**#6-01 Trial By Machine**

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**SHECHERA CR 1**Human fighter 1/rogue 1
CN Medium humanoid
**Init** +2; **Senses** Perception +5
**DEFENSE**
**AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
**hp** 16 (2 HD; 1d10+1d8+6); currently 7
**Fort** +3, **Ref** +4, **Will** +0
**OFFENSE**
**Speed** 30 ft.
**Melee** quarterstaff +4 (1d6+3) or quarterstaff +2/+2 (1d6+3/1d6+1) or dagger +4 (1d4+3/19–20) or sap +4 (1d6+3 nonlethal)
**Ranged** dagger +3 (1d4+3/19–20)
**Special** **Attacks** sneak attack +1d6
**STATISTICS**
**Str** 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12
**Base Atk** +1; **CMB** +4; **CMD** 16
**Feats** Skill Focus (Intimidate), Toughness, Two-Weapon Fighting
**Skills** Climb +8, Intimidate +9, Knowledge (local) +4, Perception +5 (+6 to find traps), Stealth +7
**Languages** Common
**SQ** trapfinding +1
**Gear** masterwork studded leather, daggers (2), quarterstaff, sap, manacles (2)

**SMALL AIR ELEMENTAL CR 1**N Small outsider (air, elemental, extraplanar) **Init** +7; **Senses** darkvision 60 ft.; Perception +4 **DEFENSE
AC** 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size) **hp** 13 (2d10+2) **Fort** +4, **Ref** +6, **Will** +0 **Defensive** **Abilities** air mastery; **Immune** elemental traits **OFFENSE
Speed** fly 100 ft. (perfect) **Melee** slam +6 (1d4+1) **Special** **Attacks** whirlwind (DC 12) **STATISTICS
Str** 12, **Dex** 17, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11 **Base Atk** +2; **CMB** +2; **CMD** 15 **Feats** Flyby Attack, Improved InitiativeB, Weapon FinesseB **Skills** Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11
**SPECIAL ABILITIES**
**Air Mastery (Ex)** Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

**YOUNG MEDIUM AIR ELEMENTAL CR 2**N Small outsider (air, elemental, extraplanar)
**Init** +11; **Senses** darkvision 60 ft.; Perception +7
**DEFENSE**
**AC** 20, touch 19, flat-footed 12 (+7 Dex, +1 size, +1 dodge, +1 natural)
**hp** 22 (4d10)
**Fort** +4, **Ref** +11, **Will** +1
**Defensive Abilities** air mastery; **Immune** elemental traits
**OFFENSE**
**Speed** fly 100 ft. (perfect)
**Melee** slam +12 (1d4)
**Special** **Attacks** whirlwind (DC 12)
**STATISTICS**
**Str** 10, **Dex** 25, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11
**Base** **Atk** +4; **CMB** +3; **CMD** 21
**Feats** Dodge, Flyby Attack, Improved InitiativeB, Weapon FinesseB
**Skills** Acrobatics +13, Escape Artist +1, Fly +21, Knowledge (planes) +1, Perception +7, Stealth +16

**MEDIUM AIR ELEMENTAL CR 3**N Medium outsider (air, elemental, extraplanar)
**Init** +9; **Senses** darkvision 60 ft.; Perception +7
**DEFENSE**
**AC** 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)
**hp** 30 (4d10+8)
**Fort** +6, **Ref** +9, **Will** +1
**Defensive Abilities** air mastery; **Immune** elemental traits
**OFFENSE**
**Speed** fly 100 ft. (perfect)
**Melee** slam +9 (1d6+3)
**Special** **Attacks** whirlwind (DC 14)
**STATISTICS**
**Str** 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11
**Base** **Atk** +4; **CMB** +6; **CMD** 22
**Feats** Dodge, Flyby Attack, Improved InitiativeB, Weapon FinesseB
**Skills** Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10
**SPECIAL ABILITIES**
**Air Mastery (Ex)** Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

**ADVANCED FEARMONGER PROTOTYPE CR 5**Variant scarecrow (Pathfinder RPG Bestiary 2 238)N Medium construct (robot) **Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +10 **DEFENSE
AC** 21, touch 12, flat-footed 19 (+2 Dex, +9 natural) **hp** 47 (5d10+20) **Fort** +1, **Ref** +3, **Will** +3 **Immune** cold, construct traits **Weaknesses** vulnerable to critical hits, electricity, fire **OFFENSE
Speed** 20 ft. **Melee** 2 slams +10 (1d8+5 plus fear) **Special** **Attacks** fascinating gaze (DC 18) **TACTICS
During Combat** The fearmonger prototype tries locking downall adversaries with its fascination gaze, then attempts to pick off one opponent at a time.
**Morale** The fearmonger prototype fights until destroyed.
**STATISTICS**
**Str** 20, **Dex** 14, **Con** —, **Int** 14, **Wis** 15, **Cha** 18
**Base** **Atk** +5; **CMB** +10; **CMD** 22
**Feats** Ability Focus (fascinating gaze), Improved Initiative, Improved Natural Armor
**Skills** Climb +12, Linguistics +6, Perception +10
**Languages** Common, Goblin
**SQ** freeze

**FEARMONGER PROTOTYPE CR 4**Variant scarecrow (Pathfinder RPG Bestiary 2 238)N Medium construct (robot) **Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +8 **DEFENSE
AC** 15, touch 10, flat-footed 17 (+7 natural, -2 adjustement) **hp** 37 (5d10+10) **Fort** +1, **Ref** +1, **Will** +1 **Immune** cold, construct traits **Weaknesses** vulnerable to critical hits, electricity, fire **OFFENSE
Speed** 20 ft. **Melee** 2 slams +8 (1d8+3 plus fear) **Special** **Attacks** fascinating gaze (DC 14) **TACTICS
During Combat** The fearmonger prototype tries locking downall adversaries with its fascination gaze, then attempts to pick off one opponent at a time.
**Morale** The fearmonger prototype fights until destroyed.
**STATISTICS**
**Str** 16, **Dex** 10, **Con** —, **Int** 10, **Wis** 11, **Cha** 14
**Base** **Atk** +5; **CMB** +8; **CMD** 18
**Feats** Ability Focus (fascinating gaze), Improved Initiative, Improved Natural Armor
**Skills** Climb +10, Linguistics +4, Perception +8
**Languages** Common, Goblin
**SQ** freeze

w/ 4-Player Adjustments

**ADVANCED FEARMONGER PROTOTYPE CR 5**Variant scarecrow (Pathfinder RPG Bestiary 2 238)N Medium construct (robot) **Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +10 **DEFENSE
AC** 15, touch 12, flat-footed 19 (+2 Dex, +9 natural, -6 adjustment) **hp** 37 (5d10+10) **Fort** +1, **Ref** +3, **Will** +3 **Immune** cold, construct traits **Weaknesses** vulnerable to critical hits, electricity, fire **OFFENSE
Speed** 20 ft. **Melee** 2 slams +10 (1d8+5 plus fear) **Special** **Attacks** fascinating gaze (DC 16) **TACTICS
During Combat** The fearmonger prototype tries locking downall adversaries with its fascination gaze, then attempts to pick off one opponent at a time.
**Morale** The fearmonger prototype fights until destroyed.
**STATISTICS**
**Str** 20, **Dex** 14, **Con** —, **Int** 14, **Wis** 15, **Cha** 18
**Base** **Atk** +5; **CMB** +10; **CMD** 22
**Feats** Ability Focus (fascinating gaze), Improved Initiative, Improved Natural Armor
**Skills** Climb +12, Linguistics +6, Perception +10
**Languages** Common, Goblin
**SQ** freeze

**MACHINE CAPTAIN CR 5**Animated object fighter 1 (Pathfinder RPG Bestiary 14)
N Medium construct (robot)
**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +5
**DEFENSE**
**AC** 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)
**hp** 42 each (4d10+21)
**Fort** +3, **Ref** +5, **Will** –1
**Defensive** **Abilities** hardness 10; **Immune** construct traits
**Weaknesses** vulnerable to critical hits, electricity
**OFFENSE**
**Speed** 30 ft.
**Melee** mwk longsword +10 (1d8+6/19–20), mwk short sword +9 (1d6+3/19–20) or
mwk longsword +12 (1d8+6/19–20)
PA mwk longsword +8 (1d8+10/19–20), mwk short sword +7 (1d6+5/19–20) or
mwk longsword +10 (1d8+10/19–20)
**Ranged** mwk light crossbow +9 (1d8/19–20)
**TACTICS**
**During Combat** The machine soldiers attack with their swords, making Power Attacks, resorting to their crossbows only if intruders remain out of melee combat range.
**Morale** The machine soldiers fight until destroyed.
**STATISTICS**
**Str** 22, **Dex** 19, **Con** —, **Int** 17, **Wis** 7, **Cha** 5
**Base** **Atk** +4; **CMB** +10; **CMD** 24
**Feats** Power Attack, Two-Weapon Fighting, Weapon Focus (longsword)
**Skills** Climb +13, Perception +5, Sense Motive +5
**Languages** Common, Goblin
**SQ** Construction Points (metal)
**Gear** mwk light crossbow with 10 bolts, mwk longsword, mwk short sword