

CYBERNETIC ZOMBIE

N Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

HP 40

EAC 14; **KAC** 16

Fort +5; **Ref** +5; **Will** +4

Immunities undead immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +8 (1d6+5 B)

Ranged integrated static arc pistol +11 (1d6+3 E; critical arc 2)

Offensive Abilities self-destruct (1d6+3 E, DC 12)

STATISTICS

Str +2; **Dex** +4; **Con** —; **Int** —; **Wis** +1; **Cha** +1

Skills Athletics +13

Other Abilities mindless, unliving

Gear static arc pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Integrated Weapons (Ex) A cybernetic zombie's ranged weapon is integrated into its body and can't be disarmed.

Self-Destruct (Ex) A cybernetic zombie self-destructs when it is reduced to 0 HP, dealing an amount of electricity damage equal to 1d6 + the zombie's CR to all creatures in a 10-foot-radius burst. A creature can attempt a Reflex saving throw to reduce this damage by half. This ability destroys any cybernetic or technological components that could have been salvaged from the zombie.

UNDEAD IMMUNITIES

Undead are immune to the following effects, unless the effect specifies it works against undead creatures.

- Bleed,
- death effects, disease, mind-affecting effects, paralysis, poison, sleep, and stunning.
- Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.
- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

ARC Critical effect:

The attack's energy leaps to a second creature. This secondary target must be within 10 feet of your original target and must be the creature closest to the original target (you choose if multiple creatures are equidistant). Roll the amount of damage listed in the weapon's arc—the secondary target takes this damage (not multiplied by the critical hit), of whatever type the weapon deals.

DAMAGED BIOTECH ZOMBIES (2)

N Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE

HP 15

EAC 11; **KAC** 13

Fort +3; **Ref** +3; **Will** +3

Immunities undead immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +5 (1d6+5 B)

Ranged integrated arc pistol +8 (1d6+1 E; critical arc 2)

Offensive Abilities self-destruct (1d6+1 E, DC 10)

TACTICS

During Combat The biotech zombies target any enemies between them and the house that they are trying to enter, using their integrated pistols or slam attacks as appropriate.

Morale The biotech zombies are mindless creatures, so they fight to the death.

STATISTICS

Str +2; **Dex** +4; **Con** —; **Int** —; **Wis** +1; **Cha** +0

Skills Athletics +10

Other Abilities mindless, unliving

Gear static arc pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Integrated Weapons (Ex) A biotech zombie's ranged weapon is integrated into its body and can't be disarmed.

Impaired Self-Destruct (Ex) A damaged biotech zombie's self-destruct ability has a 50% chance to fail.

Self-Destruct (Ex) A biotech zombie self-destructs when it is reduced to 0 HP, dealing 1d6+1 electricity damage to all creatures in a 10-foot-radius burst. A creature can attempt a Reflex saving throw to reduce this damage by half. This ability destroys any cybernetic or technological components that could have been salvaged from the zombie.

VRISKEN

Male shirren envoy

CN Medium humanoid (shirren)

Init +2; **Senses** blindsense (vibration) 30 ft.; **Perception** +7

DEFENSE

HP 23 **RP** 3

EAC 13; **KAC** 14

Fort +3; **Ref** +3; **Will** +5

OFFENSE

Speed 30 ft.

Melee survival knife +6 (1d4+2 S)

Ranged static arc pistol +8 (1d6+2 E; critical arc 2)

TACTICS

Before Combat If given the opportunity to initiate combat, Vriskken uses his dispiriting taunt improvisation to try to affect as many enemies as he can.

During Combat Vriskken maintains his distance while engaging the PCs from range, reverting to melee as a last resort. If the PCs target Theskell, he uses watch your step to assist her. Otherwise, he prefers to hide behind the partial cover of the windows to shoot at enemies attempting to enter the house.

Morale If Theskell is reduced to 5 Hit Points or fewer, Vriskken surrenders.

STATISTICS

Str +0; **Dex** +2; **Con** +0; **Int** +1; **Wis** +0; **Cha** +4

Skills Bluff +12, Computers +7, Culture +7, Diplomacy +12, Intimidate +7, Sense Motive +12

Languages Common, Shirren, limited telepathy 30 ft.

Other Abilities communalism, envoy improvisations (dispiriting taunt [DC 13], watch your step)

Gear kasatha microcord I, static arc pistol with 1 battery (20 charges), survival knife, personal datapad (tier 1 computer)

Dispiriting Taunt (Ex) [language-dependent, mind-affecting, sense-dependent]

As a standard action, you can taunt an enemy within 60 feet.

Attempt an Intimidate check with the same DC as a check to demoralize that enemy (though this isn't a check to demoralize, so you can't use abilities that would apply to a demoralization attempt, like the rattling presence expertise talent). If you fail, that enemy is off-target until the end of your next turn. If you succeed, that enemy is instead shaken until the end of your next turn. This is an emotion and fear effect.

The DC of this check is equal to either 10 + your opponent's total Intimidate skill bonus, or 15 + 1-1/2 × the opponent's CR, whichever is greater.

Watch Your Step (Ex) [language-dependent, mind-affecting, sense-dependent]

When an ally within 60 feet must succeed at a Reflex save to avoid a harmful effect, as a reaction before your ally attempts the saving throw, you can grant the ally a +2 bonus to that saving throw.

THESKELL

Female shirren technomancer
CN Medium humanoid (shirren)

Init +2; **Senses** blindsense (vibration) 30 ft.; **Perception** +7

DEFENSE

HP 21 **RP** 3

EAC 12; **KAC** 13

Fort +1; **Ref** +3; **Will** +5

OFFENSE

Speed 30 ft.

Melee survival knife +4 (1d4+2 S)

Ranged azimuth laser pistol +6 (1d4+2 F; critical burn 1d4)

Technomancer Spells Known (CL 2nd; melee +4, ranged +6)

1st (3/day)—jolting surge, magic missile

0 (at will)—mending, psychokinetic hand

TACTICS

During Combat Theskell uses her 1st-level spells on the PCs as often as she can. Once she's exhausted her spells—or if the PCs gain the upper hand—she withdraws to release the assembly ooze from its containment unit (see area B3) if Vriska hasn't already done so.

Morale Theskell fights to the death or until Vriska surrenders.

STATISTICS

Str +0; **Dex** +2; **Con** +0; **Int** +4; **Wis** +1; **Cha** +0

Skills Computers +12, Culture +7, Diplomacy +7, Engineering +12, Mysticism +7

Languages Common, Shirren, limited telepathy 30 ft.

Other Abilities communalism, magic hacks (countertech), spell cache (personal datapad)

Gear kasatha microcord I, azimuth laser pistol with 1 battery (20 charges), survival knife, personal datapad (tier 1 computer)

Jolting Surge

School evocation (electricity)

Casting Time 1 standard action

Range touch

Targets one creature or object

Duration instantaneous

Saving Throw none; Spell Resistance yes

You touch a target with a device you're holding that uses electricity, requiring a melee attack against the target's EAC. Alternatively, you can instead touch an electrical device a target is wearing (or a target that is an electrical device, such as a robot) with your hand, gaining a +2 bonus to your attack roll. Either way, if your attack hits, the electrical device surges out of control, dealing 4d6 electricity damage to your target.

Casting this spell doesn't provoke attacks of opportunity.

ASSEMBLY OOZE

N Medium ooze (technological)

Init +4; **Senses** blindsight (vibration) 60 ft., sightless; **Perception** +7

DEFENSE

HP 17

EAC 11; **KAC** 12

Fort +3; **Ref** -1; **Will** +2

Immunities ooze immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee pseudopod +6 (1d4+3 B)

Space 5 ft.; **Reach** 5 ft. (10 ft. with pseudopod)

Offensive Abilities disassemble

TACTICS

During Combat The assembly ooze attacks the nearest armored creature with its pseudopod. If left unchecked, it uses its disassemble ability on any helpless creatures encased in armor—a process that takes 10 rounds but completely dissolves the creature wearing the armor along with the armor.

STATISTICS

Str +2; **Dex** +1; **Con** +4; **Int** —; **Wis** +0; **Cha** +0

Skills Athletics +10, Stealth +10

Other Abilities assemble, compression

SPECIAL ABILITIES

Assemble (Ex) In a process that takes 1 uninterrupted minute, an assembly ooze can craft a random piece of technological gear using its store of virtual UPBs (see disassemble below).

An assembly ooze can craft a piece of technological gear of no more than 5 bulk with a cost equal to the number of virtual UPBs it spends, but with an item level no greater than its CR + 2 (3 for most assembly oozes). There is a 25% chance that a piece of gear an assembly ooze crafts has the broken condition. Roll 1d8 on the table below to determine the kind of gear the ooze creates.

Disassemble (Ex) As a full action, an assembly ooze can engulf an unattended piece of technological gear of no more than 5 bulk and with an item level no greater than its CR + 2 (3 for most assembly oozes) within reach of its pseudopod. Unless the object succeeds at a DC 12 Fortitude saving throw, the ooze moves into that object's space and deconstructs it into its component parts. The assembly ooze gains a number of virtual UPBs equal to the gear's price in credits.

An assembly ooze can hold a maximum number of virtual UPBs equal to $100 \times$ its Constitution modifier (400 for most assembly oozes). In addition, if an assembly ooze succeeds at a grapple combat maneuver against a creature with the technological subtype, that creature takes 1d6+1 acid damage. The assembly ooze gains 1 virtual UPB for every point of damage it deals in this way.

OOZE IMMUNITIES (EX)

Oozes are immune to the following effects, unless the effect specifies that it works against oozes.

- Critical hits, paralysis, poison, polymorph, sleep, and stunning.
- Gaze abilities, illusions, visual effects, and other attacks that rely on sight.
- Flanking—oozes are unflankable