

Moon Man (CR ?, HD 5d10)

CE Medium Construct

Init +2 Spd 20

Senses Darkvision: 60 ft.; Low-light Vision; Listen +9, Spot +9

AC 20 (FF 18, Touch 12)

hp 48

Saves Fort +4, Ref +6, Will +5;

Vulnerable to Electricity (+50% damage, plus moon man is staggered on its next turn if damaged by electricity)

Construct Immunities: Critical hits, Paralysis, Physical Ability Drain, Stun, Exhaustion, Death Effects, Fatigue, Physical Ability Damage, Fortitude Save-Based Attacks, Nonlethal Damage, Poison, Disease, Death from Massive Damage, Energy Drain, Sleep Effects
Immune to Cold

Not Immune to: Mind-Affecting Attacks

Atk +4 base melee, +5 base ranged; Grapple +4;

+6 **Melee** (Masterwork axeblade hand 1d8+1/crit 20/x3), *or*

+6 **Ranged Touch** (lightning ball 1d8 electricity/crit 20/x2 plus stun for 1 round on a crit; 40' range), *or*

+6 **Ranged Touch** (goo gun, 40' range, as *entangling ectoplasm* – target is entangled but not held fast for 5 rounds on a touch; multiple hits simply reset the 5-round duration but do not further hamper the target)

Abilities STR 13, DEX 14, CON --, INT 16, WIS 12, CHA 12

Feats: Weapon Focus: Battleaxe, Weapon Focus: ranged touch.

Skills: Climb +7, Jump +5, Knowledge (Arcana) +9, Listen +9, Search +9, Sense Motive +7, Spot +9.

Special Attacks and Qualities:

- **Built-in Shields:** The moon man's arms are fitted with enough plating to give it the same shield bonus as a masterwork buckler, regardless of how many arms are engaged in various activities.
 - **Controlled Construct:** The moon man is a construct that is inactive unless possessed by a moon mote. Together, the moon man construct and the moon mote operate as one creature – a construct that has the intelligence, wisdom and charisma of the moon mote. Because it has a mind, it can be affected by mind-affecting abilities as well as powers that damage or drain mental ability scores. It has the same physical immunities as a normal construct.
 - **Death Sequence:** When a moon man construct is brought to zero hit points, it falls prone. Do not remove the fallen moon man from the initiative order. The next round on its turn, the construct's face opens, releasing the controlling moon mote. The moon mote floats from the moon man's face cavity. Anyone who can see the moon mote must make a DC 15 Will save or suffer 1d4 WIS damage. The moon mote then streaks toward the moon, defeated, and the moon man can be removed from the initiative order.
 - **Electrical Gun:** The moon man can configure one of its arms to fire a small ball of electricity as noted above. When the moon man is defeated and the moon mote leaves, this arm can be removed from the moon man and made to fire up to four more times. The wielder can employ the skills Use Magic Device (as if the arm were a wand, DC 20) or Disable Device (DC 20) to make the arm fire. Regardless of how many shots are fired, its power is drained after one hour.
 - **Goo Gun:** The moon man can configure one of its arms to fire a strand of sticky goo as noted above. When the moon man is defeated and the moon mote leaves, this arm can be removed from the moon man and made to fire up to four more times. The wielder can employ the skills Use Magic Device (as if the arm were a wand, DC 20) or Disable Device (DC 20) to make the arm fire. Regardless of how many shots are fired, any charges of goo remaining in the arm dry up after one hour.
 - **Multifunctional Arms:** The moon man has four arms. Each arm can be configured to create an axe-like blade, a goo gun, an electrical gun, or a mechanical hand. It usually has one of each ready at a given time, but if it happens to lose an arm or need extra mechanical hands, any arm can be made to function in any of these ways. The moon mote controlling the moon man must simply concentrate for 1 round to change configurations.
 - **Universal Translator:** A special crystal built into the moon man's head allows the moon motes within them to speak and understand any language. If removed from a deactivated moon man, this crystal can be made into a brooch, amulet, ring, or headband that grants the same power. This requires a character with Forge Ring or Craft Wondrous Item and 2000 gp worth of materials, but no XP cost or spell prerequisites.
 - **Unused to Normal Gravity:** The moon men constructs were designed to operate on the lighter gravity of the moon. As such, they are not as dexterous, strong or mobile as they might appear to the untrained eye.
 - **Vulnerable to Electricity:** A moon man takes 50% more damage from electrical attacks, and if it takes any electrical damage it is staggered on its next turn.
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Treasure: As noted above, the arms of a moon man can function as short-term wands, and the universal translator can be made into a valuable magic item. A defeated, deactivated moon man, assuming it is not too damaged, could fetch 1000 gp from a curious collector.