

NEDDRICK ISTAVARTI CR 11 Male human magus 12 NE Medium humanoid

Init +4; **Senses** Perception +13, Speed 30

AC 25, touch 15, flat-footed 21 (+5 armor, +1 deflection, +4 Dex, +1 natural, +4 shield) **BLUR**

hp 117 (12d8+60) **DR 10/ADAMANTINE**

Fort +13, **Ref** +9, **Will** +10

Melee timeworn monowhip +14/+9 touch (2d6/15–20/×3)

Magus Spells Prepared (CL 12th; concentration +14/18 defensive)

4th—*dimension door*, *dragon's breath* (DC 16), ~~stoneskin~~

3rd—*dispel magic*, *haste*, ~~keen-edge~~, *lightning bolt* (DC 15)

2nd—~~bear's end~~, ~~blur~~, *elemental touch* (DC 14), *glitterdust* (DC 14), *scorching ray*, *web* (DC 14)

1st—*expeditious retreat*, *magic missile*, *shocking grasp* (2), *true strike*, *vanish*, ~~shield~~

0 (at will)—*arcane mark*, *detect magic*, *light*, *open/close*, *read magic*

Str 10, **Dex** 18, **Con** 18, **Int** 15, **Wis** 12, **Cha** 8 **Base Atk** +9; **CMB** +9 (+12 trip); **CMD** 24 (26 vs. trip)

Feats Combat Expertise, Combat Reflexes, Improved Trip, Improved Whip Mastery (threaten reach+5), Whip Mastery (don't provoke using)

Skills Knowledge (arcana) +17, (engineering) +14, Perception +13, Sense Motive +13, Spellcraft +17

Languages Common, Draconic, Hallit

SQ arcane pool (8 points, +3, **SWIFT**), improved spell recall (recall spent spell, points=half level, **SWIFT**), magus arcana (critical strike free touch spell 1/day on crit, cast as **SWIFT**, deliver for **FREE**, dispelling strike, empowered magic 1/day **FREE**)

Combat Gear *potions of cure moderate wounds* (2), *scroll of levitate*, *scrolls of lightning bolt* (2);

Other Gear +2 *studded leather*, timeworn monowhip (7 charges), mwk light crossbow with 10 bolts, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, 89 gp

Spell Combat: Full round action, cast spell and make all attacks at -2, +2 concentration, more if take attack penalty

Spell Strike: Deliver touch spell through a weapon gaining free melee attack at his highest bonus

Thrall, Human Warrior 4, N

Init +3; **Senses** Perception -1, Speed 30

AC 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)

hp 26 (4d10+4)

Fort +4, **Ref** +4, **Will** +0

Melee mwk scimitar +6 (1d6+1/18–20) **Ranged** mwk heavy crossbow +8 (1d10/19–20) or throwing axe +7 (1d6+1)

Str 12, **Dex** 16, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9 **Base Atk** +4; **CMB** +5; **CMD** 19

Feats Dodge, Mobility, Toughness

Skills Acrobatics +6, Climb +6, Intimidate +6, **Languages** Common, Orc

Gear *studded leather*, masterwork heavy crossbow with 10 bolts, masterwork scimitar, throwing axe, 231 gp

Silana Enton, CE Female Half Orc Sorceress

Init +5; **Senses** darkvision 60 ft.; Perception +7, Speed 30

AC 23, touch 12, flat-footed 22 (+4 armor, +1 deflection, +1 Dex, +3 natural, +4 shield) **BLUR**

hp 82 (10d6+45) **DR10/ADAMANTINE**

Fort +8, **Ref** +5, **Will** +7 **RESIST ACID 10**

Defensive Abilities orc ferocity

Melee mwk greataxe +8 (1d12+3/×3) or 2 claws +7 (1d6+2) (7 rounds per day)

Special Attacks breath weapon (60-foot line, 10d6 acid, DC 20, 1/day)

Sorcerer Spells Known (CL 10th; concentration +15/19 defensive)

5th (4/day)—*cloudkill* (DC 20)

4th (6/day)—*fear* (DC 19), *shout* (DC 21), *stoneskin*

3rd (7/day)—*fireball* (DC 20), *fly*, *rage*, *stinking cloud* (DC 18)

2nd (7/day)—*acid arrow*, *bull's strength*, *false life*, *resist energy*, *scorching ray*

1st (8/day)—*burning hands* (DC 18), *endure ele*, *armor*, *magic missile*, *ray of enf* (DC 16), *shield*

Bloodline draconic (black)

Str 14, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 20 **Base Atk** +5; **CMB** +7; **CMD** 19

Feats Combat Casting, Eschew Materials, Quicken Spell

Skills Fly +9, Intimidate +15, Perception +7, Spellcraft +7, **Languages** Common, Draconic, Orc

Combat Gear *potion of cure serious wounds*, *wand of acid arrow* (15 charges); **Other Gear** masterwork greataxe, *amulet of natural armor* +1, *cloak of resistance* +1, *headband of alluring charisma* +2, *ring of protection* +1, signet ring, diamond dust (worth 500 gp), 825 gp

TORTURER ROBOT CR 8 N Small construct (robot)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +19, Fly 40 perfect

AC 23, touch 17, flat-footed 17 (+5 Dex, +1 dodge, +6 natural, +1 size)

hp 105 (10d10+10 plus **40-hp force field**) **HARDNESS 10**

Fort +3, **Ref** +8, **Will** +5

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

Weaknesses vulnerable to critical hits (DC15 fort or stun/stagger 1 rnd), vulnerable to electricity

Melee 4 rotating blades +16 (1d4+5/18–20) **Ranged** 4 surgical lasers +16 touch (1d8/19–20 plus fire)

Str 8, **Dex** 21, **Con** —, **Int** 10, **Wis** 15, **Cha** 1 **Base Atk** +10; **CMB** +8; **CMD** 24 (can't be tripped)

Feats Alertness, Dodge, Mobility, Vital Strike, Weapon Finesse

Skills Fly +15, Heal +17, Perception +19, Sense Motive +19; **Languages** Common, Hallit

Force Field (Ex) Damage dealt to the robot is applied to the force field first. While active, immune to crits and fast healing 8, once reduced to 0, the field collapses and does not reactive for 24 hours.

Nanosurgeon (Ex) As a standard action, a torturer robot can inject purpose-programmed nanites into a target as a melee touch attack. The nanites can *cure serious wounds*, *lesser restoration*, *neutralize poison*, *remove disease* (CL10), exhaustion, nauseated for 1d4 rounds, or paralyzed (nauseated targets only, for remainder of original duration). DC 17 Fortitude saving throw, exhaustion is reduced to fatigue, nauseated is reduced to sickened, and other effects are negated. 5 uses

FABRICATOR ROBOTS (6) CR 7 N Medium construct (robot)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +11, Speed 20, Climb 20

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 69 each (9d10+20), **HARDNESS 10**

Fort +3, **Ref** +7, **Will** +4

Weaknesses vulnerable to critical hits (DC15 fort or stun/stagger 1rnd), vulnerable to electricity

Melee claw +14 (1d10+7/19–20 plus grab)

Ranged welding laser +11 touch (4d6 fire)

Space 5 ft.; **Reach** 15 ft.

Str 20, **Dex** 14, **Con** —, **Int** 13, **Wis** 9, **Cha** 1 **Base Atk** +9; **CMB** +14 (+18 grapple); **CMD** 26

Feats Improved Critical (claw), Improved Initiative, Iron Will, Lightning Reflexes, Vital Strike

Skills Climb +13, Craft (mechanical) +10, Disable Device +14, Perception +11

Languages Androffan

Cooperative Rend (Ex) When attacking a target grappled or pinned by another robot, a fabricator robot deals an additional 1d10+7 damage with its claw attack.

Integrated Welding (Ex) After succeeding at a combat maneuver check to maintain a grapple, a fabricator robot can activate its welding laser as a free action, automatically hitting the grappled target and dealing 4d6 fire damage.

Welding Laser (Ex) A fabricator robot's welding laser has a range of 50 feet with no range increment.

MYRMIDON ROBOT CR 11 N Large construct (robot)

Init +6; **Senses** darkvision 60 ft., low-light vision, see invis; Perception +20, Speed 20, fly 90

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, –1 size)

hp 167 (15d10+30 plus 55 hp force shield), **HARDNESS** 10

Fort +10, **Ref** +12, **Will** +10

Defensive Abilities hardness 10, resilient; **Immune** cold, construct traits

Weaknesses vulnerable to critical hits (DC15 fort or stun/stagger 1 rnd), vulnerable to electricity

Melee 2 claws +22 (1d6+8 plus grab), 2 quantum lashes +22 touch (1d10 force/19–20) **AND**

Ranged integrated laser rifle +16 touch (2d10 fire) Range 250'

Space 10 ft.; **Reach** 5 ft. (20 ft. with quantum lash)

Special Attacks combined arms, **constrict (1d6+8), rockets**

Str 27, **Dex** 15, **Con** —, **Int** 12, **Wis** 14, **Cha** 1

Base Atk +15; **CMB** +24 (+28 grapple); **CMD** 36 (can't be tripped)

Feats Combat Reflexes, Flyby Attack, Improved Lightning Reflexes, Point-Blank Shot, Precise Shot

Skills Fly +26, Knowledge (engineering) +19, Perception +20 **Languages** Common, Hallit

Combined Arms (Ex) When taking a full-attack action, a myrmidon can attack with melee and ranged integrated weapons simultaneously.

Laser Rifle (Ex) A myrmidon's eye is an integrated laser rifle.

Quantum Lash (Ex) A quantum lash that strikes a force field or force effect has a chance to disrupt that effect. Against a magical force effect like a *wall of force*, the myrmidon makes a special check as if it were casting *dispel magic* against the effect (CL 11th). Against a robot's force field, the robot struck must succeed at a DC 18 Fortitude save or its force field is deactivated for 1d10 rounds, after which it returns at the same hit point level it was at before it was deactivated.

Rockets (Ex) As a standard action, a myrmidon can fire a rocket to a range of 800 feet. A rocket explodes on impact in a 30-foot-radius burst, dealing 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures in the area (Reflex DC 18 halves). A myrmidon carries a maximum of five rockets. Its core can replenish fired rockets at the rate of one per 12 hours, crafting new rockets from scrap metal and other collected components used in the construction process. The save DC is Intelligence-based.

Superior Optics (Ex) Myrmidons see invisible creatures or objects as if they were visible.

PHALANX

All Round Vision, Perception +25

Will +11

Rifle +18 touch

Sense Motive +16