

Construct Creation

Alternate Rules

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The following are reworked rules for creating constructs and magical beasts. These rules are altered versions of those appearing in the EAK rulebook, but they may be a bit clearer and allow for better custom creations.

Creating Magickal Constructs

All constructs have base characteristics that can be added onto by sacrificing more focus into their creation.

Base Construct

Cost: 5 Focus

Agility – 1 Endurance – 1 Concentration – 0
Speed – 3 Life Points – 3 Focus – 0
Free Points Use: 4

Abilities:

None

Bonuses

Attack Cost – 2

This is the ability to use the basic attack all Wizards use. This ability is based on the constructs Agility. The *Attack* must be identified with a Magickal skill it is based upon, such as Fire for a flaming breath attack, or Earth for a stony fist attack. The construct may purchase this multiple time to represent different attack types (though this is not recommended). Only one attack may be used per action.

Preventive Attack Cost – 2

This ability allows the construct to use the Preventive special attack. This does not allow the construct to make an *Attack*. That must be purchased separately. Due to the construct's focus in this ability, it does not suffer the regular –2 modifier to this action. This ability is based on the constructs Agility. The *Preventive Attack* must be identified with a Magickal skill it is based upon, such as Water for a web of water or Shadow for a cage of darkness.

Move Cost – 2

While most objects can under their own power, flight is the only method of travel that really counts in EAK. This ability allows the construct to move around the world, follow its creator, or go places on its own.

Attribute Bonus Cost – 3 per 1 point

While all constructs have base attributes, spending additional focus points can increase these. The cost above represents the cost for increasing one attribute by one point.

Derived Attribute Bonus Cost – 1 per 2 points

Some constructs are better in certain areas than normal, such as faster (Speed bonus) or heavy armor (Life Points bonus).

Attack Bonus Cost – 1 per 2 points

Some constructs are better at hurting things than others. This ability represents that, granting the construct a bonus to attacking (a bonus of +2 for every one point spent). This bonus is applied to only to one attack. When a wizard or other construct is defending against this attack with the Magickal skill opposite, they still

receive the +4 defense bonus. A construct must have the *Attack* or *Preventive Attack* abilities to purchase an attack bonus. The construct must purchase this ability multiple time to apply it to different attack types.

Defense Bonus Cost – 1 per 2 points

Often, constructs will have some kind of special defense that protects them. Like the *Attack Bonus* ability, this ability must be based on a Magickal Skill. The construct could be based on Death as it is made of hard bone, or based on Air and is only partially substance. When a wizard or other construct uses this ability defending against a attack with the Magickal skill opposite, they still receive the +4 defense bonus.

Continuous Damage Cost – 2

This ability allows the construct to inflict prolonged damage. The construct follows the same rules as outlined in the EAK rulebook, including the –4 penalty. The construct does not have to use this ability for every attack it makes. This ability must be assigned to a single *Attack*.

Regeneration Cost – 1 per 1 life per turn

Regeneration, as the name suggests, is the ability for a construct to heal itself in battle. For every point spend into this ability, the Constructs can heal a single life point per round. Constructs cannot take more than their Endurance worth of points in this ability. All regeneration must be based on a Magickal skill. When a regenerating construct is damaged by the Magickal skill of its ability, it regenerates at double the normal rate. However, it cannot regenerate damage from the Magickal skill opposite to its own. So, a fire construct with *Fire Regeneration* would regenerate twice the normal rate when struck with Fire damage, but cannot regenerate from Water damage.

Mega Attack Cost – 4

Sometimes, a construct is able to use a super attack similar to a Wizard's. This works exactly as described in the EAK rulebook, including the –6 modifier on attacks, and must be assigned to a single *Attack*. The construct does not have to use this ability for every attack it makes.

Drain Life Cost – 4

This ability is works just as described in the EAK rulebook (including the –8 modifier) and must be assigned to one *Attack*. It does not have to be used on every attack.

Samples

Simple Battle Construct

Cost: 10 Focus

Agility – 4 Endurance – 2 Concentration – 0
Speed – 12 Life Points – 6 Focus – 0

Abilities:

Attack (2 points)
+2 bonus (1 point)
Move (2 points)

Wizards use simple battle constructs distract or weaken their enemy. Sometimes a group of battle constructs are sent to test an enemy wizard's strength, or to distract them while the creator prepares for combat. Sometimes they will be used to help a wizard in a duel, but due to their weak attack and low life they tend to be little better than a nuisance. Some wizards have taken to printing the letters 'CF' on these constructs, meaning 'cannon fodder'.

Advanced Battle Construct

Cost: 15 Focus

Agility – 4 Endurance – 2 Concentration – 0
Speed – 12 Life Points – 10 Focus – 0

Abilities:

Attack (2 points)
+6 bonus (3 points)
Life Point Bonus +4 (2 points)

Regenerate +1 (1 point)
Move (2 points)

Compared to the simple version, the advanced battle construct is a titan of ass-kicking power. These constructs are most often used for aid during heated battles between wizards, or to eliminate a rival's constructs. Advanced battle construct are almost powerful enough to rival weaker wizards.

Simple Defense Construct

Cost: 10 Focus

Agility – 2 Endurance – 4 Concentration – 0
Speed – 6 Life Points – 12 Focus – 0

Abilities:

Preventive Attack (2 points)
+2 bonus (1 point)
Move (2 points)

Most simple defense constructs are unsophisticated and designed to take only a few hits before they blown into tiny little pieces (if even that). Their only real function is to defend something, hence the name. Usually this is their master or a more advanced construct.

Advanced Defense Construct

Cost: 15 Focus

Agility – 2 Endurance – 4 Concentration – 0
Speed – 6 Life Points – 12 Focus – 0

Abilities:

Preventive Attack (2 points)
+6 bonus (3 points)
Defense +2 (1 point)
Regenerate +2 (2 point)
Move (2 points)

When a wizard is looking for the premiere in personal defense, they usually create an advanced defense construct. These well-made machines do their job with the pristine efficiency and often can help turn the tide in a duel by taking a hit for their creator or stopping the enemy from making their move.

Simple Trap Construct

Cost: 10 Focus

Agility – 3 Endurance – 3 Concentration – 0
Speed – 9 Life Points – 9 Focus – 0

Abilities:

Attack (2 points)
+2 bonus (1 point)
Continuous Damage

All wizards have lairs that need defending and to accomplish this task, they usually employ trap constructs. These immobile weapons are range from a hidden surprise for pesky to intruders to full fledge defense turrets. Simple trap constructs are most often little more then irritants to more powerful wizards but they do their job with simple effectiveness. These constructs rate under the 'bargain-brand' home security system.

Advanced Trap Construct

Cost: 15 Focus

Agility – 3 Endurance – 3 Concentration – 0
Speed – 9 Life Points – 9 Focus – 0

Abilities:

Attack (2 points)
+6 bonus (3 point)

Continuous Damage
Defense +6 (3 points)

While a simple trap construct will only annoy most wizards, an advanced trap construct is more than enough to give them pause. These deadly and efficient weapons usually serve to defend the towers and castles of the biggest and the baddest in the remains of Anhelm.

Simple Construct

Cost: 7 Focus

Agility – 2 Endurance – 2 Concentration – 2
Speed – 6 Life Points – 6 Focus – 6

Abilities:

Move (2 points)

Simple constructs are just that: simple. They have no real ability and are often used only as errand-runners or messengers. They have no combat value but are usually smart enough to run away. Some wizards use these constructs as assistance, familiars, or test subjects for their latest dooms-day spell.

Necromancer Battle Bone Cannon

Cost: 20 Focus

Agility – 3 Endurance – 3 Concentration – 0
Speed – 9 Life Points – 15 Focus – 0

Abilities:

Attack (Death) (2 points)

+12 bonus (6 points)

Defense (Death) +8 (4 points)

Life Point Bonus +6 (3 points)

When it comes to trap constructs, few can rival the Battle Bone Cannon used by the Brotherhood of Death. These powerful battlements appear as large cannons crafted entirely out of bone and are used by the Necromancers to defend their mountain fortress of Necronus. The Battle Bone Cannon fires a concentrated bolt of negative energy and is protected by heavy plates of bone armor. Many a foolish wizard has met his gruesome end at the barrel of these death-flinging constructs.

Crafter War Wing Flyer

Cost: 18 Focus

Agility – 4 Endurance – 2 Concentration – 0
Speed – 20 Life Points – 6 Focus – 0

Abilities:

Attack (Life) (2 points)

+2 bonus (1 points)

Defense (Life) +8 (4 points)

Speed Bonus +8 (4 points)

Move (2 points)

Battle constructs are used for various tasks and frequently designed around one specific tactic. When observing the Crafters' War Wing Flyer, it is easy to identify what that tactic is: speed. While the Flyer lacks real punching power, its vast speed and high defense make it extremely hard to hit. Many wizards have spent hours in a futile attempt to destroy the quick Flyer.

High Brother Morric's Greater Bone Cannon

Cost: 50 Focus

Agility – 4 Endurance – 5 Concentration – 0
Speed – 12 Life Points – 25 Focus – 0

Abilities:

Attack (Death) (2 points)

- +20 bonus (10 points)
- Massive Attack (4 points)
- Continuous Damage (2 points)
- Defense (Death) +16 (8 points)
- Endurance Bonus +2 (6 points)
- Agility Bonus +1 (3 points)
- Regeneration +5 (5 points)
- Life Point Bonus +10 (5 points)

High Brother Morric of the Necromancers is a legend when it comes to building constructs. He is credited with the creation of many revolutionary constructs, including the Battle Bone Cannon. But of all of his creations, the most powerful of all must be the Greater Bone Cannon. This construct is far more powerful than any other ever seen on Anhelm. It possesses enough firepower to kill a wizard in a single shot and is more than a match for any but the strongest wizards. There has been only one such construct ever built by Morric, or anyone else. This cannon was destroyed the first Crafter attack on Mount Necronus. It was attributed to killing the great Crafter Don and Quin Syxton, second and fourth of the six Syxton Brothers. It was destroyed by Owen Syxton, Eldest of the Syxton brothers and founder of the Crafters, moments before he was killed by Lord Seth, leader of the Necromancers, in the very same battle.