

Scythejaw

CR 7

N Medium Construct

Initiative: +1; **Senses:** Blind, Blindsight 120 ft., Tremorsense 60 ft.

Defense

AC: 21, **Flat-Footed:** 20, **Touch:** 11

(+1 DEX, +10 natural)

HP: 75 (12d10+20)

DR: 10/adamantine

Fort: +4, **Ref:** +5, **Will:** +4

SR: None

Resistances: None

Immunities: Construct immunities

Defensive Abilities: Nonmagical Aura

Offense

Speed: 20 ft.

Melee: Bite +14 (2d6+9)

Special Abilities: Clampdown, Opportune Trap

Statistics

STR 22 (+6)

DEX 12 (+1)

CON --- (+---)

INT --- (+---)

WIS 10 (+0)

CHA 1 (-5)

Base Attack +8; **Grapple** +14; **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: None

General Information

Environment: Any

Organization: Solitary, pair, trio, or field (4-24 scythejaws)

Treasure: Standard

Before you sits a wicked-looking device; it resembles a large bear trap with wickedly hooked teeth.

While some devious wizards brag about their ability to create living spells, another sect is content in creating living traps. The scythejaw is the early result of one of their many experiments.

To most observers, a scythejaw looks like a very large (roughly three feet in diameter) bear trap that has a particularly vicious set of jaws installed on it. In truth, however, it is a 'living' creature. When created, a scythejaw is often set at a specific location and given specific orders of who to attack and who to allow passage, to all others, however the creature becomes a deadly obstacle.

Scythejaws do not go out of their way to collect treasure; their lairs are often littered with the remains of creatures they have killed, however.

Unlike most constructs who are more than content to simply batter something living until it no longer moves, scythejaws are a bit more devious in that they enjoy 'chewing' on captured and killed prey.

Scythejaws speak no languages, but they obey the orders of their creators to the letter.

Construction:

The construction of a scythejaw requires a massive bear trap and a large deal of patience on the part of the creator. In addition, a small number of magical tinctures are also required. Typically the purchase of the trap and the tinctures costs roughly 5,000 gold pieces. Properly instilling the scythejaw with sentience requires a DC 28 spellcraft check and requires 120 hours of careful programming over a week's time (the time need not be consecutive, but it must all occur within the span of a single week).

CL 11h; Craft Construct, *animate object*, *magic auras*, caster must be at least 11th level; Price 10,000 gp; Cost 5,000 gp + 350 xp.

Ability Information

Clampdown (Ex): Whenever an enemy misses the scythejaw with a non-reach melee attack, the scythejaw may make an attack against that enemy. If successful, the enemy must then succeed on a reflex save (DC 16) or take 2d6+9 points of damage and become immobilized as the scythejaw clamps down onto the enemy and holds them in place.

On subsequent rounds the scythejaw must take a full-round action to remain clamped upon an enemy (this full-round action does not draw attacks of opportunity). If a scythejaw chooses to remain clamped to an

enemy it automatically hits with its bite attack and deals an additional 2d6+9 points of damage and continues to hold the enemy in place.

An enemy may attempt to pry a clamped down scythejaw off by making an opposed strength check against the scythejaw during his turn. If successful, the enemy pries the scythejaw off of himself and throws it into an adjacent square.

A scythejaw may only clamp down on a single enemy at a time and if a scythejaw is already clamped down on an enemy it may not use this ability. Releasing a clamped enemy is a move action that doesn't draw attacks of opportunity.

Nonmagical Aura (Ex): When viewed through spells that detect magical auras (such as *detect magic*), a scythejaw appears to be nonmagical, as if under the effects of a *magic aura* spell.

Opportune Trap (Ex): A scythejaw gains a +2 bonus to attack rolls against opponents who are flat-footed (typically those who think the scythejaw is a trap and attempt to disarm it).

Lore

A successful knowledge (arcana) check will reveal the following information about a scythejaw:

DC 22 This is a scythejaw, a magically animated trap that is constructed by a devious sect of wizards. This reveals all construct traits.

DC 27 Scythejaws are capable of clamping down and dealing devastating damage to an opponent who misses them with an attack at melee range.

DC 32 Scythejaws are under a constant magical effect that makes them appear nonmagical when viewed with spells used to detect magical auras.