

MYTHIC MONSTERS ROBOTS

MYTHIC MONSTERS

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NOTE: The following notations are used in the stat blocks contained in this product:

^{MF} = Mythic feat

^{MA} = Mythic ability

MMA = Major mythic ability (counting as two abilities)
 Underlined text indicates a rules element that is described in Pathfinder Roleplaying Game Mythic Adventures.
 ACG = Pathfinder Roleplaying Game Advanced Class Guide
 APG = Pathfinder Roleplaying Game Advanced Player's Guide
 ARG = Pathfinder Roleplaying Game Advanced Race Guide
 Ba = Pathfinder Roleplaying Game Bestiary

B² = Pathfinder Roleplaying Game Bestiary 2
 B³ = Pathfinder Roleplaying Game Bestiary 3
 B⁴ = Pathfinder Roleplaying Game Bestiary 4
 B⁵ = Pathfinder Roleplaying Game Bestiary 5
 MAdv = Pathfinder Roleplaying Game Mythic Adventures
 N^U = Guide to the kingdom of super-science in the official Pathfinder campaign world (see OGL)
 O^A = Pathfinder Roleplaying Game Occult Adventures
 T^G = Official Pathfinder guide to technology (see OGL)
 U^C = Pathfinder Roleplaying Game Ultimate Combat



WELCOME TO MYTHIC PLUG-INS: MYTHIC MONSTERS!

THIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAMemaster who would like to try out the new mythic rules but might feel a bit intimidated by the huge amount of conversion work. The *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything, especially when it comes to monsters. That book contains some of the iconic monsters of myth and legend and RPG history, transformed into a mythic rules format. The published monsters demonstrate that a "mythic monster" does not need to be an ultra-powerful death machine - you can have mythic monsters from CR 1 to CR 30 and all points in between - but there are less than 50 monsters in the book. They are all classics, to be sure, but the game has evolved and there are so many more. That is where the *Mythic Monsters* series from Legendary Games comes in.

What you won't find inside this product are individual monster illustrations. You already have them. Fantastic, glorious illustrations for every monster in every bestiary. You also won't find descriptive text for these monsters. You already have that too. Every mythic monster could be an elder of its kind, specially blessed or cursed by the gods, a noble lord or powerful champion, the last remnant of a mightier primeval race, a singular being unto itself, or perhaps a newly evolved master race looking to supplant the ordinary beings of its ilk that came before. To repeat these narratives for every monster, with slight variations, would be redundant. You can create the perfect origin story and background for mythic versions of ordinary monsters that fits precisely with your world. What you need are the stats, 100% crunch, and that is what *Mythic Monsters* delivers.

The *Mythic Monsters* series contains updated mythic stat blocks for every creature combined with innovative, exciting, and cinematic mythic abilities that clearly set these monsters apart from the ordinary. Monsters that leave your players saying "What was THAT?" Monsters that leave them feeling like mythic heroes when they triumph, whatever their level. Every issue brings you mythic versions of 12 monsters you already know and love, all tied together by a creature type or theme, plus one all-new mythic monster you've never seen before! All brought to you by expert designers who know the mythic monster rules like no one else because they are the same authors that created the mythic monsters in *Pathfinder Roleplaying Game Mythic Adventures*.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: ROBOTS

Mythic Monsters: Robots brings you an incredible assortment of mechanical marvels and menaces for expanding campaigns where science fiction meets fantasy. These are no ordinary magical constructs like golems and animated objects, but sophisticated and sometimes sinister sentinels of super-science, programmed to make blast your heroes back to the dark ages! These incredible creations of advanced or alien technology range from CR 1 to 20, including warbots like the awesome **annihilator**, the grunt soldier **gearsman**, the flying **myrmidon**, and the indomitable **warden**. It also includes robots purposebuilt for a variety of tasks, like the flitting **collector** and the hulking **terraformer**, from lone spies and servants like the **arachnid robot** to hordes of infiltrators like the **observer swarm**. Not all robots are simply mindless servants, of course, as terrifying **torturers** and genius **directors** take the lead where other robots follow, and robots even come to a semblance of life in the form of **androids**. As if a dozen existing monsters were not enough, the brand-new **cyberphrenic tadpole** is a chillingly insidious robot of small size but great potency in corrupting the mind and will of the living who seek to resist the will of their incipient robot overlords. In addition, you can customize the robots you throw at your players with an array of **robotic implants** utilizing the technology rules for the *Pathfinder Roleplaying Game*, whether your heroes are arming their own robot legions or facing the forces of fearsome technomancers.

The Mythic Monsters series from Legendary Games sets aside the rich story and background that is our trademark, because it is focused on absolute crunch, and there it absolutely lives up our highest standards of innovative layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson

ROBOTIC IMPLANTS

The official Paizo guide to technology introduced a type of technological equipment known as cybertech, which can be implanted into a living creature, augmenting the creature's abilities with the power of modern or futuristic science. While most cybertech is designed specifically for this purpose, some technologists prefer to instead adapt the scavenged or recovered parts of robots, allowing them to be implanted and work with living tissue, forming true hybrids of man and machine. The following cybertech enhancements are made from recovered parts from robots found in this book.

CYBERLINK

Price 11,000 gp; Slot brain; Weight —; Install DC 28; Implantation 4

Harvested from a director robot, this microchip attaches to the frontal cortex of the brain, and transmits the user's thoughts to nearby robots and computers. The user gains telepathy with a range of 120 feet, but can use this telepathy only to communicate with robots, computers, and other creatures with a cyberlink or similar technology. This also allows the user to operate computers at a range of up to 120 feet, and to do so without the need of physical inputs like keyboards or touch panels.

Additionally, three times per day, the user can attempt to override the programming of a single robot within range of its telepathy. The robot must succeed on a Will save (DC 13 + the user's Intelligence modifier) or the user can force it to follow a single command, as the suggestion spell, for up to 1 hour.

At the GM's discretion, certain robots or computers may not be equipped with a receiver capable of communicating with a *cyberlink*, in which case none of this item's abilities function on it.

CONSTRUCTION

Craft DC 30; **Cost** 5,500 gp Craft Cybernetics, cybernetics lab

MAGFEET

Price 4,000 gp; Slot legs; Weight 2 lbs. Install DC 24; Implantation 2

Made from the clinging magnetic feet of a director robot,

these magnetically-charged, incredibly thin metal plates are embedded in the soles of the user's feet, allowing him to easily climb even sheer vertical metallic surfaces, walking on them as easily as if they were horizonal. In fact, the user can even walk upside-down on metal ceilings. Additionally, as long as the wearer is standing upright on a horizontal metal surface, he gains a +2 bonus to CMD against bull rush, drag, reposition, overrun, and trip combat maneuvers.

CONSTRUCTION

Craft DC 24; **Cost** 2,000 gp Craft Cybernetics, cybernetics lab

SENSORY TRANSMITTER

Price 3,000 gp; Slot head; Weight 1 lb.; Install DC 24; Implantation 2

Adapted from the transmitters found in observer robots, this cybertech is typically implanted on the side of the head, and features a visible antenna just behind the ear, as well as one or two small switches or buttons that allow it to be turned on and off, and the frequency of its signal adjusted. When active, the device transmits everything that the user sees and hears, to a range of up to 1 mile (or further, with a signal booster^{TG}). Anyone with a commset^{TG} or other similar device, which is tuned to the same frequency or otherwise linked with the sensory transmitter can receive this transmission and experience these sights and sounds in real-time. The signal is blocked by 1 foot of metal, 5 feet of stone, or 20 feet of organic matter, but force fields do not block it. Non-magical special senses are transmitted via the sensory transmitter, but magical ones are not. The viewer uses their own Perception skill to notice details in what they see or hear.

CONSTRUCTION

Craft DC 24; Cost 1,500 gp

Craft Cybernetics, cybernetics lab

SUBDERMAL EXPLOSIVES

Price 18,000 gp; Slot body; Weight 5 lbs.; Install DC 32; Implantation 6

Made from the same explosive material as the reactive armor of a warden robot, this cybernetic implant is a thin layer of a highly volatile metal, which creates dangerous explosions when the user is damaged or killed. Whenever the user is the subject of a critical hit from a weapon that deals slashing or piercing damage, a fiery explosion escapes from the wound, dealing 3d6 points of fire damage to the attacker, and half that amount to the user. Creatures wielding manufactured reach weapons, or ranged weapons, are not subject to this damage, although the explosion still occurs, and still damages the user.

If the user dies, a chain reaction of chemicals in his body causes the *subdermal explosives* to all go off at once after 1d4 rounds, creating a 20-ft.-radius blast that deals 6d6 points of fire damage to each creature in the area (Reflex DC 20 for half damage). The blast destroys the remains of the user's body, as well as the subdermal explosives, which cannot be recovered. There are popular rumors of variant *subdermal explosives* that can also be triggered by remote control. Supposedly, those who receive these versions of the cybertech are held hostage by whoever holds the remote, and forced to do their bidding for fear of being blown up.

CONSTRUCTION

Craft DC 28; Cost X gp Craft Cybernetics, cybernetics lab

THOUGHT HARVESTER

Price 16,000 gp; Slot arm and brain; Weight 2 lbs.;

Install DC 30; Implantation 5

This cybertech is harvested from the thought harvester robot, and allows its user to employ a lesser version of that robot's infamous ability to steal the memories of its victims. Consisting of a retractable needle set in the palm of the hand, connected by a flexible metal tube all the way up the inside of the user's arm and into the base of his skull, where it connects to an implant in his brain, this cybernetic implant allows the user to manufacture special nanites that it injects into other creatures to scan their memories, only to recollect and decode them. As a standard action, the user can make a melee attack with the needle portion of the implant. If the attack hits, it deals 1d3 points of piercing damage, and the target must succeed on a Fortitude save (DC 15) or the user is able to view and experience one of the target's memories, as the spell share memory (he cannot use this ability to share his own memories with the target, however). The user specifies what sort of memory he wants to view, and can be as specific or as general as desired. If the memory he specifies does not exist, he gets the closest one that does exist, instead. He experiences the memory firsthand, and remembers it with the same clarity as if it were his own, but cannot otherwise store or transfer the memory.

CONSTRUCTION

Craft DC 32; Cost 8,000 gp Craft Cybernetics, cybernetics lab

Android

This bald humanoid moves with a strange, calculated grace. Complex tattoos glow on its pale flesh.

CR 2/MR 1

MYTHIC ANDROID

XP 600

Pathfinder Roleplaying Game Bestiary 5

N Medium humanoid (android), rogue 2

Init +3; Senses darkvision 60 ft., low-light vision; Perception +6 DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 natural) hp 23 (2d8+11)

- Fort +2, Ref +6, Will +0; +4 vs. mind-affecting, paralysis, poison, stunning
- **Defensive Abilities** constructed, evasion, <u>fortification</u>^{MA} (50%); **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, sleep

OFFENSE

Speed 30 ft.

Melee rapier +5 (1d6+3/18–20)

Ranged dagger +4 (1d4+1/19-20)

Special Attacks nanite surge, <u>mythic power</u> (1/day, surge +1d6), repulsor^{MA}, sneak attack +1d6

STATISTICS

Str 13, Dex 17, Con 14, Int 14, Wis 10, Cha 6

Base Atk +1; CMB +2; CMD 15

Feats Weapon Finesse^{MF}

Skills Acrobatics +8, Bluff +3, Climb +6, Disable Device +10, Escape Artist +7, Knowledge (dungeoneering) +7, Knowledge (engineering) +4, Knowledge (local) +7, Perception +7, Sleight of Hand +7, Stealth +8; Racial Modifiers +2 Perception, -4 Sense Motive

Languages Common, Gypsy, Norse SQ emotionless, trapfinding +1

ECOLOGY

Environment any

Organization solitary, pair, or platoon (3–12) Treasure NPC gear (masterwork studded leather armor, masterwork rapier, 2 daggers, masterwork thieves' tools,

other treasure)

SPECIAL ABILITIES

Constructed (Ex) For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and *bane* weapons), androids count as both humanoids and constructs. Androids gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, are not subject to fatigue or exhaustion, and are immune to disease and sleep effects. Androids can never gain morale bonuses, and are immune to fear effects and all emotion-based effects.
 Emotionless (Ex) Androids have problems processing emotions properly, and thus take a –4 penalty on Sense Motive checks.
 Nanite Surge (Ex) An android's body is infused with nanites. Once per day as an immediate action, an android can cause

its nanites to surge, granting a bonus equal to 3 + the android's character level on any one d20 roll; this ability must be activated before the roll is made. When an android uses this power, its circuitry-tattoos glow with light equivalent to that of a torch in illumination for 1 round.

Repulsor (Ex) Three times per day, a mythic android can unleash a short-range pulse of force as a ranged touch attack with a range increment of 10 feet. A creature struck takes 1d4 points of force damage and must succeed on a DC 13 Reflex save or be knocked prone. If the android expends one use of its mythic power, the range increment is doubled and the target takes 1d4+2 points of damage on a hit, while creatures adjacent to the target take 3 points of force damage (DC 13 Reflex half). Using this ability causes the android's circuitry tattoos to glow as with its nanite surge. The save DC is Intelligence-based.

Bob Gayanter

Robot, Annihilator

This metallic creature has pincer-tipped arms and a single red eye-it flies with eerie grace via blasts of fire from its back.

CR 20/MR 8

MYTHIC ANNIHILATOR

XP 307,200

Pathfinder Roleplaying Game Bestiary 5

N Gargantuan construct (mythic, robot)

Init +7/–13^{MF}, <u>dual initiative</u>^{MA}; Senses darkvision 120 ft.,

low-light vision, tremorsense 60 ft.; Perception +24

DEFENSE

AC 40, touch 10, flat-footed 36 (+3 Dex, +1 dodge, +30 natural, -4 size)

hp 350 (20d10+140 plus 100 hp force field)

Fort +12, Ref +12, Will +11; legendary^{MA}

Defensive Abilities field boost^{MA}, <u>fortification</u> (50%)^{MA}, hardness 10, unfettered^{MA}; **DR** 10/epic; **Immune** cold, construct traits; **Resist** electricity 30, fire 30

Weaknesses vulnerable to critical hits, vulnerable to electricity OFFENSE

Speed 50 ft., climb 30 ft.; booster jets

Melee 2 adamantine claws +31 (2d6+15/19-20)

Ranged 2 integrated chain guns +21 (8d6/×4)

Space 20 ft.; Reach 20 ft.

Special Attacks combined arms, keening^{MA}, <u>mythic power</u> (8/day, surge +1d10), plasma lance, plasma overload^{MA}, suppressing fire, targeting computer^{MA}

STATISTICS

Str 40, Dex 17, Con —, Int 14, Wis 13, Cha 1

Base Atk +20; CMB +39; CMD 57 (65 vs. trip)

Feats Combat Expertise^{MF}, Combat Reflexes^{MF}, Deadly Aim^{MF}, Dodge, Great Fortitude, Improved Critical (claw), Improved Initiative, Mobility, Skill Focus (Acrobatics), Weapon Focus (chain gun)^{MF}

Skills Acrobatics +29 (+37 when jumping), Climb +23, Intimidate +15, Perception +24, Sense Motive +24

Languages Common

SQ ascendant^{™A}

ECOLOGY

Environment any Organization solitary

Treasure none

SPECIAL ABILITIES

- Ascendant (Ex) As a free action during its turn, a mythic annihilator can expend one use of mythic power to increase the save DCs of all its special abilities by half its mythic tier for 1d4 rounds.
- **Booster Jets (Ex)** By activating its jets as a swift action, an annihilator gains a fly speed of 60 feet (poor maneuverability) for 1 minute. It can use this ability 10 times per hour.
- **Chain Guns (Ex)** The twin chain guns mounted beneath an annihilator's head never misfire, automatically reload as a free action, and have a range of 200 feet. Microfactories

inside the annihilator process scrap into new ammunition, providing effectively unlimited ammunition.

Combined Arms (Ex) When taking a full-action action, an annihilator can attack with its melee attacks and its integrated ranged attacks simultaneously.

Field Boost (Ex) By expending one use of mythic power as an immediate action, a mythic annihilator can boost the power of its force field. For each use of mythic power expended, the force field's hit points are increased by 2 times the mythic annihilator's CR. The force field's hit points cannot exceed 5 times the mythic annihilator's CR (100 hp for most mythic annihilators) at any one time through the use of this ability. Using this ability reactivates the force field if it has already collapsed.

Keening (Ex) As a move action, a mythic annihilator can strop its blades against each other, producing an ear-piercing shriek. The sound deafens, sickens, and staggers creatures within a 200-ft. spread for 1d4+1 rounds (Fortitude DC 22 negates). The save DC is Intelligence-based.

Legendary (Ex) A mythic annihilator adds half its mythic tier to its saving throws.

- Plasma Lance (Ex) An annihilator can fire a 120-foot line of plasma from a tail-mounted projector. All creatures and objects in the area take 20d6 of plasma damage (Reflex DC 22 halves). The save DC is Intelligence-based.
- Plasma Overload (Ex) A mythic annihilator can expend one use of mythic power while firing its plasma lance to increase the effect to 20d10 points of plasma damage. Any creature that fails it Reflex save continues to take 20d10 damage each round for the next 1-3 rounds as the plasma clings to them. A successful Reflex save in a later round halves the damage and ends the effect. Immersion in water or taking at least 25 points of cold damage (before applying immunities, resistances, or vulnerability) extinguishes the clinging plasma. The annihilator cannot fire its plasma lance for 1d4+1 rounds after using this ability.
- Suppressing Fire (Ex) As a standard action, an annihilator can saturate a 100-foot cone with chain gun fire. Each target in the area sustains a single chain gun attack, including targets the annihilator cannot see. The annihilator ignores miss chances from concealment when using suppressing fire.
- **Targeting Computer (Ex)** If a mythic annihilator foregoes making melee attacks, it adds its mythic tier to its ranged attack rolls, halves the penalties for range and Deadly Aim, and automatically confirms critical hits. This includes attacks with suppressing fire.
- **Unfettered (Ex)** By expending one use of mythic power as a swift action, a mythic annihilator automatically dispels all non-mythic spells and technological effects affecting it. Effects from the annihilator itself are unaffected. The annihilator remains immune to ongoing non-mythic spells and technological effects until the end of its next turn, although instantaneous effects affect it normally.

Robot, Arachnid

This humanoid plant creature has the prickly hide of a cactus, and smaller cactuses seemingly sprout from its flesh.

CR 1/MR 1

MYTHIC ARACHNID ROBOT

-XP 400

d2opfsrd.com^{NU}

N Small construct (mythic, robot)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +5 DEFENSE

AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size) hp 25 (1d10+20)

Fort +0, Ref +1, Will +1

Immune construct traits; Resist fire 5

Weaknesses fragile, vulnerable to critical hits and electricity

OFFENSE

Speed 40 ft., climb 20 ft.

Melee 2 claws +3 (1d3+1)

Special Attacks arc lightning^{MA}, enhanced explosion^{MA}, explode, mythic power (1/day, surge +1d6), plasma torch

STATISTICS

Str 9, Dex 13, Con —, Int 10, Wis 12, Cha 1 Base Atk +1; CMB –1; CMD 10 (18 vs. trip) Feats Weapon Finesse^M Skills Climb +7, Disable Device +10, Perception +5, Stealth +10;

Racial Modifiers +5 Disable Device, +5 Stealth

Languages Common

ECOLOGY

Environment any

Organization solitary, pair, or colony (1 plus 3–12 non-mythic arachnid robots)

Treasure none

SPECIAL ABILITIES

Arc Lightning (Ex) A mythic arachnid robot has sensitive electrical systems that overload when it is heavily damaged. At the beginning of the mythic arachnid robot's turn, if it has less than half its maximum hit points, it emits a burst of electricity in a 15-foot cone, dealing 2d4 points of electricity damage to each creature in the cone. A successful DC 11 Reflex save halves this damage. The saving throw DC is Dexterity-based.

Enhanced Explosion (Ex) If a mythic arachnid robot has at least one use of mythic power remaining when it explodes, the explosion is much more powerful, taking the form of a 20-foot-radius burst and dealing an additional 2d4 points of plasma damage to each target. Finally, this increases the DC of the Reflex save for half damage to 12. **Explode (Ex)** If an arachnid robot is destroyed or takes damage while below half its maximum hit points, it must attempt a Fortitude saving throw with a DC equal to the amount of damage taken. If it fails, the robot explodes, dealing 2d4 points of plasma damage to all targets in a 10-foot-radius burst (Reflex DC 11 half). Half the damage dealt by plasma is fire damage, and half is electricity damage. This destroys the robot if it was still animate. The save DC is Dexterity-based.

- **Fragile (Ex)** When badly damaged, arachnid robots function poorly. An arachnid robot reduced to fewer than half its maximum hit points is staggered and moves at half speed. Further damage may cause the robot to explode.
- **Plasma Torch (Ex)** An arachnid robot can use its arm-mounted plasma torch in two ways. First, it can use thetorch to make a ranged touch attack against a target within 15 feet, dealing 1d6 points of plasma damage on a successful hit. Alternatively, the robot can emit a 15-foot cone from its torch, dealing 1d4 points of plasma damage to all targets in the area of effect (Reflex DC 10 half). The robot's plasma torch requires 1 full round to recharge between uses. Half the damage dealt by plasma is fire damage, and half is electricity damage.

HENDERSHOT

Robot, Collector

A soft whirring noise accompanies this f lying mechanical creature. Its arms and hands end in spindly, multi-jointed fingers, and four circular rotors hold the creature aloft.

MYTHIC COLLECTOR

CR 4/MR 1

XP 1,200

Metal Gods Adventure Path #1 N Medium construct (mythic, robot)

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

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural) hp 41 (2d10+30) 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, mythic power (1/day, surge +1d6), stunning shot^{MA}

STATISTICS

Str 17, Dex 17, Con —, Int 12, Wis 14, Cha 1 Base Atk +2; CMB +5; CMD 18 Feats Improved Initiative^M 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 Common

SQ adaptive tracker

ECOLOGY

Environment any

Organization solitary, pair, or unit (1–2 plus 3–6 non-mythic collector robots)

Treasure none

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 mythic collector robot has integrated systems that allow it to tag and track creatures. As a fullround action, a mythic collector robot can implant a tracker chip into the body of a target that it is grappling or a helpless target. Once implanted, the tracker chip is activated and the mythic collector robot's chipfinder can detect the presence of the implanted tracker chip within 100 miles. This also grants the mythic collector robot exact knowledge of the distance and direction of the tracker chip, allowing it to pinpoint its location as a move action. 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. The tracker chip can be removed with 10 minutes of work, a sharp tool and a successful DC 25 Heal check. Each attempt to remove it (whether successful or not) deals 1d3 points 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 mythic 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.

Stunning Shot (Ex) As a standard action, a mythic collector robot can expend one use of mythic power in order to unleash an exceptionally powerful burst of sonic energy from its integrated stun gun.

For this attack, the stun gun's range increment increases to 40 feet, it deals 3d6 points of nonlethal damage on a successful hit, and any creature damaged by the attack must succeed on a Fortitude save (DC 14) or be stunned for 1d3 rounds. The saving throw DC is Dexterity-based.

Robot, Director

A humanoid torso and four spindly legs sprout from the top of this blackpaneled orb. Buzzing mechanical tentacles churn and writhe below its bulk.

MYTHIC DIRECTOR ROBOT

XP 19,200

Metal Gods Adventure Path #6

N Large construct (mythic, robot)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +15 DEFENSE

AC 29, touch 14, flat-footed 24 (+3 Dex, +2 dodge, +15 natural, -1 size) hp 185 (14d10+108 plus 60-hp force field)

Fort +9, Ref +12, Will +11

DR 10/epic; Defensive Abilities all-around vision, hardness 10; Immune construct traits; Resist cold 10, fire 10

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 tentacles +19 (1d10+6 plus grab), 2 slams +19 (1d8+6) Ranged integrated laser rifle +16 (2d6 fire)

Space 10 ft.; Reach 5 ft. (10 ft. with tentacles)

Special Attacks coordinated tentacles^{MA}, electromagnetic

pulse^{MA}, grasping tentacles, mythic power (5/day, surge +1d8), override, true override^{MMA}

STATISTICS

Str 22, Dex 17, Con -, Int 20, Wis 15, Cha 1

Base Atk +14; CMB +21; CMD 35 (39 vs. trip)

Feats Dodge^M, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Spring Attack, Toughness^M

Skills Acrobatics +10 (+14 when jumping), Appraise +19, Climb +15, Craft (mechanical) +17, Diplomacy +9, Disable Device +15, Knowledge (engineering) +17, Perception +15, Sense Motive +15 Languages Common

SQ advanced analytics, cling, rapid repair^{MA}, repair robot

ECOLOGY

Environment any

Organization solitary, patrol (1 mythic director, 1–3 mythic gearsmen, and 1–6 non-mythic gearsmen), unit (1 mythic director, 2–12 non-mythic gearsmen, and 1–2 mythic myrmidons), or cabal (1 mythic director, 2–4 non-mythic directors, 6–18 non-mythic gearsmen) Treasure none

SPECIAL ABILITIES

CR 12/MR 5

Advanced Analytics (Ex) A director robot gains a bonus equal to its Intelligence bonus on all saving throws.

- **Cling (Ex)** A combination of magnetic pads and electrostatic emitters in its feet allow a director robot to climb and travel on vertical or horizontal surfaces without having to attempt Climb checks, even allowing it to traverse these surfaces while upside down.
- **Coordinated Tentacles (Ex)** When a director robot chooses to grapple a creature with just its tentacles, if it uses both tentacles to conduct the grapple instead of just one, it takes only a –10 penalty on its CMB check to make and maintain the grapple.
- **Electromagnetic Pulse (Ex)** Once per day as a standard action, a mythic director robot can unleash an electromagnetic pulse that deals 6d6 points of electricity damage to any robots or creatures with cybernetic implants within a 20-foot radius (Reflex DC 22 half). This bypasses any active force fields or similar effects, but doesn't harm other living creatures or the mythic director robot. Any technological item within this radius is drained of 1d6 charges unless it succeeds at a DC 22 Reflex save. The save DCs are Intelligence-based.

If a mythic director robot expends one use of mythic power when it uses this ability, it does not count against the number of times per day that it can use the ability. Additionally, this increases the radius of the electromagnetic pulse to 40 feet, and allows it to damage non-robot constructs, as well, provided they are made primarily of metal.

Force Field (Ex) A mythic director robot is sheathed in a thin layer of shimmering energy that grants it 60 bonus hit points. All damage dealt to a thought harvester with an active force field is reduced from these hit points first. As long as the force field is active, the thought harvester is immune to critical hits. A mythic observer robot's force field has fast healing 12, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours. Grasping Tentacles (Ex) A director robot's tentacles are primary attacks and have the grab special ability.

- Integrated Laser Rifle (Ex) A director robot has a built-in laser rifle. This weapon has a range of 150 feet and deals 2d6 points of fire damage on a hit. The weapon can fire once per round as a ranged touch attack. A laser attack can pass through force fields and force effects, such as a *wall of force*, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers don't provide cover from lasers, but unlike force barriers, a transparent physical barrier still takes damage when a laser passes through it. Invisible creatures and objects are immune to damage from lasers. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment.
- **Override (Ex)** A director robot can usurp control of an otherwise functional robot. In order to gain control of a robot, the director robot must first make a ranged touch attack against a target robot within a range of 60 feet. If the attack is successful, the targeted robot must succeed at a DC 22 Will saving throw to prevent the director robot from linking to the target's command processor. On any subsequent turn after a link is established, the director robot can issue a command to the targeted robot as a standard action. The targeted robot can attempt another Will save (DC 22) to resist following each command.

To command its target, the director robot must be within 60 feet of the targeted robot and must issue the command in a language the robot understands. The types of commands it can issue are similar to those allowed by a *suggestion* spell once a command is successfully issued, the robot does its best to carry out the orders over the course of the next hour. Additionally, any robot affected by this ability also gains a +2 competence bonus on attack and weapon damage rolls. These save DCs are Intelligence-based.

- **Rapid Repair (Ex)** As a standard action, by expending one use of mythic power, a mythic director robot can construct and release a swarm of repair nanites into a robot with a touch. The touched robot heals 2d10 points of damage immediately, and gains fast healing 5 for 1 minute thereafter.
- **Repair Robot (Ex)** As a standard action that doesn't provoke an attack of opportunity, a director robot can repair damage done to either itself or an adjacent creature with the robot subtype, healing the target for 1d10 points of damage.
- **True Override (Ex)** A mythic director robot can gain greater control over the robots it overrides. When it successfully affects a robot with its override ability, it can expend one use of mythic power. If it does, the robot is completely subservient to the mythic director robot, as though affected by *dominate monster*. This effect lasts for 1 day per mythic tier the mythic director robot possesses (5 for most mythic director robots).

Robot, Gearsman

As this humanoid automaton levels his spear, energy courses down its length.

MYTHIC GEARSMAN

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 5

N Medium construct (mythic, robot)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +8 DEFENSE

AC 23, touch 12, flat-footed 21 (+2 Dex, +11 natural); +2 dodge against foes engaged with adaptive tactics

hp 62 (4d10+40)

Fort +1; Ref +3; Will +2

Defensive Abilities hardness 10; Immune construct traits Weaknesses vulnerable to critical hits, vulnerable to electricity OFFENSE

Speed 20 ft.

Melee slam +9 (1d4+7) or mwk spear +10 (1d8+7/×3 plus 1d6 electricity)

Ranged mwk spear +7 (1d8+5/×3)

Special Attacks mythic power (2/day, surge +1d6)

STATISTICS

Str 20, Dex 15, Con -; Int 10; Wis 13; Cha 1 Base Atk +4; CMB +9; CMD 21

Feats Combat Reflexes, Power Attack^{MF}

Skills Craft (any one) +8, Disable Device +9, Perception +8, Profession (any one) +7, Sense Motive +8

Languages Common

SQ adaptive learning, adaptive tactics^{MA}, charge weapon^{MF}, selfrepairMA

ECOLOGY

Environment any

Organization solitary, pair, or squad (3-12) Treasure standard (masterwork spear, other treasure)

SPECIAL ABILITIES

Adaptive Learning (Ex) A gearsman receives skill points equal to 4 + its Int modifier per Hit Die, and treats Craft and Profession as class skills. In addition, each gearsman receives bonus skill ranks equal to its Hit Dice that can be allocated to any single skill. A gearsman may change this skill one time per day by concentrating for 1 minute, during which time it can take no other actions. Instead of receiving bonus skill ranks, a gearsman can instead gain proficiency in a single weapon. Gearsman are automatically proficient with simple weapons.

Adaptive Tactics (Ex) A mythic gearsman that has attacked or has been attacked by a creature with a melee or ranged attack since the end of its last turn gains a +2 competence bonus on attack and weapon damage rolls and its critical threat range is doubled against that creature, and a +2 dodge bonus to AC against attacks from that creature. The gearsman can receive these bonuses against any number of foes.

Charge Weapon (Ex) A gearsman charges any metal weapon (including wooden-hafted weapons) it holds with electricity, dealing +1d6 points of electricity damage on a hit. It can expend one use of its mythic power as a free action when it confirms a critical hit to deal additional electricity damage as if wielding a shocking burst weapon and also to suppress the electricity resistance (though not electricity immunity) of the target for 1d4 rounds. If the target's electricity resistance or immunity is the result of a non-mythic spell, the gearsman may roll 1d20+5, treating the result as a caster level check to dispel that effect.

Self-Repair (Ex) A damaged mythic gearsman heals damage equal to its hit dice every hour (typically 4 hit points per hour). Once per day as a full-round action, a mythic gearsman can use its nanites to heal any robot it touches of 4d6 points of damage. If used on itself, the mythic gearsman automatically heals the maximum amount (24 points of damage). A mythic gearsman can expend one use of mythic power to use its healing ability as a swift action, and this does not count against its single daily use. When using mythic power to heal, its healing

touch also removes any conditions remedied by the heal spell.

Robot, Myrmidon

This metallic creature has pincer-tipped arms and a single red eye-it flies with eerie grace via blasts of fire from its back.

MYTHIC MYRMIDON

CR 13/MR 5

XP 25,600
 Pathfinder Roleplaying Game Bestiary 5
 N Large construct (mythic, robot)
 Init +7; Senses darkvision 60 ft., low-light vision, superior optics^{MA}; Perception +20

DEFENSE

AC 31, touch 12, flat-footed 28 (+3 Dex, +19 natural, -1 size) hp 227 (15d10+80 plus 65 hp force field) Fort +10, Ref +13, Will +10

Defensive Abilities field boost^{MA}, hardness 10, resilient; **DR** 10/ epic; **Immune** cold, construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft., fly 90 ft. (perfect)

- Melee 2 claws +23 (1d6+9 plus grab), 2 quantum lashes +23 touch (1d10 force/17-20)
- Ranged integrated laser rifle +17 touch (2d10 fire)
- Space 10 ft.; Reach 5 ft. (20 ft. with quantum lash)
- **Special Attacks** combined arms, constrict (1d6+9), entropic elimination^{MA}, <u>mythic power</u> (5/day, surge +1d8), overload^{MA}, quantum shift^{MA}, rockets^{MA}
- **Spell-Like Abilities**^{MA} (CL 15th; concentration +16)
- At will—*dimension door* (self plus 50 lbs. of objects only)

STATISTICS

Str 29, Dex 17, Con -; Int 12, Wis 14, Cha 1

Base Atk +15; CMB +25 (+29 grapple); CMD 38 (can't be tripped)

Feats Combat Reflexes^{MF}, Flyby Attack, Great Fortitude^{MF}, Improved Critical (quantum lash), Improved Initiative, Lightning Reflexes^{MF}, Point Blank Shot, Precise Shot

Skills Fly +27, Knowledge (engineering) +19, Perception +20 Languages Common

SQ technological ECOLOGY

Environment Any Organization solitary or unit (2-6) Treasure none SPECIAL ABILITIES

Combined Arms (Ex) When taking a fullattack action, a myrmidon can attack with its melee attacks and its integrated ranged attacks simultaneously. **Entropic Elimination (Ex)** Three times per day as a full-round action, a mythic myrmidon can make a ranged touch attack at a target 100 feet. On a hit, the target is enveloped in a shimmering violet field of energy that acts as a targeted *dispel magic* followed by *disintegrate* (DC 18 Fortitude), with an effective caster level of 10th. If the mythic myrmidon expends one use of its mythic power, it can increase its effective caster level to 15th and gain the effect of *greater dispel magic*. A mythic myrmidon also may expend one use of its mythic power to increase the effect of either *dispel magic* (or *greater dispel magic*) or *disintegrate* to the mythic version of the spell. If the mythic myrmidon expends two additional uses of mythic power, both effects are treated as the mythic versions of the spells. The save DC is Intelligence-based.

Field Boost (Ex) As an immediate action, a mythic myrmidon can boost the power of its force field. For each use of mythic power expended, the force field's hit points are increased by 2 times the mythic myrmidon's CR. The force field's hit points cannot exceed 5 times the mythic myrmidon's CR (65 hp for most mythic myrmidons) at any one time through the use of this ability. Using this ability reactivates the force field if it has already collapsed. Laser Rifle (Ex) A myrmidon's head-mounted laser rifle has a range increment of 250 feet.

- **Overload (Ex)** As a swift action, a mythic myrmidon can double the damage of its quantum lash and laser rifle attacks until the end of its turn, after which it cannot use these attacks until the end of its next turn. Using this ability reduces the myrmidon's force field by 20 hit points. If this reduces its force field to 0 hit points, or if its force field was inactive, the mythic myrmidon takes any remainder as electricity damage.
- Quantum Lash (Ex) A myrmidon's tentacles are melee touch attacks with a critical threat range of 19-20 and deal force damage on a successful hit. They gain no damage bonus from Strength or Power Attack. A quantum lash bypasses the hardness of force effects, and if the myrmidon strikes a force effect (including a creature using an effect like *mage armor* or *shield*) with 2 or more quantum lashes it disrupts that force effect as a targeted *dispel magic* (caster level 11th). A technological force field, as used by a robot or similar creature or object, struck by 2 or more quantum lashes is suppressed for 1d10 rounds (DC 18 Fortitude negates). This save DC is Intelligence-based.
- Quantum Shift (Ex) A mythic myrmidon can use dimension door (caster level 15th) at will, though this is a technological effect and not magical. It can expend one use of mythic power to use this ability as a swift action, while retaining the ability to take any actions it has remaining on its turn; opponents are flat-footed against the first attack a mythic myrmidon makes in the same round after using such a quantum shift.

Resilient (Ex) Myrmidons receive a +3 racial bonus on all saving throws.

Rockets (Ex) As a standard action, a myrmidon can launch a rocket with a range of 800 feet. On impact, the rocket explodes in a 30-foot-radius burst for 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures and objects in the area (Reflex DC 18 half). When launching a rocket, a mythic myrmidon can expend one use of its mythic power to increase the save DC by 5 or increase damage from the rocket by 50%. It may instead choose to expend two uses of its mythic power to deal maximum damage with the rocket, or to increase the rocket's blast to a 60-foot-radius burst. A fully stocked myrmidon carries five rockets. It can rebuild expended rockets at the rate of one every 12 hours, using scrap metal and other scavenged components. This save DC is Intelligence-based.

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

Robot, Observer Swarm

This tiny robots resemble a swarm of a metallic beetles with a pair of pincers extending from the front of each robot's body.

	pincers extending from the front of each robot's body.
	MYTHIC OBSERVER SWARM CR 12/MR 5
	XP 19,200
	Metal Gods Adventure Path #2
2	N Tiny construct (mythic, robot, swarm)
2.	Init +14; Senses darkvision 60 ft., low-light vision, x-ray
	vision ^{MA} ; Perception +31
	DEFENSE
	AC 29, touch 18, flat-footed 23 (+5 Dex, +1 dodge, +11 natural, +2 size)
	hp 185 (18d10+86)
1	Fort +6, Ref +13, Will +13
14	DR 10/epic; Defensive Abilities all-around vision, dispersal ^{MA} ,
	hardness 10, swarm traits; Immune construct traits
	Weaknesses vulnerable to electricity
	OFFENSE
	Speed 30 ft., fly 60 ft. (perfect)
	Melee swarm (4d6 plus distraction and 2d6 fire)
or	Space 10 ft.; Reach o ft.
-	Special Attacks distraction (DC 19), mythic power (5/day, surge
1	+1d8), sonic blast ^{MA}
	STATISTICS
	Str 12, Dex 21, Con —, Int 11, Wis 20, Cha 3
5	Base Atk +18; CMB —; CMD —
	Feats Alertness ^{MF} , Following Step, Improved Initiative ^{MF} ,
g	Improved Lightning Reflexes, Iron Will, Lightning Reflexes,
	Step Up, Toughness ^{MF}
	Skills Fly +21, Perception +33, Sense Motive +13, Stealth +21,
	Survival +10; Racial Modifiers +4 Perception Languages Common
	SQ camouflage ^{MA} , cutting torch ^{MA} , enhanced sensors ^{MA} ,
	transmit senses
	ECOLOGY
	Environment any
	Organization solitary or cloud (1 plus 2–5 non-mythic observer
	robot swarms)
2	Treasure none
	SPECIAL ABILITIES
	Camouflage (Ex) An observer robot's outer shell contains
	color shifting screens that allow the creature to blend into

color-shifting screens that allow the creature to blend into the background. Though not truly invisible, they are hard to pinpoint. While using this ability, an observer robot gains a +8 racial bonus on Stealth checks and has concealment from creatures more than 5 feet away. By spending 1 use of mythic power as a swift action, a mythic observer robot swarm doubles this racial bonus to stealth checks, and instead has total concealment from creatures more than 5 feet away, and concealment from all other creatures. These benefits last for 1 minute.



Cutting Torch (Ex) Each individual robot that make up a mythic observer robot swarm has an integrated laser torch. As a full-round action, the mythic observer robot swarm can coordinate the efforts of its component robots to use these torches to cut through nearly anything, cutting through an area up to 10 square feet and one inch thick. Objects with hardness greater than 10 are immune to this effect, unless the mythic observer robot swarm expends one use of mythic power, in which case it can affect objects of up to 20 hardness.

- **Dispersal (Ex)** When a mythic observer robot swarm is caught in the area of a spell or effect that deals damage to creatures in the area, it may spend one use of mythic power as an immediate action to grant itself evasion until the end of its next turn.
- **Enhanced Sensors (Ex)** As a standard action, a mythic observer robot swarm can expend one use of mythic power to activate extrasensory receptors, granting it one of the following benefits for ten minutes: *analyze aura*^{OA}, *see invisibility*, see in darkness, scent, or tremorsense.
- Integrated Laser Torch (Ex) An observer robot is outfitted with an integrated laser torch used to bypass barriers or restraints. When activated, the torch emits a beam of highly focused light, cutting and burning through surfaces up to 6 inches away. Attacks from a laser torch resolve as touch attacks and deal 1d10 points of fire damage. This damage is not modified further by Strength. An observer robot's integrated laser torch is mounted on an extending arm that allows it greater reach. When the laser torch is used as a tool or as a weapon to sunder, its damage bypasses hardness up to 20 points, and damage is not halved (as is normally the case for energy damage applied to objects) unless the object is particularly fire-resistant. A laser torch's cutting beam passes through force fields and force effects without damaging the field. Invisible objects and creatures can't be harmed by a laser torch.

- **Sonic Blast (Ex)** The individual robots that make up a mythic observer robot swarm each have an integrated sonic stun gun built into them. By all targeting the same location with pinpoint accuracy thanks to their shared senses, a mythic observer robot swarm can expend one use of mythic power to fire a concentrated sonic attack against a single creature within 20 feet. This deals 5d6 points of nonlethal damage, knocks the target prone, and renders him stunned for 1d3 rounds. A successful Reflex save (DC 19) halves this damage, and negates the prone and stunned effects.
- Transmit Senses (Ex) An observer robot is outfitted with a number of sensors, cameras, and microphones that allow it to record events and transmit them to another location. An observer robot can record up to 12 hours of audio and video. An observer robot's communications can be keyed to a commset[®] or other similar device, and it can broadcast everything it can see or hear to this device as long as it is within 1 mile. The signal strength can be enhanced with a signal booster. An observer robot can also transmit its senses to another observer robot. A signal has difficulty penetrating solid barriers. A signal is blocked by 1 foot of metal, 5 feet of stone, or 20 feet of organic matter. Force fields do not block signals. Broadcasting functions like a scrying sensor, allowing the viewer to hear and see what the observer robot is experiencing. The viewer gains the benefits of any nonmagical special abilities the observer robot has tied to its senses (such as low-light vision), but the viewer uses her own Perception skill. This ability doesn't allow magically or supernaturally enhanced senses to work through it, even if both the observer robot and the viewer possess them.

Robot, Terraformer

This large robot's arms end in an assortment of drills, torches, hammers, and vises.

MYTHIC TERRAFORMER

CR 9/MR 4

XP 6,400

Pathfinder Roleplaying Game Bestiary 5

N Large construct (mythic, robot)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +13 DEFENSE

AC 26, touch 12, flat-footed 23 (+3 Dex, +14 natural, -1 size) hp 125 (10d10+70)

Fort +5, Ref +6, Will +3

DR 5/epic; Defensive Abilities hardness 10; Immune construct traits; Resist acid 5, cold 5, fire 15

Weaknesses vulnerable to critical hits, vulnerable to electricity OFFENSE

Speed 30 ft., burrow 20 ft., climb 30 ft., fly 10 ft. (clumsy), swim 20 ft. **Melee** integrated drill +17 (2d6+6/x3), slam +15 (1d6+6 plus

grab), integrated laser torch +14 touch (1d6 fire)

Space 10 ft.; Reach 10 ft.

Special Attacks bioengineered poison^{MA}, breath weapon (30-ft. cone, 3d6 acid plus poison, Reflex DC 15 half, usable every 1d4 rounds), create natural disaster^{MA}, mythic power (4/day, surge +1d8), powerful drill^{MA}

STATISTICS

Str 22, Dex 16, Con —, Int 17, Wis 11, Cha 5

Base Atk +10; CMB +17; CMD 30

- Feats Acrobatic Steps, Great Fortitude, Improved Great Fortitude, Nimble Moves^M, Weapon Focus (drill)^M
- Skills Acrobatics +6, Climb +14, Fly +3, Knowledge (engineering) +20, Knowledge (geography) +16, Knowledge (nature) +20, Perception +13, Swim +14; Racial Modifiers +4 Knowledge (engineering), +4 Knowledge (nature)

Languages Common

SQ reprogram terrain^{MA}, technological wonders, terraform^{MA}

ECOLOGY

Environment any

Organization solitary, pair, trio, or team (1 plus 3–10 nonmythic terraformers)

Treasure none

SPECIAL ABILITIES

Bioengineered Poison (Ex) Whenever a mythic terraformer uses its breath weapon, it can choose to spray a specially bioengineered poison, instead of its standard poison. The mythic terraformer must choose a single creature type (and a subtype, in the case of humanoids and outsiders). Against creatures of that type, the mythic terraformer adds its Intelligence modifier to the poison's saving throw DC, and the effect changes to 1d3+1 Con. Against all other creatures, the poison's DC is reduced by 2, and its effect changes to 1d3-1.

Create Natural Disaster (Ex) As a full-round action, by expending 2 uses of mythic power, a mythic terraformer can

release a cloud of nanites that performs an incredibly drastic terrain reprogramming. This mimics one of the following spells, using twice the mythic terraformer's Hit Dice as its caster level: *earthquake, storm of vengeance,* or *tsunami*^{APG}. While the mythic terraformer's technological wonders ability does apply to these effects, their durations still expire as normal for the spell.

Poison (Ex) Breath weapon—inhaled; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d3 Con; cure 2 consecutive saves.

Powerful Drill (Ex) A mythic terraformer's drill is exceptionally powerful. Its damage dice are increased to 2d6, and its critical multiplier is x₃.

- **Reprogram Terrain (Ex)** Three times per day as an action that takes 1 full round, a mythic terraformer can release a cloud of nanites that mimics the effects of one of the following spells, using the terraformer's Hit Dice as the caster level: *expeditious excavation, soften earth and stone,* or *stone shape.* If the mythic terraformer expends one use of mythic power when it uses this ability, it does not count against the number of times it can use this ability per day, and it may choose to have the nanites replicate one of the following effects, instead of the ones normally available: *control weather, move earth, obsidian flow*^{UC}, *shifting sand*^{APG}, *spike stones, transmute mud to rock, transmute rock to mud, or wall of stone.* In the case of *control weather* and *shifting sand*, while the mythic terraformer's technological wonders ability still applies, the effect's duration ends normally.
- **Terraform (Ex)** A single mythic terraformer can perform permanent changes to the local environment that normally require ten terraformers working in tandem. By spending two weeks doing nothing but releasing nanites as a fullround action each round, a mythic terraformer can cause one of the following effects (mythic, robots' choice) to occur in a 1-mile radius: the terrain is shaped as per *move earth*; water in the area is altered as per *control water*; plants in the area are affected as per either *plant growth* or *diminish plants*; or the average temperature in the area is raised or lowered by 10° Fahrenheit. If three or more mythic terraformers work in tandem in the same 1-mile radius area, they can completely reshape the terrain to match any layout and topography they desire, and adjust the average temperature by up to 50° Fahrenheit.
- **Technological Wonders (Ex)** Effects from a terraformer's abilities are non-magical in nature, and can't be identified, dispelled, or affected by effects that can affect only spells. The duration of these effects never expires.

Robot, Thought Harvester

Rows of crystal spheres line the back of this four-legged robot. A single glowing eye sits in the middle of its head.

MYTHIC THOUGHT HARVESTER

XP 25,600

Metal Gods Adventure Path #3

N Medium construct (mythic, robot)

Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +19 DEFENSE

AC 29, touch 14, flat-footed 25 (+2 Dex, +2 dodge, +15 natural) hp 181 (13d10+70 plus 55-hp force field) Fort +4, Ref +6, Will +8

DR 10/epic; Defensive Abilities field boost^{MA}, hardness 10; Immune construct traits; Resist acid 10, cold 10, fire 10 Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee claw +20 (1d6+7 plus grab), 2 integrated nanite injectors +20 (1d4+7 plus harvest thoughts)

Ranged integrated sonic rifle +15 ranged touch (3d6 sonic) Special Attacks constrict (1d6+9), deafening shot^{MA}, full mental

scan^{MA}, harvest thoughts, integrated nanite injectors, integrated sonic rifle, mythic power (5/day, surge +1d8), numbing agent^{MA}

STATISTICS

Str 24, Dex 15, Con —, Int 14, Wis 15, Cha 1

Base Atk +13; CMB +20; CMD 33 (37 vs. trip)

- Feats Alertness, Dodge^M, Improved Initiative^M, Iron Will, Mobility, Point-Blank Shot, Power Attack^M
- Skills Knowledge (history) +11, Knowledge (local) +11, Perception +19, Sense Motive +19, Stealth +6

Languages Common

SQ implant thoughts^{MA}, stealth mode^{MA}

ECOLOGY

Environment any

Organization solitary or squad (1 plus 2–6 non-mythic thought harvesters) Treasure none

SPECIAL ABILITIES

CR 13/MR 5

Deafening Shot (Ex) Whenever a mythic thought harvester fires its integrated sonic rifle, it can expend one use of mythic power in order to supercharge the sonic energy into a deafening shot. If it does, each creature damaged by the attack must succeed on a DC 18 Fortitude save or be deafened for 1 minute. The save DC is Intelligence-based.

Field Boost (Ex) By expending one use of mythic power as an immediate action, a mythic thought harvester robot can boost the power of its force field. For each use of mythic power expended, the force field's hit points are increased by twice the mythic thought harvester robot's CR. The force field's hit points cannot exceed its normal maximum amount through the use of this ability. Using this ability reactivates the force field if it has already collapsed.

Force Field (Ex) A thought harvester is sheathed in a thin layer of shimmering energy that grants it 40 bonus hit points. All damage dealt to a thought harvester with an active force field is reduced from these hit points first. As long as the force field is active, the thought harvester is immune to critical hits. A thought harvester's force field has fast healing 13, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Full Mental Scan (Ex) When a mythic thought harvester uses its harvest thoughts ability, it can expend one use of mythic power in order to make a complete copy of the target's current mental state and knowledge. The immediate effects of doing so are the same as the ability's normal function, but the thought harvester (or anyone who can successfully access the stored memories from the thought harvester's crystal spheres) can access the copied memories again and again for additional information. The thought harvester can access this information as a full-round action that provokes attacks of opportunity. Each time it does so, it can review memories of one significant event, or receive truthful answers to six questions, but each time it asks a question or accesses a new memory, the copy of the target's memory may make a Will save (same DC as the harvest thoughts ability, the copy uses the bonus the creature it came from had at the time the copy was made). Success indicates that that memory was not copied successfully, and any further attempts to gain that information from this copy automatically fail.

Harvest Thoughts (Ex) A thought harvester that hits a living creature with one of its integrated nanite injectors can selectively duplicate certain memories the target possesses. Each time the harvester uses this ability, it can copy one significant event (such as the events of a combat or a birthday party), or it can sift through the victim's memories as part of an interrogation that allows it to effectively ask and receive truthful answers to six questions. A successful DC 18 Will save negates the effects of this ability; mindless creatures or creatures with an Intelligence score of 1 are immune to it. Each time a creature's memories are copied through the use of this ability, it must succeed at a DC 18 Fortitude save or take 1d4 points of Intelligence drain. A creature's Intelligence score can't be drained below 1 in this way.

successful, the target's copied memories appear as swirling mist within one of the crystal spheres socketed into the thought harvester's back. If the thought harvester is willing, helpless, or destroyed, a sphere can be removed from its socket with a successful DC 30 Disable Device check and be read by certain devices without damaging the memories within. This ability can be used on creatures that have been dead for less than 24 hours, but their brain must be mostly intact and only 1d4 memories can be harvested postmortem. The duration can be extended if the creature's brain has been preserved (such as by *gentle repose*) or if the creature possesses a brain that doesn't rot. The save DCs are Intelligence-based.

Implant Thoughts (Ex) A mythic thought harvester can not only extract thoughts with nanites, it can implant them, too. Doing so requires injecting nanites into the target with its nanite injectors, although if the target is willing or helpless, this can be done without harming the target. The thought harvester must choose a single memory or set of six questions that it has stored in one of its crystal spheres. The recipient experiences the stored memories in a vision, which takes 1 round. Each time this ability is used, there is a 10% chance that the storied memories become damaged, and cannot be used again.

Integrated Nanite Injectors (Ex) A thought harvester is outfitted with two nanite injectors. These modified syringes are mounted on the end of animated, flexible tubes that feed into the robot's crystal spheres and allow it to use its harvest thoughts ability. These injectors are treated as a piercing weapons that deal 1d4 points of damage, but can't be salvaged to be used on their own. Integrated Sonic Rifle (Ex) A thought harvester has an builtin sonic rifle slung beneath its head. This weapon has a range of 150 feet and deals 3d6 points of sonic damage. The weapon can fire once per round and does so in a burst of shots that attacks all creatures in a line. This line starts from any corner of the robot's space and extends to the limit of the weapon's range or until it strikes a barrier it can't penetrate. The robot must make a separate attack roll against each creature in the line, and each creature in the line can be attacked with only one shot from each burst. Each attack roll takes a -2 penalty, and its damage can't be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment (such as fog or smoke) or the spells blur, invisibility, or mirror image don't affect this weapon's attack. Roll to confirm each attack roll that threatens a critical hit separately.

Numbing Agent (Ex) Instead of injecting thought harvesting nanites with its nanite injectors, a mythic thought harvester can choose to inject a dose of a numbing agent. The target must succeed on a DC 18 Fortitude save or suffer 1d4 points of Dexterity damage. For each point of Dexterity damage a creature is suffering as a result of this ability, it gains an equal bonus on saving throws made to resist pain effects. A mythic thought harvester robot can store up to 3 doses of numbing agent at a time, and creates them at a rate of 1 per hour, although by expending 1 use of mythic power as a swift action, it can create a single dose on command. This is a poison effect. The save DC is Intelligence-based.

Stealth Mode (Ex) Mythic thought harvester robots are equipped with a stealth mode, which uses sonic dampeners and light defractors to render the robot nearly undetectable. Activating this ability is a move action, and requires that the mythic thought harvester robot expend 2 uses of mythic power. While active, this functions as both *invisibility* and *silence*, both targeted on the mythic thought harvester robot. The effect lasts for 5 minutes, or until the mythic thought harvester robot ends it (either as a swift action, or by making an attack or other hostile action).

Robot, Tortarer

Spinning blades, long needles, and crystal-tipped rods stud the surface of this hovering metallic sphere.

CR 10/MR 4

MYTHIC TORTURER

XP 9,600

d2opfsrd.com^{NU}

N Small construct (mythic, robot)

Init +7; Senses darkvision 60 ft., low-light vision; Perception +19 DEFENSE

AC 30, touch 20, flat-footed 21 (+7 Dex, +2 dodge, +10 natural, +1 size)

hp 145 (10d10+50 plus 50-hp force field)

Fort +3, Ref +10, Will +5

DR 5/epic; Defensive Abilities all-around vision, block attacks^{MA}, field boost^{MA}, hardness 10; Immune construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed fly 40 ft. (perfect)

Melee 4 rotating blades +18 (1d4+7/18-20)

Ranged 4 surgical lasers +18 touch (1d8/19-20 plus fire)

Special Attacks agile, interrogate^{MA}, mythic power (4/day, surge +1d6), nanosurgeon^{MA}, truth serum^{MA}

STATISTICS

Str 8, Dex 25, Con —, Int 10, Wis 15, Cha 1

Base Atk +10; CMB +8; CMD 26 (can't be tripped)

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

Skills Fly +17, Heal +17, Perception +19, Sense Motive +19; Racial Modifiers +15 Heal

Languages Common

ECOLOGY Environment any

Organization solitary, pair, or inquisition (1 plus 2–3 nonmythic torturer robots)

Treasure none

SPECIAL ABILITIES

Agile (Ex) A torturer robot adds its Dexterity modifier to its damage rolls in place of its Strength modifier when using its rotating blades attack.

Field Boost (Ex) By expending one use of mythic power as an immediate action, a mythic torturer robot can boost the power of its force field. For each use of mythic power expended, the force field's hit points are increased by twice the mythic torturer robot's CR. The force field's hit points cannot exceed 5 times the mythic torturer robot's CR (50 hp for most mythic torturer robots) at any one time through the use of this ability. Using this ability reactivates the force field if it has already collapsed.

Force Field (Ex) A field of shimmering energy surrounds a torturer robot. Damage dealt to the robot is applied to the force field first. As long as the field is active, the robot is immune to critical hits. The force field has fast healing 10, but once the field's hit points are reduced to 0, the field collapses and does not reactive for 24 hours.

- Interrogate (Ex) As a standard action, the torturer robot can attempt a Heal check to deal 1d4 points of damage to an ability of its choice possessed by an adjacent, helpless target. A successful Fortitude saving throw with a DC equal to the robot's Heal check result negates this damage. By expending one use of mythic power, the mythic torturer robot can use this ability against an adjacent creature that is not helpless, although it must succeed on a melee touch attack to do so, and it suffers a -5 penalty on both the attack roll and the Heal check.
- **Nanosurgeon (Ex)** As a standard action, a mythic torturer robot can inject purpose-programmed nanites into a target as a melee touch attack. The nanites produce one of the following effects or conditions (CL 10th, where applicable): *cure critical wounds, restoration, neutralize poison, remove disease,* exhaustion, nauseated for 1d4 minutes, or paralyzed (nauseated targets only, for remainder of original duration).

If the victim succeeds at a DC 17 Fortitude saving throw, exhaustion is reduced to fatigue, nauseated is reduced to sickened, and other effects are negated. The mythic torturer robot carries 5 doses of nanites, and it constructs replacements at a rate of 1 dose per hour. By expending one use of mythic power, the mythic torturer robot can create a dose of nanintes as a move action. The save DC is Wisdom-based.

Surgical Lasers (Ex) The torturer robot's lasers have a range of 50 feet with no range increment, and threaten a critical hit on a 19 or 20. Lasers pass through transparent creatures and objects without causing harm (including force fields, force effects, and invisible creatures; it can pass through glass, but the glass takes damage), and can strike targets behind them normally. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks.

Truth Serum (Ex) A mythic torturer robot can inject a creature with a dose of a powerful cocktail of drugs that makes them highly susceptible and willing to divulge information. In order to do so, the mythic torturer robot must succeed on a melee touch attack. The target is entitled to a Fortitude save (DC 15) to resist the serum's effects, and the serum is treated as a poison for the purposes of creatures with resistances or immunity to poison.

An affected creature takes a -5 penalty on Will saving throws, and the DC of any Intimidate checks made against the creature is reduced by 5, or by 10, if the Intimidate check is a request for information. These effects last for 1 hour. A mythic torturer robot can store up to 3 doses of truth serum at a time, and it constructs replacements at a rate of 1 dose per day.

Robot, Warden

Crafted of a strange, dull metal, this bulky construct stomps forward on stout, multi-jointed legs.

MYTHIC WARDEN

XP 12,800

CR 11/MR 5

Metal Gods Adventure Path #3

N Large construct (mythic, robot)

Init +13; **Senses** blindsight 30 ft., darkvision 60 ft., low-light vision, sophisticated scanners^{MA}; Perception +20

Aura infrasonic field (30 ft., DC 17)

DEFENSE

AC 28, touch 13, flat-footed 24 (+4 Dex, +15 natural, -1 size) hp 162 (15d10+80 plus 55-hp force field^{MA}) Fort +8, Ref +12, Will +10

DR 10/epic; Defensive Abilities all-around vision, hardness 10, reactive armor, resilient; Immune construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft. Melee 2 slams +20 (1d8+6) Ranged 2 integrated sonic disruptors +18 ranged touch (2d8 sonic)

Space 10 ft.; Reach 10 ft.

Special Attacks combined arms, dazzler, integrated sonic disruptor, mythic power (5/ day, surge +1d8), reaction shot^{MA}, stunning shot^{MA}, volatile armor^{MA}

STATISTICS

Str 22, Dex 19, Con —, Int 11, Wis 14, Cha 1 Base Atk +15; CMB +22; CMD 36 Feats Alertness, Combat Reflexes^M, Improved Initiative^M, Nimble Moves, Point-Blank Shot, Power Attack^M, Precise Shot, Stand Still

Skills Climb +12, Perception +20,

Sense Motive +16 Languages Common

SQ infrasonic amplifier^{MA}

ECOLOGY

Environment any Organization solitary, pair, or sentry (1–3 plus 3–9 non-mythic warden robots)

Treasure none

SPECIAL ABILITIES

Combined Arms (Ex) As part of a full-attack action, a warden robot can attack with both melee and ranged integrated weapons. **Dazzler (Ex)** As a standard action, a warden robot can target a single creature with a beam of strobing light that functions as a gaze attack with a range of 60 feet. A creature subject to this attack must succeed at a DC 17 Fortitude save or be blinded for 2d4 rounds. Creatures that successfully save are dazzled for 1d4 rounds. Creatures with light blindness or light sensitivity take a –4 penalty on the saving throw. This is a light effect, and the save DC is Intelligence-based.

Force Field (Ex) A field of shimmering energy surrounds a mythic warden robot. Damage dealt to the robot is applied to the force field first. As long as the field is active, the robot is immune to critical hits. The force field has fast healing 11, but once the field's hit points are reduced to 0, the field collapses and does not reactive for 24 hours.

Infrasonic Amplifier (Ex) As a swift action, a mythic warden robot can expend one use of mythic power to boost the strength of its infrasonic field, increasing its range to 60 feet, and increasing the saving throw DC by +2. These effects last for 1 minute. Infrasonic Field (Ex) Warden robots constantly emit powerful sound waves at a frequency below normal hearing. These vibrations can debilitate living beings within 30 feet. Such creatures must succeed at DC 17 Fortitude save or fall prone and be nauseated for 1d4 rounds. A warden robot can suppress or resume this ability as a free action. This is a sonic effect, and the save DC is Intelligence-based.

- Integrated Sonic Disruptor (Ex) A warden robot's arms contain built-in ranged weapons that emit focused sound waves in 100-foot rays that deal 2d8 points of sonic damage.
- **Reaction Shot (Ex)** A mythic warden robot has a sophisticated targeting computer and hair-trigger reflexes, allowing it to make attacks of opportunity with its integrated sonic disruptors. It can make attacks of opportunity with these weapons only against creatures within 30 feet.
- **Reactive Armor (Ex)** A warden robot is covered in a special shell that reacts explosively to powerful strikes. Due to this covering, a warden robot gains *light fortification* (25% chance to negate critical hits and sneak attacks). When the armor negates a critical hit from a melee weapon, the attacker takes an amount of fire damage equal to half of the damage dealt to the robot. Attackers using reach or ranged weapons avoid this damage.
- **Resilient (Ex)** Warden robots receive a +3 racial bonus on all saving throws.
- **Sophisticated Scanners (Ex)** A mythic warden robot is equipped with sophisticated scanners, which function as though it were constantly affected by *analyze aura*, except that it cannot view the alignment aura of creatures (it can still view the emotion, health, and magic auras by monitoring the target's vital signs, microexpressions, energy signatures, and so on). Additionally, by concentrating on a 5-foot cube area as a standard action, the mythic warden robot can detect the presence, location, shape, and mineral composition of any metal within that area, an ability it often uses to detect concealed weapons.

- Stunning Shot (Ex) As a swift action, a mythic warden robot can expend one use of mythic power to charge its sonic disruptors, causing them to deliver vibrations that temporarily stun creatures they strike, Until the beginning of its next turn, any creature damaged by one of its integrated sonic disruptor attacks must succeed on a DC 17 Fortitude save or be stunned for 1d4 rounds. The saving throw DC is Intelligence-based.
- **Volatile Armor (Ex)** As a swift action, a mythic warden robot can expend one use of mythic power in order to excite the alien materials that make its reactive armor function, causing it to become less protective, but far more dangerous to its foes. Doing so causes the mythic warden robot to lose the benefits of *light fortification* granted by its reactive armor. However, any time the warden robot suffers damage from a melee or ranged attack, it creates an eruption of energy in the form of a 15-foot cone, which deals an amount of fire damage to each creature in the blast equal to the damage suffered by the mythic warden robot. A successful DC 17 Reflex save halves this damage. This effect lasts for 1d4 rounds. The mythic warden robot cannot activate this ability while its force field is functioning. The saving throw DC is Intelligence-based.

Cyberphrenic Tadpole

A tiny segmented terror, equal parts insectile and octopoid, skitters on filamentous thread-like legs, its narrow body a lumpy cylinder of silver scored with intricately engraved patterns and backlit grooves.

MYTHIC CYBERPHRENIC TADPOLE

CR 1/MR 1

XP 400

N Diminutive construct (mythic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0 DEFENSE

DEFENSE

AC 18, touch 17, flat-footed 15 (+3 Dex, +1 natural, +4 size) hp 15 (1d10+10)

Fort +0, Ref +3, Will +0

Immune construct traits

OFFENSE

Speed 10 ft., climb 10 ft. Melee +7 touch (attach)

Space 1 ft.; Reach o ft.

Special Attacks enhanced relay^{MA}, implant replicant^{MA}, internalization, mythic power (3/day, surge +1d6), telepathic relay

STATISTICS

Str 1, Dex 17, Con –, Int –, Wis 10, Cha 1
Base Atk +1; CMB +0 (+8 grapple); CMD 5 (13 vs. drag or grapple)
Feats Extra Mythic Power^{MF}, Weapon Finesse^B
Skills Climb +3

ECOLOGY

Environment any **Organization** solitary

Treasure none

SPECIAL ABILITIES

Attach (Ex) Attach (Ex) When a cyberphrenic tadpole hits with a touch attack, its barbed filaments bore into the target's flesh in search of solid attachment points, anchoring it in place. An attached tadpole is treated as grappled but its target is not. The tadpole loses its Dexterity bonus to AC but holds on with great tenacity and begins burrowing into the target's flesh, dealing 1 point of Constitution damage as it bores a hole through which to invade its host. A tadpole has a +8 racial bonus to maintain its grapple on a foe once it is attached, including to its CMD to resist grapple maneuvers made by others to remove it from its host. An attached tadpole can be struck with a weapon or removed by grappling or an Escape Artist check that exceeds its CMD (including the above bonus).

Enhanced Relay (Su) The creator of a mythic cyberphrenic tadpole can sense the tadpole's location and condition at all times, as *status*, and in addition can use *share senses*^{APG} for up to 10 minutes per day with the tadpole as if it were her familiar. This duration need not be continuous but must be expended in 1-minute increments. If the tadpole is implanted in a host, he can use this ability to share the host's senses instead.

When using the tadpole's telepathic relay, its creator uses her own ability scores rather than the tadpole's to determine save DCs. In addition, the tadpole's creator can use the tadpole's telepathic relay ability more than once per day by expending one use of mythic power for each additional use; he may expend his own mythic power or that of the tadpole for this purpose. Once per day, he can expend one use of his own mythic power and one use of the tadpole's to duplicate the effect of the mythic version of *detect thoughts, dream, modify memory, nightmare, sending,* or *suggestion;* this affects only the

host, even if it would normally affect multiple creatures or an area.

Implant Replicant (Su) When a mythic cyberphrenic tadpole would be destroyed, rendered helpless, or removed from a host, as an immediate action it can expend one use of its mythic power to create an identical duplicate of itself with one-half its current hit points, which remains embedded within the host.

Internalization (Ex) A cyberphrenic tadpole that begins its turn grappling a target can make a grapple check to burrow inside its host rather than simply maintaining its grapple. If the grapple check succeeds, the tadpole implants itself along the host's brain stem or spine, entwining its filaments into the target's neural fibers. While internalized, the tadpole has total cover against any attacks coming from outside the host's body; however, if the target takes 10 or more points of electricity damage in a single round, the tadpole is rendered helpless for 1d10 x 10 minutes (DC 15 Fortitude negates).

Removing an internalized tadpole is difficult, though as long as it remains helpless it can be removed by surgical means, requiring 1 hour of work and DC 20 Disable Device and Heal checks. Removing the tadpole causes 1d3 points of Charisma, Intelligence, and Wisdom damage, reduced by 1 for every 5 points by which the check exceeds the DC.

If the tadpole is not rendered inert first, it can be removed with an emergency surgery, though it squirms and slithers through its host's innards to avoid removal. Performing emergency surgery is a full-round action that provokes attacks of opportunity and can be performed only on a willing or helpless host. The host takes 1 point of Constitution damage per round and becomes immediately sickened and exhausted, with each effect lasting 1 hour for each round the surgery continues. Even after the surgery is complete, the host takes 1 point of Constitution bleed, which can be ended with a DC 20 Heal check or by magical healing.

Each round of emergency surgery, the creature trying to remove the tadpole makes a Heal check and a Disable Device check with an initial DC of 20, but each time a check is failed both DCs increase by 1. After making 2d4 successful checks, the tadpole is isolated and a single ally of the surgeon can attack the tadpole with a readied action. The tadpole has improved cover (+8 bonus to AC, +4 to Reflex saves and improved evasion) against this attack, and a missed attack strikes the host instead. If the tadpole is destroyed, it can be removed as if it were inert (see above). Alternatively, the surgeon can attempt a drag or grapple combat maneuver to tear the tadpole free. This traumatic removal from the host's nervous system deals 1d6 points each of Charisma, Intelligence, and Wisdom damage to the host but also leaves the tadpole stunned for 1d4 rounds, after which it attempts to attach itself to the nearest living creature.

If the attack fails to destroy the tadpole or the drag or grapple maneuver fails to dislodge it, the tadpole slips away and 1d4 additional successful Disable Device and/or Heal checks are required to make another attempt to remove it. Only one attack or combat maneuver is allowed, though allies may use the aid another action or otherwise assist the attacker or the surgeon in their attempt. **Telepathic Relay (Su)** A cyberphrenic tadpole emits a telepathic homing impulse that connects it with its creator and its host. Its creator can sense the tadpole's (and the host's) location once per day as if using *locate creature*. In addition, once per day the creator can spend 1 minutes attuning his mind to the tadpole in order to transmit one of the following effects to the host: *detect thoughts, dream, modify memory, nightmare, sending,* or *suggestion.* These abilities function at a caster level equal to the creator's character level, and relevant save DCs are set based on the spell level of the selected effect, modified by the tadpole's Wisdom score. Because of the creator's attunement with the host's mental processes through the tadpoles neural grafting, the host takes a -4 penalty to saving throws against mind-affecting effects used by the creator.

Cyberphrenic tadpoles are created by mad scientists to implant into their victims, rendering them more pliable to later mental influence and control and allowing the scientist to monitor the host's activities. A host may be unaware that a cyberphrenic tadpole has been introduced, as they may be implanted while a victim is unconscious, unaware, or otherwise helpless and the wound left behind by its entry into the host healed and memory of this invasion of the flesh erased by a concomitant invasion of the mind. Grafting itself onto the host's nervous system, a cyberphrenic tadpole is very difficult to remove and subsists parasitically on the bioelectrical and biothermal processes within the host's body.

A cyberphrenic tadpole's body is usually only a few inches long and an inch wide, though its tentacular filaments can be up to a foot long. The creature as a whole weighs only a few ounces.

Requirements Craft Construct, Mythic Crafter, modify memory, shrink item, telepathic bond, **Skill** Craft (metal) DC 20; **Cost** 4,000 gp





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