

# Kismet's Custom Construct Creation Rules

Contained herein is a method for creating custom-made constructs. Dungeon Masters and players alike can benefit from this process, as it outlines how constructs of all sorts may be created and, in the case of player characters, bought and sold.

All constructs share particular traits, and the constructs created through this method are no exception.

**Construct traits:** Constructs have no Constitution score. Constructs do have low-light vision, darkvision up to 60 feet, immunity to all mind-affecting effects, immunity to poison, sleep, paralysis, stunning, disease, death effects and necromancy effects and immunity to any effect that requires a Fortitude save (unless it works on objects or is harmless). They cannot heal on their own (unless they have fast healing) but can be repaired. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain and they are not at risk from massive damage. They are immediately destroyed when reduced to 0 hit points or less, and cannot be raised or resurrected. They are proficient with natural weapons only, unless generally humanoid in form, in which case they are proficient with any weapon they are made with. They are proficient with no armor. Constructs do not sleep, eat, or breathe.

This process is designed for constructs ranging in size from Diminutive to Large and no greater; most constructs fall within these sizes.

## STEP 1: CHOOSE SIZE

The first step in making a construct through this method is choosing what size it is going to be. Tables 1-3 below outline the bonuses and weaknesses of each size category. The bonuses and weaknesses that are due to size occur automatically; they do not have to be paid for, but they also cannot be avoided. For example: a Diminutive construct will get a +4 attack modifier for free, but it will also suffer a -12 on grapple checks.

Size will dictate several other important things. The size of a construct determines its minimum and maximum hit dice, any bonus hit points it is due, and its base statistics.

**Table 1 – Bonuses, Negatives, and Dimension**

Size Category	AC/Atk Mod	Grapple Mod	Hide Mod	Min HD	Max HD	Bonus HP	Dimension*
Diminutive	+4	-12	+12	--	4	--	6 in – 1 ft
Tiny	+2	-8	+8	--	6	--	1 ft – 2 ft
Small	+1	-4	+4	½	--	10	2 ft – 4 ft
Medium	+0	+0	+0	1	--	20	4 ft – 8 ft
Large	-1	+4	-4	2	--	30	8 ft – 16 ft

\* Biped's height, quadruped's body length

**Table 2 – Weight, Space, and Reach**

Size Cat	Weight**	Carrying Capacity	Space	Reach (tall)	Reach (long)
Diminutive	1/8 lb – 1 lb	¼ Med	1 ft	0 ft	--
Tiny	1 – 8 lb	½ Med	2 ½ ft	0 ft	--
Small	8 – 60 lb	¾ Med	5 ft	5 ft	--
Medium	60 – 500 lb	--	5 ft	5 ft	5 ft
Large	500 – 4,000 lb	2x Med	10 ft	10 ft	5 ft

\*\* Assumes creature is as dense as a regular animal. May weigh considerably more or less.

**Table 3 - Base Statistics**

Size Cat	Str	Dex	Con	Int	Wis	Cha
Diminutive	1	18	--	--	10	6
Tiny	3	16	--	--	10	6
Small	7	14	--	--	10	6
Medium	11	12	--	--	10	6
Large	21	10	--	--	10	6

## STEP 2: CHOOSE MATERIAL

“Now see the wide variety of fine things that can be brought to life! Your new friend could be made of marble or even solid gold!”

The second step involves choosing which material the construct will be made out of. Some materials have an innate hardness rating that will benefit the construct. At the same time, some materials are very compact, so that a small construct made of iron will weigh five times as much as a small construct made out of flesh – and this extra weight affects the total price.

**SINGLE-MATERIAL CONSTRUCTION:** It is possible to make a construct entirely out of one material. First, decide which size the construct should be. Then look up how much a construct of that size normally weighs in Table 5. This will be given as a weight range; Tiny constructs normally weigh 1 – 8 lbs., for instance. Next, look at Table 4 and choose a material to make the construct out of. If the material has a weight modifier, then constructs made from that material naturally weigh more (or less) than normal. Multiply the weight modifier into the weight range that was found in Table 5. This will give a new weight range for the construct. In order to make a construct of the desired size enough material has to be purchased so that it falls within the new weight range.

Example: Tiny constructs normally weigh 1-8 pounds when they are made out of common materials like clay or wood. When made out of stone, Tiny constructs weigh four times more than normal (stone has a weight modifier of x4). A Tiny stone construct will weigh anywhere from 4 to 32 pounds. At least 4 pounds of stone has to be purchased to make a Tiny stone construct at all, but it can weigh as much as 32 pounds. 4 pounds of stone for construction will cost 8 gold pieces, while 32 pounds of stone will cost 64 gold pieces.

Making a construct out of wood would be much cheaper, since wood has no weight modifier and is priced at a lower rate. A Tiny wooden construct would cost 1 cp – 8 cp to make. Wood only has a hardness of 5, however, and is fairly vulnerable to fire, whereas stone has a hardness of 8 and resists fire more effectively.

**Table 4 – Materials with Hardness, Cost, and Weight Modifiers**

Material	Hardness	Cost	Weight Modifier*
Adamantine	20	500 gp / 1 lb.	X 3
Bone (animal)	3	1 sp / 1 lb.	X 0.7
Bone (humanoid)	3	6 gp / 1 lb.	X 0.7
Brass	4	1.5 gp / 1 lb.	X 2
Bronze	4	3 gp / 1 lb.	X 2
Chitine	4	10 gp / 1 lb.	X 0.7
Clay (enchanted)	--	1.5 gp / 1 lb.	--

Copper	4	5 sp / 1 lb.	X 2
Crystal	12	3,000 / 1 lb.	X 4
Darkwood	5	10 gp / 1 lb.	X 0.5
Flesh (animal)	--	6 sp / 1 lb.	--
Flesh (humanoid)	--	6 gp / 1 lb.	--
Glass	1	2 gp / 1 lb	--
Gold	4	50 gp / 1 lb.	X 2
Iron	10	1 sp / 1 lb.	X 5
Lead	4	2 cp / 1 lb.	X 4
Marble	8	20 gp / 1 lb.	X 4
Mithral	15	250 gp / 1 lb.	X 2
Mud (enchanted)	--	1 gp / 1 lb.	--
Obsidian	9	50 gp / 1 lb.	--
Onyx	8	5 gp / 1 lb.	--
Pewter	6	1 gp / 1 lb.	X 2
Platinum	4	500 gp / 1 lb.	X 2
Silver	4	5 gp / 1 lb.	X 2
Steel	12	1 gp / 1 lb.	X 3
Stone	8	2 gp / 1 lb.	X 4
Wood	5	1 cp / 1 lb.	--

\* The modifier in this column should be multiplied into the standard weight for a construct of the chosen size. This is how many pounds will have to be purchased to create a construct of that size.

**Table 2 Revisited – Weight Ranges for Each Size Category**

Size Cat	Weight**
Diminutive	1/8 lb – 1 lb
Tiny	1 – 8 lb
Small	8 – 60 lb
Medium	60 – 500 lb
Large	500 – 4,000 lb

\*\* Assumes creature is as dense as a regular animal. Constructs of denser materials will weigh more.

**MULTIPLE-MATERIAL CONSTRUCTION OR “LAYERING”:** A construct can be made with a core of one material, but an outer layer of another. While this will not be apparent under normal circumstances, if the construct is significantly damaged the inner layer will show through. Layering is done thusly:

One-half distribution: A construct can be made using two different materials in equal proportions.

- Weight modifier: Add the weight modifiers of both materials and divide by half (rounding up), then apply this number to find the correct weight range.
- Price: Divide the weight of the construct in half. Half of the price will cost the rate of the first material, and the other half of the price will cost the rate for the second material.
- Hardness: Hardness ratings are also added together and divided by half (this time rounding down) to determine the total hardness.

Example: A Small construct made of marble and silver has a total weight modifier of 4+2=6, divided by 2=3. Thus, a minimum of 24 pounds will be needed to make a Small construct with these materials. 12 pounds will be marble and will cost 240 gold pieces. 12 pounds will be silver and will cost 60 gold pieces; the materials will cost 300 gold pieces total.

Three-fourths distribution: A construct can also be made so that most of it is made of one material, while only one layer is made of another substance. This is often done so that the construct is pleasing to the eyes, with a brilliant surface layer over a cheaper, coarser core of material.

- **Weight modifier:** Choose which material is going to make up the bulk of the construct. The weight modifier for the bulk material is multiplied by 0.75. The weight modifier for the fine layer of material is multiplied by 0.25. Both results should be rounded up and then added together for the total weight modifier.
- **Price:** Apply the adjusted weight modifier to determine how much material must be purchased to make a construct of the desired size. The bulk material will make up 0.75 of the weight, rounded up, and the price should be decided accordingly. The fine layer material will make up 0.25 of the weight, also rounded up. Add the two prices together for the total price.
- **Hardness:** The hardness rating of the bulk material is multiplied by 0.75, rounded down. The hardness of the fine layer material is multiplied by 0.25, also rounded down. Add the results together for the total hardness rating.

**Example:** A Small construct with a bulk layer of mud and a fine layer of marble has a total weight modifier of  $0+1=1$  (mud has no weight modifier, and marble's  $\times 4$  is multiplied by 0.25). The marble layer is not thick enough to warrant a weight modifier. For an 8 pound construct layered in this way, 6 pounds will be mud and 2 pounds will be marble, costing 6 gold pieces and 40 gold pieces, respectively. The total price is 46 gold pieces. Mud has no hardness rating, and the marble layer is too thin to warrant its full hardness rating of 8. This is multiplied by  $\frac{1}{4}$ , for a total hardness rating of 2.

**HOLLOW CONSTRUCTION:** Any sort of construct can be created with a hollow section, regardless of size or layering. A hollow space is necessary in order to purchase the swallow whole ability found in Step 10. Only a "stomach" area in the torso of a construct can be hollowed out; limbs are not left hollow because of concerns about effectiveness and stability. A hollow tube can be created so that the construct can swallow targets into the belly area, or a "door" leading into the hollowed space can be created, but it will need to have a lock affixed to the outside to keep it shut. It is important to note that there is no naturally occurring acid in a construct's "belly." Acid can be placed inside a construct but it will eat through the construct's materials unless the material of the "stomach" is strong enough to resist the effects. The material of the "stomach" must have a hardness rating that is greater than the acid's direct damage.

A hollow stomach reduces the total material cost and weight by 10%. It also reduces the construct's overall hardness rating by 10% (round up, minimum of 1).

Each hollow construct can hold a number of creatures in its "belly," depending on the construct's size. See Table 5 below.

**Table 5 – Number of Creatures That Will Fit Inside a Hollow Construct**

Construct Size	Maximum # of Creatures That Will Fit Inside
Diminutive	5 fine
Tiny	3 diminutive, or 8 fine
Small	6 diminutive, or 10 fine
Medium	4 tiny, 8 diminutive, or 20 fine
Large	4 small, 8 tiny, 16 diminutive, or 32 fine

### STEP 3: DECIDE HIT DICE

Constructs are not created with any hit dice, so every hit die must be purchased. **The rate for purchasing hit die is the number of hit dice squared x 50 gp.** Please see the Table 6 below for hit die requirements as related to size; smaller constructs cannot have as many hit die, while larger constructs must have more to start with. Constructs use d10s for hit dice.

**Table 6 – Minimum & Maximum HD, Bonus HP**

Size Category	Min HD	Max HD	Bonus HP
Diminutive	--	4	--
Tiny	--	6	--
Small	½	--	10
Medium	1	--	20
Large	2	--	30

The base attack bonus of a construct is always 0.75 of its total hit dice rounded down (advancing like the cleric class progression). The saving throw of a construct is also based on their hit dice. They get no good saving throw and advance like the cleric class. Thus, when you purchase hit dice you are actually purchasing other benefits as well.

#### STEP 4: ADJUST STATISTICS

A construct's base statistics are determined through their size. A construct does not have a Constitution score and cannot gain one. A construct does not start out with an Intelligence score, either; every Intelligence point must be bought. The base statistics granted by each size category are given in Table 3 below:

**Table 3 Revisited - Base Statistics**

Size Cat	Str	Dex	Con	Int	Wis	Cha
Diminutive	1	18	--	--	10	6
Tiny	2	16	--	--	10	6
Small	8	14	--	--	10	6
Medium	10	12	--	--	10	6
Large	18	10	--	--	10	6

A construct's base statistics can be raised so that it possesses intelligence or has higher scores. A construct cannot exceed the limits of its size during creation, however. These limits can be found in Table 7 below:

**Table 7 - Maximum Statistic Increases**

Size Cat	Str	Dex	Con	Int	Wis	Cha
Diminutive	4	24	--	18	18	18
Tiny	6	22	--	18	18	18
Small	14	20	--	18	18	18
Medium	20	18	--	18	18	18
Large	28	16	--	18	18	18

**To raise a construct's statistics from a score of 1 through a score of 15, apply the following formula: (base rating – desired rating) squared x 100 gp.** For example: to raise a base stat from a 5 to a 10, the formula would be: (5-10)<sup>2</sup>=25x100 gp=2500 gp total.

To raise a construct's statistics above a rating of 15, apply this formula: (current rating – desired rating) squared x 200 gp.

#### STEP 5: DETERMINE SKILL POINTS

A construct with no Intelligence score cannot have skill points or buy ranks in a skill. **If the construct does have an Intelligence score, one can purchase skill points for it at the rate of 50 gold pieces per point.** In order to buy ranks in a skill, the construct must have a minimum score of 2 in the skill's related ability (for instance: in order to buy ranks in Climb, the construct must at least have a Strength score of 2).

Magical items that grant skill bonuses can be specially made and embedded into any construct, even if they have no Intelligence score or skill points. **The formula to create a skill enhancing item is: bonus squared x 20 gp.**

#### STEP 6: DETERMINE SAVING THROWS

The saving throws of constructs can be enhanced by the addition of magical items that boost saving throws. **The formula to create an item that grants saving throw bonuses is: bonus squared x 1000 gp** (as per a Cloak of Resistance). As another option, a magical item can be added that grants a bonus versus one type of saving throw, like a Periapt of Poison. **The formula to create an item that grants a bonus versus one type of save is: bonus squared x 250 gp.** These are not typical magical items made for character use; they are simply enchanted stones meant to be placed inside a construct.

#### STEP 7: DETERMINE LIMBS AND ATTACKS

Constructs generally come with five limbs and a main body. Humanoid-shaped constructs typically have a head, two arms, two legs, and a main body. Quadrupeds have four legs, a head, and a main body. One additional limb can be added per hit die, and each additional limb must be purchased as per the prices in Table 8 below. Each limb of a construct can be imbued to attack in a specific way.

**Table 8 – Cost for Additional Limbs**

Modification	Diminutive	Tiny	Small	Medium	Large
Additional Limb*	5 gp	5 gp	20 gp	30 gp	50 gp

\* Additional limbs do not come with functional attacks; extra attacks must be purchased separately.

All constructs gain a slam attack for free, which does damage according to Table 10. All other attack forms must be purchased for the rates in Table 9. For each attack form purchased, the construct is considered to be proficient with that attack and with the limb required. If a construct is created with a man-made weapon, it is considered proficient with that particular weapon only, but not with all weapons of the same type. However, if the construct has an Intelligence score of 5 or greater, then it is considered proficient with all weapons of that type (all long swords, for example, not just the one it was made with).

**Table 9 – Cost for Additional Attack Types**

Attack Type	Diminutive	Tiny	Small	Medium	Large
Tentacle	5 gp	5 gp	20 gp	30 gp	50 gp
Bite	10 gp	20 gp	30 gp	50 gp	70 gp
Claw or Sting	5 gp	10 gp	20 gp	30 gp	50 gp
Gore or Tail	5 gp	10 gp	30 gp	50 gp	70 gp

Man-Made Weapon*	5 gp	5 gp	20 gp	30 gp	50 gp
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\* Damage done as per the weapon.

**Table 10 – Attack Types and Damage**

Size Cat	Slam or Tentacle	Bite	Claw or Sting	Gore or Tail
Diminutive	1	1d2	1	1
Tiny	1	1d3	1d2	1d2
Small	1d3	1d4	1d3	1d4
Medium	1d4	1d6	1d4	1d6
Large	1d6	1d8	1d6	1d8

So, for example: A Large construct is created with five hit dice; it can have five extra limbs on top of the five it originally comes with. The construct is bipedal – it comes with two legs, two arms, a head, and a main body. Two extra limbs are added for 50 gp each. These extra limbs could be left as they are, but they would be mainly decorative and would not function in combat. Instead, they are each made for different attacks. One limb is made into a tail and given the tail attack, which does 1d8 damage and costs 70 gp. The other limb is made into a tentacle that does 1d6 damage and costs 50 gp. All together, the extra limbs and attacks cost 220 gp.

Also as an example: A Large construct is created with five hit dice, and two extra limbs are added (again, at 50 gp each) – but they are each given short swords. The ability to wield these swords is purchased for each limb (50 gp each), for a grand total of 200 gp.

#### STEP 8: ADJUST SPEED

All speeds (land, air, and so on) must be purchased in 5 foot increments.

##### Land Speed

Each construct begins with a base land speed, as listed in Table 10. This speed can be accepted as it is, or it can be altered. **Additional feet can be purchased using this formula: (base speed – desired speed) squared x 15 gp.** Please note the restrictions on maximum speed also listed below.

**Table 10 – Base & Maximum Land Speed**

Type	Base Speed	Maximum Speed
Tiny, Diminutive, or Small biped	15 ft.	30 ft.
Medium biped	20 ft.	40 ft.
Large biped	30 ft.	50 ft.
Tiny, Diminutive, or Small quadruped	30 ft.	50 ft.
Medium quadruped	30 ft.	50 ft.
Large quadruped	30 ft.	60 ft.

##### Flying Speed

A construct can be made with wings that allow them to fly so long as they have not been affected by a weight modifier (see Step 2: Materials). Wings that are purchased allow constructs to fly at a base speed of 10, with a maneuverability of clumsy.

**Table 11 – Wing Cost by Size**

Type	Wing Cost*
Tiny Construct	10 gp
Diminutive Construct	20 gp
Small Construct	30 gp
Medium Construct	40 gp
Large Construct	50 gp

\* This cost is for a pair of wings that is made out of the base materials of the construct (additional material is not added).

**The cost to increase a construct's base flying speed above 10 is: the number of additional feet x 5 gp.** The maximum flying speed available through this method is 100 feet per round.

In order to increase a construct's flying maneuverability, refer to Table 12 below.

**Table 12 – Increasing Maneuverability**

Maneuverability Rating	Cost Per Upgrade*
Poor	20 gp
Average	50 gp
Good	100 gp
Perfect	300 gp

\*These rates are cumulative; so, in order to set a construct's flying maneuverability to Perfect, it would cost a total of 470 gp.

### Swimming Speed

Constructs do not come with a base swimming speed; all such speed must be purchased separately. A construct is not able to gain a swim speed if its weight has been affected by a weight modifier (see Step 2: Materials). **Swim speed may be purchased at a rate of 5 gp per foot.** The maximum swim speed available through this method is 50 feet per round.

### Burrowing Speed

Constructs do not come with a base burrowing speed; all such speed must be purchased separately. **Burrowing speed may be purchased at a rate of 10 gp per foot.** Constructs that have a hardness rating are made of sturdier materials and have an easier time burrowing. Once the burrowing ability is purchased, a construct gets a bonus one-half foot for every 2 points of hardness rating it possesses (rounded down). The maximum burrowing speed available through this method is 50 feet per round.

## STEP 9: ADD SPELLS

A construct can gain access to spells with the addition of magical items that grant them. These items are use-activated since they are placed within the construct's body, and they also tend to have a limited number of uses per day. **The formula to create a use-activated item is spell level x caster level x 2,000 gp; if it has charges per day, divide by (5 divided by the number of charges per day).** These are not typical magical items made for character use; they are simply enchanted stones meant to be placed inside a construct.

## STEP 10: ADD SPECIAL ATTACKS AND QUALITIES

Most Special Attacks/Qualities can be added to constructs of any size. However, some special forms will not be of much benefit to certain constructs. For example: since Diminutive sized constructs can only trample enemies smaller than they are, they probably won't be able to use the ability very often. The information provided here is specifically related to constructs; refer to the Monster Manual and/or the Dungeon Master's Guide for full details.

**Please note that in order for a construct to have special attacks or qualities, it must weigh the maximum amount for its size category.** For example, a tiny construct must weigh 8 pounds and the materials cost for this extra weight must be paid before it can be given any special attack or quality.

**Ability Score Loss (Intelligence, Wisdom, or Charisma drain):** Choose one attribute that the construct will drain, and choose the type of damage die that will be used. Each ability drain will use only one type of damage die (different types of dice cannot be mixed). Ability damage can be inflicted by touch, through the construct's slam attack, or any other natural attack the construct possesses (note that it cannot invoke ability drain through a man-made weapon). The DC to save against a construct's ability drain is  $10 + \frac{1}{2}$  construct's hit die + Cha modifier (if any).

**Table 13 – Damage Die for Intelligence, Wisdom, or Charisma Ability Drain**

Damage Die Type	Cost Per Die*
1d2	45 gp
1d3	113 gp
1d4	225 gp
1d6	450 gp
1d8	750 gp

\* Maximum of 3 damage dice versus any one attribute.

**Ability Score Loss (Strength, Dexterity, or Constitution drain):** Choose one attribute that the construct will drain, and choose the type of damage die that will be used. Each ability drain will use only one type of damage die (different types of dice cannot be mixed). Ability damage can be inflicted by touch, through the construct's slam attack, or any other natural attack the construct possesses (note that it cannot invoke ability drain through a man-made weapon). The DC to save against a construct's ability drain is  $10 + \frac{1}{2}$  construct's hit die + Cha modifier (if any).

**Table 14 – Damage Die for Strength, Dexterity, or Constitution Ability Drain**

Damage Die Type	Cost Per Die*
1d2	90 gp
1d3	225 gp
1d4	450 gp
1d6	900 gp
1d8	1500 gp

\* Maximum of 3 damage dice versus any one attribute.

**Breath Weapon:** A construct can have a breath weapon of cold, fire, acid, lightning, or sonic effect. A breath weapon can be in a cone, or a line (see Table 15 below). One type of damage die must be chosen per breath weapon (different types of dice cannot be mixed). A breath weapon can only be used once every 1d6 rounds. The DC to save against a construct's ability drain is  $10 + \frac{1}{2}$  construct's hit die.

**Table 15 – Damage Die for Breath Weapons**

Damage Die Type	Cost Per Die*
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1d2	30 gp
1d3	75 gp
1d4	150 gp
1d6	300 gp
1d8	500 gp

\* Maximum of 10 damage dice

**Table 16 – Breath Weapon Area of Effect**

Size of Construct	Line* (Length)	Cone** (Length)
Diminutive	20 ft.	10 ft.
Tiny	30 ft.	15 ft.
Small	40 ft.	20 ft.
Medium	60 ft.	30 ft.
Large	80 ft.	40 ft.

\* A line is 5 feet high and 5 feet wide regardless of a construct's size.

\*\* A cone is as high and wide as it is long.

**Constrict:** This feature works as per the rules in the Monster Manual.

**Table 17 – Constriction Damage Die**

Damage Die Type	Cost Per Die*
1d2	30 gp
1d3	75 gp
1d4	150 gp
1d6	300 gp
1d8	500 gp

\* Maximum of 4 damage dice

**Energy Drain:** See the Monster Manual for full details.

**Table 19 – Energy Drain Costs**

Negative Levels	Cost Per Die*
1	3,000 gp
2	6,000 gp
3 (maximum)	9,000 gp

**Fast Healing:** Constructs normally do not heal on their own, but must be repaired. See details in the Monster Manual.

**Table 18 – Rate of Fast Healing**

Damage Die Type	Cost
1 hit point/round	1000 gp
2 hit points/ round	2000 gp
3 hit points/round	3000 gp
4 hit points/round	4000 gp
5 hit points/round	5000 gp
6 hit points/round	6000 gp
7 hit points/round	7000 gp
8 hit points/round (maximum rate)	8000 gp

**Frightful Presence:** See the Monster Manual for full details. This ability will activate upon the construct's first attack. The DC to save versus a construct's Frightful Presence is the construct's HD + the construct's Charisma modifier. The cost of this ability is 750 gp.

**Improved Grab:** See the Monster Manual for full details. This ability can be used in conjunction with Swallow Whole and Constrict. This ability costs 200 gp.

**Keen:** This ability must be applied to one specific attack each time it is purchased. It may only be applied to slashing or piercing attacks. Please see the Monster Manual for full details. The cost for this ability is 2000 gp.

**Magic Immunity:** Constructs can gain a special kind of immunity to magical spells, spell-like abilities, and supernatural effects; in exchange, they are vulnerable to a few types of spells. The base price for this ability is 20,000 gp, but the price can be reduced as follows:

Choose a type of spell that will effect the construct (such as fire spells, or electricity spells). This type of spell will either be able to *slow* the construct down, or do damage to it, or both. For each type of spell that can effect a construct, reduce the base price by 500 gp (maximum 5 different types).

For every 1d4 rounds that a construct can be *slowed*, reduce the base price for this ability by 500 gp (maximum 5d4). For every 1d6 rounds that a construct can be *slowed*, reduce the base price for this ability by 1000 gp (maximum 5d6). A construct cannot be slowed by 1d4 and 1d6 increments at the same time; only one type of die may be used (and so only one type of discount will be gained).

If the chosen spell does damage, then every 1d6 of damage reduce the base price by 500 gp (maximum 5d6). For every 1d8 of damage, reduce the base price by 700 gp (maximum 5d8). For every 1d10 of damage, reduce the base price by 1000 pg (maximum 5d10). A construct can only be damaged by one damage die type at a time; choose one type of damage die (and its discount).

A construct can be *slowed* and damaged by the same type of spell, if desired.

The maximum total discount that is possible is 10,000 gp. Magic immunity will always cost a minimum of 10,000 gp.

For example: A construct is immune to all magical spells, spell-like abilities, and supernatural effects except for fire and cold spells (-1000 gp). Fire spells *slow* the construct for 4d4 rounds (-2000 gp), and cold spells deal 4d6 damage (-2000 gp). The total discount is -5000 gp, so this ability will end up costing 15,000 gp for this construct.

**Poison** (effecting Intelligence, Wisdom, or Charisma): Choose one attribute that the construct's poison will effect, and choose the type of damage die that will be used. Each poison will use only one type of damage die (different types of dice cannot be mixed). Primary and secondary damage must be purchased separately. Poison can only be purchased if the construct has a bite attack with which to deliver it. The DC to save against a construct's poison attack is 10 + ½ the construct's HD.

**Table 20 – Poison Costs (effecting Intelligence, Wisdom, or Charisma)**

Damage Die Type	Cost Per Die*
1d2	30 gp
1d3	75 gp
1d4	150 gp
1d6	300 gp
1d8	500 gp

\* Maximum of 3 damage dice versus any one attribute.

**Poison** (Strength, Dexterity, or Constitution): Choose one attribute that the construct's poison will effect, and choose the type of damage die that will be used. Each poison will use only one type of damage die (different types of dice cannot be mixed). Primary and secondary damage must be purchased separately. Poison can only be purchased if the construct has a bite attack with which to deliver it. The DC to save against a construct's poison attack is  $10 + \frac{1}{2}$  the construct's HD.

**Table 21 – Poison Costs (effecting Strength, Dexterity, or Constitution)**

Damage Die Type	Cost Per Die*
1d2	60 gp
1d3	150 gp
1d4	300 gp
1d6	600 gp
1d8	1000 gp

\* Maximum of 3 damage dice versus any one attribute.

**Rend:** A construct must have at least one natural attack in order to use this ability, which does damage equal to the attack +  $1 \frac{1}{2}$  x its Strength modifier. The cost of this ability is 100 gp.

**Swallow Whole:** A construct must have Improved Grab in order to use this ability, and it must also have an orifice leading to a hollow chamber in its interior. Constructs may apply constriction damage to a swallowed target if they also have the Constrict ability. If the construct has been made of multiple layers of material, the material that makes up its core is the one that must be used to reference the hardness rating of the "stomach." A construct must have a hollow belly in order to have this ability (see Step 2). See the Monster Manual for complete details. The cost of this ability is 200 gp.

**Trample:** See the Monster Manual for exact details. The cost of this ability is 100 gp.

**Wound:** An attack of a construct can be imbued with the wounding ability as outlined in the Dungeon Master's Guide. One attack is given this ability for each time it is purchased. The cost for this ability is 2000 gp.

## STEP 11: CHOOSE FEATS

Constructs do not begin with feats; each feat must be purchased separately. A construct can only have one feat for its first hit die, and then one feat for every three hit dice (like a normal character). A construct must meet all requirements for a feat in order to benefit from it. Please see the Player's Handbook and/or the Monster Manual for full feat descriptions.

**Please note that in order for a construct to have a feat with more than one prerequisite, it must weigh the maximum amount for its size category.** For example, a tiny construct must weigh 8 pounds and the materials cost for this extra weight must be paid before it can be given a feat like Improved Critical.

Starting feat: 500 gp

1 Prerequisite: 1000 gp

2 Prerequisites: 1500 gp

3 Prerequisites: 2000 gp

4 Prerequisites: 2500 gp

Awesome Blow: 2500 gp

Cleave: 1500 gp  
 Combat Expertise: 1000 gp  
 Combat Reflexes: 500 gp  
 Dodge: 1000 gp  
 Great Cleave: 2500 gp  
 Great Fortitude: 500  
 Improved Bull Rush: 1500 gp  
 Improved Critical: 1500 gp  
 Improved Disarm: 1500 gp  
 Improved Grapple: 1500 gp  
 Improved Initiative: 500 gp  
 Improved Natural Attack: 1500 gp  
 Improved Overrun: 1500 gp  
 Improved Sunder: 1500 gp  
 Improved Toughness: 1000 gp  
 Improved Trip: 1500 gp  
 Iron Will: 500 gp  
 Lightning Reflexes: 500 gp  
 Mobility: 1500 gp  
 Multiattack: 1000 gp  
 Multidexterity: 1500 gp  
 Multiweapon Fighting: 1000 gp  
 Power Attack: 1000 gp  
 Toughness: 500 gp  
 Two-Weapon Fighting: 1000 gp  
 Weapon Finesse: 1000 gp  
 Weapon Focus: 1500 gp

## STEP 12: OPTIONAL DEFECTS

No magical process is guaranteed to be successful on every occasion. Defects occur even in the most expensive and powerful constructs. For these problems, however, a discount is offered off the total price of the construct. Steps 1 – 11 must be completed and all costs must be totaled; any discount is then applied to this number. The effects listed for each defect are permanent and cannot be altered.

**Apathy:** When faced with a combat situation, a construct with this defect has a cumulative 1% chance per round to give up all of its actions and do nothing, even when ordered. The construct will simply remain still. The construct's master can try to inspire action in the construct with a successful Charisma check (DC 19) if they are within 60 feet. The construct must rest for 1 minute before its apathy chance will reset to 0%. [Note: a construct with this defect cannot have the berserk defect as well.]  
 Discount: 10% off the total price

**Berserk:** Upon entering combat, a construct with this defect has a cumulative 1% chance per round that it will go berserk and its master will lose control of it. The construct will attack the closest living creature or will attack objects if no creature is within reach. The construct's master can try to regain control if they are within 60 feet and succeed at a Charisma check (DC 19). The construct must rest for 1 minute before its berserk chance will reset to 0%. [Note: a construct with this defect cannot have the apathy defect as well.]  
 Discount: 10% off the total price

**Can't Run:** Constructs with this defect cannot run, and cannot make use of the Trample special ability. Discount: 5% off the total price

**Confusion:** When faced with a combat situation, a construct with this defect has a cumulative 1% chance per round to become *confused* in its actions, as per the spell of that name. The construct's master can try to reissue correct orders with a successful Charisma check (DC 19) if they are within 60 feet. The construct must rest for 1 minute before its confusion chance will reset to 0%. Discount: 10% off the total price

**Malformed Limb:** This defect only comes into play with constructs that have extra combat-ready limbs added. This defect means that one of the construct's extra limbs is permanently malformed and cannot be used. Discount: 3% off the total price

**Restricted Vision:** Constructs with this defect do not gain access to the low-light vision or darkvision that normal constructs possess. They are able to see in normal lighting only; in darkness they are effectively blinded. Discount: 5% off the total price

**Susceptibility to Disease:** This defect is only found in constructs made out of flesh or bones of some kind. These constructs can contract and suffer the ability damage from any disease that does not target Constitution. Constructs do not heal this damage on their own but must be repaired (a Heal check cannot help). Discount: 2% off the total price

**Susceptibility to Mind-Affecting Influences:** This defect is only found in constructs that have Wisdom *and* Intelligence scores. Constructs with this defect can be influenced by mind-affecting spells and abilities; this permanently cancels out their normal immunity. Discount: 4% off the total price

**Turn/Rebuke Undead:** This defect is only found in constructs made out of flesh or bones of some kind. The defect makes these constructs vulnerable to being turned and/or rebuked, as though they were undead. Discount: 2% off the total price

**Vulnerability:** Constructs with this defect take double damage from one specific special attack. Possibilities include the ki strike attack, the smite ability, or one type of magic spell (fire, cold, electricity, sonic, acid). [Note: vulnerability to spells may not be taken if the construct also has the magic immunity special ability.] Discount: 3% off the total price

# Construct Record Sheet

Construct Traits: Constructs have no Constitution score. Constructs do have low-light vision, darkvision up to 60 feet, immunity to all mind-affecting effects, immunity to poison, sleep, paralysis, stunning, disease, death effects and necromancy effects and immunity to any effect that requires a Fortitude save (unless it works on objects or is harmless). They cannot heal on their own (unless they have fast healing) but can be repaired. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain and they are not at risk from massive damage. They are immediately destroyed when reduced to 0 hit points or less, and cannot be raised or resurrected. They are proficient with natural weapons only, unless generally humanoid in form, in which case they are proficient with any weapon they are made with. They are proficient with no armor. Constructs do not sleep, eat, or breathe.

Size:	Space:	Base Land Speed: Adjusted Value: Enhancement Price:
Total AC: Size Mod: Dex Mod:	Reach:	Wings:  Price:
Total Attack Mod:  Size Bonus:  Base Attack Mod:	Base Statistics:  Adjusted Values:  Enhancement Price:	Base Fly Speed:  Adjusted Value:  Enhancement Price:
Total Grapple Mod: Size Bonus:  Strength Mod:  Base Attack Mod:	Material(s):  Hardness:  Price:	Base Maneuverability:  Adjusted Value:  Enhancement Price:
Hide Mod: Size bonus: Dexterity Mod: Skill Ranks:	Hit Dice: Price: BAB:	Swim Speed: Price:
Bonus HP:	Base Saving Throws:  Adjusted Values:  Enhancement Price:	Spells per day:   Price:
Dimension:	Skill Points: Ranks:   Enhancement Price:	Special Attacks/Qualities:   Price:
Weight Range:  Base range:	Additional Limbs:	Feats:

Adjusted Range:	Price:	Price:
Carrying Capacity:	Attack Types:	Defects:
	Price:	Discount: