



BEASTS OF LEGEND: CONSTRUCT CODEX





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WELCOME TO HORROR PLUG-INS!

This product is a part of our line of support materials for campaign play for use with campaigns using a horror theme. When you see the “Horror Plug-In” logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of that book, from mind-melting madness and sinister serial killers to most bloodthirsty bastards and blackguards that ever bedeviled your heroes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we’ve assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find anywhere.

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WHAT YOU WILL FIND INSIDE BEASTS OF LEGEND: CONSTRUCT CODEx

Constructs at first seem like such simple creatures, mindless automatons brought to a semblance of life by the power of magic. Yet consider them again, in light of a horror-themed campaign. These are not creatures but things, soulless, pitiless, without fear, judgment, or mercy, brought to a horrifying mockery of life by forces beyond comprehension. Their animus bound unwilling by the eldritch experimentation of madmen, the accursed invocations of apostate heretics, or risen into being by the tormented hauntings of spirits unable to rest and unwilling to forget or forgive the miseries they suffered or perpetrated in life. And what of those constructs that are not mindless at all but possessed of a malign and calculating intellect that makes them all the more hateful of those that live. These are what constructs can bring in a horror-themed adventure or campaign, and the **Construct Codex** brings you 11 brand-new creepy creations ranging from Challenge 1 to 17 to menace and maul your heroes, each one lavishly illustrated, along with optional rules using these fearsome creations as instruments of terror in your game.

The **Beasts of Legend** series from Legendary Games are not your usual bare-bones bestiaries, but bring you richly detailed and evocatively described monsters drawing upon the myths and legends of the real world with a double dose of fantastic flair. The **Coldwood Codex** already has received lavish praise for its quality and inventiveness, and the fey-themed *Boreal Bestiary* and the Asian-themed *Beasts of the East* follow proudly in their footsteps. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



CONSTRUCTS IN A HORROR GAME

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

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

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

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

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

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

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

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

The other construct types presented here explore a different direction, that of the intelligent construct. In 5th Edition, most constructs are mindless, but they are not required to be. Those described below are constructs that are purpose-built with intellect and cunning, and offer a different kind of construct whose power is not solely vested in how big and strong it is.

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

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

Lastly, we have the **morgech** or 'death machines.' These unfortunates are the results of the cruel magitech experiments of mad mystical scientists, living beings surgically implanted and grafted with jagged mystical machinery and armaments, myomeric actuators, metal-bonded skeletal reinforcement, and genetic augmentations that wrack them with constant pain but boost strength, speed, and savagery.

Ravagers are corrupted war dogs and wolves, trackers and hunters par excellence. **Executors** are hulking warriors, built from the stock of the fiercest humanoid warriors and with weapons and armor grafted into their living flesh. The exceedingly rare **grievors** are lithe four-armed warriors who retain far more of their mind and sense of self than their lesser kin. In battle, they are veritable whirlwinds of blood, steel, and death.

OPTIONAL RULE: UNCREATED CONSTRUCTS

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

Uncreated Spirit: Uncreated constructs are affected by spells and effects such as *Turn Undead* as if they were undead. If targeted with *remove curse*, *greater restoration*, or another effect that negates curses, the caster makes an ability check using their spellcasting ability. The DC is 8 + the construct's Challenge. A successful check against an uncreated construct gives it the stunned condition. If the check succeeds by 10 or more, the construct is destroyed.

OPTIONAL RULE: CONSTRUCT FORMULAE

While the 5th Edition rules do not give a method for crafting most constructs, they do provide a framework for creating magic items during downtime. Magic item formulae may exist for each of the constructs presented here, and they follow the standard rules for rarity. Once a would-be construct creator has acquired the necessary formula, each construct's entry details the preparations required to create the construct's actual body. Any cost listed in the construction section is in addition to the price by rarity determined by the DM required to create the construct.

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

HAUNTED PRISON AND VILLAGE

bloodthirsty manikin, gothic gargoye

WEREWOLVES' HUNTING LODGE

bloodthirsty manikin, stained glass knight

ALIEN CULT HEADQUARTERS

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

CREEPY VAMPIRES' CASTLE OR VILLA

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

RUINED PALACE-CITY OF A LICH KING

living crematory



BLOODTHIRSTY MANIKIN

A smiling doll, a bit mussed from long care and love, is suddenly transfigured into an object of horror, its hideous grimace betraying its murderous intentions as surely as the dripping blade it has produced from seemingly nowhere.

BLOODTHIRSTY MANIKIN

Tiny construct, neutral evil **Armor Class** 13 (natural armor)

Hit Points 39 (6d4 + 24)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	18 (+4)	13 (+1)	10 (+0)	13 (+1)

Skills Intimidate +5, Stealth +6

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Cruel Slasher. During its first turn, the bloodthirsty manikin has advantage on attack rolls against a creature that hasn't taken a turn. If the bloodthirsty manikin hits a surprised target with a shiv attack, the attack is a critical hit.

Implacable Stalker. The bloodthirsty manikin is difficult to destroy. Even if reduced to 0 hit points, burned, dismembered, or otherwise destroyed, it makes itself whole 24 hours after destruction, returning to full hit points. The manikin can use *locate creature* at will to track the creature that reduced the manikin to 0 hit points. The bloodthirsty manikin can be permanently slain by casting *remove curse* or *greater restoration* while it is at 0 hit points. Pouring a vial of holy water over a bloodthirsty manikin at 0 hit points destroys it if it fails a DC 10 Constitution saving throw.

False Appearance. While the bloodthirsty manikin remains motionless, it is indistinguishable from an inanimate doll.

Sneak Attack (1/turn). The bloodthirsty manikin deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the manikin that isn't incapacitated and the manikin doesn't have disadvantage on the attack roll.

ACTIONS

Shiv. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d2 + 2) slashing damage.

Beguiling Gift (1/day). The bloodthirsty manikin targets a creature within 5 feet that is unaware the manikin is a creature. The target must succeed on a DC 11 Wisdom saving throw or spend its next action picking up the manikin. Creatures immune to being charmed are immune to this effect.

CONSTRUCTION

A bloodthirsty manikin must be crafted of wood or porcelain and dressed in tiny clothing and accessories like a doll (rarely, a manikin may be crafted of soft fur and cloth to resemble a small animal). Whatever its outside appearance, its eyes must be crafted of polished semiprecious stones and its stuffing infused with the desiccated tissue from the hearts of at least 3 sentient creatures killed by slashing or piercing damage. These materials cost 100 gp.

BLOODTHIRSTY MANIKIN

Wondrous item, rare



CROWFLIGHT CARRIAGE

A gleaming carriage, black as night, rumbles noisily into view, drawn by a team of spectral stallions wreathed in white flame with hooves that never touch the ground. While the hooves of the team and the ebon wheels of the carriage seem to strike sparks against the ground, no sign of its passing marks the ground. A faceless phantom drover lashes the team wordlessly, but the carriage's beshadowed windows hide any who may ride within.

CROWFLIGHT CARRIAGE

Huge construct, unaligned

Armor Class 14 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Challenge 9 (5,000 XP)

Magic Resistance. The crowflight carriage has advantage on saving throws against spells and other magical effects.

Passenger Cabin. A crowflight carriage can hold one Large or four Medium creatures within its body, granting them total cover while the doors are closed, or three-fourths cover while the doors are open. The blackened windows of the crowflight carriage do not allow vision into the carriage, but passengers within can see outside. The carriage grants its magic resistance trait to passengers. The interior of the crowflight carriage is treated as dim light and creatures harmed by or sensitive to bright light or sunlight are protected against its effects while within.

Zephyrous Team. A crowflight carriage is drawn by four spectral horses, wreathed in ghostly, heatless white flame. The team cannot be attacked or dispelled (though they disappear when the carriage is stationary), but they propel the crowflight carriage several inches above a horizontal surface. This includes water and other non-solid surfaces. Once per hour, the zephyrous team can draw the crowflight carriage across empty air for one turn. The crowflight carriage can move through any creature at least one size smaller than it (rather than two), and any such creature must make a DC 16 Dexterity saving throw. On failed save, a creature takes 18 (3d8 + 5) bludgeoning damage from the hooves of the spectral horses and falls prone, or half as much damage and isn't prone on a successful one.

ACTIONS

Drover's Whip. *Melee Weapon Attack:* +9 to hit, 15 ft. reach, one target. *Hit:* 10 (1d10 + 5) slashing damage. A creature struck by the drover's whip is frightened for 1 minute unless it makes a DC 16 Wisdom saving throw.

CONSTRUCTION

A crowflight carriage is typically constructed of darkwood empaneled with shadow-tinted steel. Its decorative features of wrought iron and black-dyed leather must be polished to a midnight gleam, and the traces and harness of the carriage must be inlaid with mithral trceries. The materials cost 8,000 gp.

CROWFLIGHT CARRIAGE

Wondrous item, very rare



DIRGE ORGAN

Elaborate yet elegant in its construction, this massive baroque pipe organ drones with melodious yet insistent tones that call out to the mind and the heart. Puffs of dust erupt from its pipes with every sonorous chord, but even the lightest aria seems fraught with subtle menace.

DIRGE ORGAN

Huge construct, neutral evil

Armor Class 8 (natural armor)

Hit Points 136 (16d12 + 32)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	2 (-4)	15 (+2)	14 (+2)	14 (+2)	21 (+5)

Skills Perception +7, Performance +15,

Damage Resistances slashing, piercing and bludgeoning from nonmagical weapons that aren't made of adamantine

Damage Immunities cold, lightning, poison, thunder

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., passive Perception 17

Languages Abyssal, Common, Infernal

Challenge 14 (11,500 XP)

Innate Spellcasting. The dirge organ's innate spellcasting ability is Charisma (spell save DC 18).

The dirge organ can innately cast the following spells, requiring no material components:

At will: *antilife shell*, *mage hand*, *shatter*, *thunderwave*

Phantom Ballet. As a bonus action, a dirge organ can magically create an illusion in a 15-foot sphere centered on a point it can see within 60 feet. The illusion manifests as dancers garbed in noble finery twirling in elaborately choreographed dances for 1 round. Up to 4 creatures within the area who see the dancers and hear the music must succeed on a DC 18 Wisdom save or be compelled to approach, flee, or halt (as *command*) for 1 round. Creatures who are immune to being charmed are not affected.

ACTIONS

Multiattack. A dirge organ makes 2 slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

Ghostly Music. A dirge organ can play an echoing, ethereal melody that captivates and beckons listeners to follow it. This magical music lasts as long as the dirge organ concentrates on maintaining it, for up to 1 minute. Every creature within 300 feet who can hear it must succeed on a DC 18 Wisdom saving throw or be charmed for the duration. Creatures charmed in this way are incapacitated, and follow the music at half their base speed in a random, meandering path through a castle or other building containing the dirge organ. A creature can repeat the saving throw if the ghostly music leads the creature into an obviously dangerous area. The effect ends for a creature if it takes any damage. If a creature's saving throw is successful, or if the effect ends for it, it is immune to the dirge organ's Ghostly Music for 24 hours.

CONSTRUCTION

A dirge organ must be crafted out of the finest woods, polished to an unearthly shine, with keys of purest ivory and pipes and drones of perfectly tuned woods and metals to ensure perfect pitch and tone. Rarely, a dirge organ will be constructed of fantastic or exotic materials, but all will be chased and filigreed with gold, with precious inlays and silken fabrics. The materials alone cost 20,000 gp.

DIRGE ORGAN

Wondrous item, very rare



GOthic GARGOYLE

Carved from weathered rock in a demonic grotesquerie devised to frighten away evil spirits, this stony creature spreads creaking wings as it lurches forward in brutal mockery of life, its carved visage a motionless mask betraying no hint of life or thought but destruction.

GOthic GARGOYLE, GREATER

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Challenge 5 (1,800 XP)

False Appearance. While the gothic gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Petrifying Touch. The gothic gargoyle's attacks also reduce its target's Dexterity score by 2 unless it succeeds on a DC 14 Constitution saving throw. This reduction lasts until the creature finishes a long rest, or receives a *greater restoration* spell. If a creature's Dexterity is reduced to 0, it is permanently petrified.

ACTIONS

Multiattack. The gothic gargoyle makes two attacks: one with its claws and one with its horns.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Crushing Fall. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage. A Gothic gargoyle must leap or fly above its target to perform this attack. The gothic gargoyle reduces the distance it falls by 30 feet for determining falling damage when using this attack, and it lands prone. A Small or smaller creature hit by this attack is grappled (escape DC 14), and a creature grappled in this way is restrained. The gothic gargoyle can remain in the space of a target grappled in this way, and the grapple ends if the gargoyle moves out of its space.

GOthic GARGOYLE, LESSER

Small construct, unaligned

Armor Class 13 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Challenge 2 (450 XP)

False Appearance. While the gothic gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Petrifying Touch. The gothic gargoyle's attacks also reduce its target's Dexterity score by 2 unless it succeeds on a DC 11 Constitution saving throw. This reduction lasts until the creature finishes a long rest, or receives a *greater restoration* spell. If a creature's Dexterity is reduced to 0, it is petrified.

ACTIONS

Multiattack. The gothic gargoyle makes two attacks: one with its claws and one with its horns.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Horns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Crushing Fall. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) bludgeoning damage. A Gothic gargoyle must leap or fly above its target to perform this attack. The gothic gargoyle reduces the distance it falls by 30 feet for determining falling damage when using this attack, and it lands prone.

A Tiny creature hit by this attack is grappled (escape DC 11), and a creature grappled in this way is restrained. The gothic gargoyle can remain in the space of a target grappled in this way, and the grapple ends if the gargoyle moves out of its space.

CONSTRUCTION

A Gothic gargoyle must be crafted from stone and its body anointed in consecrated oils and holy water, costing 200 gp (lesser) or 500 gp (greater) to construct.

GOthic GARGOYLE

Wondrous item, rare



LIVING CREMATORY

Lurching forward on squat legs is a massive kiln oven of brick surmounted by narrow chimneys. A heavy steel grate and hatch, glowing with an inner heat whenever it cracks ajar, is flanked in its midsection by writhing ring-mounted chains. Soot and glowing cinders belch intermittently from its chimneys and surround its heaving bulk like an ashen wreath.

LIVING CREMATORY

Huge construct, unaligned

Armor Class 12 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (-2)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities fire, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Skills Athletics +11

Senses darkvision 60 ft., passive Perception 10

Challenge 11 (10,000 XP)

Cinder Cloud. A creature that starts its turn within 5 feet of the living crematory takes 3 (1d6) fire damage, and must make a DC 15 Constitution saving throw. On a failed save, the creature is poisoned for 1 round. Creatures that don't need to breathe are immune to the poisoned condition caused by the Cinder Cloud.

Cremation Chamber. Creatures swallowed whole by a living crematory are deposited in its cremation chamber, holding them until they are slain and their bodies utterly consumed by the roaring heat within. The body of a creature that dies within the cremation chamber is disintegrated 1 round after its death, and any items carried suffer 35 (10d6) fire damage each round. The cremation chamber can hold one Large or up to eight Medium-sized creatures. A living crematory at this limit can grapple creatures with its chains but can't swallow until one or more of its swallowed creature escape or are destroyed.

ACTIONS

Multiattack. A living crematory makes four chain attacks.

Chain. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage and the target is grappled (escape DC 19). The living crematory has four chains, each of which can grapple one target.

Swallow. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the target is a Large or smaller creature grappled by the living crematory, that creature is swallowed and the grapple ends. When swallowed, the creature is restrained, it has total cover against attacks and other effects originating from outside the living crematory, and it takes 35 (10d6) fire damage at the start of each of the living crematory's turns. If creatures inside the living crematory deal 14 or more damage in a single turn, they are ejected from the cremation chamber, falling prone in a space within 10 feet of the living crematory. If the living crematory is destroyed, a swallowed creature is no longer restrained by it and can escape from the remains using 15 feet of movement, exiting prone.

Any nonmagical weapon used to attack the interior of the living crematory suffers damage from the intense heat. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

CONSTRUCTION

A living crematory must be built of special fire-resistant brick and lined with specially tempered steel to resist the enormous temperatures within it, costing 1,000 gp.

LIVING CREMATORY

Wondrous item, very rare



STAINED GLASS KNIGHT

The distorted image of a noble knight, made up of hundreds of panes and shards of multihued glass glowing with an inner light, moves toward you creaking and tinkling as it strides on impossibly thin glassine legs that warp and flex with an eerie, halting grace.

STAINED GLASS KNIGHT, GREATER

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Resistances lightning, fire, piercing, slashing

Damage Immunities acid, cold, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Challenge 7 (2,900 XP)

Crystal Construction. The stained glass knight's blade is part of its body, and cannot be disarmed or damaged separately. Cold damage does not harm the stained glass knight, but removes its resistance to slashing and piercing for one round. Thunder damage removes its resistance to slashing and piercing damage as well.

False Appearance. The stained glass knight can embed itself into a stained glass window large enough to hold it. While an embedded stained glass knight remains motionless, it is indistinguishable from an inanimate window.

Shards. The stained glass knight is comprised of innumerable pieces of enchanted glass, honed to magical sharpness. Creatures striking the stained glass knight with a natural weapon, unarmed strike, or spell attack with a range of touch, suffers 3 (1d6) points of slashing damage.

ACTIONS

Glass Blade. Melee Weapon: +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

STAINED GLASS KNIGHT, LESSER

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	17 (+3)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Resistances fire, lightning, piercing, slashing

Damage Immunities acid, cold, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Challenge 3 (700 XP)

Crystal Construction. The stained glass knight's blade is part of its body, and cannot be disarmed or damaged separately. Cold damage does not harm the stained glass knight, but removes its resistance to slashing and piercing for one round. Thunder damage removes its resistance to slashing and piercing damage as well.

False Appearance. The stained glass knight can embed itself into a stained glass window large enough to hold it. While an embedded stained glass knight remains motionless, it is indistinguishable from an inanimate window.

Shards. The stained glass knight is comprised of innumerable pieces of enchanted glass, honed to magical sharpness. Creatures striking the stained glass knight with a natural weapon, unarmed strike, or spell attack with a range of touch, suffers 3 (1d6) points of slashing damage.

ACTIONS

Glass Blade. Melee Weapon: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

CONSTRUCTION

A stained glass knight must be crafted from specially tinted panes of glass imbued with sacred powders or alchemical reagents, costing 500 gp (lesser) or 2,000 gp (greater). Stained glass knights are typically constructed by clerics, but arcane formulae for their construction also exist.

STAINED GLASS KNIGHT

Wondrous item, rare



MORGECHS

Cruel Cyborgs. Created with a fusion of magic and technology, morgechs live a tortured existence enslaved to their master's will and driven to kill, maim, and destroy upon command, though they know it will bring them no succor nor respite from their tortured existence.

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

MAD SCIENTIST'S LABORATORY

Morgech (ravager, executor)

WEREWOLVES' HUNTING LODGE

Morgech (ravager)

ALIEN CULT HEADQUARTERS

Morgech (executor)

RUINED PALACE-CITY OF A LICH KING

Morgech (executor, griever)

MORGECH, EXECUTOR

This hulking warrior is covered in scars, scabs, and stapled seams, and everywhere a deadly array of plates, blades, hooks, spikes, and burrs of steel erupt from its flesh. A massive spiked flail is grafted onto one arm in place of a hand, while a flanged and scorched metallic tube is mounted along its opposite forearm, attached to conduits and casings running up to its shoulder.

MORGECH, EXECUTOR

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	19 (+4)	8 (-1)	18 (+4)	6 (+2)

Damage Resistances acid, cold, fire, poison; slashing, piercing, and bludgeoning from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses darkvision 60 ft., passive Perception 14

Challenge 10 (5,900 XP)

Embedded Weaponry. The executor's weapons are grafted onto its body and cannot be disarmed or destroyed separately.

Magic Resistance. The executor has advantage on saving throws against spells and other magical effects.

Jagged Machinery. A creature that touches the executor or hits it with a melee attack while within 5 feet of it takes 2 (1d4) slashing damage.

ACTIONS

Multiattack. The executor makes three bomb attacks, each of which it can replace with a flail attack.

Bombs. Ranged Weapon Attack: +10 to hit, range 30 ft., one target. **Hit:** 14 (4d6) fire damage. Creatures within 5 feet of the target take 3 (1d6) fire damage. Smoke appears, causing the effect of a fog cloud centered on the target for 1 round.

Flail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 15 (2d8+6) bludgeoning damage.

CONSTRUCTION

Creating an executor requires a live and healthy humanoid with Strength and Dexterity of at least 15, as well as weapons, alchemical mutagenic serums, wire and cables of drawn mithral and implant rods and plates of forged steel and cast adamantine. These materials cost 7,000 gp.

In addition, each day of construction for an executor requires Wisdom (Medicine), and Intelligence (Arcana) checks, each against DC 14. If either check fails, work that day is wasted (though no additional gp cost is incurred). If the creator fails one or more checks on three consecutive days, the humanoid being modified dies during the procedure and creation of the executor fails. If this occurs, 3,500 gp of the materials cost can be salvaged for later use. Other investment is lost.

MORGECH, EXECUTOR

Wondrous item, rare



MORGECH, GRIEVER

This lithe warrior seems more machine than human, with four spidery arms flanged with razor-like burrs. Its four-fingered hands hold deadly-thin blades and two bent-jointed legs end in clamp-like metal claws. The eyes glaring out of its mask-like face are all too human in their scarred sockets, while tubes and wires knit its metallic chest pod to the flesh and mechanized vitals within.

MORGECH, GRIEVER

Medium construct, unaligned

Armor Class 21 (natural armor)

Hit Points 204 (24d8 + 96)

Speed 60 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	27 (+7)	18 (+4)	14 (+2)	18 (+4)	11 (+0)

Skills Athletics +11, Perception +10, Stealth +13

Damage Resistances acid, cold, fire, poison; slashing, piercing and bludgeoning damage from nonmagical weapons that aren't adamantine.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses darkvision 60 ft., truesight 60 ft., passive Perception 20

Challenge 17 (18,000 XP)

Bladesharp. The griever's weapon attacks are magical. When the griever hits with a slashing or piercing weapon, the weapon deals an additional 2d8 damage of the weapon's type (included in the attack).

Magic Resistance. The griever has advantage on saving throws against spells and other magical effects.

Reactive. The griever can take one reaction on every turn in a combat.

ACTIONS

Multiattack. A griever makes four rapier attacks, each of which it can replace with a hand crossbow attack.

Rapier. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 7) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +13 to hit, range 30/120 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage plus 9 (2d8) piercing damage.

REACTIONS

Deflection. When the griever is hit by a ranged attack, it can reduce the damage it takes by 3d8 + 7. To do so, the griever must see the attacker and be wielding a melee weapon.

CONSTRUCTION

Creating a griever requires a live and healthy humanoid with Strength and Dexterity of at least 19, as well as the extracted brains of two creatures (one of these can provide the body of the griever if desired), as well as a body carapace and limbs of cast adamantine. Together with alchemical mutagenic serums, wires and cables of drawn mithral, and biomagical reinforcements, these materials cost 40,000 gp.

In addition, each day of construction for a griever requires Wisdom (Medicine) and Intelligence (Arcana) checks, each against DC 21. If either check fails, work that day is wasted (though no additional gp cost is incurred). If the creator fails one or more checks on three consecutive days, the humanoid being modified dies during the procedure and creation of the griever fails. If this occurs, 18,000 gp of the materials cost can be salvaged for later use. Other investment is lost.

MORGECH, GRIEVER

Wondrous item, legendary



Juta

MORGECH, RAVAGER

The creature before you is simultaneously sickly yet strong, an overgrown wolf or hound with bulging muscles and strange barbed metallic devices embedded within its flesh. Its fur is mangy, clumped, and matted, with bare, scarred patches of skin showing where arcane devices and brutal surgeries have left their mark.

MORGECH, RAVAGER

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+6)	19 (+5)	18 (+3)	3 (-4)	18 (+4)	6 (+2)

Skills Athletics +8, Perception +7

Damage Resistances acid, cold, fire, poison, psychic; slashing, piercing and bludgeoning damage from nonmagical weapons that are not adamantine.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified

Senses darkvision 60 ft., passive Perception 17

Challenge 5 (1,800 XP)

Keen Smell. The ravager has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The ravager has advantage on attack rolls against a creature if at least one of the ravager's allies is within 5 feet of the creature and the ally isn't incapacitated.

Jagged Machinery. A creature that touches the executor or hits it with a melee attack while within 5 feet of it takes 2 (1d4) slashing damage.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

CONSTRUCTION

Creating a ravager first requires a live and healthy wolf or riding dog, as well as alchemical mutagenic serums, wire and cables of drawn mithral and implant rods and plates of forged steel and cast adamantine. These materials cost 2,000 gp. In addition, each day of construction for a ravager requires Wisdom (Medicine), and Intelligence (Arcana) checks, each against DC 13. If either check fails, work that day is wasted (though no additional gp cost is incurred). If the creator fails one or more checks on three consecutive days, the animal being modified dies during the procedure and creation of the ravager fails. If this occurs, 1,000 gp of the materials cost can be salvaged for later use. Other investment is lost.

MORGECH, RAVAGER

Wondrous item, rare







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