

#6-01 Trial By Machine

Compiled by Carlos Robledo
GA PFS

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 Initiative^B, Weapon Finesse^B**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 Initiative^B, Weapon Finesse^B**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 Initiative^B, Weapon Finesse^B**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 down all 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 adjustment)**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 down all 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**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 down all 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

w/ 4-Player Adjustments

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