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AN ARMY RISES...

BY AUTHOR

At the heart of one of the ancient necropolis, a sooty, cracked, sagging network of factory buildings rises from the bones of a long-dead industrial quarter. Here, towering chimneys covered in ash rise like broken pillars of some ancient monument, casting deep solid shadows across the ruin of rubble and human remains.

At the center of the cratered, crumbling quarter, the complex of buildings is slowly being rebuilt. But by whom, no one knows. Wild men from the peripheral regions of the vast ruined city have been driven off, their curiosity sated by laser fire from the metallic sentries that patrol the factory's perimeter. Lone scavgs, wrapped in heavy scarves and wearing thick goggles to protect their eyes from the sun, who would otherwise be drawn to any sound disturbing the dead-quiet of the inner city, are staying away, spreading rumors of an army of the "metal gods" being reborn at the city's heart. Traders, set up in small tent towns on the outskirts of the once-fabulous necropolis, dealing in scrap and baubles found by the scavgs who brave the interior regions of the radiated sprawl, are afraid of what these revelations might mean for the future of their fragile way of life...

The following is meant to flesh out just one possible adventure location involving rumors and stories of the return of the "metal gods". In specific, this encounter area covers a reactivated robot production factory, which in this case has been brought back online by a particularly powerful and charismatic android commander, a survivor of the Final Wars. Revived and reborn, he, his assassin lieutenant and other followers, have gathered a mass of robots, automatons, and simple-minded organic "thralls" from the ruins to build a new army.

An Army Rises is intended for 4-6 characters of about 7-9th levels. *This adventure was previously presented in Metal Gods (first edition).*

KEY TO FACTORY

1. WALLS (EL 5)

The walls that once surrounded the compound during the time of the Ancients have been rebuilt, utilizing stone, brick, and corrugated metal from the ruins of the surrounding industrial quarter. The wall is uniformly 15 feet high all along its length. Whoever rebuilt this palisade has taken great efforts to bolster the effectiveness of the barricade by further clearing a roughly 120 to 150 feet perimeter extending from the walls into the neighboring ruins – in effect creating a cleared "killing zone" to curb infiltration attempts.

The perimeter of the complex is patrolled by a single force of Children, men and women who have been stripped of their sanity through painful experiments on the mind and body. They move in a shambling pack in a clockwise pattern, keeping an eye out for trespassers or threats to the complex.

If a patrol spots a potential enemy, they will emit a collective cry (or roar), and immediately give chase. A typical patrol is composed of a mass of moronic "thralls", led by one or more experienced "leaders".

- **Thrall Children, Warrior1 (15):** hp 5.
- **Veteran Child Sub-Leader (1):** hp 9.
- **Elite Child Patrol Leader (1):** hp 14.

2. WATCHTOWERS (EL 5)

Two or three elevated parts of the factory facility are now used as “watchtowers.” These consist of walkways on the exterior of the factory building itself, or “crow’s nests” on the towering factory chimneys. From these elevated platforms, sentries can see virtually a half-mile in every direction, giving warning of the approach of large parties (such as armies or motorized columns moving through the city ruins).

Walking these platforms and walkways are a handful of *cyborgs*, former members of the mindless masses of organic servitors that have gathered to heed the mastermind’s call. Converted through horrific surgeries that have stripped them of mind and soul, they now simply keep guard, night and day, without

tire, scanning the nearby ruins for signs of spies and infiltrators.

♥ Lesser Cyborgs (2): hp 37;

3. GATE

The gate is merely a rolling wire mesh fence on wheels, drawn behind the wall to permit entrance to patrols. The gate is guarded by a pair of *cyborgs*, night and day.

A metal box attached to the inside of the gate is adorned with a red-handled switch. When activated, the switch will raise a compound-wide alarm.

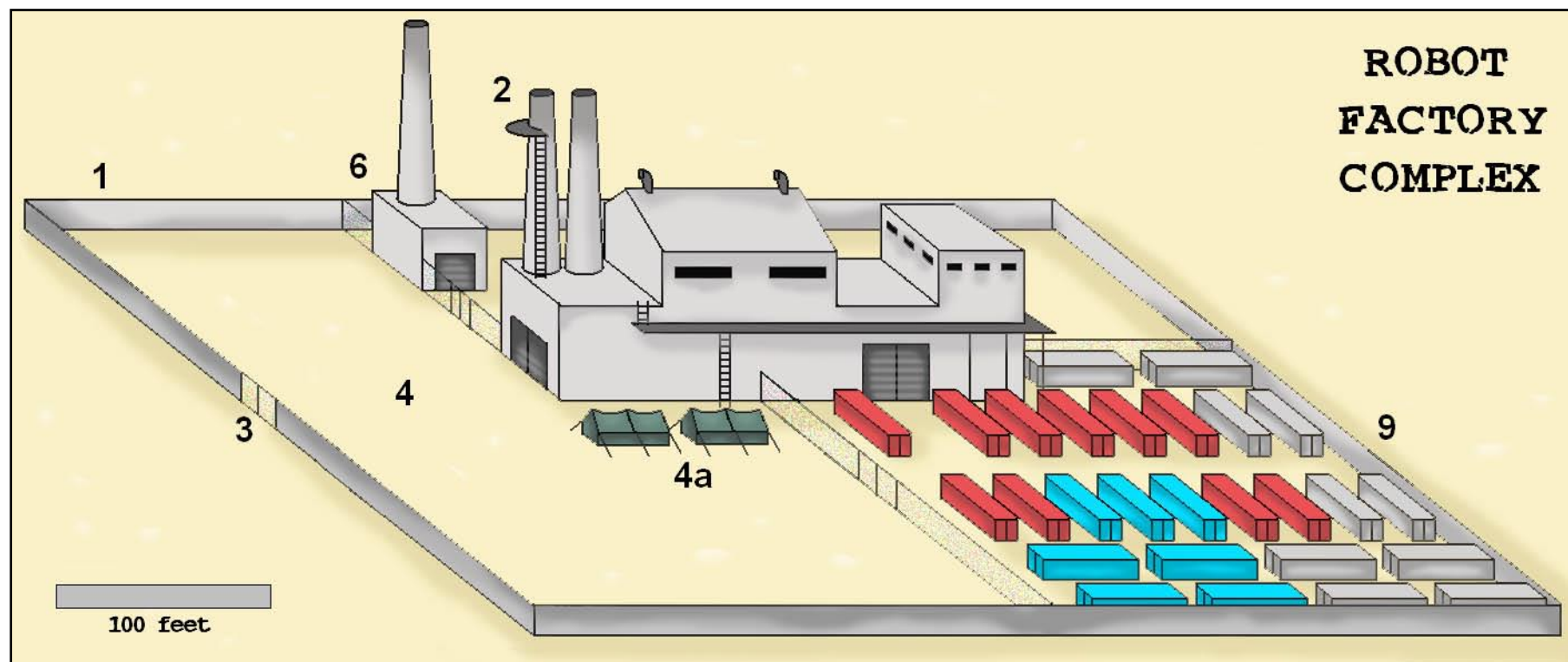
♥ Lesser Cyborgs (2): hp 37;

4. YARD (EL 7)

The “yard” is the broken, blasted area between the compound walls and the factory itself. This wide open area looks like nothing more than a wide open construction yard, with upturned earth, piles of gravel and rusting scrap, and the remains of old trucks and vehicles from before the Fall.

The Children who have flocked to worship the mastermind, and serve, have set up something of a primitive tent city here, ringing the giant factory complex. A few squalid fires add a burning haze that barely competes with the ugly black smoke that belches out of the factory chimneys, day and night.

The Children, brainwashed and surgically altered, are on edge, ready at a moment’s notice to prove



themselves to their new android “master”. If intruders are caught on the grounds, they will rise as a mass and attack almost instantly (making distractions a very effective means of luring the mass away).

☛ **Thrall Children (80):** hp 5;

GM’s Note: There is another 20 or so thrall Children (not included in the numbers above) among the ruins of the city, scavenging for metal and usable electronic equipment at any given time. If they are expecting an attack, the mastermind will recall these forces from their foraging and bolster the masses defending the yard.

4A. SEPARATE BARRACKS

This part of the yard has been taken over by some of the more “elite” members of the thrall force, who are given somewhat better rations (choice parts of their own fallen comrades, taken from their bodies before they rot too badly) to keep up their strength and ensure their loyalty. These brainless men and women comprise a small but effective force, and live separately in plastic tents made from wood planks and garbage bags.

☛ **Veteran Children (2):** hp 9.

☛ **Elite Children, (2):** hp 14.

5. FOUNDRY (EL 5)

The continuous shower of hot sparks turning to steam on water-soaked stone, and the roar of huge open forges, fill this gigantic warehouse-like building with a deafening, erratic noise. This place is where scrap metal scavenged from the vast ruins of the necropolis is brought, sorted, and melted down in gigantic furnaces. The molten metal is then poured into a number of molds to create the parts needed to assemble the robots at Areas 7 and 11.

Among the gigantic piles of metal scrap (from various sources: the skeletons of buildings, the wreckage of cars and trucks, etc), a sizeable number

of robots move about, performing a variety of tasks. A pair of commercial processing robots receives and sorts the bulky scrap, feeding metal odds and ends into the huge forges where they are melted down at high temperatures. The liquid metal is handled and poured into the molds of limbs, torso plates, etc. by a number of smaller industrial automatons. Both groups of robots will generally ignore intruders unless they are directly attacked, in which case they will turn to individually defend themselves (the others will continue their duties even while one is under attack).

The noise is so great in the foundry that all Listen checks within are made with a –4 circumstance penalty.

☛ **Commercial Processing Robots (2):** hp 51.

☛ **Automatons (6):** hp 20.

6. INCINERATORS (EL 5)

This building was once an integral part of the foundry complex, but its humongous furnaces have now been converted to cadaver incinerators. The bodies of some 50+ ill-fated Children, who for one reason or another have failed to survive in the service of their master, have been piled here and are regularly dumped into the furnaces to be cremated, making room in the yard for newer “recruits”.

Many of these Children were victims of the mastermind’s failed experiments (to turn them into cyborgs), and thus any examination of the bodies will likely be quite revolting. Further adding to the grotesque condition of the bodies is the fact that to feed his complement of organic soldiers, the mastermind has ordered choice parts of these bodies chopped up and served to the “thralls” as daily rations.

Feeding the incinerator furnaces, night and day, are two commercial processing robots, reprogrammed by the mastermind solely for the terrible purpose of doing away with whatever cannot be recycled (bones, skulls, tough muscles and tendons, etc). As a result of their continuous handling of the butchered corpses, and the

shoveling of human ash to clean the furnaces daily, each of the robots is covered in a virtual “crust” of ashy soot and oily grime (residue from the human fat melted away in the extreme heat).

☛ **Commercial Processing Robots (2):** hp 51.

7. FACTORY FLOOR (EL 5)

This huge vaulted structure looks more like an airplane hangar than a factory floor, with broad, wide-open spaces. A heavy conveyor belt system runs in a crazy pattern throughout, along which move semi-assembled robot bodies in various states of construction. Only a handful has a head in place, and these are lacking any features or complex electronics. It is obvious the workers here only perform basic construction tasks, leaving final assembly to another part of the factory complex.

Moving along the conveyors, carrying arms, legs, and head units, are a number of industrial automatons, which are completely oblivious to the presence of intruders. They continue the monotonous task of attaching limbs, welding, and applying rivets, even as battle rages around them, unless they are personally attacked (see Area 5 for how the automatons act).

Assisting the automatons, however (mostly in the capacity of bringing them additional parts from the foundry, or providing physical labor to move disassembled robots into place on the conveyor), are masses of naked, brainwashed Children, all of whom are sweaty, oily, and obscenely malnourished. If they detect intruders, half of these organic servitors will immediately run to get help (from the yard at Area 4), the other half remaining to fight with lead pipes and odd tools picked up from the factory floor.

The noise is so great on the factory floor that all Listen checks within are made with a –4 circumstance penalty.

☛ **Automatons (6):** hp 20.

☛ **Slave Children (20):** hp 4.

8. FINAL ASSEMBLY

Like the Factory Floor, this gigantic area is filled with noise from heavy industrial conveyor belts, roving robots and automatons, and showers of screeching sparks from welding tools and electrical apparatus.

In this final part of the facility, assembled robot bodies are brought for final completion – adding the intricate electronic components that permit complex

limb movements and coordination, installing advanced sensors, and giving the robot some degree of artificial intelligence, programming, and protocol.

Seeing to the final steps of construction of the robot “army” is a vast portion of the mastermind’s robotic and “organic” workforce. This mass consists of a pair of gigantic industrial robots (who apply polish and weather-resistant coating to the reproduced robots), industrial automatons (who do most of the intricate

brain and wiring work), and a handful of skilled, organic technicians. Like other humanoid workers in the complex, they are little more than brainwashed slaves, naked and anemically thin, but showing some technical skill – a fact that has moved them from the fighting line to the production line. Moving with quick but cowardly caution between the lumbering robots (who would certainly crush them if they slipped or hesitated for but a moment), they are a frightened pack of simpering idiots, bent solely on staying alive and keeping the conveyor belt moving.

As in other parts of the factory proper, the noise is so great here that all Listen checks within are made with a –4 circumstance penalty.

- **Industrial Robots (2):** hp 51.
- **Automatons (8):** hp 20.
- **Slave Children (20):** hp 4.

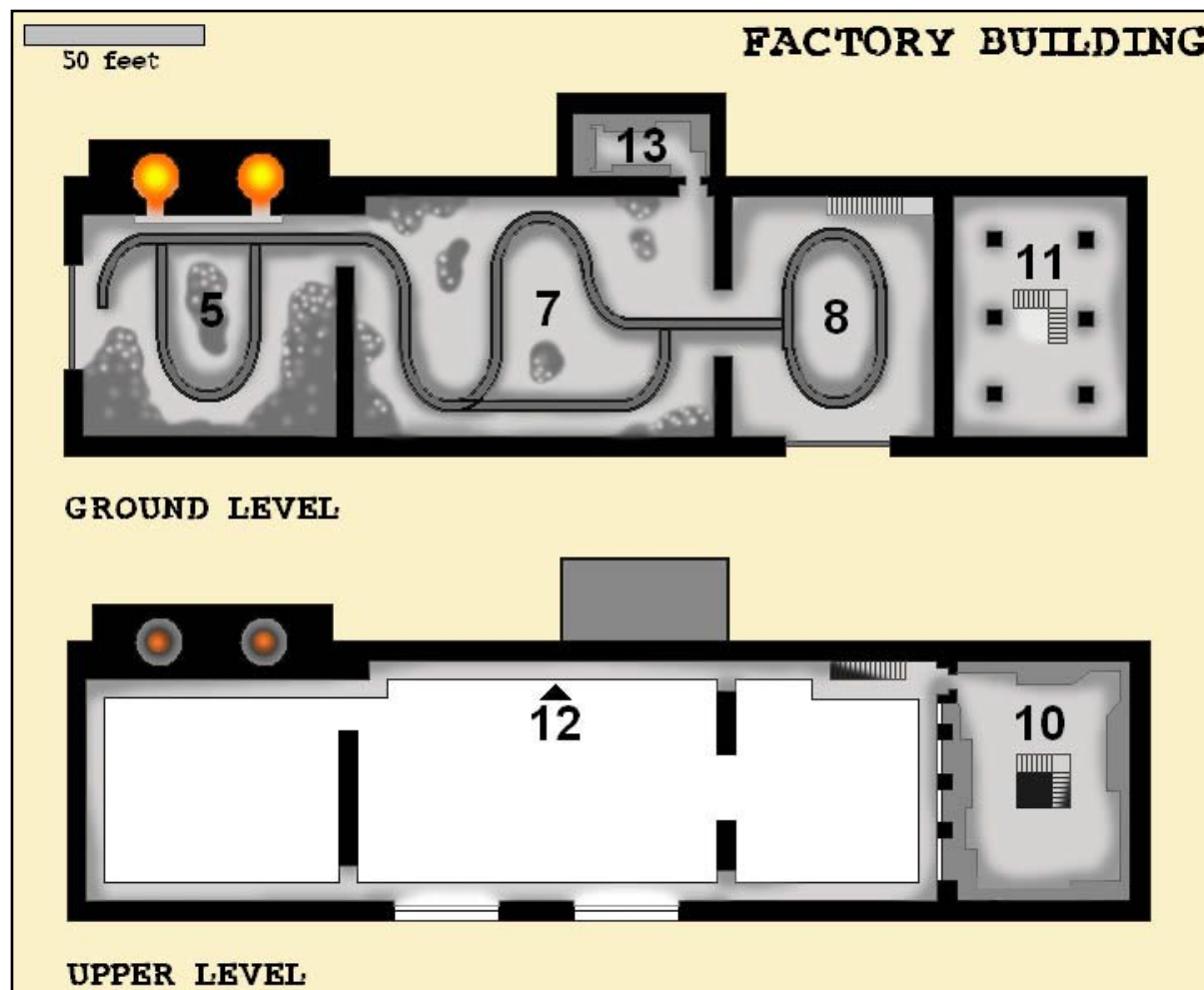
9. MARSHALLING YARD (EL 8)

This large open area, behind the factory, appears to be filled with a number of covered truck trailers, arranged in neat rows. There are a total of thirty truck trailers assembled, their purpose – at first – seemingly innocuous.

In truth, the mastermind at the heart of the complex is using these trailers to store his “army” of newly constructed robots. By hiding his new creations inside these trailers, outsiders who spy on his operation have been unable to discern what, exactly, is going on here (or, at the very least, are unable to ascertain how many robots have already been made).

Each trailer is unlocked, and once activated the robots within can easily push the door ramp down and emerge to do battle (that is exactly what will happen if the mastermind is able to activate his robotic forces should his compound come under attack).

Currently only about six of the thirty truck trailers have been filled, with a combination of reconstructed hover sentries (three per trailer) and modified agrobots (two per trailer) that the mastermind plans to use as



minor “war machines” in his future campaigns of conquest.

● **Hover Sentries (9):** hp 16.

● **Lesser “War Machines” (converted agrobots) (6):** hp 37.

In addition to the robot “army” concealed in the maze of truck trailers, a group of trusted Children soldiers patrols the area, keeping an eye out for infiltrators and saboteurs. They will move to attack unrecognized or unauthorized intruders seen moving through the yard.

● **Veteran Children (6):** hp 9.

● **Elite Children (2):** hp 14.

10. CONTROL CENTER (EL 3)

The control center for the factory overlooks the final assembly area (Area 8) through a bank of huge glass and wire-mesh windows that barely numb the deafening noise from the factory floor. Within, a group of slave technicians work tirelessly to monitor the power levels of the factory, oversee daily construction efforts, and meet their master’s grueling production demands.

Needless to say, those who are “promoted” to the control center seldom last long, their bodies joining those of the growing cyborg population as they either fail or anger their “godly” master.

The control center is filled with revived computers to use running the factory. Many were scavenged from outside the complex, and jury-rigged to fill a number of roles in the complex maze of wiring and computer screens. From here, the heat levels of the furnaces in the foundry and incinerator, as well as the speed of the conveyor on the factory floor and final assembly area, can be adjusted. An advanced console monitors the power levels and activation of the robots within the containers.

From this console, a user can call the robots in the Marshalling Yard to action. A Knowledge (computers) check, DC 18, is required, each success

bringing two robots (of the user’s choice) online. A second check, DC 25, allows the user to reprogram the robots for whatever task he chooses (one at a time, each round). Currently, the “army” is programmed to follow the mastermind’s verbal commands.

● **Slave Children (5):** hp 4.

GM’s Note: If the facility comes under attack, and the mastermind has reason to believe the attackers have some chance of success, he will come here immediately to begin activating his army.

11. LABORATORY (EL 10)

The purpose for this lower part of the factory administration building (which also includes the Control Center) has long been lost, and a new inhabitant has moved in. Between a maze of damaged computers, bundles of wiring, thousands of yards of piping, and other garbage, the factory complex’s new master has taken up residence.

Dwelling here in relative isolation from his worshipful followers, the android mastermind behind this ambitious operation has begun dabbling in cybernetic experiments, turning select members of his organic “host” into cyborgs. Only a handful has survived the clumsy attempts, but the mastermind (who has taken the name *Mengele* as a kind of cruel joke) has improved his technique. Given more time and resources, he will be able to convert many more of his unsuspecting followers into cyborg conversions.

The mastermind spends most of its time here, toying with a handful of subjects (or handling the lobotomies of new recruits), emerging only once each evening to stand in the control center and overlook the robots being constructed in the assembly area below.

Filled with mad dreams of war and glory, utterly cold-blooded and ruthless, he presents quite an impressive figure wherever he is finally encountered within his factory-fortress.

● **Mengele:** hp 65.

The android mastermind *Mengele* was designed

to resemble a healthy human (though effectively sexless, he has a male body shape), six and a half feet in height, with an impressive stature. His skeletal frame is covered in a pristine coating of thick white rubber, which expands and contracts to show the thick myoelectric musculature – and armor plate – beneath. His face, however, is made of a mirror-polished silvery metal and is totally featureless, reflecting back the images of those who look upon him in startling perfection. These reflections are often the last thing his victims see before fading into darkness.

12. CATWALKS (EL 5)

A string of sturdy iron walkways run the length of the entire interior of the factory, from the foundry (Area 5) to the final assembly area (Area 8). Each walkway is set at a height of twenty feet over the floor of the factory, and can be accessed at various points via rickety metal ladders.

A pair of cyborgs walks along these catwalks, keeping an eye on the various parts of the factory. They move roughly in a clockwise fashion, each cyborg separated by roughly 120 feet. They will open fire on intruders spotted within the factory proper.

● **Lesser Cyborgs (2):** hp 37.

13. GENERATORS

The generators provide power to the factory complex, keeping the production lines in operation and the electricity running throughout the compound.

GM’s Note: A cunning intruder (or group of intruders) would be able to cripple the entire operation of the mastermind by shutting down these generators indefinitely. This could be accomplished with a modest amount of explosives set onto the generators themselves; even if the detonation did not destroy them, the resulting fires would certainly do a great deal of irreparable damage.

WILD CARD

The GM can use the mastermind's single cohort, a cunning assassin android, as a "wild card". A reactivated pleasure android, she was reprogrammed for killing rather than entertaining and has served her master, *Mengele*, quite well. As a result *Mengele* has taken an unusual liking to *Delilah*, and she to him, and together they present a twisted mockery of the "young couple in love." They are seldom apart and magnetically drawn to one another despite the incompatibility of the master's sexless body form.

The GM can use *Delilah* in a number of ways. The simplest would be to place her as *Mengele's* assistant at the factory, either in his laboratory or in the control center, helping oversee the operation. However, it would be more in character to use her in a far more cunning manner. The GM could use *Delilah* to lure the PCs to the factory. Perhaps *Mengele* is looking for new subjects to experiment on, hoping to use them to fill out the ranks of his cyborgs. Or perhaps, after assassinating a community leader, *Delilah* flees to the city ruins with the PCs hot on her trail. She leads them back to the factory for a climactic confrontation with her "master".

Or lastly, if the PCs have been sent to destroy him, *Mengele* might use her as a "hostage" (she can play the role of a victimized captive quite effectively), hoping to stall or trick the PCs, even letting them escape with her to save himself and his operation. Of course once they've escaped and are far from his compound, *Delilah* would wait for them to go to sleep before "revealing" herself in all her robotic glory.

♣ **Delilah:** hp 54.

Delilah looks, for the most part, like a normal human being, covered in intricate synthskin that disguises her perfectly. For all intents and purposes, she resembles a lovely, pale-skinned woman with long black hair and perfectly sculpted figure – though her cold gray eyes, with long dark lashes, seem strangely hypnotic and "inhuman".

She has a *Laser pistol* built into her mouth. When it is ready to fire, her jaw slides completely down and back, revealing the weapon mount set deep into her throat.

STATISTICAL BLOCKS

CHILDREN

Thrall Child (Mutant Strong Hero 1): CR 1; Medium-size humanoid; HD 1d8; HP 5; Mas 11; Init +0; Spd 40 ft; Defense 11, touch 11, flatfooted 11 (+1 class); BAB +1; Grap +1; Atk +3 melee (1d6+2, Brass Knuckles); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL metal gods; SV Fort +1, Ref +0, Will +0; AP 0; Rep +0; Str 11, Dex 10, Con 11, Int 11, Wis 10, Cha 9.

Occupation: Slave (Craft [structural], Survival)

Background: Ritual Preservationist (Repair)

Mutations and Defects:: Increased Movement, Interior Moisture Reservoir, Terminal Limb Deficiency (Arm), Aberrant Deformity

Skills: Climb +4, Craft (structural) +3, Disguise -7, Jump +2, Repair +3, Survival +2

Feats: Brawl, Endurance, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency, Weapon Focus (brass knuckles)

Talents (Strong Hero): Melee Smash

Possessions: Brass Knuckles, rags

Slave Children (Mutant Smart Hero 1): CR 1; Medium-size humanoid; HD 1d6; HP 4; Mas 11; Init +0; Spd 40 ft; Defense 10, touch 10, flatfooted 10; BAB +0; Grap +0; Atk +0 melee (1d6+0, lead pipe); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, increased critical threat; AL metal gods; SV Fort +0, Ref +0, Will +1; AP 0; Rep +1; Str 10, Dex 10, Con 11, Int 11, Wis 11, Cha 9.

Occupation: Slave (Craft [structural], Survival)

Background: Ritual Preservationist (Repair)

Mutations and Defects:: Increased Movement, Interior Moisture Reservoir, Aberrant Deformity, Critical Vulnerability

Skills: Computer Use +6, Craft (chemical) +4, Craft (electronic) +3, Craft (mechanical) +6, Demolitions +4, Disable Device +4, Disguise -7, Knowledge (Technology) +4, Repair +7, Search +4

Feats: Builder (Craft [electronic], Craft [mechanical]), Endurance, Gearhead, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency

Talents (Smart Hero): Savant (Craft [electronic])

Possessions: lead pipe

Veteran Child (Mutant Strong Hero 2): CR 2; Medium-size humanoid; HD 2d8; HP 9; Mas 11; Init +0; Spd 40 ft; Defense 12, touch 12, flatfooted 12 (+2 class); BAB +2; Grap +2; Atk +4 melee (1d6+2, Brass Knuckles); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL metal gods; SV Fort +2, Ref +0, Will +0; AP 1; Rep +0; Str 11, Dex 10, Con 11, Int 11, Wis 10, Cha 9.

Occupation: Slave (Craft [structural], Survival)

Background: Ritual Preservationist (Repair)

Mutations and Defects:: Increased Movement, Interior Moisture Reservoir, Terminal Limb Deficiency (Arm), Aberrant Deformity

Skills: Climb +7, Craft (structural) +3, Disguise -7, Jump +2, Repair +4, Survival +3, Swim +2

Feats: Athletic, Brawl, Endurance, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency, Weapon Focus (brass knuckles)

Talents (Strong Hero): Melee Smash

Possessions: Brass Knuckles, rags

Elite Child (Mutant Strong Hero 3): CR 3; Medium-size humanoid; HD 3d8; HP 14; Mas 11; Init +0; Spd 40 ft; Defense 12, touch 12, flatfooted 12 (+2 class); BAB +3; Grap +3; Atk +6 melee (1d8+2, Brass Knuckles); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL metal gods; SV Fort +2, Ref +1, Will +1; AP 1; Rep +0; Str 11, Dex 10, Con 11, Int 11, Wis 10, Cha 9.

Occupation: Slave (Craft [structural], Survival)

Background: Ritual Preservationist (Repair)

Mutations and Defects:: Increased Movement, Interior Moisture Reservoir, Terminal Limb Deficiency (Arm), Aberrant Deformity

Skills: Climb +7, Craft (structural) +3, Disguise -7, Jump +3, Repair +5, Survival +4, Swim +2

Feats: Athletic, Brawl, Endurance, Improved Brawl, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency, Weapon Focus (brass knuckles)

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Possessions: Brass Knuckles, rags

CYBORGS

Lesser Cyborgs (Cyborg Strong Hero 2/Tough Hero 2): CR 4; Medium-size Robotic Construct; HD 2d10 plus 2d10 plus 15; HP 37; Mas 0; Init +1; Spd 30 ft; Defense 19, touch 15, flatfooted 18 (+1 Dex, +4 class, +4 natural); BAB +3; Grap +6; Atk +6 melee (1d4+4, slam), or +5 ranged (2d12, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ robotic construct traits, flashback 10%; AL metal gods; SV Fort +4, Ref +1, Will -1; AP 2; Rep +0; Str 16, Dex 12, Con 0, Int 14, Wis 8, Cha 8.

Occupation: Slave (Craft [structural], Survival)

Background: Ritual Preservationist (Repair)

Features and Deteriorations: Armor Plating, Built-In Weapon (laser pistol), Damage Control, Flashbacks, Atrophied Cerebellum (Wis)

Skills: Climb +7, Craft (mechanical) +6, Craft (structural) +7, Jump +7, Knowledge (Tactics) +4, Repair +15, Spot +3, Survival +6

Feats: Advanced Technology, Endurance, Futuristic Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Power Attack, Primitive Technology, Simple Weapons Proficiency, Toughness

Talents (Strong Hero): Melee Smash

Talents (Tough Hero): Robust

Possessions: slam, laser pistol (built-in)

METAL GODS

Delilah (Charismatic Hero 3/Assissian Android 5): CR 8; Medium Size Android Construct; HD 8d10+10; HP 54; Mas -; Init +4; Spd 30 ft; Defense 21, touch 19, flatfooted 17 (+4 Dex, +5 class, +2 natural); BAB +4; Grap +5; Atk +8 ranged (2d12, laser pistol), or +5 melee (1d6+1, slam); Full Atk +8 ranged (2d12, laser pistol), or +5 melee (1d6+1, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ android construct, command level (IC), human mimicry; AL metal gods; SV Fort -, Ref +10, Will +4; AP 4; Rep +3; Str 13, Dex 18, Con -, Int 15, Wis 15, Cha 20.

Skills: Bluff +14 (+16 seduction), Computer Use +6, Diplomacy +14 (+16 seduction), Disguise +15, Escape Artist +10, Gather Information +15, Hide +9, Knowledge (ancient lore) +4, Knowledge (behavioral sciences) +8, Knowledge (technology) +4, Listen +7, Move Silently +9, Perform +15, Read/Write (ancient, unislang), Sense Motive +10, Sleight of Hand +9, Speak Language (ancient, unislang).

Feats: Advanced Technology, Concubine, Deceptive, Futuristic Firearms Proficiency, Point Blank Shot, Trustworthy.

Talents (Charismatic Hero): Charm (Male), Favor.

Class Abilities (Assassin Android): Folding Limbs, Concealable Tools, Sneak Attack +2d6, Built-In Weapon (Laser Pistol).

Possessions: Disguise Kit, Power Clip.

Mengele (Android Smart Hero 2/Strong Hero 2/Android Mastermind 6): CR 10; Medium-size Android Construct; HD 2d10 plus 2d10 plus 6d10 plus 10; HP 65; Mas 0; Init -7; Spd 30 ft; Defense 16, touch 16, flatfooted 17 (-1 Dex, +7 class); BAB +7; Grap +8; Atk +8 melee (3d6+2/19-20, chain sword), or +6 ranged (2d12, laser pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ android traits, computer link, internal power 10 charges, human mimic, immune to critical, DR 2/energy, megalomaniac ego; AL metal gods; SV Fort +2, Ref +4, Will +6; AP 5; Rep +5; Str 12, Dex 8, Con 0, Int 15, Wis 10, Cha 16.

Occupation: Scientist Android (Craft [electronic], Craft [mechanical], Repair)

Features and Deteriorations:: Computer Link, Internal Power Source, Human Mimicry, Redundant Systems, Advanced Materials, Megalomaniac Ego, Faulty Wiring x2

Skills: Bluff +9, Computer Use +12, Craft (electronic) +20, Craft (mechanical) +18, Craft (structural) +4, Decipher Script +7, Diplomacy +11, Disable Device +13, Gather Information +5, Intimidate +9, Knowledge (Earth and Life Sciences) +7, Knowledge (Technology) +7, Repair +16, Research +7, Search +7, Sense Motive +6

Feats: Advanced Technology, Archaic Weapons Proficiency, Builder (Craft [electronic], Craft [mechanical]), Exotic Melee Weapon Proficiency, Futuristic Firearms Proficiency, Iron Will, New Feature x2, Remote Computer Link, Trustworthy

Talents (Smart Hero): Savant (Craft [electronic])

Talents (Strong Hero): Melee Smash

Talents (Android Mastermind): Ignore Commands, Leadership, Reason of the Artificial Mind, Slave Control

Possessions: chain sword, laser pistol, *manual* (craft)

ROBOTS

Automaton: CR 1/2; Medium Sized Robotic Construct; HD 1d10+13; HP 20; Mas -; Init +2; Spd 30 ft; Defense 17, touch 11, flatfooted 16 (+1 Dex, +6 natural); BAB +0; Grap +3; Atk +3 melee (1d6+3, slam); Full Atk +3 melee (1d6+3, slam); FS 5 ft by 5 ft; Reach 5 ft; SQ robotic construct, command level (IC); AL none; SV Fort -, Ref +7, Will -1; AP 0; Rep +0; Str 16, Dex 12, Con -, Int -, Wis 1, Cha 1.

Skills: None.

Feats: Advanced Technology, Toughness.

Commercial Processing Robot: CR 4; Large Robotic Construct; HD 5d10+23; HP 51; Mas -; Init -1; Spd fly 30 ft (good); Defense 18, touch 8, flatfooted 18 (-1 size, -1 Dex, +10 natural); BAB +3; Grap +13; Atk +8 melee (1d8+6, slam); Full Atk +8 melee (1d8+6, slam); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct, command level (IIC), DR 4/-, electricity resistance 10; AL none; SV Fort -, Ref +2, Will -4; AP 2; Rep +0; Str 22, Dex 9, Con -, Int -, Wis 1, Cha 1.

Skills: None.

Feats: Advanced Technology, Lighting Reflexes, Toughness.

Lesser “War Machines” (converted Agrobots) : CR 2; Large Robotic Construct; HD 3d10+20; HP 37; Mas -; Init -1; Spd 30 ft; Defense 16, touch 8, flatfooted 13 (-1 size, -1 Dex, +8 natural); BAB +2; Grap +10; Atk +6 melee (1d10+4, shear); Full Atk +6 melee (1d10+4, 2 shears); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct, command level (IIC); AL none; SV Fort -, Ref +0, Will -4; AP 1; Rep +0; Str 20, Dex 9, Con -, Int -, Wis 1, Cha 1.

Skills: Knowledge (earth and natural sciences) +5.

Feats: Advanced Technology, Weapon Focus (shear).

Hover-Sentry: CR 2; Small Robotic Construct; HD 2d10+5; HP 16; Mas -; Init -1; Spd fly 40 ft (perfect); Defense 20, touch 15, flatfooted 17 (+2 size, +3 Dex, +5 natural); BAB +1; Grap -2; Atk +6 ranged (2d8, gauss SMG); Full Atk +6 ranged (2d8, gauss SMG); FS 5 ft by 5 ft; Reach 5 ft; SQ robotic construct, command level (IIIC), DR 4/-, energy resistance 4, auto reloading; AL none; SV Fort -, Ref +5, Will -5; AP 1; Rep +0; Str 12, Dex 16, Con -, Int -, Wis 1, Cha 1.

Skills: Move Silently +10.

Feats: Advanced Technology, Lighting Reflexes.

Industrial robots: CR 4; Large Robotic Construct; HD 5d10+23; HP 51; Mas -; Init -1; Spd 20 feet; Defense 18, touch 8, flatfooted 18 (-1 size, -1 Dex, +10 natural); BAB +3; Grap +13; Atk +8 melee (1d8+6, slam); Full Atk +8 melee (1d8+6, 4 slams); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct, command level (IIC), DR 4/-, electricity resistance 10, facing; AL none; SV Fort -, Ref +2, Will -4; AP 2; Rep +0; Str 22, Dex 9, Con -, Int -, Wis 1, Cha 1.

Skills: Craft (varies) +10.

Feats: Advanced Technology, Lighting Reflexes, Toughness.

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