

NEDDRICK ISTAVARTI CR 8 Male human magus 9 NE Medium humanoid

Init +4; **Senses** Perception +10, Speed 30

AC 23, touch 14, flat-footed 19 (+5 armor, +4 Dex, +4 shield) **BLUR**

hp 89 (9d8+45)

Fort +11, **Ref** +8, **Will** +8

Melee +1 *whip* +12/+7 (1d3+1/19–20)

Ranged mwk light crossbow +11 (1d8/19–20)

Magus Spells Prepared (CL 9th; concentration +11)

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

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

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

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

Str 10, **Dex** 18, **Con** 18, **Int** 14, **Wis** 12, **Cha** 8 **Base Atk** +6; **CMB** +6 (+9 trip); **CMD** 20

Feats Combat Reflexes, Improved WM (threaten at reach+5), Whip Mastery (using doesn't provoke)

Skills Knowledge (arcana) +14, (engineering) +11, Perception +10, Sense Motive +10, Spellcraft +14

Languages Common, Draconic, Hallit

SQ arcane pool (6 points, +3, **SWIFT** fire/frost/shock/speed etc), knowledge pool, magus arcana

(dispelling strike 1+, targeted dispel, max level =points spent, empowered magic 1/day empower a spell

FREE, maneuver mastery [trip]), medium armor proficiency, spell recall **SWIFT**, recall used spell, points = level

Combat Gear *potions of cure moderate wounds* (2), *scrolls of levitate* (2), *scrolls of lightning bolt* (3);

Other Gear +2 *studded leather*, +1 *whip*, mwk light crossbow with 10 bolts, *cloak of resistance* +1, spell component pouch, 208 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 2, N

Init +1; **Senses** Perception +0, Speed 30

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 15 (2d10+4)

Fort +4, **Ref** +1, **Will** +0

Melee longsword +3 (1d8+1/19–20) or **Ranged** longbow +3 (1d8/x3)

Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8 **Base Atk** +2; **CMB** +3; **CMD** 14

Feats Point-Blank Shot, Skill Focus (Stealth)

Skills Intimidate +4, Stealth +6 **Languages** Common

Combat Gear *potion of cure light wounds*, masterwork arrows (5), tanglefoot bags (2), thunderstone (2); **Other Gear** leather armor, longsword, longbow with 20 arrows, sap, 48 gp

Silana Enton, Half Orc Sorcerer 7, NE

Init +1; **Senses** darkvision 60 ft.; Perception +7, Speed 30

AC 21, touch 12, flat-footed 20 (+4 armor, +1 deflection, +1 Dex, +1 natural, +4 shield) **BLUR**

hp 60 (7d6+33)

Fort +3, **Ref** +3, **Will** +7 **Defensive Abilities** orc ferocity; **Resist** fire 10

Melee mwk falchion +7 (2d4+4/18–20) **Ranged** mwk heavy crossbow +5 (1d10/19–20)

Sorcerer Spells Known (CL 7th; concentration +10/14 defensive casting)

3rd (5/day)—*fireball* (DC 17), *haste*, *protection from energy*

2nd (7/day)—**blur**, **false life**, *glitterdust* (DC 15), *scorching ray*

1st (7/day)—*burning hands* (DC 15), **mage armor**, *magic missile*, *magic weapon*, *ray of enfeeblement* (DC 14), **shield**

0 (at will)—*bleed* (DC 13), *dancing lights*, *detect magic*, *flare* (DC 14), *light*, *ray of frost* (fire), *read magic*

Bloodline elemental (fire)

Str 16, **Dex** 12, **Con** 13, **Int** 8, **Wis** 10, **Cha** 16 **Base Atk** +3; **CMB** +6; **CMD** 18

Feats Combat Casting, Eschew Materials, Power Attack

Skills Intimidate +11, Knowledge (arcana) +3, Linguistics +0, Perception +7, Spellcraft +4

Languages Common, Ignan, Orc

SQ bloodline arcana (change energy damage spells to fire), orc blood, weapon familiarity

Combat Gear *potion of cure moderate wounds*, *scroll of fly* (2); **Other Gear** masterwork falchion, masterwork heavy crossbow with 10 bolts, *amulet of natural armor* +1, *ring of protection* +1, 225 gp

GEARSMAN ROBOT CR 4 N Medium construct (robot)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1, Speed 20

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)

hp 42 (4d10+20) **HARDNESS** 10

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

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

Melee slam +9 (1d4+7) or mwk spear +10 (1d8+5/×3 plus 1d6 electricity) (PA -2/+4 or 6)

Ranged mwk spear +6 (1d8+6/×3)

Str 20, **Dex** 13, **Con** —, **Int** 10, **Wis** 13, **Cha** 1 **Base Atk** +4; **CMB** +9; **CMD** 20

Feats Combat Reflexes, Power Attack

Skills Perception +8, Sense Motive +8 **Languages** Common, Hallit

Charge Weapon (Ex) Any metal melee weapon wielded by a gearsman becomes charged with electricity and deals +1d6 points of electricity damage on a hit.

Self-Repair (Ex) A gearsman's nanites heal it of damage 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 automatically heals the maximum amount: 24 points of damage.

FABRICATOR ROBOTS (2) 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.