault, Great Cleave, Furious Focus, Improved Initiative, Power Attack, Staggering Critical, Step Up, Stunning Critical, Toughness, Weapon Focus (Greatsword)

Skills Perception +38, Climb +34

Languages Common (cannot speak)

SQ Mirrorskin

Gear +5 Vicious Keen Greatsword

SPECIAL ABILITIES

Mirrorskin (Ex)

All hostile spells and spell-like abilities that affect a chrome giant of 3rd-level or lower are automatic reflected back at the caster as though countered by an unbeatable Reflect effect. Any other hostile spells or spell-like abilities that fail to penetrate the chrome giant's spell resistance have a 50% chance of reflecting back at the caster; those that are not reflected are simply nullified.

Powerful Swings (Ex)

A chrome giant inflicts two times its Strength modifier and increases the critical hit by 2 with a greatsword.

Ray Reflection (Ex)

A chrome giant's armor reflects ray spells back upon the ray's source if the ray fails to overcome the chrome giant's spell resistance.

Mighty Guard III (Su)

A chrome giant can create a magical barrier around itself and its nearby allies, granting Protect III and Shell III that lasts 9 rounds. Blue mages may learn this ability as a 9th level spell (Knowledge: Engineering or Technology DC 33).

Magitek Family

B.M.D. (Black Mage Doll) (CR 7)

BMDs are created from Mist to be the soulless magical arm of their master. They are similar to the Genomes in being artificially produced life organisms. They are manufactured as a type of magical soldier capable of casting powerful Black Magic.

XP 3,200

Animated object black mage 4

N Small Construct ([Machina](#))

Init +7; Senses Darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 13, flat-footed 17 (+2 dex, +6 natural, +1 size)

hp 57 (7d10+10), Force Field (35 hp, fast healing 7)

mp 11

Fort +2, Ref +6, Will +2

Defensive Abilities Hardness 5; **Immune** construct traits

Weakness critical hits, lightning

TACTICS

During Combat The B.M.D. will generally stay in the back and cast offensively. They will use spells that are usually weak to one of their element types.

OFFENSE

Speed 20 ft.

Ranged Mwk Fire Power Staff +10 touch (1d6+2 fire damage)

Space 5 ft.; Reach 5 ft.

Spells Known (Black Mage CL 4th, Concentration +7)

At will – Elemental Orb, Detect Magic, Message, Read Magic

1st – Aero (DC 14), Blizzard (DC 14), Dark (DC 14), Fire (DC 14)

2nd – Aero II (DC 15), Blizzard II (DC 15), Dark II (DC 15), Fire II (DC 15)

STATISTICS

Str 8, Dex 15, Con -, Int 17, Wis 11, Cha 5

Base Atk +7; CMB +6; CMD 19

Feats Alertness, Improved Initiative, Lightning Reflexes, Extra MP

Skills Perception +11, Sense Motive +7, Stealth +9, Survival +7; Racial Modifiers +4 Perception

Languages Common

SQ MP Unit

SPECIAL ABILITIES

Force Field (Ex)

A B.M.D. is sheathed in a thin layer of shimmering energy that grants it 35 bonus hit points. All damage dealt to a B.M.D. with an active force field is reduced from these hit points first. As long as the force field is active, the B.M.D. is immune to critical hits. A B.M.D.'s force field has fast healing 7, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

MP Unit (Su)

A B.M.D. possesses a MP Unit installed in its mainframe. Any confirmed critical hits shuts down this unit for 1 round, the B.M.D. unable to cast spells.

Bandoleer Family

Flak Python (CR 3)

A support unit developed by the Leblanc Syndicate. It's not very bright and is only programmed to fire off intermittent machine gun rounds.

XP 800

N Medium Construct ([Machina](#))

Init +2; Senses Darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 dex, +3 natural)

hp 46 [64] (4d10+24)

Fort +1, **Ref** +3, **Will** +2

Immune construct traits

Weakness critical hits, lightning

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee Slam +8 (1d4+6 plus grab)

Ranged integrated light machine gun +6 touch (2d6/x4)

Special Attacks Constrict (1d4+6)

STATISTICS

Str 18, Dex 15, Con -, Int 10, Wis 12, Cha 2

Base Atk +4; **CMB** +8 (+12 grapple); **CMD** 20 (cannot be tripped)

Feats Point-Blank Shot, Toughness

Skills Acrobatics +11, Climb +8, Perception +9, Swim +5; Racial Modifiers +4 Perception, +8

Acrobatics

Languages Common (Cannot speak)

SPECIAL ABILITIES

Light Machine Gun (Ex)

These modern firearms have a range increment of 100 feet, automatically reload as a free action, and misfires on a 1 or 2. A flak python's core can process scrap metal into new ammunition, effectively giving flak python infinite ammo with this weapon.

Battlesnake (CR 5)

A Support Unit developed by the Leblanc Syndicate. When the time is right, it can use Full-Auto to deal major damage, but fortunately it can't pull a stunt like that very often.

XP 1,600

N Medium Construct ([Machina](#))

Init +3; Senses Darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 dex, +5 natural)

hp 57 [86] (6d10+26)

Fort +2, **Ref** +5, **Will** +4

Defensive Abilities hardness 5; **Immune** construct traits

Weakness critical hits, lightning

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee Slam +11 (1d6+7 plus grab)

Ranged integrated light machine gun +9 touch (2d6/x4)

Special Attacks Constrict (1d6+7)

STATISTICS

Str 20, Dex 16, Con -, Int 10, Wis 14, Cha 2

Base Atk +6; **CMB** +13 (+17 grapple); **CMD** 26 (cannot be tripped)

Feats Improved Natural Attack (Slam), Point-Blank Shot, Toughness

Skills Acrobatics +12, Climb +9, Perception +10, Swim +6; Racial Modifiers +4 Perception, +8

Acrobatics

Languages Common (Cannot speak)

SPECIAL ABILITIES

Light Machine Gun (Ex)

These modern firearms have a range increment of 100 feet, automatically reload as a free action, and misfires on a 1 or 2. A battlesnake's core can process scrap metal into new ammunition, effectively giving battlesnake infinite ammo with this weapon.

Full-Auto (Ex)

Once every 1d6+1 rounds as a full-round action, a battlesnake can use its machine guns to fire twice in one round towards one target. When it does so, it makes two machine gun attack against that target.

Viper Sniper (CR 8)

A Support Unit developed by the Leblanc Syndicate. When the time is right, it can use Full-Auto to deal major damage, and sometimes it can switch over to its integrated sniper rifle to take long range shots.

XP 4,800

N Medium Construct ([Machina](#))

Init +4; Senses Darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 21, touch 14, flat-footed 17 (+4 dex, +7 natural)

hp 78 [119] (9d10+29)

Fort +3, **Ref** +7, **Will** +6

Defensive Abilities hardness 5; **Immune** construct traits

Weakness critical hits, lightning

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee Slam +14 (1d6+7 plus grab)

Ranged integrated machine gun +14 touch (2d8/x4) or integrated sniper rifle +13 touch (3d6/x4)

Special Attacks Constrict (1d6+7)

STATISTICS

Str 20, Dex 18, Con -, Int 10, Wis 16, Cha 2

Base Atk +9; **CMB** +14 (+18 grapple); **CMD** 28 (cannot be tripped)

Feats Improved Natural Attack (Slam), Point-Blank Shot, Precise Shot, Toughness, Weapon Focus (Machine Gun)

Skills Acrobatics +14, Climb +9, Perception +11, Swim +6; Racial Modifiers +4 Perception, +8 Acrobatics

Languages Common (Cannot speak)

SPECIAL ABILITIES

Machine Gun (Ex)

These modern firearms have a range increment of 120 feet, automatically reload as a free action, and misfires on a 1 or 2. A viper sniper's core can process scrap metal into new ammunition, effectively giving viper sniper infinite ammo with this weapon.

Full-Auto (Ex)

Once every 1d4+1 rounds as a full-round action, a viper sniper can use its machine guns to fire twice in one round towards one target. When it does so, it makes two machine gun attack against that target.

Sniper Rifle (Ex)

These modern firearms have a range increment of 300 feet, automatically reload as a full-round action and misfires on a 1. A viper sniper's core can process scrap metal into new ammunition, effectively giving viper sniper infinite ammo with this weapon. Regardless on when reloading is necessary (a full round action which provokes attacks of opportunity), the sniper rifle can only fire once per round, regardless of your BAB. In addition, you take a -4 penalty to attack to attempting to fire within 30 ft. of the target.

Death Machine Family

Io (CR 14)

A weapon developed by a long-lost civilization that has run out of control and hunts down humans with lethal precision. It is posited that these machines were originally configured to target only hostile enemies, and that a malfunction has led to their erratic current behavior. While few remain intact, they display incredible durability and destructive power, and adventurers that encounter one are encouraged to see that it is put out of commission... permanently.

XP 38,400

N Huge Construct ([Machina](#))

Init +6; Senses Darkvision 120 ft., low-light vision, superior optics; Perception +22

DEFENSE

AC 29, touch 11, flat-footed 26 (+2 dex, +1 dodge, +18 natural, -2 size)

hp 154 (18d10+40), Force Field (90 hp, fast healing 18)

Fort +8, Ref +8, Will +7

Hardness 10; Immune Construct traits

Weakness Critical hits and Lightning

TACTICS

During Combat The io will start by using Rockets if really far away from it's targets or Chain Guns if semi-far away. It will keep using Chain Guns until its foes get within 40 feet. If there is a group of foes within range, it will use Suppressing Fire. Sometimes it will use Booster Jets to get an advantage for shooting off more Rockets at it's foes.

OFFENSE

Speed 40 ft., Climb 25 ft.; Booster Jets

Melee 2 Claws +26 (2d4+10/19-20)

Ranged 2 Integrated Chain Guns +18 (7d6/x4)

Space 15 ft.; Reach 15 ft.

Special Attacks Combined Arms, Rockets, Suppressing Fire

STATISTICS

Str 30, Dex 15, Con -, Int 14, Wis 13, Cha 1

Base Atk +18; CMB +30; CMD 42 (50 vs. trip)

Feats Combat Expertise, Combat Reflexes, Deadly Aim, Dodge, Great Fortitude, Improved Critical (Claw), Improved Initiative, Mobility, Skill Focus (Acrobatics)

Skills Acrobatics +26 (+34 when jumping), Climb +16, Intimidate +13, Perception +22, Sense Motive +22

Languages Common, + two more

SPECIAL ABILITIES

Booster Jets (Su)

As a swift action up to 10 times per hour, an io can gain a fly speed of 60 feet (poor maneuverability) for a duration of 1 minute.

Chain Guns (Ex)

These advanced firearms have a range increment of 200 feet, automatically reload as a free action, and never misfire. An io's core can process scrap metal into new ammunition, effectively giving io infinite ammo with these weapons. Integrated ranged weapons do not provoke [attacks of opportunity](#) when fired in melee combat.

Combined Arms (Su)

When taking a full attack action, an io can attack with melee and ranged integrated weapons simultaneously.

Force Field (Ex)

An io is sheathed in a thin layer of shimmering energy that grants it 90 bonus hit points. All damage dealt to an io with an active force field is reduced from these hit points first. As long as the force field is active, the io is immune to critical hits. An io's force field has fast healing 18, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Rockets (Ex)

Once every 1d2 rounds and as a standard action, an io can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures in the area (Reflex DC 21 halves). An io carries a maximum of five rockets. Its core can replenish fired rockets at the rate of one per 6 hours, crafting new rockets from scrap metal and other collected components used in the construction process. The save DC is Intelligence-based.

Suppressing Fire (Ex)

As a standard action, an io can use its chain guns to fire in a 100-foot cone. When it does so, it makes a single chain gun attack against every target in this area.

Superior Optics (Ex)

Io can see invisible creatures and objects as if they were visible.

Killing Machine (CR 16)

This mysterious weapon that once assaulted the Imperial Guard. One of the defensive units that was left behind by those who employed advanced technologies of yesteryear. It is believed that it was created to eliminate intruders, but now that the creators are gone, it is randomly attacking people.

XP 76,800

N Gargantuan Construct ([Machina](#))

Init +6; Senses Darkvision 120 ft., low-light vision, superior optics; Perception +24

DEFENSE

AC 31, touch 9, flat-footed 28 (+2 dex, +1 dodge, +22 natural, -4 size)

hp 182 (20d10+60), Force Field (100 hp, fast healing 20)

Fort +8, Ref +8, Will +7

Hardness 15; Immune Construct traits

Weakness Critical hits and Lightning

TACTICS

During Combat The killing machine will start by using Rockets if really far away from its targets or Chain Guns/Plasma Lance if semi-far away. It will keep using Chain Guns until its foes get within 40 feet. If there is a group of foes within range, it will use Suppressing Fire. Sometimes it will use Booster Jets to get an advantage for shooting off more Rockets at its foes.

OFFENSE

Speed 50 ft., Climb 30 ft.; Booster Jets

Melee 2 Claws +28 (2d6+12/19-20)

Ranged 2 Integrated Chain Guns +19 (8d6/x4)

Space 20 ft.; Reach 20 ft.

Special Attacks Combined Arms, Plasma Lance, Rockets, Suppressing Fire

STATISTICS

Str 34, Dex 15, Con -, Int 16, Wis 13, Cha 1

Base Atk +20; CMB +36; CMD 48 (56 vs. trip)

Feats Combat Expertise, Combat Reflexes, Deadly Aim, Dodge, Great Fortitude, Improved Critical (Claw), Improved Initiative, Mobility, Skill Focus (Acrobatics), Weapon Focus (chain gun)

Skills Acrobatics +28 (+36 when jumping), Climb +20, Intimidate +15, Perception +24, Sense Motive +24

Languages Common, + three more

SPECIAL ABILITIES

Booster Jets (Su)

As a swift action up to 10 times per hour, a killing machine can gain a fly speed of 60 feet (poor maneuverability) for a duration of 1 minute.

Chain Guns (Ex)

These advanced firearms have a range increment of 200 feet, automatically reload as a free action, and never misfire. A killing machine's core can process scrap metal into new ammunition, effectively giving killing machine infinite ammo with these weapons. Integrated ranged weapons do not provoke [attacks of opportunity](#) when fired in melee combat.

Combined Arms (Su)

When taking a full attack action, a killing machine can attack with melee and ranged integrated weapons simultaneously.

Plasma Lance (Ex)

As a standard action once every 4 rounds, a killing machine may fire a 120-foot-long line of plasma from its face plates. All creatures in this area take 20d6 points of plasma damage [half fire and half lightning] (Reflex DC 23 halves). The save DC is Intelligence-based.

Force Field (Ex)

A killing machine is sheathed in a thin layer of shimmering energy that grants it 100 bonus hit points. All damage dealt to a killing machine with an active force field is reduced from these hit points first. As long as the force field is active, the killing machine is immune to critical hits. A killing machine's force field has fast healing 20, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Rockets (Ex)

As a standard action, a killing machine can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures in the area (Reflex DC 23 halves). A killing machine carries a maximum of five rockets. Its core can replenish fired rockets at the rate of one per 6 hours, crafting new rockets from scrap metal and other collected components used in the construction process. The save DC is Intelligence-based.

Suppressing Fire (Ex)

As a standard action, a killing machine can use its chain guns to fire in a 100-foot cone. When it does so, it makes a single chain gun attack against every target in this area.

Superior Optics (Ex)

Killing machine can see invisible creatures and objects as if they were visible.

Gamma (CR 18)

A weapon developed by the same civilization that created the Io, it served as their final line of defense. Even with its masters long since gone, it still dutifully patrols the ancient ruins in search of intruders to eliminate. A crowning technological achievement of the time, many modern scholars would give anything to study a specimen, but given their violent behavior, incapacitating one without destroying it remains a nigh-impossible task.

XP 153,600

N Gargantuan Construct ([Machina](#))

Init +6; Senses Darkvision 120 ft., low-light vision, superior optics; Perception +28

DEFENSE

AC 33, touch 10, flat-footed 30 (+3 dex, +1 dodge, +24 natural, -4 size)

hp 210 (24d10+60), Force Field (120 hp, fast healing 24)

Fort +10, Ref +13, Will +9

Hardness 15; Immune Construct traits

Weakness Critical hits and Lightning

TACTICS

During Combat The gamma will start by using Rockets Plus if really far away from it's targets or Chain Guns/Plasma Lance if semi-far away. It will keep using Chain Guns or Gravity Bomb until its foes get within 40 feet. If there is a group of foes within range, it will use Suppressing Fire. Sometimes it will use Booster Jets to get an advantage for shooting off more Rockets Plus at it's foes.

OFFENSE

Speed 50 ft., Climb 30 ft.; Booster Jets

Melee 2 Claws +33 (2d8+13/19-20)

Ranged 2 Integrated Chain Guns +24 (9d6/x4)

Space 20 ft.; Reach 20 ft.

Special Attacks Combined Arms, Gravity Bomb, Plasma Lance, Rockets Plus, Suppressing Fire

STATISTICS

Str 36, Dex 16, Con -, Int 16, Wis 13, Cha 1

Base Atk +24; CMB +41; CMD 54 (62 vs. trip)

Feats Combat Expertise, Combat Reflexes, Deadly Aim, Dodge, Great Fortitude, Improved Critical (Claw), Improved Initiative, Improved Natural Attack (Claw), Lightning Reflexes, Mobility, Skill Focus (Acrobatics), Weapon Focus (chain gun)

Skills Acrobatics +32 (+40 when jumping), Climb +24, Intimidate +19, Perception +28, Sense Motive +28

Languages Common, + three more

SPECIAL ABILITIES

Booster Jets (Su)

As a swift action up to 10 times per hour, a gamma can gain a fly speed of 60 feet (poor maneuverability) for a duration of 1 minute.

Chain Guns (Ex)

These advanced firearms have a range increment of 200 feet, automatically reload as a free action, and never misfire. A gamma's core can process scrap metal into new ammunition, effectively giving gamma infinite ammo with these weapons. Integrated ranged weapons do not provoke [attacks of opportunity](#) when fired in melee combat.

Combined Arms (Su)

When taking a full attack action, a gamma can attack with melee and ranged integrated weapons simultaneously.

Gravity Bomb (Ex)

As a standard action once every 4 rounds, a gamma may fire a glowing purple bomb at a single target up to a range of 120 feet. This ability functions exactly like Gravity (Fortitude DC 25). The save DC is Intelligence-based.

Plasma Lance (Ex)

As a standard action once every 3 rounds, a gamma may fire a 120-foot-long line of plasma from its face plates. All creatures in this area take 24d6 points of plasma damage [half fire and half lightning] (Reflex DC 25 halves). The save DC is Intelligence-based.

Force Field (Ex)

A gamma is sheathed in a thin layer of shimmering energy that grants it 120 bonus hit points. All damage dealt to a gamma with an active force field is reduced from these hit points first. As long as the force field is active, the gamma is immune to critical hits. A gamma's force field has fast healing 24, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Rockets Plus (Ex)

As a standard action, a gamma can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 8d6 points of fire damage and 8d6 points of bludgeoning damage to all creatures in the area (Reflex DC 25 halves). A gamma carries a maximum of eight rockets. Its core can replenish fired rockets at the rate of one per 6 hours, crafting new rockets from scrap metal and other collected components used in the construction process. The save DC is Intelligence-based.

Suppressing Fire (Ex)

As a standard action, a gamma can use its chain guns to fire in a 100-foot cone. When it does so, it makes a single chain gun attack against every target in this area.

Superior Optics (Ex)

Gamma can see invisible creatures and objects as if they were visible.

Machina Warrior Family

Machina Worker (CR 1)

Ancient machina restored by the AI Bhed. Not a war machine, but hits hard with its tool arm.

XP 400

N Small Construct ([Machina](#))

Init +0; Senses Darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 13, touch 11, flat-footed 13 (+2 natural, +1 size)

hp 26 [40] (3d10+10)

Fort +3, **Ref** +1, **Will** +1

Immune construct traits

Weakness critical hits, lightning

OFFENSE

Speed 30 ft.

Melee Gore +6 (1d4+3)

Special Attacks Critical Attack

STATISTICS

Str 15, Dex 10, Con -, Int 1, Wis 11, Cha 1
Base Atk +3; CMB +4; CMD 14
Feats Great Fortitude, Skill Focus (Perception)
Skills Perception +6

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the machina worker can inflict more pain than normal. If they succeed at hitting with their gore attack, the damage is 1d6+3 x 1.5 for total damage.

Machina Ranger (CR 3)

An ancient Machina that wanders in search of Foes. Having gone over one thousand years without maintenance.

XP 800

N Small Construct ([Machina](#))

Init +1; Senses Darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 14 (+1 dex, +3 natural, +1 size)

hp 42 [65] (5d10+15)

Fort +3, **Ref** +2, **Will** +1

Immune construct traits

Weakness critical hits, lightning

OFFENSE

Speed 30 ft.

Melee Gore +9 (1d4+4)

Special Attacks Critical Attack, Impale

STATISTICS

Str 17, Dex 12, Con -, Int 2, Wis 11, Cha 1

Base Atk +5; CMB +7; CMD 18

Feats Great Fortitude, Skill Focus (Perception), Toughness

Skills Perception +8

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the machina ranger can inflict more pain than normal. If they succeed at hitting with their gore attack, the damage is 1d6+4 x 1.5 for total damage.

Impale (Ex)

When charging, a machina ranger deals double damage with gore.

Machina Soldier (CR 6)

Abandoned machina from ages past. Its Electrocute attack inflicts severe lightning damage.

XP 2,400

N Small Construct ([Machina](#))

Init +2; Senses Darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 18, touch 13, flat-footed 16 (+2 dex, +5 natural, +1 size)

hp 62 [98] (8d10+18)

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

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

Weakness critical hits, lightning

OFFENSE

Speed 30 ft.

Melee 2 Gores +10 (1d6+4)

Special Attacks Critical Attack, Impale

STATISTICS

Str 19, Dex 14, Con -, Int 3, Wis 11, Cha 1

Base Atk +8; **CMB** +11; **CMD** 23

Feats Great Fortitude, Improved Natural Attack (Gore), Skill Focus (Perception), Toughness

Skills Perception +11

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d3 rounds as a standard action, the machina ranger can inflict more pain than normal. If they succeed at hitting with their gore attack, the damage is 1d6+4 x 1.5 for total damage.

Electric Shock (Su)

A machina soldier can send an electric jolt at a single target within 5 feet. This attack deals 2d8 points of lightning damage to the target and a successful Reflex save (DC 16) halves the damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Engineering or Technology DC 19).

Impale (Ex)

When charging, a machina ranger deals double damage with gore.

Magitek Armor Family

Warmech (CR 6)

This is an ancient magitek construct built for war. Although no longer being built, they have been found in ancient ruins, still functional.

XP 2,400

N Large Construct ([Machina](#))

Init +0; Senses Darkvision 60 ft., low-light vision, superior optics; Perception +16

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)
hp 77 (8d10+30), Force Field (40 hp, fast healing 8)
Fort +7, Ref +5, Will +5
Hardness 5, resilient; Immune Construct traits
Weakness Critical hits, Lightning, Water

OFFENSE

Speed 20 ft.
Melee 2 Claws +14 (1d8+7)
Ranged Integrated Laser Rifle +7 touch (2d8 fire)
Space 10 ft.; Reach 10 ft.
Special Attacks Megaton Punch, Tek Laser

STATISTICS

Str 25, Dex 11, Con -, Int 10, Wis 11, Cha 1
Base Atk +8; CMB +16; CMD 26 (can't be tripped)
Feats Alertness, Combat Reflexes, Deadly Aim, Great Fortitude, Precise Shot
Skills Climb +6, Perception +16, Sense Motive +12
Languages Common + one more

SPECIAL ABILITIES

Force Field (Ex)

A warmech is sheathed in a thin layer of shimmering energy that grants it 40 bonus hit points. All damage dealt to a warmech with an active force field is reduced from these hit points first. As long as the force field is active, the warmech is immune to critical hits. A warmech's force field has fast healing 8, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Integrated Laser Rifle (Ex)

A warmech has a built-in laser rifle. This weapon has a range of 150 feet and deals 2d8 points of fire damage on a hit. The weapon can fire once per round as a ranged touch attack. A laser attack can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers don't provide cover from lasers, but unlike force barriers, a transparent physical barrier still takes damage when a laser passes through it. Invisible creatures and objects are immune to damage from lasers. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment. Integrated ranged weapons do not provoke [attacks of opportunity](#) when fired in melee combat.

Megaton Punch (Ex)

As a standard action, a warmech launches both of its limbs at an opponent. If a successful hit, the creature takes 4d4+14 points of damage and the warmech can make a Bull Rush combat maneuver against the target it hits as a free action. A warmech using this attack is inflicted with a -2 penalty to AC for one round.

Resilient (Ex)

Warmech receive a +3 racial bonus on all saving throws.

Superior Optics (Ex)

Warmech see invisible creatures and objects as if they were visible.

Tek Laser (Su)

Once every 1d4 rounds and as a standard action, a warmech can fire a blue blast from its chest in a 30- ft.-cone. All creatures caught within the area of effect take 5d8 points of non-elemental damage, a Reflex save (DC 14) for half damage. Those failing the Reflex save must make a Fortitude save (DC 14) or be stunned for 1d3 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Engineering or Technology DC 23).

Magitek Armor (CR 7)

The standard magitek armor built with an integrated CPU to think for itself and learn. Also used to protect and serve.

XP 3,200

N Large Construct ([Machina](#))

Init +1; Senses Darkvision 120 ft., low-light vision, superior optics; Perception +16

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 dex, +10 natural, -1 size)

hp 77 (8d10+30), Force Field (35 hp, fast healing 7)

Fort +7, Ref +6, Will +6

Hardness 5, resilient; Immune Construct traits

Weakness Critical hits and Lightning

OFFENSE

Speed 30 ft.

Melee 2 Claws +13 (1d8+6)

Ranged Integrated Laser Rifle +8 touch (2d8 fire)

Space 10 ft.; Reach 10 ft.

Special Attacks Combined Arms, Mini Rockets, Tek Laser

STATISTICS

Str 22, Dex 12, Con -, Int 12, Wis 12, Cha 1

Base Atk +8; CMB +17; CMD 26 (can't be tripped)

Feats Alertness, Combat Reflexes, Deadly Aim, Great Fortitude, Precise Shot

Skills Climb +6, Perception +16, Sense Motive +12

Languages Common + one more

SPECIAL ABILITIES

Combined Arms (Ex)

As part of a full-attack action, a magitek armor can attack with both melee and ranged integrated weapons.

Force Field (Ex)

A magitek armor is sheathed in a thin layer of shimmering energy that grants it 35 bonus hit points. All damage dealt to a magitek armor with an active force field is reduced from these hit points first. As long as the force field is active, the magitek armor is immune to critical hits. A magitek armor's force field has fast healing 7, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Integrated Laser Rifle (Ex)

A magitek armor has a built-in laser rifle. This weapon has a range of 150 feet and deals 2d8 points of fire damage on a hit. The weapon can fire once per round as a ranged touch attack. A laser attack can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers don't provide cover from lasers, but unlike force barriers, a transparent physical barrier still takes damage when a laser passes through it. Invisible creatures and objects are immune to damage from lasers. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment. Integrated ranged weapons do not provoke [attacks of opportunity](#) when fired in melee combat.

Mini Rockets (Ex)

As a standard action, a magitek armor can fire a rocket to a range of 400 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 3d6 points of fire damage and 3d6 points of bludgeoning damage to all creatures in the area (Reflex DC 15 halves). A magitek armor carries a maximum of five mini rockets. Its core can replenish fired rockets at the rate of one per 6 hours, crafting new rockets from scrap metal and other collected components used in the construction process. The save DC is Intelligence-based.

Resilient (Ex)

Magitek armor receive a +3 racial bonus on all saving throws.

Superior Optics (Ex)

Magitek see invisible creatures and objects as if they were visible.

Tek Laser (Su)

Once every 1d4 rounds and as a standard action, a magitek armor can fire a blue blast from its chest in a 30-ft.-cone. All creatures caught within the area of effect take 5d8 points of non-elemental damage, a Reflex save (DC 15) for half damage. Those failing the Reflex save must make a Fortitude save (DC 15) or be stunned for 1d3 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Engineering or Technology DC 23).

Heavy M-Tek Armor (CR 9)

An upgraded magitek armor built with an integrated CPU to think for itself and learn. This magitek armor comes with extra offensive and defensive capabilities.

XP 6,400

N Large Construct ([Machina](#))

Init +5; Senses Darkvision 120 ft., low-light vision, superior optics; Perception +20

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 dex, +12 natural, -1 size)
hp 105 (12d10+30), Force Field (60 hp, fast healing 12)
Fort +9, Ref +8, Will +8
Hardness 10, resilient; Immune Construct traits
Weakness Critical hits and Lightning

OFFENSE

Speed 30 ft.
Melee 2 Claws +18 (1d8+7)
Ranged Integrated Laser Rifle +12 touch (2d10 fire)
Space 10 ft.; Reach 10 ft.
Special Attacks Combined Arms, Magitek Barrier, Mini Rockets, Tek Laser

STATISTICS

Str 24, Dex 13, Con -, Int 14, Wis 13, Cha 1
Base Atk +12; CMB +20; CMD 31 (can't be tripped)
Feats Alertness, Combat Reflexes, Deadly Aim, Great Fortitude, Improved Initiative, Point-Blank Shot, Precise Shot
Skills Climb +10, Perception +20, Sense Motive +16
Languages Common + two more

SPECIAL ABILITIES

Combined Arms (Ex)

As part of a full-attack action, a heavy m-tek armor can attack with both melee and ranged integrated weapons.

Force Field (Ex)

A heavy m-tek armor is sheathed in a thin layer of shimmering energy that grants it 60 bonus hit points. All damage dealt to a heavy m-tek with an active force field is reduced from these hit points first. As long as the force field is active, the heavy m-tek is immune to critical hits. A heavy m-tek's force field has fast healing 12, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours

Integrated Laser Rifle (Ex)

A heavy m-tek armor has a built-in laser rifle. This weapon has a range of 150 feet and deals 2d10 points of fire damage on a hit. The weapon can fire once per round as a ranged touch attack. A laser attack can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers don't provide cover from lasers, but unlike force barriers, a transparent physical barrier still takes damage when a laser passes through it. Invisible creatures and objects are immune to damage from lasers. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment. Integrated ranged weapons do not provoke [attacks of opportunity](#) when fired in melee combat.

Magitek Barrier (Su)

Once every 1d2 rounds, a heavy m-tek armor can put up a green barrier thereby gaining the effects of Protect and Reflect for 3 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Engineering or Technology DC 25).

Mini Rockets (Ex)

As a standard action, a heavy m-tek armor can fire a rocket to a range of 400 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 3d6 points of fire damage and 3d6 points of bludgeoning damage to all creatures in the area (Reflex DC 18 halves). A heavy m-tek armor carries a maximum of five mini rockets. Its core can replenish fired rockets at the rate of one per 6 hours, crafting new rockets from scrap metal and other collected components used in the construction process. The save DC is Intelligence-based.

Resilient (Ex)

Heavy m-tek armor receive a +3 racial bonus on all saving throws.

Superior Optics (Ex)

Heavy m-tek armor see invisible creatures and objects as if they were visible.

Tek Laser (Su)

Once every 1d4 rounds and as a standard action, a heavy m-tek armor can fire a blue blast from its chest in a 30-ft.-cone. All creatures caught within the area of effect take 5d8 points of non-elemental damage, a Reflex save (DC 16) for half damage. Those failing the Reflex save must make a Fortitude save (DC 16) or be stunned for 1d3 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Engineering or Technology DC 23).

Mega Armor (CR 11)

Magitek armor mark III made with the finest of materials also has rockets. This magitek armor comes with extra offensive and defensive capabilities than its previous models.

XP 12,800

N Large Construct ([Machina](#))

Init +6; Senses Darkvision 120 ft., low-light vision, superior optics; Perception +23

DEFENSE

AC 25, touch 11, flat-footed 23 (+2 dex, +14 natural, -1 size)

hp 126 (15d10+30), Force Field (75 hp, fast healing 15)

Fort +10, Ref +12, Will +10

Hardness 10, resilient; Immune Construct traits

Weakness Critical hits and Lightning

OFFENSE

Speed 30 ft.

Melee 2 Claws +22 (1d8+8)

Ranged Integrated Laser Rifle +16 touch (2d10 fire)

Space 10 ft.; Reach 10 ft.

Special Attacks Combined Arms, Magitek Barrier, Tek Laser, Rockets

STATISTICS

Str 27, Dex 15, Con -, Int 15, Wis 14, Cha 1

Base Atk +15; CMB +24; CMD 36 (can't be tripped)

Feats Alertness, Combat Reflexes, Deadly Aim, Great Fortitude, Improved Initiative, Lightning Reflexes, Point-Blank Shot, Precise Shot

Skills Climb +13, Perception +23, Sense Motive +19

Languages Common, + two more

SPECIAL ABILITIES

Combined Arms (Ex)

As part of a full-attack action, a mega armor can attack with both melee and ranged integrated weapons.

Force Field (Ex)

A mega armor is sheathed in a thin layer of shimmering energy that grants it 75 bonus hit points. All damage dealt to a mega armor with an active force field is reduced from these hit points first. As long as the force field is active, the mega armor is immune to critical hits. A mega armor's force field has fast healing 15, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Integrated Laser Rifle (Ex)

A mega armor has a built-in laser rifle. This weapon has a range of 150 feet and deals 2d10 points of fire damage on a hit. The weapon can fire once per round as a ranged touch attack. A laser attack can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers don't provide cover from lasers, but unlike force barriers, a transparent physical barrier still takes damage when a laser passes through it. Invisible creatures and objects are immune to damage from lasers. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment. Integrated ranged weapons do not provoke [attacks of opportunity](#) when fired in melee combat.

Magitek Barrier (Su)

A mega armor can put up a green barrier thereby gaining the effects of Protect and Reflect for 3 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Engineering or Technology DC 25).

Rockets (Ex)

Once every 1d4 rounds and as a standard action, a mega armor can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures in the area (Reflex DC 19 halves). A mega armor carries a maximum of five rockets. Its core can replenish fired rockets at the rate of one per 12 hours, crafting new rockets from scrap metal and other collected components used in the construction process. The save DC is Intelligence-based.

Resilient (Ex)

A mega armor receive a +3 racial bonus on all saving throws.

Superior Optics (Ex)

A mega armor see invisible creatures and objects as if they were visible.

Tek Laser (Su)

Once every 1d3 rounds and as a standard action, a mega armor can fire a blue blast from its chest in a 30-ft.-cone. All creatures caught within the area of effect take 5d8 points of non-elemental damage, a Reflex save (DC 16) for half damage. Those failing the Reflex save must make a Fortitude save (DC 16) or be stunned for 1d3 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Engineering or Technology DC 23).

Pluto Armor (CR 14)

Pluto Armor is the best quality of magitek armor ever made as far as we know...

XP 38,400

N Huge Construct ([Machina](#))

Init +6; Senses Darkvision 120 ft., low-light vision, superior optics; Perception +26

DEFENSE

AC 28, touch 10, flat-footed 26 (+2 dex, +18 natural, -2 size)

hp 154 (18d10+40), Force Field (90 hp, fast healing 18)

Fort +11, Ref +13, Will +11

Hardness 15, resilient; Immune Construct traits

Weakness Critical hits and Lightning

OFFENSE

Speed 30 ft.

Melee 2 Claws +27 (2d6+11)

Ranged Integrated Laser Rifle +18 touch (2d12 fire)

Space 15 ft.; Reach 15 ft.

Special Attacks Combined Arms, Magitek Barrier, Tek Laser, Rockets

STATISTICS

Str 32, Dex 15, Con -, Int 16, Wis 14, Cha 1

Base Atk +18; CMB +31; CMD 43 (can't be tripped)

Feats Alertness, Combat Reflexes, Deadly Aim, Great Fortitude, Improved Initiative, Lightning

Reflexes, Point-Blank Shot, Power Attack, Precise Shot

Skills Climb +16, Perception +26, Sense Motive +22

Languages Common, + three more

SPECIAL ABILITIES

Combined Arms (Ex)

As part of a full-attack action, a pluto armor can attack with both melee and ranged integrated weapons.

Force Field (Ex)

A pluto armor is sheathed in a thin layer of shimmering energy that grants it 90 bonus hit points. All damage dealt to a pluto armor with an active force field is reduced from these hit points first. As long

as the force field is active, the pluto armor is immune to critical hits. A pluto armor's force field has fast healing 18, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Integrated Laser Rifle (Ex)

A pluto armor has a built-in laser rifle. This weapon has a range of 150 feet and deals 2d12 points of fire damage on a hit. The weapon can fire once per round as a ranged touch attack. A laser attack can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers don't provide cover from lasers, but unlike force barriers, a transparent physical barrier still takes damage when a laser passes through it. Invisible creatures and objects are immune to damage from lasers. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment. Integrated ranged weapons do not provoke [attacks of opportunity](#) when fired in melee combat.

Magitek Barrier (Su)

A pluto armor can put up a green barrier thereby gaining the effects of Protect and Reflect for 3 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Engineering or Technology DC 25).

Rockets (Ex)

Once every 1d3 rounds and as a standard action, a pluto armor can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures in the area (Reflex DC 22 halves). A mega armor carries a maximum of five rockets. Its core can replenish fired rockets at the rate of one per 12 hours, crafting new rockets from scrap metal and other collected components used in the construction process. The save DC is Intelligence-based.

Resilient (Ex)

A pluto armor receive a +3 racial bonus on all saving throws.

Superior Optics (Ex)

A pluto armor see invisible creatures and objects as if they were visible.

Tek Laser (Su)

Once every 1d2 rounds and as a standard action, a pluto armor can fire a blue blast from its chest in a 30-ft.-cone. All creatures caught within the area of effect take 5d8 points of non-elemental damage, a Reflex save (DC 17) for half damage. Those failing the Reflex save must make a Fortitude save (DC 17) or be stunned for 1d3 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Engineering or Technology DC 23).

Monodrive Family

Monodrive (CR 4)

Bionic sentries created by Shinra's R&D Division. They are equipped with artificial intelligence and are used to guard mako reactors.

XP 1,200

N Small Construct ([Machina](#))

Init +3; Senses Darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 dex, +1 natural, +1 size)

hp 26 [40] (3d10+10)

mp 6

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

Immune construct traits, stop;

Weakness critical hits and wind

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee Gore +4 (1d4)

Spells Known (FC CL 3rd; Concentration +5)

1st (DC 14) – detonate, fire, shield

2nd (DC 15) – detonate II, fire II, flaming sphere

STATISTICS

Str 10, Dex 16, Con -, Int 14, Wis 14, Cha 6

Base Atk +3; **CMB** +2; **CMD** 15

Feats Great Fortitude, Spell Focus (Fire)

Skills Fly +16, Perception +5, Survival +5, Spellcraft +5

SQ Auto-float

SPECIAL ABILITIES

Auto-float (Ex)

Monodrive are held aloft by it's magical pin needle just below it. This gives it movement as though it was under the effect of a float spell; this effect cannot be dispelled.

Mark II Monodrive (CR 7)

Bionic sentries created by Shinra's R&D Division. They are equipped with artificial intelligence and are used to guard mako reactors.

XP 3,200

N Medium Construct ([Machina](#))

Init +3; Senses Darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 dex, +3 natural)

hp 43 [70] (6d10+10)

mp 17

Fort +4, **Ref** +5, **Will** +4

Immune construct traits, stop;

Weakness critical hits and wind

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee Gore +8 (1d6+3)

Special Abilities Indurate

Special Attacks Fire Combo

Spells Known (FC CL 6th; Concentration +9)

1st (DC 11) – detonate, fire, shield

2nd (DC 14) – detonate II, fire II, flaming sphere

3rd (DC 15) – detonate III, fire, fire III

STATISTICS

Str 14, Dex 16, Con -, Int 16, Wis 14, Cha 6

Base Atk +6; **CMB** +8; **CMD** 21

Feats Great Fortitude, Spell Focus (Fire), Toughness

Skills Fly +17, Perception +8, Survival +8, Spellcraft +8

SQ Auto-float

SPECIAL ABILITIES

Auto-float (Ex)

Mark II Monodrive are held aloft by it's magical pin needle just below it. This gives it movement as though it was under the effect of a float spell; this effect cannot be dispelled.

Fire Combo (Ex)

3/day and once every 1d2+1 rounds, a Mark II Monodrive can cast two fire spells using one standard action. Both of the spells must have the same standard action casting time. The monodrive can make any decisions concerning the spells independently of each other. Any target affected by both of the spells takes a –4 penalty on saves made against each spell. The monodrive receives a +4 bonus on caster level checks made to overcome spell resistance with these two spells

Indurate (Su)

2/day and once every 1d4+1 rounds a Mark II Monodrive becomes Strong (only take 50% damage) against physical attacks until they either take magical damage or until it's duration ends at 1d4+1 rounds.

Scouter Bot Family

Searcher (CR 2)

This small robot usually scouts out terrain or something that it must find but who really knows what they're really looking for.

XP 600

N Small Construct ([Machina](#))

Init +2; Senses Darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 17, touch 13, flat-footed 16 (+2 Dex, +4 natural, +1 size)

hp 26 [40] (3d10+10)

Fort +1, **Ref** +5, **Will** +4

Defensive Abilities all-around vision; **Immune** construct traits

Weakness critical hits, lightning

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 claws +6 (1d3+2) or integrated laser torch +6 (1d8 fire)

Ranged integrated laser pistol +6 touch (1d8 fire)

Space 5 ft.; **Reach** 5 ft. (10 ft. with integrated laser torch)

STATISTICS

Str 14, Dex 15, Con -, Int 10, Wis 17, Cha 1

Base Atk +3; **CMB** +4; **CMD** 16 (24 vs trip)

Feats Alertness, Lightning Reflexes

Skills Fly +12, Perception +15, Sense Motive +5, Stealth +9, Survival +5; Racial Modifiers +4

Perception

Languages Common

SQ camouflage

SPECIAL ABILITIES

Camouflage (Ex)

A searcher outer shell contains color-shifting screens that allow the creature to blend into any background. Though not truly invisible, they are hard to pinpoint. While using this ability, a searcher gains a +8 racial bonus on Stealth checks and has concealment from creatures more than 5 feet away.

Integrated Laser Pistol (Ex)

Once every 1d2+1 rounds, a searcher has a built-in laser pistol with a range of 50 ft. A laser pistol emits a beam of intensely focused light capable of burning anything it strikes. A laser attack can pass through force fields and force effects, such as a [wall of force](#), to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers do not provide [cover](#) from lasers—but unlike force barriers, a transparent physical barrier still takes damage from a laser passing through it. Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide [cover](#) in addition to [concealment](#) from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing [concealment](#), and though a laser consists of highly focused light, it does not provide any illumination. Integrated ranged weapons do not provoke [attacks of opportunity](#) when fired in melee combat.

Integrated Laser Torch (Ex)

Once every 1d2+1 rounds, a searcher is outfitted with an integrated laser torch used to bypass barriers or restraints. When activated, the torch emits a beam of highly focused light, cutting and burning through surfaces up to 6 inches away. Attacks from a laser torch resolve as touch attacks and deal 1d10 points of fire damage. This damage is not modified further by Strength. A searcher integrated laser torch is mounted on an extending arm that allows it greater reach. When the laser torch is used as a tool or as a weapon to sunder, its damage bypasses hardness up to 20 points,

and damage is not halved (as is normally the case for energy damage applied to objects) unless the object is particularly fire-resistant. A laser torch's cutting beam passes through force fields and force effects without damaging the field. Invisible objects and creatures can't be harmed by a laser torch. Integrated ranged weapons do not provoke [attacks of opportunity](#) when fired in melee combat.

Security Eye (CR 4)

This small robot hides in plain sight while keeping any eye out for intruders.

XP 1,200

N Small Construct ([Machina](#))

Init +7; Senses Darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 20, touch 14, flat-footed 17(+3 Dex, +6 natural, +1 size)

hp 42 (5d10+10), force field (25 hp, fast healing 5)

Fort +1, **Ref** +6, **Will** +5

Defensive Abilities all-around vision; Hardness 5; **Immune** construct traits

Weakness critical hits, lightning

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 claws +8 (1d3+2), integrated laser torch +8 (1d10 fire)

Ranged integrated laser rifle +9 touch (2d6 fire)

Space 5 ft.; Reach 5 ft. (10 ft. with integrated laser torch)

Special Attacks Flash

STATISTICS

Str 15, Dex 17, Con -, Int 10, Wis 18, Cha 1

Base Atk +5; CMB +6; CMD 19 (27 vs trip)

Feats Alertness, Improved Initiative, Lightning Reflexes, Precise Shot

Skills Fly +14, Perception +18, Sense Motive +8, Stealth +11, Survival +8; Racial Modifiers +4

Perception

Languages Common

SQ camouflage

SPECIAL ABILITIES

Camouflage (Ex)

A security eye shell contains color-shifting screens that allow the creature to blend into any background. Though not truly invisible, they are hard to pinpoint. While using this ability, a searcher gains a +8 racial bonus on Stealth checks and has concealment from creatures more than 5 feet away.

Flash (Su)

A security eye emits a bright flash around itself blinding all those within a 15-ft.-radius who did not succeed on a Will save (DC 16) for 1d6 rounds. A security eye will only use this as an escaping measure. Blue mages may learn this ability as a 2nd level spell (Knowledge: Engineering or Technology DC 19).

Force Field (Ex)

A security eye is sheathed in a thin layer of shimmering energy that grants it 25 bonus hit points. All damage dealt to a security eye with an active force field is reduced from these hit points first. As long as the force field is active, the security eye is immune to critical hits. A security eye's force field has fast healing 5, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Integrated Laser Rifle (Ex)

A security eye has a built-in laser rifle. This weapon has a range of 150 feet and deals 2d6 points of fire damage on a hit. The weapon can fire once per round as a ranged touch attack. A laser attack can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers don't provide cover from lasers, but unlike force barriers, a transparent physical barrier still takes damage when a laser passes through it. Invisible creatures and objects are immune to damage from lasers. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment. Integrated ranged weapons do not provoke [attacks of opportunity](#) when fired in melee combat.

Integrated Laser Torch (Ex)

A security eye is outfitted with an integrated laser torch used to bypass barriers or restraints. When activated, the torch emits a beam of highly focused light, cutting and burning through surfaces up to 6 inches away. Attacks from a laser torch resolve as touch attacks and deal 1d10 points of fire damage. This damage is not modified further by Strength. A searcher integrated laser torch is mounted on an extending arm that allows it greater reach. When the laser torch is used as a tool or as a weapon to sunder, its damage bypasses hardness up to 20 points, and damage is not halved (as is normally the case for energy damage applied to objects) unless the object is particularly fire-resistant. A laser torch's cutting beam passes through force fields and force effects without damaging the field. Invisible objects and creatures can't be harmed by a laser torch. Integrated ranged weapons do not provoke [attacks of opportunity](#) when fired in melee combat.

Death Searcher (CR 7)

This small robot sneaks up on unsuspecting foes and destroys them.

XP 3,200

NE Small Construct ([Machina](#))

Init +9; Senses Darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 23, touch 16, flat-footed 18 (+5 dex, +7 natural, +1 size)

hp 63 (8d10+10), Force Field (40 hp, fast healing 8)

Fort +2, Ref +9, Will +7

Defensive Abilities all-around vision; Hardness 5; **Immune** construct traits

Weakness critical hits, lightning

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 Claws +12 (1d4+3), Integrated Laser Torch +12 (1d12 fire)

Ranged Integrated Laser Rifle +14 touch (2d8 fire)

Space 5 ft.; Reach 5 ft. (10 ft. with integrated laser torch)
Special Attacks Flash

STATISTICS

Str 16, Dex 20, Con -, Int 10, Wis 20, Cha 1
Base Atk +8; CMB +10; CMD 25 (33 vs trip)
Feats Alertness, Deadly Aim, Improved Initiative, Lightning Reflexes, Precise Shot
Skills Fly +17, Perception +22, Sense Motive +12, Stealth +14, Survival +12; Racial Modifiers +4
Perception
Languages Common
SQ camouflage

SPECIAL ABILITIES

Camouflage (Ex)

A death searcher outer shell contains color-shifting screens that allow the creature to blend into any background. Though not truly invisible, they are hard to pinpoint. While using this ability, a death searcher gains a +8 racial bonus on Stealth checks and has concealment from creatures more than 5 feet away.

Flash (Su)

A death searcher emits a bright flash around itself blinding all those within a 15-ft.-radius who did not succeed on a Will save (DC 17) for 1d6 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Engineering or Technology DC 23).

Force Field (Ex)

A death searcher is sheathed in a thin layer of shimmering energy that grants it 40 bonus hit points. All damage dealt to a death searcher with an active force field is reduced from these hit points first. As long as the force field is active, the death searcher is immune to critical hits. A death searcher's force field has fast healing 8, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Integrated Laser Rifle (Ex)

A death searcher has a built-in laser rifle. This weapon has a range of 150 feet and deals 2d8 points of fire damage on a hit. The weapon can fire once per round as a ranged touch attack. A laser attack can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers don't provide cover from lasers, but unlike force barriers, a transparent physical barrier still takes damage when a laser passes through it. Invisible creatures and objects are immune to damage from lasers. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment. Integrated ranged weapons do not provoke [attacks of opportunity](#) when fired in melee combat.

Integrated Laser Torch (Ex)

A death searcher is outfitted with an integrated laser torch used to bypass barriers or restraints. When activated, the torch emits a beam of highly focused light, cutting and burning through surfaces up to 6 inches away. Attacks from a laser torch resolve as touch attacks and deal 1d12 points of fire damage. This damage is not modified further by Strength. A death searcher integrated laser torch is mounted on an extending arm that allows it greater reach. When the laser torch is used as a tool or

as a weapon to sunder, its damage bypasses hardness up to 20 points, and damage is not halved (as is normally the case for energy damage applied to objects) unless the object is particularly fire-resistant. A laser torch's cutting beam passes through force fields and force effects without damaging the field. Invisible objects and creatures can't be harmed by a laser torch. Integrated ranged weapons do not provoke [attacks of opportunity](#) when fired in melee combat.

Sweeper Family

Cutter (CR 7)

An improved version of the sweeper, outfitted with spinning saw blades at the end of each arm.

XP 3,200

N Large Construct ([Machina](#))

Init +3; Senses Darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 85 [110] (8d10+30)

Fort +7, **Ref** +8, **Will** +8

Defensive Abilities hardness 5, resilient; Immune Construct traits

Weakness Critical hits and Lightning

OFFENSE

Speed 40 ft.

Melee 2 Buzz Saws +16 (2d12+8)

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

Special Attacks Boosted Charge, Buzzsaw Blitz

STATISTICS

Str 26, Dex 16, Con -, Int 12, Wis 16, Cha 4

Base Atk +8; CMB +17; CMD 30

Feats Cleave, Great Fortitude, Power Attack, Weapon Focus (Buzz Saw)

Skills Acrobatics +12, Perception +14, Sense Motive +14

Languages Common (Cannot speak)

SPECIAL ABILITIES

Boosted Charge (Ex)

Twice per day, a cutter can make a full-attack action at the end of a charge instead of a single attack.

Buzzsaw Blitz (Ex)

Once every 1d6+1 rounds, a cutter can perform one extra buzz saw attack with each

Resilient (Ex)

A cutter receive a +3 racial bonus on all saving throws.

Sweeper (CR 7)

A mechanical monster from Midgar, a city in a distant world. It patrols Shinra's mako reactors. They are very resilient and can absorb a great deal of damage. They attack using machine guns mounted on their arms. They are vulnerable to lightning, so using magic should prove to be quite effective.

XP 3,200

N Large Construct ([Machina](#))

Init +3; Senses Darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 63 [90] (6d10+30)

Fort +4, **Ref** +5, **Will** +4

Defensive Abilities hardness 5; Immune Construct traits

Weakness Critical hits and Lightning

OFFENSE

Speed 40 ft.

Melee Slam +12 (1d8+10)

Ranged 2 integrated machine gun +8 touch (2d8/x4)

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

Special Attacks combined arms, fire blast, suppressing fire

STATISTICS

Str 24, Dex 16, Con -, Int 10, Wis 14, Cha 1

Base Atk +6; **CMB** +14; **CMD** 27

Feats Great Fortitude, Point-Blank Shot, Precise Shot

Skills Perception +11, Sense Motive +11

Languages Common (Cannot speak)

SPECIAL ABILITIES

Combined Arms (Ex)

Once every 1d4 rounds when taking a full attack action, a sweeper can attack with melee and ranged integrated weapons simultaneously.

Fire Blast (Ex)

Once every 1d4 rounds as a full-attack action, a sweeper can release a 30-ft.-cone flame from its core outward doing 4d6 points of fire damage and any creature hit by the flaming cone must also succeed at a DC 15 Reflex save or catch fire with no half damage, taking an addition 2d6 points of fire damage each round until the flames are extinguished. This is a wisdom-based save.

Machine Guns (Ex)

These modern firearms have a range increment of 120 feet, automatically reload as a free action, and misfires on a 1 or 2. A sweeper's core can process scrap metal into new ammunition, effectively giving sweeper infinite ammo with these weapons.

Suppressing Fire (Ex)

Once every 1d4 rounds as a standard action, a sweeper can use its machine guns to fire in a 60-foot cone. When it does so, it makes a single machine gun attack against every target in this area.

Jury-rigged Cutter (CR 13)

XP 25,600

N Large Construct ([Machina](#))

Init +4; Senses Darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 26, touch 12, flat-footed 19 (+3 Dex, +14 natural, -1 size)

hp 108 [162] (12d10+42)

Fort +9, **Ref** +11, **Will** +11

Defensive Abilities hardness 5, resilient; **Immune** construct traits

Weakness Critical hits and Lightning

OFFENSE

Speed 40 ft.

Melee 2 Buzz Saws +22 (2d12+10/19-20)

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

Special Attacks Boosted Charge, Buzzsaw Blitz, Hundred Cuts

STATISTICS

Str 30, Dex 18, Con -, Int 12, Wis 18, Cha 4

Base Atk +12; **CMB** +22; **CMD** 40

Feats Cleave, Critical Focus (Buzz Saw), Great Fortitude, Power Attack, Toughness, Weapon Focus (Buzz Saw)

Skills Acrobatics +17, Perception +19, Sense Motive +19

Languages Common (Cannot speak)

SPECIAL ABILITIES

Boosted Charge (Ex)

3/day, a jury-rigged cutter can make a full-attack action at the end of a charge instead of a single attack.

Buzzsaw Blitz (Ex)

Once every 1d6+1 rounds, a jury-rigged cutter can perform one extra buzz saw attack with each

Hundred Cuts (Ex)

Once every 1d4+1 rounds, a jury-rigged cutter can perform a whirlwind attack. When the jury-rigged cutter uses the full-attack action, it can give up its regular attacks and instead make one melee attack at its highest base attack bonus against each opponent within reach. It must make a separate attack roll against each opponent.

Resilient (Ex)

A jury-rigged cutter receive a +3 racial bonus on all saving throws.

Sweeper Prototype (CR 13)

XP 25,600

N Large Construct ([Machina](#))

Init +5; Senses Darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 24, touch 14, flat-footed 19 (+5 Dex, +10 natural, -1 size)

hp 85 [130] (10d10+30)

Fort +8, **Ref** +11, **Will** +10

Defensive Abilities hardness 5, resilient; Immune Construct traits

Weakness Critical hits and Lightning

OFFENSE

Speed 40 ft.

Melee Slam +18 (1d8+13)

Ranged 2 integrated machine gun +14 touch (2d8/x4)

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

Special Attacks combined arms, fire blast, suppressing fire

STATISTICS

Str 28, Dex 20, Con -, Int 12, Wis 18, Cha 1

Base Atk +10; **CMB** +20; **CMD** 35

Feats Clustered Shots, Far Shot, Great Fortitude, Point-Blank Shot, Precise Shot

Skills Acrobatics +16, Perception +17, Sense Motive +17

Languages Common (Cannot speak)

SPECIAL ABILITIES

Combined Arms (Ex)

Once every 1d4 rounds when taking a full attack action, a sweeper prototype can attack with melee and ranged integrated weapons simultaneously.

Fire Blast (Ex)

Once every 1d4 rounds as a full-attack action, a sweeper prototype can release a 30-ft.-cone flame from its core outward doing 6d6 points of fire damage and any creature hit by the flaming cone must also succeed at a DC 19 Reflex save or catch fire with no half damage, taking an additional 2d8 points of fire damage each round until the flames are extinguished. This is a wisdom-based save.

Machine Guns (Ex)

These modern firearms have a range increment of 120 feet, automatically reload as a free action, and misfires on a 1 or 2. A sweeper prototype's core can process scrap metal into new ammunition, effectively giving sweeper infinite ammo with these weapons.

Resilient (Ex)

A sweeper prototype receives a +3 racial bonus on all saving throws.

Suppressing Fire (Ex)

Once every 1d4 rounds as a standard action, a sweeper prototype can use its machine guns to fire in a 60-foot cone. When it does so, it makes a single machine gun attack against every target in this area.

Tunnel Armor Family

Tunnel Armor (CR 7)

Cutting-edge technology and magic created this mystery machine. It maneuvers underground with its powerful drills. Formerly a piece of heavy machinery used for excavating in Dilmagia, it now has magic features widely believed to be added for the purpose of warfare.

XP 3,200

N Large Construct ([Machina](#))

Init +3; Senses Darkvision 120 ft., low-light vision, superior optics; Perception +13

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 85 [130] (10d10+30), force field (50 hp, fast healing 10)

Fort +8, **Ref** +9, **Will** +6

DR 5/adamantine, hardness 10, resilient; **Immune** construct traits

Weakness critical hits, lightning

OFFENSE

Speed 60 ft., burrow 40 ft.

Melee 2 integrated drills +15 (1d8+5)

Ranged integrated laser rifle +12 touch (2d8 fire)

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

Special Attacks Combined Arms, Crystal Magic, Tek Laser

STATISTICS

Str 20, Dex 16, Con -, Int 15, Wis 11, Cha 5

Base Atk +10; **CMB** +16; **CMD** 29 (can't be tripped)

Feats Acrobatic Steps, Great Fortitude, Nimble Moves, Power Attack, Weapon Focus (Drill)

Skills Acrobatics +6, Climb +13, Knowledge (engineering) +19, Knowledge (nature) +19, Perception +13, Sense Motive +13; **Racial Modifiers** +4 Knowledge (engineering), +4 Knowledge (nature)

Languages Common, + two more

SPECIAL ABILITIES

Crystal Magic (Su)

A tunnel armor's crystal magic allows it to cast spells as if using a spell trigger magic item (CL 9th) without the use of MP. They cast 1st-level spells at will, 2nd-level spells 3 times per day, and 3rd level spells 1 time per day.

1st – Fire (DC 13), Poison (DC 13), Thunder (DC 13)

2nd – Fire II (DC 14), Thunder II (DC 14)

3rd – Bio (DC 15), Fire III (DC 15), Thunder III (DC 15)

Combined Arms (Ex)

As part of a full-attack action, a tunnel armor can attack with both melee and ranged integrated weapons.

Force Field (Ex)

A tunnel armor is sheathed in a thin layer of shimmering energy that grants it 50 bonus hit points. All damage dealt to a tunnel armor with an active force field is reduced from these hit points first. As long as the force field is active, the tunnel armor is immune to critical hits. A tunnel armor's force field has fast healing 10, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Integrated Laser Rifle (Ex)

A tunnel armor has a built-in laser rifle. This weapon has a range of 150 feet and deals 2d8 points of fire damage on a hit. The weapon can fire once per round as a ranged touch attack. A laser attack can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers don't provide cover from lasers, but unlike force barriers, a transparent physical barrier still takes damage when a laser passes through it. Invisible creatures and objects are immune to damage from lasers. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment.

Resilient (Ex)

Tunnel armor receive a +3 racial bonus on all saving throws.

Tek Laser (Su)

Once every 1d4 rounds and as a standard action, a tunnel armor can fire a blue blast from its chest in a 30-ft.-cone. All creatures caught within the area of effect take 5d8 points of non-elemental damage, a Reflex save (DC 17) for half damage. Those failing the Reflex save must make a Fortitude save (DC 17) or be stunned for 1d3 rounds. Blue mages may learn this ability as a 4th level spell(DC 23).

Ganymede (CR 9)

A mysterious machine, the product of high technology and magic. In reality, it was the result of a combination of Dilmagia technology and Zoldaad military force. Equipped to the Invincible by the many Veritas, it is now used as an invasion weapon. Its lightened armor boasts high resistance making it able to linger around volcanic regions for long periods of time.

XP 6,400

N Large Construct ([Machina](#))

Init +4; Senses Darkvision 120 ft., low-light vision, superior optics; Perception +17

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, -1 size)

hp 101 [160] (13d10+30), force field (85 hp, fast healing 13)

Fort +9, **Ref** +13, **Will** +8

DR 5/adamantine, hardness 10, resilient; **Immune** construct traits; **Resist** Fire 10, Earth 5, Ice 5

Weakness critical hits, lightning

OFFENSE

Speed 60 ft., burrow 40 ft.

Melee 2 integrated drills +20 (1d8+6) or rotary saw +19 (2d6+6/x3)

Ranged integrated laser rifle +16 touch (2d8 fire)

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

Special Attacks Combined Arms, Crystal Magic, Tek Laser

STATISTICS

Str 22, Dex 18, Con -, Int 15, Wis 12, Cha 5

Base Atk +13; **CMB** +20; **CMD** 30 (can't be tripped)

Feats Acrobatic Steps, Cleave, Great Fortitude, Lightning Reflexes, Nimble Moves, Power Attack, Weapon Focus (Drill)

Skills Acrobatics +10, Climb +17, Knowledge (engineering) +22, Knowledge (nature) +22, Perception +17, Sense Motive +17; **Racial Modifiers** +4 Knowledge (engineering), +4 Knowledge (nature)

Languages Common, + two more

SPECIAL ABILITIES

Crystal Magic (Su)

A ganymede's crystal magic allows it to cast spells as if using a spell trigger magic item (CL 11th) without the use of MP. They cast 1st-level spells at will, 2nd-level spells 5 times per day, 3rd level spells 3 time per day, and 4th level spells 1 time per day.

1st (DC 13) – Blizzard, Fire, Poison, Thunder

2nd (DC 14) – Blizzard II, Fire II, Thunder II

3rd (DC 15) – Blizzara, Blizzard III, Bio, Fira, Fire III, Thundara, Thunder III

4th (DC 16) – Blizzard IV, Fire IV, Thunder IV

Combined Arms (Ex)

As part of a full-attack action, a ganymede can attack with both melee and ranged integrated weapons.

Force Field (Ex)

A ganymede is sheathed in a thin layer of shimmering energy that grants it 85 bonus hit points. All damage dealt to a ganymede with an active force field is reduced from these hit points first. As long as the force field is active, the ganymede is immune to critical hits. A ganymede's force field has fast healing 13, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Integrated Laser Rifle (Ex)

A ganymede has a built-in laser rifle. This weapon has a range of 150 feet and deals 2d8 points of fire damage on a hit. The weapon can fire once per round as a ranged touch attack. A laser attack can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers don't provide cover from lasers, but unlike force barriers, a transparent physical barrier still takes damage when a laser passes through it. Invisible creatures and objects are immune to damage from lasers. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment.

Resilient (Ex)

Ganymede receive a +3 racial bonus on all saving throws.

Tek Laser (Su)

Once every 1d4 rounds and as a standard action, a ganymede can fire a blue blast from its chest in a 30-ft.-cone. All creatures caught within the area of effect take 5d8 points of non-elemental damage, a Reflex save (DC 18) for half damage. Those failing the Reflex save must make a Fortitude save (DC 18) or be stunned for 1d3 rounds. Blue mages may learn this ability as a 4th level spell(DC 23).

Amalthea (CR 11)

A mechanical weapon made from a combination of ancient special techniques and magic power. It is a mysterious relic, having assaulted the Veritas. It uses its high spec drill to bore through the ground. It is heavily plated, and most attacks can hardly dent it.

XP 12,800

N Large Construct ([Machina](#))

Init +8; Senses Darkvision 120 ft., low-light vision, superior optics; Perception +19

DEFENSE

AC 27, touch 13, flat-footed 23 (+4 Dex, +14 natural, -1 size)

hp 112 [180] (15d10+30), force field (95 hp, fast healing 15)

Fort +10, **Ref** +14, **Will** +8

DR 10/adamantine, hardness 15, resilient; **Immune** construct traits; **Resist** Fire 15, Earth 10, Ice 10, Water 10

Weakness critical hits, lightning

OFFENSE

Speed 60 ft., burrow 40 ft.

Melee 2 integrated drills +22 (1d8+7) or rotary saw +21 (2d6+7/x3)

Ranged integrated laser rifle +18 touch (2d8 fire)

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

Special Attacks Combined Arms, Crystal Magic, Multicast, Tek Laser

STATISTICS

Str 24, Dex 18, Con -, Int 16, Wis 12, Cha 5

Base Atk +15; **CMB** +23; **CMD** 33 (can't be tripped)

Feats Acrobatic Steps, Cleave, Great Fortitude, Improved Initiative, Lightning Reflexes, Nimble Moves, Power Attack, Weapon Focus (Drill)

Skills Acrobatics +12, Climb +20, Disable Device +22, Knowledge (engineering) +24, Knowledge (nature) +24, Perception +19, Sense Motive +19; **Racial Modifiers** +4 Knowledge (engineering), +4 Knowledge (nature)

Languages Common, + three more

SPECIAL ABILITIES

Crystal Magic (Su)

An amalthea's crystal magic allows it to cast spells as if using a spell trigger magic item (CL 13th) without the use of MP. They cast 1st-level spells at will, 2nd-level spells 7 times per day, 3rd level spells 4 time per day, 4th level spells 2 times per day, and 5th level spells 1 time per day.

1st (DC 14) – Blizzard, Fire, Poison, Thunder

2nd (DC 15) – Blizzard II, Fire II, Thunder II

3rd (DC 16) – Blizzara, Blizzard III, Bio, Fira, Fire III, Thundara, Thunder III

4th (DC 17) – Blizzard IV, Fire IV, Poisonga, Thunder IV

5th (DC 18) – Biora, Blizzaga, Firaga, Poisonja, Thundaga

Combined Arms (Ex)

As part of a full-attack action, an amalthea can attack with both melee and ranged integrated weapons.

Force Field (Ex)

An amalthea is sheathed in a thin layer of shimmering energy that grants it 95 bonus hit points. All damage dealt to a tunnel armor with an active force field is reduced from these hit points first. As long as the force field is active, the tunnel armor is immune to critical hits. An amalthea's force field has fast healing 15, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Integrated Laser Rifle (Ex)

A amalthea has a built-in laser rifle. This weapon has a range of 150 feet and deals 2d8 points of fire damage on a hit. The weapon can fire once per round as a ranged touch attack. A laser attack can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers don't provide cover from lasers, but unlike force barriers, a transparent physical barrier still takes damage when a laser passes through it. Invisible creatures and objects are immune to damage from lasers. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment.

Multicast (Su)

As a standard action, an amalthea can release a burst of magic formed by the chaotic energies that hold it together. A series of 1d6 missiles are launched upon any enemies within 60 ft. of the amalthea's choice, each one dealing 3d6 damage of a random element, determined by rolling a d6: 1 = fire, 2 = ice, 3 = wind, 4 = earth, 5 = lightning, 6 = water; a roll is required for each attack made. No more than three missiles can be made upon a single target. The missiles strike unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the ability. Blue mages may learn this ability as a 5th-level spell (Knowledge: Engineering or Technology DC 25).

Resilient (Ex)

Amalthea receive a +3 racial bonus on all saving throws.

Tek Laser (Su)

Once every 1d4 rounds and as a standard action, an amalthea can fire a blue blast from its chest in a 30-ft.-cone. All creatures caught within the area of effect take 5d8 points of non-elemental

damage, a Reflex save (DC 20) for half damage. Those failing the Reflex save must make a Fortitude save (DC 20) or be stunned for 1d3 rounds. Blue mages may learn this ability as a 4th level spell(DC 23).

Sculpture Family

Objet d'Art (CR 6)

A stone statue that is powered by magic. These monsters do not stop attacking until their very bodies are broken into rubble and dust. There are example from around the world of statues and armor and the like being controlled by magic, reaching back throughout the ages. Such beings are not strictly alive nor do they possess emotions, and they will never abandon a battle as long as they can move — all of which makes them quite ideal as guards for precious treasures. They need no sleep, they have no desires of their own, and betrayal is not even a possibility. They can be the most dependable of allies, but an absolute terror to have as an enemy.

XP 2,400

N Medium Construct

Init +7; **Senses** Darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 19, touch 13, flat-footed 19 (+3 Dex, +6 natural)

hp 64 [100] (8d10+20)

Fort +2, **Ref** +5, **Will** +2

DR 5/bludgeoning; **Immune** construct traits; Resist Fire 5, Earth 10;
Weakness Ice

OFFENSE

Speed 30 ft.

Melee Longsword +10/+5 (1d8+3/19-20), Shortsword +10 (1d6+1/19-20) or 2 slams +11 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks keen weapons, rank fighting

STATISTICS

Str 16, **Dex** 16, **Con** -, **Int** 1, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** +11; **CMD** 24

Feats Improved Initiative, Two-Weapon Fighting, Weapon Focus (longsword, shortsword)

Skills Perception +8

Gear longsword, shortsword

SPECIAL ABILITIES

Keen Weapons (Su)

After it has engaged in at least 1 round of combat, an objet d'art's weapons automatically gain the benefits of keen weapon (CL 6th). This effect persists until the end of the battle.

Rank Fighting (Su)

Whenever an objet d'art is adjacent to another an objet d'art, it gains a +2 dodge bonus to its AC and a +2 bonus on saving throws, attack rolls, and damage rolls.

Construction

An objet d'art's body is made from 600 pounds of clay, fired with rare and magical glazes worth 500 gp.

CL 9th; **Price** 19,000 gil

CONSTRUCTION REQUIREMENTS

Feats [Craft Construct](#); Spells [animate objects](#), [mithra's grace](#), [geas/quest](#), [keen](#); **Special** creator must be [caster level](#) 9th; **Skill** [Craft](#) (pottery) or Craft (sculptures) DC 14; **Cost** 10,000 gil

Variants

Unlike most constructs, an objet d'art carries within its form a spark of intelligence. This is hardly enough to grant the construct the ability to speak or otherwise engage in free will, but it is enough for it to carry out more complex tactics than most constructs are capable of. It's not unusual for an objet d'art to possess different feats or use different weapons.

Ice Sculpture (CR 8)

A statue carved from ice. If a human wanders into the territory of one of these monsters, they appear out of seemingly nowhere and attack mercilessly. It is unclear what exactly drives this aggression, but since they don't seem to stray from the ruins of ancient peoples, it is likely they originally created to serve as sentinels. Their ice bodies save them from many of the dangers that living creatures face in the coldest of regions, but they are notably vulnerable to heat. Apply a little fire and you will be able to see them melt before your eyes.

XP 4,800

N Medium Construct ([Ice](#))

Init +8; **Senses** Darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 23, touch 14, flat-footed 19 (+4 Dex, +8 natural, +1 shield)

hp 75 [120] (10d10+20)

Fort +3, **Ref** +7, **Will** +4

DR 5/bludgeoning; **Immune** construct traits; Resist Ice 10, Earth 15; Strong Wind

Weakness Fire

OFFENSE

Speed 30 ft.

Melee Longsword +13/+8 (1d8+4/19-20), Shortsword +13 (1d6+2/19-20) or 2 slams +14 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Special Attacks keen weapons, pressure, rank fighting

STATISTICS

Str 18, **Dex** 18, **Con** -, **Int** 1, **Wis** 12, **Cha** 1

Base Atk +10; **CMB** +14; **CMD** 28

Feats Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword, shortsword)

Skills Perception +11

Gear longsword, shortsword

SPECIAL ABILITIES

Keen Weapons (Su)

After it has engaged in at least 1 round of combat, an ice sculpture's weapons automatically gain the benefits of keen weapon (CL 6th). This effect persists until the end of the battle.

Pressure (Ex)

Once every 1d4+1 rounds as a free action, each attack made during this round has its critical range increased to 17-20 and confirmed critical by +2.

Rank Fighting (Su)

Whenever an ice sculpture is adjacent to another ice sculpture, it gains a +2 dodge bonus to its AC and a +2 bonus on saving throws, attack rolls, and damage rolls.

Construction

An ice sculpture's body is made from 600 pounds of ice, enchanted with rare and magical glazes worth 1000 gp.

CL 10th; **Price** 25,000 gil

CONSTRUCTION REQUIREMENTS

Feats [Craft Construct](#); **Spells** [animate objects](#), [cone of cold](#), [mithra's grace](#), [geas/quest](#), [keen](#); **Special** creator must be [caster level](#) 10th; **Skill** [Craft](#) (pottery) or [Craft](#) (sculptures) DC 15; **Cost** 12,000 gil

Variants

Unlike most constructs, an ice sculpture carries within its form a spark of intelligence. This is hardly enough to grant the construct the ability to speak or otherwise engage in free will, but it is enough for it to carry out more complex tactics than most constructs are capable of. It's not unusual for an ice sculpture to possess different feats or use different weapons

Ancient Objet d'Art (CR 11)

A large statue which was built by ancient people to guard some ruins, bewitched by an extraordinary spell that grants it motion. Though it usually stays in place, once an intruder is within range it is quick to attack. Though they don't move much, they are very dangerous, and there is no end to reports of them attacking explorers from behind while exploring ruins. When exploring ruins, one should be careful to keep a constant vigil on the surrounding area.

XP 12,800

N Medium Construct

Init +8; **Senses** Darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE

AC 25, touch 14, flat-footed 21 (+4 Dex, +10 natural, +1 shield)

hp 97 [160] (14d10+20)

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

DR 10/bludgeoning; **Immune** construct traits; **Resist** Fire 10, Earth 15;

Weakness Ice

TACTICS

During Combat

OFFENSE

Speed 30 ft.

Melee +1 Longsword +19/+14 (1d8+6/19-20), +1 Shortsword +19/+14 (1d6+3/19-20) or 2 slams +19 (1d6+5)

Space 5 ft.; **Reach** 5 ft.

Special Attacks keen weapons, pressure, rank fighting

STATISTICS

Str 20, **Dex** 19, **Con** -, **Int** 1, **Wis** 14, **Cha** 1

Base Atk +14; **CMB** +19; **CMD** 33

Feats Double Slice, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword, shortsword)

Skills Perception +16

Gear +1 longsword, +1 shortsword

SPECIAL ABILITIES

Keen Weapons (Su)

After it has engaged in at least 1 round of combat, an ancient objet d'art's weapons automatically gain the benefits of keen weapon (CL 6th). This effect persists until the end of the battle.

Pressure (Ex)

Once every 1d3 rounds as a free action, each attack made during this round has its critical range increased to 17-20 and confirmed critical by +2.

Rank Fighting (Su)

Whenever an ancient objet d'art is adjacent to another ancient objet d'art, it gains a +2 dodge bonus to its AC and a +2 bonus on saving throws, attack rolls, and damage rolls.

Construction

An ancient objet d'art's body is made from 800 pounds of stone, fired with rare and magical glazes worth 1500 gp.

CL 13th; **Price** 90,000 gil

CONSTRUCTION REQUIREMENTS

Feats [Craft Construct](#); Spells [animate objects](#), [stoneskin](#), [mithra's grace](#), [geas/quest](#), [keen](#); **Special** creator must be [caster level](#) 10th; **Skill** [Craft](#) (pottery) or [Craft](#) (sculptures) DC 16; **Cost** 48,000 gil

Variants

Unlike most constructs, an ancient objet d'art carries within its form a spark of intelligence. This is hardly enough to grant the construct the ability to speak or otherwise engage in free will, but it is enough for it to carry out more complex tactics than most constructs are capable of. It's not unusual for an ancient objet d'art to possess different feats or use different weapons.

Shield Statue (CR 12)

A statue with a shield made from metal. These statues are positioned in castles and strongholds, and will move in unison to other shield statues when one detects enemies nearby. There are other stone statues that can be controlled using magic, and among them these statues are particularly adept in the use of shields. They take action placing weight on defense, so it may take some time to get through groups of these statues during a castle raid.

XP 19,200

N Medium Construct

Init +9; **Senses** Darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 28, touch 13, flat-footed 23 (+5 Dex, +12 natural, +1 shield)

hp 108 [180] (16d10+20)

Fort +5, **Ref** +10, **Will** +5

DR 10/bludgeoning; **Immune** construct traits; Resist Water 5, Fire 10, Earth 15; SR 23

Weakness Ice

TACTICS

During Combat The shield statues tend to protect their master or tend to flank with other shield statues/allies.

OFFENSE

Speed 30 ft.

Melee +1 Longsword +22/+17/+12 (1d8+7/19-20), Shortsword +22/+17 (1d6+4/19-20) or 2 slams +19 (1d6+6)

Special Attacks keen weapons, pressure, rank fighting

STATISTICS

Str 22, **Dex** 20, **Con** -, **Int** 1, **Wis** 16, **Cha** 1

Base Atk +16; **CMB** +22; **CMD** 37

Feats Double Slice, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword, shortsword)

Skills Perception +19

Gear +1 longsword, +1 shortsword

SQ Spell Deflection

SPECIAL ABILITIES

Keen Weapons (Su)

After it has engaged in at least 1 round of combat, a shield statue's weapons automatically gain the benefits of keen weapon (CL 6th). This effect persists until the end of the battle.

Pressure (Ex)

Once every 1d2 rounds as a free action, each attack made during this round has its critical range increased to 17-20 and confirmed critical by +2.

Rank Fighting (Su)

Whenever a shield statue is adjacent to another a shield statue, it gains a +2 dodge bonus to its AC and a +2 bonus on saving throws, attack rolls, and damage rolls.

Spell Deflection (Ex)

This can only be triggered once per round, whenever anyone fails to go through the shield statue's spell resistance, there is 50% chance the spell will be deflected, 25% chance the spell be reflected back at the caster, or 25% chance it will do nothing.

Construction

An shield statue's body is made from 1000 pounds of iron, fired with rare and magical glazes worth 2000 gp.

CL 15th; **Price** 100,000 gil

CONSTRUCTION REQUIREMENTS

Feats [Craft Construct](#); Spells [animate objects](#), [stoneskin](#), [mithra's grace](#), [geas/quest](#), [keen](#), [protect III](#), [shell III](#); **Special** creator must be [caster level](#) 15th; **Skill** [Craft](#) (sculptures) DC 20; **Cost** 55,000 gil

Variants

Unlike most constructs, a shield statue carries within its form a spark of intelligence. This is hardly enough to grant the construct the ability to speak or otherwise engage in free will, but it is enough for it to carry out more complex tactics than most constructs are capable of. It's not unusual for a shield statue to possess different feats or use different weapons.