

Bestiary Bookmarks

Clockwork Creatures

Irovetti's armies break down as follows:

Clockwork Soldiers

This is the bulk of Irovetti's armies. My assumption is that if you're running Clockwork Pitax then you're comfortable with guns in your campaign. The point of Pitax is that it's technologically superior to the PC's nation. If the PCs have bows then Pitax has Blunderbusses, if the PC nation has Blunderbusses then Pitax has Muskets. Give the Clockwork Soldiers a ranged option. At level 12-13 when PCs are at war with Irovetti you'll be glad to have a ranged option because the PCs will be far more mobile than Irovetti's forces. Just handwave that Clockwork Soldiers are proficient in firearms.

Clockwork Mages

Irovetti is not going to be stronger than the PCs when it comes to spellcasting. The Clockwork Mages are proof of that. Useful, utility but third level spells with ridiculously low DCs are hardly going to leave the PCs shaking in their boots. If the PCs are in a combat with Clockwork Mages give them this ability: **Overclock** A Clockwork Mage may Overclock one of their wands, utilizing the raw steam power locked in their frames to increase the power of a spell. To Overclock a spell the Mage must cast the spell as a Full-Round Action, after which the save DC and caster level of the Wand is increased by half the Clockwork Mage's hit dice. Doing this leaves the Clockwork Mage *staggered* for 1d4 rounds after overclocking.

It's not quite a +1 CR increase, but it does mean the PCs can't just ignore the Clockwork Mages.

Clockwork Steeds

Lower-ranked members of the Order of the Cog ride Clockwork steeds into battle, and this is the mount that is ridden by the bulk of Irovetti's cavalry.

Clockwork Dragon

Irovetti only has one of these, and he only unleashes it when he feels desperate. In my game the Clockwork Dragon could be remotely controlled by the King-in-Iron, his tinny voice coming through a specialized speaker in the mouth. By the time Irovetti unleashes the Clockwork Dragon the PCs will have become wise to the weakness in the Pitax armies: Electricity. So the Dragon will have an upgrade:

Lightning Rod (Ex)

Attached to the Clockwork Dragon's head is a lightning rod which it can use to absorb electricity damage and redirect into an electrical aura. The lightning rod absorbs up to 100 points of electricity damage. For every 10 damage absorbed in the rod the dragon may keep its electrical aura active for 1 round. After the rod has stored 100 points of damage it no longer offers any further protection to the construct it is attached to.

The lightning rod can be sundered with a successful CMD check, it has a hardness of 10 and 60 hit points.

If the Lightning Rod gains the broken condition it can only absorb up to 50 electricity damage, if the rod has stored more damage than this it immediately releases a 20 ft. sphere of electricity damage, dealing 1d6 points of damage for every 10 points stored above 50. Reflex Save DC 13 for half damage.

If the Lightning Rod gains the destroyed condition it immediately releases any further damage stored

in it as above.

The Rod can remove stored electricity damage at a rate of 1 point per round if the construct attached to the lightning rod touches the ground.

It'll force your players to think outside the box a little.

Clockborg Wyverns CR 8

XP 2,400

NE Large dragon

Init +7; Senses darkvision 60 ft., low-light vision, scent; Perception+17

DEFENSE

AC 21, **touch** 12, **flat-footed** 18 (+3 Dex, +9 natural, -1 size)

hp 73 (7d12+28)

Fort +9, **Ref** +8, **Will** +7 (+4 vs Enchantment)

Defensive Abilities: DR 10/adamantine, **Resist** Acid, Cold, Fire 10

Immune sleep, paralysis

Weaknesses Metal Fused (counts as ferrous for Rusting Grasp), Vulnerable (Electricity)

OFFENSE

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

Melee sting +12 melee (1d6+6 plus poison), bite +12 melee (2d6+6 plus grab), 2 wings +7 (1d6+3)

Space 10 ft.; **Reach** 5 ft.

Special Attack rake (2 talons +12, 1d6+6)

STATISTICS

Str 23, Dex 16, Con 18, Int 5, Wis 8, Cha 7

Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 24

Feats Flyby Attack, Improved Initiative, Iron Will, Skill Focus(Perception)

Skills Fly +5, Perception +18, Sense Motive +11, Stealth +7; Racial Modifier +4 Perception

SQ Loyal to Creator (+4 on saves vs Compulsion, -4 vs Designated individuals). Wind Up Key (If wound down take a -4 penalty on attacks, AC and Saves).

Languages Draconic

SPECIAL ABILITIES

Poison (Ex)

Sting—injury; save DC 17; frequency 1/round for 6 rounds; effect1d4 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

The village of Littletown is home to a number of travesties, one of which is that the people there were used as tribute to pay Minognos-Ushad to grant Irovetti a clutch of her eggs. Which Irovetti used to experiment on and create Clockborg Wyverns. Part dragon, part machine these Wyverns have the cruelty of their draconic nature combined with the discipline of their machinery.

Gearforged Rider CR 7

XP 3,200

Gearforged warrior 9

LN Medium living construct (gearforged)

Init +0; Senses low-light vision; Perception +6

DEFENSE

AC 23, **touch**10, **flat-footed** 23 (+9 armor, +2 shield, +2 natural)

hp 67 (9d10+18)

Fort +7, **Ref** +3, **Will** +4; +4 vs. mind-affecting

Special defenses Immune Non-Lethal Damage, Fatigue, Exhaustion

Weaknesses: No Natural healing, Cure spells only heal minimum, repair spells work normally.

OFFENSE

Speed 20 ft.

Melee +1 lance +13/+8 (1d8+5/×3) or mwk heavy pick +13/+8 (1d6+3/×4)

Ranged mwk musket +10/+5 (1d10/×4)

Space 5 ft.; Reach 5 ft. (10 ft. with lance)

TACTICS

During Combat The warrior shoots her musket at lightly armored opponents, using Mounted Archery to aim accurately even when moving at speed. In melee, she wields her lance against heavily armored targets, using Spirited Charge to increase her damage and Ride-By Attack to create openings in enemy defensive lines.

STATISTICS

Str 16, Dex 10, Con 12, Int 11, Wis 8, Cha 10

Base Atk +9; CMB +12; CMD 22

Feats Iron Will, Mounted Archery, Mounted Combat, Ride-By Attack, Skill Focus (Perception), Spirited Charge

Skills Craft (Clockwork) +2, Intimidate +2, Perception +6, Profession (Siege Engineer) +6, Ride +6
Languages Common

SQ adamant, cannonball (+1 charge, +2 CMB on bullrush)

Combat Gear potions of cure moderate wounds (2), potion of heroism, cold iron arrows (10), silver arrows (10); **Other Gear** masterwork full plate, masterwork heavy steel shield, +1 lance, masterwork composite shortbow (+3 Str) with 40 arrows, masterwork heavy pick, bit and bridle, heavy horse (combat trained), masterwork chainmail barding, military saddle, saddlebags, 259 gp

GEARFORGED, ORDER OF THE COG COMMANDER CR 9

Spoiler:

Gearforged Cavalier 10

LN Medium living construct (gearforged)

Init +1; Senses Perception +0

DEFENSE

AC 25, touch 11, flat-footed 24 (+11 armor, +1 Dex, +2 shield, +1 Natural)

hp 85 (7 HD; 10d10+25)

Fort +9, **Ref** +4, **Will** +6 (+4 vs Mind Effecting)

Special defenses Immune Non-Lethal Damage, Fatigue, Exhaustion

Weaknesses: No Natural healing, Cure spells only heal minimum, repair spells work normally.

OFFENSE

Speed 20 ft

Melee +1 sonic burst lance +15/+10 (1d8+5/x3+1d10 sonic), +2 longsword +15/+10 (1d8+6/19-20)

Ranged musket +11 (1d10/x4)

Special Attacks banner +2/+1, cavalier's charge, challenge (+7 damage, +2 cumulative bonus to hit each time you miss, 4/day)

STATISTICS

Str 19, Dex 12, Con 14, Int 10, Wis 10, Cha 13

Base Atk +10; **CMB** +9; **CMD** 20

Feats Gearforged Utility (Extendable Lance) Mounted Combat, Ride-By Attack, Shield Wall, Skill Focus (Ride), Spirited Charge, Trample

Skills Craft Clockwork +15, Diplomacy +14, Handle Animal +14, Intimidate +15, Ride +12 (+18 when riding his bonded mount)

Languages Common

SQ expert trainer +2, mount (clockborg wyvern), order of the cog (Wind-Up Strike [Any round you miss with all your attacks you gain an additional attack as a free action]), tactician (2/day, 5 rounds, standard action)

Combat Gear potion of repair moderate damage (treat as Cure Moderate Wounds except affects living constructs normally);

Other Gear +2 full plate, +1 light steel shield, +1 lance, blunderbuss with 20 bullets, longsword, cloak of resistance +1, exotic military saddle, Belt of Ogre Strength (+2) 42 gp

Clockborg Trolls CR 6

Spoiler:

XP 2,400

NE Large humanoid (giant, living construct)

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)

hp 78 (6d10+36); regeneration 5 (acid or fire)

Fort +11, Ref +4, Will +3 (+4 vs Mind effecting)

Defensive Abilities: DR 10/adamantine, **Resist** Acid, Cold, Fire 10

Weaknesses Metal Fused (counts as ferrous for Rusting Grasp), Vulnerable (Electricity)

OFFENSE

Speed 30 ft.

Melee cold-iron bite +8 (1d8+5), 2 crusher claws +8 (1d6+5 plus grab)

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

Special Attacks constrict (crusher claw, 1d6+5)

STATISTICS

Str 21, Dex 14, Con 23, Int 6, Wis 9, Cha 6

Base Atk +4; **CMB** +10 (+14 for grapple); **CMD** 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +9, Perception +8

Languages Giant

When the surviving trolls fled Hurgulka's failing kingdom, many headed east where they were captured by King Irovetti and experimented on. The first clockborg trolls are particularly hideous, their mouths filled with rusting cold-iron teeth, their hands replaced with vise-like crusher claws. One of their eyes replaced with a glowing red orb and iron plates, and cogs replacing many of their organs. The Clockborg trolls are in constant agony, but the machinery in their body forces their loyalty to the King-in-Iron.