

## Infernal Armor

CR 2

NE Medium Construct

**Initiative:** +2; **Senses:** Darkvision 60 ft., low-light vision

### Defense

**AC:** 15, **Flat-Footed:** 13, **Touch:** 12  
(+2 DEX, +1 natural, +2 shield)

**HP:** 31 (2d10)

**DR:** None

**Fort:** +0, **Ref:** +2, **Will:** +1

**SR:** None

**Resistances:** None

**Immunities:** Construct immunities

**Defensive Abilities:** None

### Offense

**Speed:** 25 ft.

**Melee:** Short Sword +3 (1d6+2 19-20/x2)

**Special Abilities:** Gambit, Opening Move, Sacrificial Lamb

### Statistics

**STR** 15 (+2)      **DEX** 14 (+2)      **CON** --- (+---)

**INT** --- (+---)      **WIS** 12 (+1)      **CHA** 1 (-5)

**Base Attack** +1; **Grapple** +2; **Space/Reach** 5 ft. / 5 ft.

**Armor Check Penalty:** -0 (-0 armor, -0 shield)

**Feats:** None

**Skills:** None

**Languages:** None

**SQ:** Construct traits

**Combat Gear:** None

**Other Gear:** Short sword, large steel shield

**Note:** If its 'body' salvaged and repaired, a suit of infernal armor can be crafted into a suit of half-plate armor; doing so requires roughly 200 gold pieces worth of materials.

### General Information

**Environment:** Any

**Organization:** Solitary, pair, set (8 or 16)

**Treasure:** None

*A crude suit of dull-iron plate armor ambles towards you it carries a sword in one hand and a heavy shield in the other.*

Suits of infernal armor are typically crafted on the lower planes to serve as shock troops for legions of demons and devils; their relatively low creation cost and decent survivability ensure their almost constant use. In recent times, evil priests on the material plane have taken to crafting the suits and using them as mindless bodyguards.

In combat, a suit of animated armor typically charges the first foe it sees and on the following round executes a gambit attack; it will continue attacking the same foe until that foe is rendered dead.

When encountered on a non-material plane, a suit of infernal armor has the evil subtype.

#### Construction:

A suit of infernal armor's body is crafted using a simple non-magical suit of full-plate armor that is then bound to the spirit of a demon or devil using a mixture of rare tinctures and admixtures costing at least 1,000 gold pieces. Properly binding the spirit requires a DC 20 spellcraft check.

CL 11th; Craft Construct, *animate object*, *cure light wounds*, caster must be at least 11th level; Price 5,000 gp; Cost 2,500 gp + 175 xp.

### Ability Information

**Gambit (Ex):** A suit of infernal armor is capable of making a devastating attack at risk to its own well-being. As a standard action, a suit of infernal armor may make a single attack that, if successful, deals an additional 1d6+2 points of damage; when a suit of infernal armor uses this ability, it draws attacks of opportunity from all hostile creatures that threaten it.

**Opening Move (Ex):** When battle occurs a suit of infernal armor gains a temporary boost to its movement speed. On its first turn during any combat, a suit of infernal armor has its movement speed doubled.

**Sacrificial Lamb (Su):** When killed, a suit of infernal armor releases healing energies; all adjacent friendly creatures heal 1d8+1 points of damage as if effected by a *cure light wounds* spell cast by a 1st level cleric.

### Lore

A successful knowledge (arcana) or knowledge (the planes) check will reveal the following information about a suit of infernal armor.

DC 12 This is a suit of infernal armor, a magically animated suit of armor that is bound to the spirit of a creature from the lower planes. This reveals all construct traits.

DC 17 Suits of infernal armor have a burst of vigor at the start of battles that allows them to move much more quickly than is normal.

DC 22 If slain in battle, infernal armor explodes in a blast of restorative energy that is programmed to heal its allies.