

#6-02 The Silver Mount Collection

Prep Checklist

Area	Minis	Base Size	# of minis	
			3-4	6-7
B1	Humanoid Robots	Medium	2	4
B6	Female human rogue	Medium	1	1
B10	Hover Robots	Medium	1	3
B12	Weedwhips	Medium	2	
B12	Young Moonflower (plant)	Large		1
B19	Hungry Fleshes	Large	3	6
B20	Male human aristocrat	Medium	1	1
B20	Robots from B1	Medium	1*	2
B20	Metallic swarm	Large (shapeable)	1	1

* Scaling Instructions imply there should be 2 in this room, but scenario states 1.

Compiled by Carlos Robledo
GA PFS

GEARSMAN ROBOT

CR 4

N Medium construct (robot)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +8**DEFENSE****AC** 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)**hp** 42 (4d10+20)**Fort** +1, **Ref** +2, **Will** +2**Defensive Abilities** hardness 10; **Immune** construct traits**Weaknesses** vulnerable to critical hits and electricity**OFFENSE****Speed** 20 ft.**Melee** slam +9 (1d4+7) or

mwk spear +10 (1d8+5/x3 plus 1d6 electricity) or

PA slam +7 (1d4+11) or

PA mwk spear +8 (1d8+9/x3 plus 1d6 electricity) [1-handing spear]

PA mwk spear +8 (1d8+13/x3 plus 1d6 electricity) [2-handing spear]

Ranged mwk spear +6 (1d8+5/x3)**STATISTICS****Str** 20, **Dex** 13, **Con** —, **Int** 10, **Wis** 13, **Cha** 1**Base Atk** +4; **CMB** +9; **CMD** 20**Feats** Combat Reflexes, Power Attack**Skills** Craft (weapons) +8, Disable Device +8, Perception +8, Profession (soldier) +7, Sense Motive +8**Languages** Common, Hallit**SQ** adaptive learning, charge weapon, self-repair**SPECIAL ABILITIES**

Self-Repair (Ex) A gearsman's nanites heal it at the rate of a number of hit points per hour equal to its Hit Dice (4 hit points per hour for most gearsmen). Up to once per day, as a full-round action, it can heal any robot it touches of 4d6 points of damage. If a gearsman uses this ability on itself, it heals the maximum amount: 24 points of damage.

Adaptive Learning (Ex) Built into stat block (see scenario)**Charge Weapon (Ex)** Built into stat block (see scenario)**ADVANCED GEARSMAN ROBOTS**

CR 5

N Medium construct (robot)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10**DEFENSE****AC** 24, touch 13, flat-footed 21 (+3 Dex, +11 natural)**hp** 50 (4d10+28)**Fort** +1, **Ref** +4, **Will** +4**Defensive Abilities** hardness 10; **Immune** construct traits**Weaknesses** vulnerable to critical hits and electricity**OFFENSE****Speed** 20 ft.**Melee** slam +11 (1d4+9) or

mwk spear +12 (1d8+10/x3 plus 1d6 electricity) or

PA slam +9 (1d4+13) or

PA mwk spear +10 (1d8+14/x3 plus 1d6 electricity) [1-handing spear]

PA mwk spear +10 (1d8+19/x3 plus 1d6 electricity) [2-handing spear]

Ranged mwk spear +8 (1d8+7/x3)**STATISTICS****Str** 24, **Dex** 17, **Con** —, **Int** 14, **Wis** 17, **Cha** 1**Base Atk** +4; **CMB** +11; **CMD** 24**Feats** Combat Reflexes, Power Attack**Skills** Craft (weapons) +10, Disable Device +10, Perception +10, Profession (soldier) +9, Sense Motive +10**Languages** Common, Hallit**SQ** adaptive learning, charge weapon, self-repair**SPECIAL ABILITIES****Adaptive Learning (Ex)** see Subtier 3–4**Charge Weapon (Ex)** see Subtier 3–4**Self-Repair (Ex)** see Subtier 3–4**SCALING ENCOUNTER**

Regardless of tier, if only 4 PCs encounter the gearsmen, the robots do not begin by attempting to conceal themselves. They instead stand at attention and order any intruders to “Desist all trespassing.” As older models suffering wear and tear (and a salt-sprayed sea voyage), each gearsman has a 25% chance of their joints locking up each round, rendering that robot staggered for 1 round.

GERVA GOLDA

CR 4

Female human rogue (sniper) 3/sorcerer 2

LN Medium humanoid (human)

Init +3; Senses Perception +9

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex) [+8 AC from improved cover]

hp 33 (5 HD; 3d8+2d6+13)

Fort +3, Ref +6, Will +5 [+8 Ref from improved cover]

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk short sword +4 (1d6/19–20)

Ranged timeworn laser pistol^{TG} +6 touch (1d8 fire) or

mwk shortbow +7 (1d6/x3) or

DA timeworn laser pistol +5 touch (1d8+2 fire) or

DA mwk shortbow +6 (1d6+2/x3)

Special Attacks accuracy, deadly range (40 ft.), sneak attack +2d6

Bloodline Spell-Like Abilities (CL 2nd; concentration +4)

5/day—acidic ray (1d6+1 acid)

Sorcerer Spells Known (CL 2nd; concentration +4)

1st (5/day)—*mage armor*, *true strike*

0 (at will)—*detect poison*, *mending*, *message*, *prestidigitation* (DC 12), *resistance*

Bloodline aberrant

TACTICS

Before Combat Gerva cast *mage armor* on herself during the initial attack, and it remains active.

During Combat If intruders ignore her warning, Gerva hurls her bang grenade to hopefully scare them off, then she opens fire with her laser pistol. Once the pistol's 4 charges are depleted, she switches to her shortbow, reserving her shock arrows for any mechanical creatures or particularly difficult foes. Gerva uses the pod to her advantage, gaining improved cover while sniping at enemies.

Morale Once combat begins, Gerva fights until slain or subdued.

STATISTICS

Str 10, Dex 16, Con 14, Int 8, Wis 12, Cha 15

Base Atk +3; CMB +3; CMD 16

Feats Deadly Aim, Eschew Materials, Exotic Weapon Proficiency (firearms), Point-Blank Shot, Precise Shot

Skills Bluff +6, Climb +6, Knowledge (engineering) +4, Knowledge (local) +4, Perception +9, Sense Motive +9, Stealth +11, Use Magic Device +7

Languages Common

SQ bloodline arcana (+50% duration on polymorphs), rogue talents (snap shot), traumatized

Combat Gear *wand of memory lapse*^{APG} (13 charges), +1 *shock arrows* (5), bang

grenade^{TG}; **Other Gear** mwk short sword, mwk shortbow, timeworn laser pistol^{TG} (4 charges)

SPECIAL ABILITIES

Traumatized Gerva is still traumatized by the events that unfolded once the cyberplasm was freed from the hazard crate. Gerva must succeed at a DC 14 Will save whenever an opponent gets within melee range; failure indicates that she becomes frightened for one round.

SCALING ENCOUNTER

If the party is made up of four or fewer members, assume that Gerva has cover rather than improved cover (gaining only +4 to AC and Reflex saves).

GERVA GOLDA

CR 7

Female human rogue (sniper) 5/sorcerer 3

LN Medium humanoid (human)

Init +3; Senses Perception +12

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex) [+8 AC from improved cover]

hp 53 (8 HD; 5d8+3d6+21)

Fort +4, Ref +8, Will +5 [+8 Ref from improved cover]

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk short sword +5 (1d6/19–20)

Ranged timeworn laser pistol^{TG} +7 touch (1d8 fire) or

mwk shortbow +9 (1d6/x3) or

DA timeworn laser pistol^{TG} +5 touch (1d8+4 fire) or

DA mwk shortbow +7 (1d6+4/x3)

Special Attacks accuracy, deadly range (40 ft.), long limbs (+5 ft.), sneak attack +3d6

Bloodline Spell-Like Abilities (CL 3rd; concentration +6)

6/day—acidic ray (1d6+1 acid)

Sorcerer Spells Known (CL 3rd; concentration +6)

1st (6/day)—*enlarge person* (DC 14), *mage armor*, *shocking grasp*, *true strike*

0 (at will)—*detect poison*, *mending*, *message*, *prestidigitation* (DC 13), *resistance*

Bloodline aberrant

TACTICS

Before Combat Gerva cast *mage armor* on herself during the initial attack, and it remains active. In addition, if she hears combat (such as the PCs fighting the gearsmen in area B1), Gerva consumes her *potion of bear's endurance*.

During Combat If intruders ignore her warning, Gerva hurls her *bang grenade* to hopefully scare them off, then she opens fire with her *laser pistol*. Once the pistol's 4 charges are depleted, she switches to her *shortbow*, reserving her *shock arrows* for any mechanical creatures or particularly difficult foes. Gerva uses the pod to her advantage, gaining improved cover when it comes to sniping enemies.

Morale Once combat begins, Gerva fights until slain or subdued.

STATISTICS

Str 10, Dex 16, Con 14, Int 8, Wis 12, Cha 16

Base Atk +4; CMB +4; CMD 17

Feats *Deadly Aim*, *Eschew Materials*, *Exotic Weapon Proficiency* (firearms), *Point-Blank Shot*, *Precise Shot*, *Weapon Focus* (shortbow)

Skills *Bluff* +8, *Climb* +7, *Knowledge* (engineering) +7, *Knowledge* (local) +6, *Perception* +12, *Sense Motive* +12, *Stealth* +14, *Use Magic Device* +10

Languages Common

SQ *rogue talents* (snap shot, sniper's eye), *bloodline arcana* (+50% duration on

polymorphs), *traumatized*

Combat Gear *potion of bear's endurance*, *wand of wand of memory lapse*^{APG} (13 charges), +1 *shock arrows* (10), *bang grenade*^{TG}; **Other Gear** *mwk short sword*, *mwk shortbow*, *cloak of resistance* +1, *ring of protection* +1, *timeworn laser pistol*^{TG} (4 charges)

SPECIAL ABILITIES

Traumatized Gerva is still traumatized by the events that unfolded once the *cyberplasm* was freed from the hazard crate. Gerva must succeed at a DC 14 Will save whenever an opponent gets within *melee range*; failure indicates that she becomes frightened for one round.

SCALING ENCOUNTER

If the party is made up of four or fewer members, assume that Gerva has *cover* rather than *improved cover* (gaining only +4 to AC and Reflex saves).

COLLECTOR ROBOT

CR 3

N Medium construct (robot)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 31 (2d10+20)

Fort +0, **Ref** +6, **Will** +2

Defensive Abilities all-around vision, hardness 10, reactive gyros; **Immune** construct traits

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 10 ft., fly 60 ft. (perfect)

Melee 2 slams +5 (1d4+3 plus grab)

Ranged integrated stun gun +5 (1d8 nonlethal)

Special Attacks integrated stun gun, integrated tracking

STATISTICS

Str 17, **Dex** 17, **Con** —, **Int** 12, **Wis** 14, **Cha** 1

Base Atk +2; **CMB** +5; **CMD** 18

Feats Improved Initiative

Skills Fly +11, Perception +8, Stealth +5, Survival +4 (+8 to follow or identify tracks);

Racial Modifiers +4 Perception, +4 Survival to follow or identify tracks

Languages Androffan

SQ adaptive tracker

SPECIAL ABILITIES

Adaptive Tracker (Ex) As a full-round action, a collector robot can adapt itself to any environment in which it travels, granting it a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks while in that kind of terrain.

Integrated Stun Gun (Ex) A collector robot has an integrated stun gun slung beneath its body. This weapon uses a powerful sonic amplifier to produce powerful low-frequency blasts of energy that pummel targets. This weapon has a range increment of 20 feet, and it deals 1d8 points of nonlethal damage. On a critical hit, the robot can attempt a free trip combat maneuver (CMB +12) against the target, which does not provoke attacks of opportunity.

Integrated Tracking (Ex) A collector robot has integrated systems that allow it to tag and track creatures. As a full-round action, a collector robot can implant a tracker chip^{TG} into the body of a target that it is grappling or a helpless target. Once implanted, the tracker chip is activated and the collector robot's chipfinder can detect the presence of the implanted tracker chip within 1 mile. It uses a signal to locate the tracker chips, and this signal can be blocked by 1 foot of metal, 5 feet of stone, or 20 feet of organic matter. A tracker chip can be removed with a sharp tool. Doing so deals 1 point of damage. Once an implanted tracker chip is removed from the body (or remains in a body after it dies) it retains enough energy to continue to be detected by the collector robot's sensors for 1 week.

Reactive Gyros (Ex) The rotors that grant a collector robot flight also provide quick reactions to threats and external stimuli, granting it a +3 racial bonus on Reflex saves.

WEEDWHIP

Subtier 3-4

CR 2

N Medium plant

Init +7; **Senses** blindsight 30 ft., low-light vision; Perception +1**Aura** stench (DC 12, 1 minute)**DEFENSE****AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)**hp** 16 (3d8+3)**Fort** +4, **Ref** +4, **Will** +2**Defensive Abilities** dig in, poisonous; **Immune** plant traits**Weaknesses** languid whips**OFFENSE****Speed** 10 ft.**Melee** 3 tentacles +5 (1d4 plus poison)**Space** 5 ft.; **Reach** 15 ft.**Special Attacks** poison**STATISTICS****Str** 10, **Dex** 17, **Con** 12, **Int** —, **Wis** 13, **Cha** 5**Base Atk** +2; **CMB** +2; **CMD** 15 (27 vs. trip)**Feats** Improved Initiative^B, Weapon Finesse^B**SQ** camouflage**SPECIAL ABILITIES**

Camouflage (Ex) Since a weedwhip looks like a normal plant when at rest, a successful DC 15 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Dig In (Ex) A weedwhip can bury its central bulb in earth or sand as a move action, granting it partial cover against all attacks, but preventing it from moving. It can extract itself from the ground as a move action.

Languid Whips (Ex) A weedwhip's tentacles don't threaten any squares, and doesn't make attacks of opportunity.

Poison (Ex) Tentacle—contact; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* nauseated 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

Poisonous (Ex) Any creature that attacks a weedwhip with a natural piercing or slashing weapon is exposed to its poison.

Stench (Ex) All living creatures (except those with the stench special ability) within 30 feet must succeed on a DC 12 Fortitude save or be sickened for 1 minute. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

YOUNG MOONFLOWER

Subtier 6-7

CR 7

N Large plant

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +9**DEFENSE****AC** 22, touch 11, flat-footed 20 (+2 Dex, -1 size, +11 natural)**hp** 82 (11d8+33); **fast healing** 5**Fort** +10, **Ref** +5, **Will** +4**DR** 10/slashing; **Immune** electricity, plant traits; **Resist** cold 10**OFFENSE****Speed** 20 ft.**Melee** bite +14 (1d10+7 plus grab), 2 tentacles +12 (1d6+3) or

[Power Attack] bite +11 (1d10+13 plus grab), 2 tentacles +9 (1d6+6)

Space 10 ft.; **Reach** 10 ft.**Special Attacks** light pulse, pod prison**STATISTICS****Str** 24, **Dex** 14, **Con** 17, **Int** 5, **Wis** 12, **Cha** 17**Base Atk** +8; **CMB** +16 (+20 grapple, +18 sunder); **CMD** 28 (30 vs. sunder, can't be tripped)**Feats** **Blind-Fight**, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Skill Focus (Stealth)**Skills** Perception +9, Stealth +10 (+26 in thick vegetation); **Racial Modifiers** +16 Stealth in thick vegetation**Languages** telepathy (1 mile, other moonflowers only)**SQ** pod spawn**SPECIAL ABILITIES**

Light Pulse (Su) As a standard action, a moonflower can release a pulse of bright light. All creatures within a 50-foot burst that can see the moonflower must make a DC 20 Fortitude save or be blinded for 1d4 rounds. Moonflowers are immune to this ability. The save DC is Constitution-based.

Pod Prison (Ex) This works like the swallow whole ability, except the moonflower can only use it once every 1d4 rounds, and the swallowed creature is immediately wrapped in a tight digestive cocoon and expelled into an adjacent square, where it takes damage every round (2d6 bludgeoning and 2d6 acid, AC 15, 25 hp). The cocooned target cannot use Escape Artist to get out of the cocoon. Other creatures can aid the target by attacking the cocoon with piercing or slashing weapons, but the creature within takes half the damage from any attack against the cocoon.

Pod Spawn (Ex) Should a moonflower's pod prison kill and digest a Small or larger creature, the pod transforms into an adult moonflower with full hit points after 1d4 hours. The newly formed moonflower has its own consciousness, but some aspect of its trunk or blossoms resembles the creature that died within. The dead creature's equipment remains inside the new moonflower and can be retrieved by killing it.

HUNGRY FLESH

Subtier 3-4

CR 3

N Large ooze

Init -3; **Senses** blindsight 60 ft., scent; Perception -5**DEFENSE****AC** 8, touch 6, flat-footed 8 (-3 Dex, +2 natural, -1 size)**hp** 47 (5d8+25); **regeneration 5 (acid or fire)****Fort** +6, **Ref** -2, **Will** -4**Defensive Abilities** amorphous; **Immune** ooze traits**OFFENSE****Speed** 20 ft., swim 20 ft.**Melee** slam +5 (1d6+4 plus disease and grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** constrict (1d6+4 plus disease)**STATISTICS****Str** 16, **Dex** 5, **Con** 20, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +7 (+11 grapple); **CMD** 14 (can't be tripped)**SQ** compression, monstrous growth, **reactive regeneration**, slime trail**SPECIAL ABILITIES**

Disease (Ex) Tumor Infestation—Injury; *save* Fort DC 17; *onset* 1 minute; *frequency* 1/day; *effect* 1d2 Con and 1d2 Cha; *cure* 2 consecutive saves. Anyone who dies from tumor infestation turns into a hungry flesh 1d4 hours later. The save DC is Constitution-based.

Monstrous Growth (Ex) A hungry flesh gains growth points from its reactive regeneration ability or from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the hungry flesh or 1 minute if it is larger. Each time a hungry flesh reaches 5 growth points, it gains the giant creature simple template. This template stacks with itself each time the hungry flesh gains another 5 growth points, but the hungry flesh can't increase its size beyond Gargantuan. When it stops gaining growth points, a hungry flesh loses a single application of the giant creature simple template for each hour that passes.

Reactive Regeneration (Ex) Whenever a hungry flesh takes piercing or slashing damage, it regenerates 5 hit points and gains 1 growth point.

Slime Trail (Ex) A hungry flesh leaves behind a trail of slime that acts as a grease spell (DC 17). Any living creature that touches this slime with bare flesh must succeed at a Fortitude save (with a +4 bonus) or contract tumor infestation. The slime dries up after 1 minute. The save DC is Constitution-based.

ADVANCED HUNGRY FLESH

Subtier 6-7

CR 3

N Large ooze

Init -1; **Senses** blindsight 60 ft., scent; Perception -3**DEFENSE****AC** 12, touch 8, flat-footed 10 (-1 Dex, +4 natural, -1 size)**hp** 57 (5d8+35); **regeneration 5 (acid or fire)****Fort** +8, **Ref** +0, **Will** -2**Defensive Abilities** amorphous; **Immune** ooze traits**OFFENSE****Speed** 20 ft., swim 20 ft.**Melee** slam +7 (1d6+6 plus disease and grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** constrict (1d6+6 plus disease)**STATISTICS****Str** 20, **Dex** 7, **Con** 24, **Int** —, **Wis** 5, **Cha** 5**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 18 (can't be tripped)**SQ** compression, monstrous growth, **reactive regeneration**, slime trail**SPECIAL ABILITIES**

Disease (Ex) Tumor Infestation—Injury; *save* Fort DC 19; *onset* 1 minute; *frequency* 1/day; *effect* 1d2 Con and 1d2 Cha; *cure* 2 consecutive saves. Anyone who dies from tumor infestation turns into a hungry flesh 1d4 hours later. The save DC is Constitution-based.

Monstrous Growth (Ex) A hungry flesh gains growth points from its reactive regeneration ability or from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the hungry flesh or 1 minute if it is larger. Each time a hungry flesh reaches 5 growth points, it gains the giant creature simple template. This template stacks with itself each time the hungry flesh gains another 5 growth points, but the hungry flesh can't increase its size beyond Gargantuan. When it stops gaining growth points, a hungry flesh loses a single application of the giant creature simple template for each hour that passes.

Reactive Regeneration (Ex) Whenever a hungry flesh takes piercing or slashing damage, it regenerates 5 hit points and gains 1 growth point.

Slime Trail (Ex) A hungry flesh leaves behind a trail of slime that acts as a grease spell (DC 19). Any living creature that touches this slime with bare flesh must succeed at a Fortitude save (with a +4 bonus) or contract tumor infestation. The slime dries up after 1 minute. The save DC is Constitution-based.

INFESTED PENDLETON BLAKROS

CR —

Male human aristocrat 4

N Medium humanoid (human)

Init +1; **Senses** Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 22 (4d8+4)

Fort +2, **Ref** +5, **Will** +2

OFFENSE

Speed 20 ft.

Melee 2 slams +8 (1d4+1)

TACTICS

During Combat The cyberplasm stays to the back of the fight as much as possible and allows the gearsman to engage in melee. If Pendleton is killed while the cyberplasm infests him, the cyberplasm is ejected in its true form and attempts to catch as many opponents as possible in its swarm attacks. If one or two opponents still live, the cyberplasm tries to infest one of them after using its deconstruct ability on any dead PCs, turning them into hungry fleshes.

Morale The cyberplasm lacks a strong sense of selfpreservation and overestimates its own abilities, thus it fights until destroyed.

Base Statistics To represent Pendleton while he is not infested, use the statistics for an heir apparent on page 251 of *Pathfinder RPG NPC Codex*.

STATISTICS

Str 12, **Dex** 12, **Con** 10, **Int** 8, **Wis** 10, **Cha** 1

Base Atk +7; **CMB** +8; **CMD** 19

Feats Lightning Reflexes, Skill Focus (Diplomacy), Toughness

Skills Diplomacy +5, Knowledge (engineering) +4, Knowledge (history) +5, Knowledge (nobility) +6, Knowledge (religion) +3, Linguistics +3, Perception +4, Perform (dance) -1, Ride +1, Sense Motive +4, Survival +4

Languages Common

Gear breastplate

Subtier 3-4

CYBERPLASM

CR 4

N Fine construct (swarm)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 23, touch 23, flat-footed 18 (+5 Dex, +8 size)

hp 38 (7d10)

Fort +2, **Ref** +9, **Will** +2

Defensive Abilities swarm traits; **Immune** construct traits, weapon damage

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee swarm (2d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks deconstruct, infest (Fort DC 15), reconstruct

STATISTICS

Str 1, **Dex** 21, **Con** —, **Int** 8, **Wis** 10, **Cha** 1

Base Atk +7; **CMB** —; **CMD** —

Feats Alertness, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes

Skills Disable Device +11, Knowledge (engineering) +10, Perception +3, Sense Motive +2, Stealth +22; **Racial Modifiers** +4 Disable Device, +8 Knowledge (engineering)

Languages Androffan (can't speak)

SPECIAL ABILITIES

Deconstruct (Ex) A cyberplasm can mix traces of its own nanites with dead organic material, giving the material a semblance of life. As a full-round action, a cyberplasm can use this ability to transform a dead Large or smaller creature into a quivering blob, transforming it into a hungry flesh (*Pathfinder RPG Bestiary 4* 152). The hungry flesh remains active for 1 hour before collapsing into a slurry of inert organic material. A cyberplasm can use this ability on a hungry flesh it has created in this way at any point during the hour to reset the duration.

Infest (Ex) As a standard action, a cyberplasm can attempt to inhabit a Large or smaller corporeal creature. The cyberplasm must move into the target's space (dealing swarm damage in the process), and the target must succeed at a DC 15 Fortitude save to avoid being infested. See last page for other effects.

Reconstruct (Ex) A cyberplasm can temporarily reshape and repair constructs. As a full-round action, a cyberplasm can reactivate a destroyed or inert construct by leaving traces of its own nanites within the construct. Constructs revived in this way are restored with their full normal hit points, but after 1 hour the traces of nanites within the construct become inert and the construct is destroyed once again. A cyberplasm can use this ability on a construct it has revived at any point during the hour to reset the duration.

INFESTED PENDLETON BLAKROS

CR —

Male human aristocrat 4

N Medium humanoid (human)

Init +1; **Senses** Perception +4**DEFENSE****AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)**hp** 22 (4d8+4)**Fort** +4, **Ref** +7, **Will** +4**OFFENSE****Speed** 20 ft.**Melee** 2 slams +13 (1d4+1)**TACTICS**

During Combat The cyberplasm stays to the back of the fight as much as possible and allows the gearsmen to engage in melee. If Pendleton is killed while the cyberplasm infests him, the cyberplasm is ejected in its true form and attempts to catch as many opponents as possible in its swarm attacks. If one or two opponents still live, the cyberplasm tries to infest one of them after using its deconstruct ability on any dead PCs, turning them into hungry fleshes.

Morale The cyberplasm lacks a strong sense of selfpreservation and overestimates its own abilities, thus it fights until destroyed.

Base Statistics To represent Pendleton while he is not infested, use the statistics for an heir apparent on page 251 of *Pathfinder RPG NPC Codex*.

STATISTICS**Str** 12, **Dex** 12, **Con** 10, **Int** 8, **Wis** 10, **Cha** 1**Base Atk** +12; **CMB** +13; **CMD** 24**Feats** Lightning Reflexes, Skill Focus (Diplomacy), Toughness

Skills Diplomacy +5, Knowledge (engineering) +4, Knowledge (history) +5, Knowledge (nobility) +6, Knowledge (religion) +3, Linguistics +3, Perception +4, Perform (dance) -1, Ride +1, Sense Motive +4, Survival +4

Languages Common**Gear** breastplate**EMPOWERED CYBERPLASM**

CR 7

N Fine construct (swarm)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +7**DEFENSE****AC** 23, touch 23, flat-footed 18 (+5 Dex, +8 size)**hp** 78 (12d10+12)**Fort** +4, **Ref** +11, **Will** +4**Defensive Abilities** swarm traits; **Immune** construct traits, weapon damage**Weaknesses** vulnerable to electricity**OFFENSE****Speed** 20 ft.**Melee** swarm (3d6 plus distraction)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** deconstruct, infest (Fort DC 18), reconstruct**STATISTICS****Str** 1, **Dex** 21, **Con** —, **Int** 8, **Wis** 10, **Cha** 1**Base Atk** +12; **CMB** —; **CMD** —

Feats Alertness, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Perception), Toughness

Skills Disable Device +13, Knowledge (engineering) +12, Perception +7, Sense Motive +2, Stealth +22; **Racial Modifiers** +4 Disable Device, +8 Knowledge (engineering)

Languages Androffan (can't speak)**SPECIAL ABILITIES****Deconstruct (Ex)** See previous subtier**Infest (Ex)** See last page for full effects**Reconstruct (Ex)** See previous subtier

Subtier 6-7

PENDLETON BLAKROS

CR 2

Human aristocrat 4

N Medium humanoid (human)

Init +1; **Senses** Perception +3

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 22 (4d8+4)

Fort +1, **Ref** +2, **Will** +3

OFFENSE

Speed 20 ft.

Melee unarmed strike +3 (1d3 nonlethal)

STATISTICS

Str 10, **Dex** 12, **Con** 10, **Int** 11, **Wis** 8, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 14

Feats Lightning Reflexes, Skill Focus (Diplomacy), Toughness

Skills Diplomacy +11, Knowledge (engineering, religion) +4, Knowledge (history) +5,

Knowledge (nobility) +7, Linguistics +4, Perception +3, Perform (dance) +5, Ride +5,

Sense Motive +4, Survival +5

Languages Common, Elven

Gear breastplate

Full Infestation Rules

Infest (Ex) As a standard action, a cyberplasm can attempt to inhabit a Large or smaller corporeal creature. The cyberplasm must move into the target's space (dealing swarm damage in the process), and the target must succeed at a DC 15/18 Fortitude save to avoid being infested.

An infested creature retains its physical ability scores, hit points, natural and special attacks, and natural abilities, while the cyberplasm uses its own mental ability scores, base attack bonus, base save bonuses, alignment, and mental abilities. The host is considered unconscious while infested, and can't take actions or control any of its own abilities as long as the cyberplasm inhabits it.

While infesting a host, a cyberplasm can't access its host's thoughts, skills, or mental abilities, and it loses its swarm traits (including immunity to weapon damage) and use of its extraordinary abilities. Any damaging attacks or effects affecting the host deals half of the damage to the host and half of the damage to the cyberplasm. Any electricity damage dealt to the host deals full damage to the host and the cyberplasm (and the cyberplasm is still subject to its vulnerability to electricity).

A cyberplasm deals 1 point of Constitution damage every hour it is inside a host. If the cyberplasm reduces its host's Constitution score to 0 in this way, the host's body dissolves into gray dust and is destroyed (similar to a disintegrate effect).

A cyberplasm can end its infestation as a move action, appearing in any space adjacent to the infested creature. If the host is slain, the cyberplasm is immediately ejected and is dazed for 1 round. A *remove disease* spell has a 50% chance to force a cyberplasm from a host, but the creature receives a saving throw against this effect.

Anytime a creature infested with a cyberplasm is subjected to electricity damage, it can attempt another DC 15/18 Fortitude save to eject the cyberplasm.

The save DC for this ability is Charisma-based and includes a +2 racial bonus.