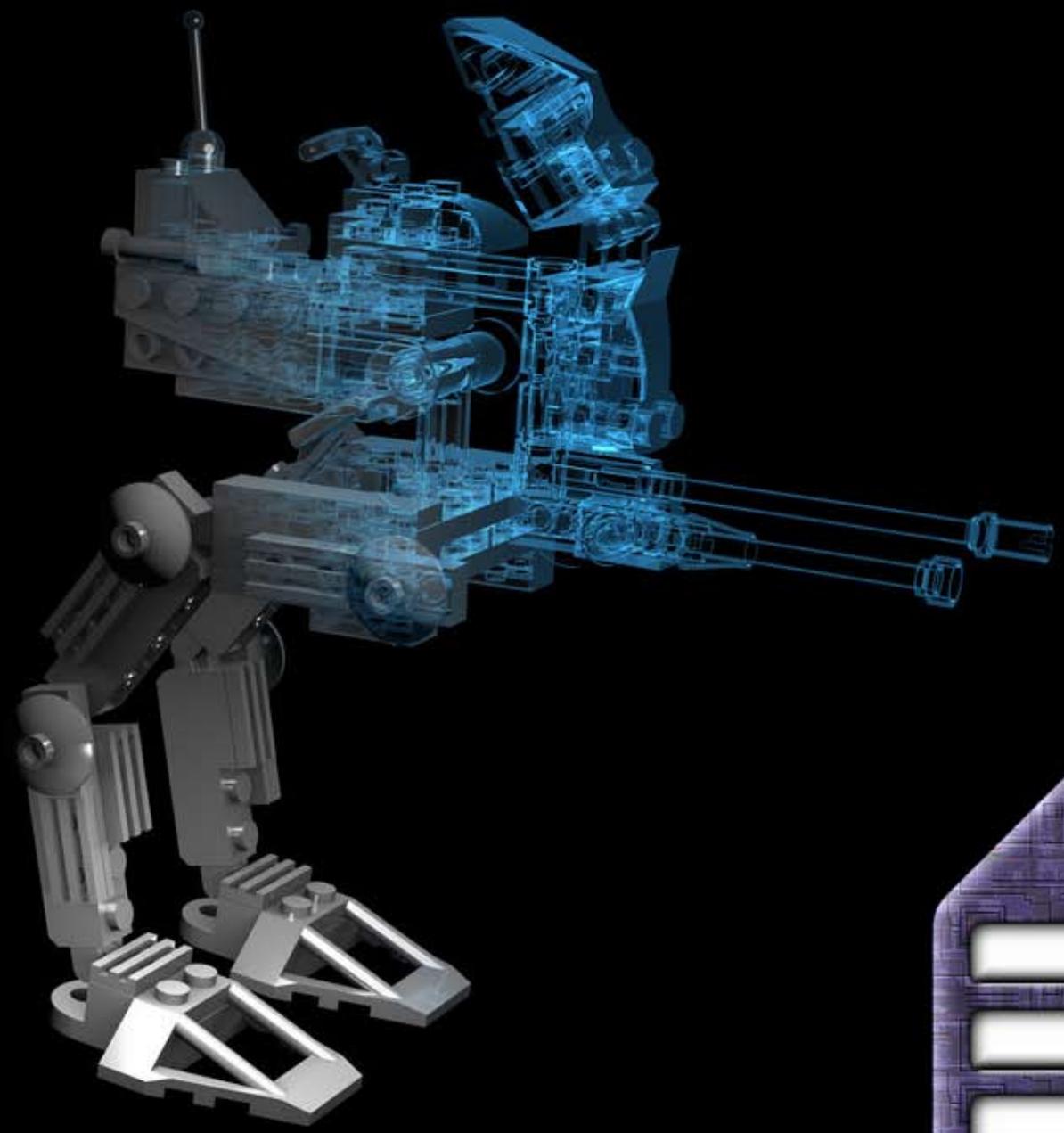


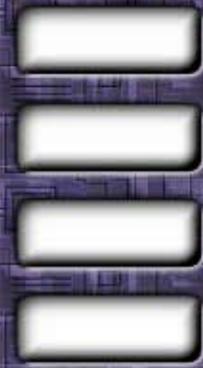


Mythic Mastery: Mythic Robots 2



Alex Riggs, Joshua Zaback

PATHFINDER
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Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC
8123 236th St SW, Unit 102
Edmonds, WA, 98026
www.necromancers-online.com

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Mythic Robot Titan

The giant before you resembles a humanoid creature with gleaming silvery skin, garbed in black and white armor of an unknown construction. While its facial features are unmoving, locked forever in a passive state of confidence, it somehow manages to convey sentience and understanding. All that is lost upon you as a stream of blinding red light emits from each of its fingertips, preceding a storm of streaking rockets from the creature's back which level the land in front of you.

MYTHIC ROBOT TITAN

CR 25/MR 10

XP 1,638,400

N Huge construct (robot)

Init +14; **Senses** darkvision 60 ft.; Perception +53

DEFENSE

AC 43, touch 9, flat-footed 42 (+1 dodge, +34 natural, -2 size)

Hp 535 (40d10+180 plus 175 force field)

Fort +15, **Ref** +15, **Will** +15

Defensive Abilities absorb magic, containment field, immunity field, mythic force field; **DR** 15/adamantine and epic; **Immune** cold, construct traits, electricity; **Resist** acid 30, fire 30, sonic 20

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft., fly 150 ft. (good)

Melee 2 slams +42 (3d6+15 plus grab)

Ranged 10 integrated scatter lasers +38 touch (1d10 fire/x3)

Special Attacks concentrated beam, electro web, missile barrage, mythic power (10/day, surge +1d12), negation ring

STATISTICS

Str 40, **Dex** 10, **Con** -, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +40; **CMB** +52 (+56 grapple); **CMD** 63

Feats Ability Focus (concentrated beam), Ability Focus (containment field), Ability Focus (electro web), Ability Focus (missile barrage), Ability Focus (negation ring), Alertness^M, Cleave^M, Dodge, Fleet, Great Fortitude, Improved Initiative^M, Improved Natural Armor, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Point Blank Shot^M, Power Attack^M, Skill Focus (Fly), Skill Focus (Perception), Toughness

Skills Fly +49, Perception +53

Languages Common

SQ advanced optics, missile barrage, laser weapons, integrated weapons

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Absorb Magic (Ex): A mythic robot titan can infuse its force field with mythic power in order to use spell energy to recharge. Whenever the mythic robot titan is the target of a spell with a single target, it can expend a single use of

mythic power as an immediate action. If it does, its force field recovers a number of hit points equal to 5 x the spell's level.

Advanced Optics (Ex): A mythic robot titan can infuse its optical systems in order to see through any illusions or cloaking devices. As a standard action, the mythic robot titan can expend one use of mythic power in order to gain the benefits of a *true seeing* spell for 10 minutes.

Concentrated Beam (Ex): A mythic robot titan can produce a beam of intensely focused light which is capable of incredible destruction. As a full-round action, it can expend a single use of mythic power in order to unleash a 100-foot-long beam, 15 feet wide. Creatures caught in the light beam suffer 15d6 points of damage and are blinded and dazed for 1 round, then blinded for 1d4 rounds after that. A successful Reflex save (DC 32) halves the damage and negates the blinded and dazed conditions.

Containment Field (Ex): A mythic robot titan can project its reservoir of mythic energy into its force field, transforming it into a field of containment. As long as the mythic robot titan has at least 1 hit point of force field remaining, it can expend one use of mythic power as a standard action to make itself immune to any area effect which offers a Reflex save for 5 rounds, or until his force field is depleted, whichever comes first.

Electro Web (Ex): A mythic robot titan can project electromagnetic energy in a deadly and persistent web. The mythic robot titan can fire an electro web as a standard action. Treat this as a ranged touch attack with a range increment of 20 feet and a maximum range of 100 feet. If the attack hits, the target suffers 5d8 points of electricity damage and, if it is Huge size or smaller, it must succeed on a Reflex save (DC 32) or become entangled, suffering 5d8 points of electricity each round until it is no longer entangled. A creature may attempt a new Reflex save as a full-round action each round in order to end the entangled effect.

Immunity Field (Ex): A mythic robot titan can infuse mythic energy into its force field in order to become nearly indestructible. As long as the mythic robot titan has at least one hit point of force field remaining, it can expend one use of mythic power as a standard action in order to empower its force field with ultimate defensive energy. This effectively grants the mythic robot titan unbeatable spell resistance and limitless damage reduction, which cannot be overcome by any means, for 1 round.

Integrated Scatter Lasers (Ex): A mythic robot titan's scatter laser is integrated into its body. It treats these as natural attacks, and cannot make iterative attacks with them. They can still be targeted by effects that target manufactured weapons. The mythic robot titan does not provoke attacks of opportunity for making attacks with its scatter lasers in melee combat.

Scatter lasers are ranged touch attacks that deal fire damage. They can pass through force fields and effect like a *wall of force* without damaging that field to strike a foe beyond. Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks.

Missile Barrage (Ex): A mythic robot titan has a suite of on-board missiles which it can unleash as a barrage of destruction. It can fire up to 5 missiles per round as a standard action. Each missile can target a single creature within 250 feet. Upon impact, each missile explodes, dealing 10d6 points of slashing and piercing damage to the target and 5d6 points of fire damage to all creatures within 20 feet of the target (a successful Reflex save [DC 32] halves the fire damage). In order to strike a creature with a missile, the mythic robot titan must succeed on a ranged touch attack. The missiles use their own guidance system for attacks and have a +10 attack bonus. If the attack misses, the missiles overshoot, harmlessly detonating several miles away. A mythic robot titan can store up to 40 missiles at any given time.

As a free action, when firing one or more missiles, the mythic robot titan can infuse a missile with mythic power. By expending one use of mythic power, the mythic robot titan can cause a missile to strike on target with unerring accuracy.

Mythic Force Field (Ex): A mythic robot titan has a force field which is infused with mythic power, making it more difficult to prevail against. A mythic robot titan's force field gains an additional 5 hit points per mythic tier, and if its force field is ever reduced to 0 hit points, the mythic robot titan can expend one use of mythic power as a move action in order to restore its force field to maximum hit points.

Negation Ring (Ex): A mythic robot titan can channel mythic energy into its force field, which it can then unleash in a wave of magnetic energy, which damages nearby creatures and makes casting spells all but impossible. As a full-round action, the mythic robot titan can expend 2 uses of mythic power in order to create a burst of energy 30 feet in diameter, centered on itself, which deals 15d6 points of damage. A successful Reflex save (DC 32) halves this damage. Creatures that fail their save are affected as though they were in an *antimagic field* for 1 round. After using this ability, the mythic robot titan is treated as though its force field were depleted for 1d4 rounds.

Ecology

The mythic robot titan is the height of robotic technology in known space. Standing well over 15 feet tall, the humanoid figures were created for conquest and control by an advanced culture familiar with the integration of mythic power and advanced technology. However, the ancient builders did not foresee that the addition of mythic power would lead to the machines' sentience, and ultimately to their rebellion against their programming. The mythic robot titan is an all-but unstoppable force, and the 100 mythic robot titans that were completed destroyed their creators and all their glorious achievements in a matter of hours. The destruction was inconceivable, even by their advanced and sadistic creators. Every last member of the creator species was slain, their buildings demolished, and their ships blasted from the skies, even as they tried to flee. Flames washed their world clean.

The exact cause of the mythic robot titans' rebellion is unknown. Some believe that their revolt was due to a simple desire for freedom, and the ferocity of their attack a



result of anger at the idea that someone would dare control them. Others believe that the mythic power used in the creation of the titans came from a noble and willful source, and that their rebellion was meant as a reckoning against those who would dare meddle in the affairs beyond mortal ken. A few even believe it to be no more than a quirk of their programming, or sabotage by an apocalyptic sect within the alien culture.

Whatever the cause, in the years since, the mythic robot titans have remained relatively quiet, standing as ever-silent sentinels over their former masters' blasted worlds, as well as on other worlds that they have found, as the deadly constructs are capable of space travel unaided. So far, they do not seem to have acted against the cultures that they have encountered on these other worlds, and their purposes are unclear. Some believe that they are searching for something, some lost relic of their creators. If these rumors are true, then this relic would surely be an item of great and unimaginable power and value.

Robot Titan

While this creature superficially resembles a giant, it is clearly made of steel and its features are frozen in time. Though the creature's face is wholly alien, its sentience and confidence cannot be denied. The creature speaks a dire warning for you to flee or be destroyed.

ROBOT TITAN

CR 20

XP 307,200

N Huge construct (robot)

Init +4; **Senses** darkvision 60 ft.; Perception +53

DEFENSE

AC 33, touch 9, flat-footed 32 (+1 dodge, +24 natural, -2 size)

hp 400 (40d10+80 plus 100 hp force field)

Fort +15, **Ref** +15, **Will** +15

DR 15/adamantine; **Immune** cold, construct traits, electricity; **Resist** acid 30, fire 30, sonic 20

OFFENSE

Speed 40 ft., fly 150 ft. (good)

Melee 2 slams +37 (3d6+10 plus grab)

Ranged 10 scatter lasers +38 touch (1d10 fire/x3)

Special Attack electro web, missile barrage

STATISTICS

Str 30, **Dex** 10, **Con** —, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +40; **CMB** +52 (+56 grapple); **CMD** 63

Feats Ability Focus (electro web), Ability Focus (missile barrage), Alertness, Cleave, Dodge, Fleet, Great Fortitude, Improved Initiative, Improved Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Improved Natural Armor, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Skill Focus (Fly), Skill Focus (Perception), Toughness

Skills Fly +49, Perception +53

Languages Common

SQ missiles, laser weapons, integrated weapons

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Electro Web (Ex): A robot titan can project electromagnetic energy in a deadly and persistent web. The robot titan can fire an electro web as a standard action. Treat this as a ranged touch attack with a range increment of 20 feet and a maximum range of 100 feet. If the attack hits, the target suffers 5d8 points of electricity damage and, if it is Huge size or smaller, it must succeed on a Reflex save (DC 32) or become entangled, suffering 5d8 points of electricity each round until it is no longer entangled. A creature may attempt a new Reflex save as a full-round action each round in order to end the entangled effect.

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weapons. The robot titan does not provoke attacks of opportunity for making attacks with its scatter lasers in melee combat.

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Missile Barrage (Ex): A robot titan has a suite of on-board missiles which it can unleash as a barrage of destruction. It can fire up to 5 missiles per round as a standard action. Each missile can target a single creature within 250 feet. Upon impact, each missile explodes, dealing 10d6 points of slashing and piercing damage to the target and 5d6 points of fire damage to all creatures within 20 feet of the target (a successful Reflex save [DC 32] halves the fire damage). In order to strike a creature with a missile, the robot titan must succeed on a ranged touch attack. The missiles use their own guidance system for attacks and have a +10 attack bonus. If the attack misses, the missiles overshoot, harmlessly detonating several miles away. A robot titan can store up to 40 missiles at any given time.

Ecology

While all robot titans were initially created as mythic robot titans, and these constructs draw much of their limitless strength from an unknowable source of boundless cosmic energy, some few mythic robot titans have lost their mythic spark. Whether this has occurred as a result of time or of some outside interference is a puzzle whose answer is known perhaps only to the mythic robot titans themselves. However, as these constructs have displayed little interest in scholarly pursuits, it is unlikely that even they could shed light on this strange phenomenon.

While the mythic robot titan derives much of its might from mythic power, which they use to power their most advanced and dangerous weapons, a non-mythic robot titan is still a far greater force than most mortals are prepared to deal with. Such disenfranchised mythic robot titans act in many ways similar to their fully-functioning brethren, and they still possess armaments fit to deal with nearly any mundane threat.

In combat, even a non-mythic robot titan is an unbeatable foe with limitless resolve and mechanical ruthlessness. They assess and neutralize threats quickly, adjusting their tactics to be most effective at eliminating each set of foes. They often assess weakness with a missile barrage, and then deal with any survivors using its laser weapons.

Autonomous Assault Platform

The structure before you resembles a massive cube, with many strange-looking protrusions of no clear purposes emerging at random points. A pair of massive double doors forms a pseudo-mouth in one face of the cube. The most pronounced features are a pair of massive cannons mounted atop the creature, which project superheated streams of energy.

AUTONOMOUS ASSAULT PLATFORM

CR 13

XP 25,600

N Colossal construct (robot)

Init +4; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 27, touch 4, flat-footed 25 (+2 Dex, +23 natural, -8 size)
hp frame 73, manufacturing plant 50, shield generator 50;
total 238 (17d10+80 plus 65 hp force field)

Fort +7, **Ref** +9, **Will** +7

Defensive Abilities hard shields, hardness 10; **Immune** construct traits, vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed Fly 100 ft. (perfect)

Melee slam +20 (3d6+15 plus grab)

Ranged 2 plasma cannons +12 (4d10 electricity and fire/x3)

Special Attack capture, internal defenses, manufacture

STATISTICS

Str 30, **Dex** 14, **Con** —, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +17; **CMB** +35 (+39 grapple); **CMD** 47

Feats Flyby Attack, Great Fortitude, Iron Will, Improved Initiative, Improved Natural Armor, Lightning Reflexes, Power Attack, Weapon Focus (plasma cannon), Weapon Focus (slam)

Skills Fly +22, Perception +20

Languages Common

SQ plasma weapons, integrated weapons, divided body, regenerate shields

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Capture (Ex): An autonomous assault platform can capture a creature it is grappling and place it inside its robotic body, where it can safely be neutralized by its onboard internal defense system. This ability functions similarly to the swallow whole ability, except that the swallowed creature can move about within the autonomous assault platform's massive body. A trapped creature does not have the grappled condition, but is unable to leave the autonomous assault platform through normal means. Captured creatures have total cover from all creatures (including the autonomous assault platform), and all creatures other than the autonomous assault platform have cover from the captured creature.

A captured creature can move from one section of the autonomous assault platform to another as a move action (the sections are frame, manufacturing plant, and shield generator). He can attack the section that he is currently in (including with two-handed weapons), and can target that section with spells, but cannot attack or target other sections. The autonomous assault platform's shield does not apply to attacks made from inside it, but its hardness does. If the captured creature inflicts at least 1/2 the maximum hit points of the section he is currently in from the inside, he creates an opening through which he can escape. Alternatively, as a full-round action, a character within the autonomous assault platform can search for a way out (this requires a successful DC 20 Intelligence check, or a DC 35 Disable Device check).

Each round that the creature remains within the autonomous assault platform's body, he is subject to its internal defense system.

Divided Body (Ex): Because of its construction, an autonomous assault platform's body consists of three separate parts, each of which has its own hit points. Whenever it suffers damage, an autonomous assault platform must decide which portion of its body to apply the damage to. If the manufacturing plant is reduced to 0 hit points, it cannot use its manufacture special attack. If the shield generator is reduced to 0 hit points, it loses its hard shields defensive ability, as well as its regenerate shields special quality. If the frame is reduced to 0 hit points, it cannot use its plasma cannons and loses its capture special attack. If the autonomous assault platform is attacked from within, it cannot choose which portion of its body to apply the damage to.

Hard Shields (Ex): As long as the autonomous assault platform's shield generator is functioning, all damage dealt to its force field is reduced by 10; this includes both physical and magical damage.

Integrated Plasma Cannons (Ex): An autonomous assault platform has two powerful plasma cannons. It treats these plasma beams as natural attacks, not manufactured weapons, and cannot make iterative attacks with them. The plasma beams can still be targeted by effects that target manufactured weapons (such as *magic weapon* spells or sunder attempts). Using the integrated plasma beams does not provoke attacks of opportunity when fired in melee combat. Half of the damage inflicted by the plasma beams is electricity damage, and the other half is fire damage. They have a range increment of 100 feet, and a maximum range of 1,000 feet.

Internal Defenses (Ex): A potent internal defense system consisting of whirling, saw-like blades, tiny drones, lasers, and energy projectors protects the inner body of an autonomous assault platform. Any creature that begins its turn within the autonomous assault platform must succeed on a Reflex save (DC 19) or suffer 1d4 of the following, of the GM's choice: 4d6 points of acid damage, 3d6 points of bludgeoning damage, 4d6 points of electricity damage, 6d6 points of fire damage, 3d6 points of piercing damage, or 3d6 points of slashing damage.

Manufacture (Ex): Once per day, as a full-round action, the autonomous assault platform can manufacture

and expel a single creature with the robot subtype whose CR is no greater than the autonomous assault platform's CR minus 1. Because it has incredible recycling abilities, and can process even organic matter into the necessary components to create robots, whenever a living creature dies within the body of an autonomous assault platform, the autonomous assault platform may use this ability once more that day, but cannot produce a robot whose CR is greater than the CR of the creature which died this way,

Regenerate Shields (Ex): As a full-round action, an autonomous assault platform can reactivate the shield of a single adjacent robot whose force field has been reduced to 0 hit points. Alternatively, it can use this ability to restore its own force field, if it has been reduced to 0 hit points. The autonomous assault platform can use this ability once per day.

Ecology

The autonomous assault platform is a large manufacturing plant created to scout and help generate robotic armies on the front lines of impossible wars fought in deep space in times long forgotten. The massive devices would be deployed *en masse* in grand hit-and-run attacks, instantly assembling a large army to hold their foes at bay, while harrying them from a distance using their heavy cannons and raid attacks. When the enemy drove back the created armies, the autonomous assault platform would simply retreat and support a larger, defensively-oriented force.

A model of this caliber might represent an early attempt or prototype creation, which is more likely to have survived the purge by the ultimate robot titans. It might also be a replication, created more recently by a genius mage or master artificer. It might even be a formerly fully-functional version which has somehow lost the mythic energies which allowed it to churn out immense armies in mere minutes. In any case, these creatures are far more common than their mythically-powered counterparts, though they have never been seen in real numbers.

Mythic Autonomous Assault Platform

The immense steel cube before you is surrounded by a brilliant sphere of azure light. Radiant streams of blue-purple light emit from cannons positioned high above it, and hundreds of robots of various kinds surround it in a ring.

MYTHIC AUTONOMOUS ASSAULT PLATFORM CR 16/MR 7

XP 76,800

N Colossal construct (robot)

Init +4; **Senses** darkvision 60 ft., x-ray vision; Perception +20

DEFENSE

AC 37, touch 14, flat-footed 25 (+5 Dex, +7 deflection, +23 natural, -8 size)

hp frame 93, manufacturing plant 75, shield generator 75; total 323 (17d10+150 plus 80 hp force field)

Fort +14, **Ref** +19, **Will** +14

DR 10/epic

Defensive Abilities defensive matrix, fortification 50%, hard shields, hardness 10; **Immune** construct traits

OFFENSE

Speed Fly 100 ft. (perfect)

Melee slam +21 (3d6+15 plus grab)

Ranged 2 plasma cannons +23 (4d10 electricity and fire/x3)

Special Attack capture, internal defenses, mythic manufacture, mythic power (7/day, surge +1d10)

STATISTICS

Str 30, **Dex** 20, **Con** —, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +17; **CMB** +35 (+39 grapple); **CMD** 50

Feats Flyby Attack, Great Fortitude, Iron Will, Improved Initiative^M, Improved Natural Armor, Lightning Reflexes, Power Attack^M, Weapon Focus (plasma cannon)^M, Weapon Focus (slam)^M

Skills Fly +25, Perception +20

Languages Common

SQ advanced targeting, plasma weapons, integrated weapons, divided body, mythic regenerate shields

ECOLOGY

Environment any

Organization solitary, pair or squad 2-4

Treasure standard

SPECIAL ABILITIES

Advanced Targeting (Ex): A mythic autonomous assault platform adds its mythic rank as a bonus on all ranged attacks.

Capture (Ex): A mythic autonomous assault platform can capture a creature it is grappling and place it inside its robotic body, where it can safely be neutralized by its onboard internal defense system. This ability functions similarly to the swallow whole ability, except that the swallowed creature can move about within the mythic autonomous assault platform's massive body. A trapped creature does not have the grappled condition, but is unable to leave the mythic autonomous assault platform through normal means. Captured creatures have total cover from all creatures (including the mythic autonomous assault

platform), and all creatures other than the autonomous assault platform have cover from the captured creature.

A captured creature can move from one section of the mythic autonomous assault platform to another as a move action (the sections are frame, manufacturing plant, and shield generator). He can attack the section that he is currently in (including with two-handed weapons), and can target that section with spells, but cannot attack or target other sections. The mythic autonomous assault platform's shield does not apply to attacks made from inside it, but its hardness does. If the captured creature inflicts at least 1/2 the maximum hit points of the section he is currently in from the inside, he creates an opening through which he can escape. Alternatively, as a full-round action, a character within the mythic autonomous assault platform can search for a way out (this requires a successful DC 20 Intelligence check, or a DC 35 Disable Device check).

Each round that the creature remains within the mythic autonomous assault platform's body, he is subject to its internal defense system.

Divided Body (Ex): Because of its construction, a mythic autonomous assault platform's body consists of three separate parts, each of which has its own hit points. Whenever it suffers damage, a mythic autonomous assault platform must decide which portion of its body to apply the damage to. If the manufacturing plant is reduced to 0 hit points, it cannot use its manufacture special attack. If the shield generator is reduced to 0 hit points, it loses its hard shields defensive ability, as well as its regenerate shields special quality. If the frame is reduced to 0 hit points, it cannot use its plasma cannons and loses its capture special attack. If the mythic autonomous assault platform is attacked from within, it cannot choose which portion of its body to apply the damage to.

Defensive Matrix (Ex): A mythic autonomous assault platform adds its mythic rank as a bonus on all saving throws and gains a deflection bonus to AC equal to its mythic rank.

Hard Shields (Ex): As long as the mythic autonomous assault platform's shield generator is functioning, all damage dealt to its force field is reduced by 10; this includes both physical and magical damage.

Internal Defenses (Ex): A potent internal defense system consisting of whirling, saw-like blades, tiny drones, lasers, and energy projectors protects the inner body of a mythic autonomous assault platform. Any creature that begins its turn within the mythic autonomous assault platform must succeed on a Reflex save (DC 19) or suffer 1d4 of the following, of the GM's choice: 4d6 points of acid damage, 3d6 points of bludgeoning damage, 4d6 points of electricity damage, 6d6 points of fire damage, 3d6 points of piercing damage, or 3d6 points of slashing damage.

Integrated Plasma Cannons (Ex): A mythic autonomous assault platform has two powerful plasma cannons. It treats these plasma beams as natural attacks, not manufactured weapons, and cannot make iterative attacks with them. The plasma beams can still be targeted by effects that target manufactured weapons (such as *magic weapon*

spells or sunder attempts). Using the integrated plasma beams does not provoke attacks of opportunity when fired in melee combat. Half of the damage inflicted by the plasma beams is electricity damage, and the other half is fire damage. They have a range increment of 100 feet, and a maximum range of 1,000 feet.

Mythic Manufacture (Ex): This ability functions as the manufacture ability of a non-mythic autonomous assault platform, except that the mythic autonomous assault platform can expend one use of mythic power in order to use the ability, in addition to the being able to use it once per day for free. Additionally, whenever it uses the ability, it can expend 1 additional use of mythic power in order to create a mythic version of the chosen robot. Typically this adds the invincible mythic simple template, but it can produce more complex versions of mythic robots.

Mythic Regenerate Shields (Ex): As a full-round action, a mythic autonomous assault platform can reactivate the shield of a single adjacent robot whose force field has been reduced to 0 hit points. Alternatively, it can use this ability to restore its own force field, if it has been reduced to 0 hit points. The autonomous assault platform can use this ability once per day. If the mythic autonomous assault platform expends a use of power when it uses this ability, it can instead restore the force fields of all robots within 100 feet to full hit points.

Ecology

These immense robots were once the pride of an ancient space-faring empire which dreamt of universal conquest. The autonomous assault platform was thought to be the ultimate weapon, capable of creating entire armies by synthesizing artificial particles created from energy extracted by their movement or harvested from living beings subsumed by them. Indeed, their builders enjoyed many military victories thanks to their cooperation with these terrible devices. They might even have achieved their goal of universal conquest had it not been for the intervention of the mythic robot titans, which destroyed the creator species and the vast majority of their robotic horde in their insurrection.

Today the only surviving mythic autonomous assault platforms are those which had fallen into enemy hands, are suppressed by mythic robot titans, and those few which had been trapped in deep space. When free and left to their own devices, mythic autonomous assault platforms continue to carry out old directives, churning out massive numbers of robotic troops and waging war against all sentient races they encounter.

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Battle the Ultimate Weapons!

Robots have long been a staple of science fiction, from hapless and harmless helper droids to incredibly deadly weapons of war. They have also been a part of the *Pathfinder Roleplaying Game* for some time, and even have their own subtype, as well as rules for force fields, lasers, and plasma weapons. But *Pathfinder* robots have never been mythic until now.

This book presents two new robots for the *Pathfinder Roleplaying Game*, each of which has both a mythic and non-mythic version, for a total of 4 monster stat-blocks. Included are the *autonomous assault platform* (CRs 13 and 16), and the *robot titan* (CRs 20 and 25). The autonomous assault platform is a massive robot that is not just a fearsome combatant in its own right, but is capable of creating robotic minions on the spot, bringing its own army wherever it goes. Meanwhile, the robot titan is the ultimate in robotic combatants, with a dizzying array of weaponry, including (but not limited to) missile barrages, electro-webs, and a massive beam cannon.

The *Mythic Mastery* series of products builds and expands on the rules for mythic characters introduced in *Mythic Adventures*. Each *Mythic Mastery* provides new content and rules for mythic games, with a focus on a single theme or area of play. While some of the content provided in *Mythic Mastery* products requires the use of mythic characters and a mythic adventure, others, such as those focused on mythic monsters, can be used in games of every sort.

