# Mythic Mastery: Mythic Robots

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## **Buzzsaw** Drone

This unusual construct is shaped like a spinning silvery disc, about 2 feet in diameter. It floats several feet from the ground, and a glowing blue light is visible on its underside. On top, a glass dome about 6 inches in diameter is visible above the disc. A red light within this dome pivots to face you, and then with a sudden whirring scream, the flying construct rushes towards you.

#### **BUZZSAW DRONE**

**XP 800** 

N Tiny construct (robot)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

#### DEFENSE

AC 18, touch 15, flat-footed 15 (+2 Dex, +1 dodge, +3 natural, size +2); +4 vs. attacks of opportunity hp 16 (3d10)

### Fort +1, **Ref** +3, **Will** +2

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

#### OFFENSE

Speed 5 ft., fly 40 ft. (good) Melee buzzsaw +7 touch (1d6+2/18-20) Space 2-1/2 ft.; Reach 0 ft. Special Attacks diving strike

#### STATISTICS

Str 15, Dex 15, Con —, Int 6, Wis 12, Cha 1 Base Atk +3; CMB +3; CMD 15 Feats Dodge, Mobility Skills Fly +16 Languages Common (can't speak) SQ wobbly body

#### ECOLOGY

**Environment** any **Organization** solitary, pair, squadron (3-12) **Treasure** standard

SPECIAL ABILITIES

**Buzzsaw:** A buzzsaw drone's body is primarily comprised of a spinning circular saw blade, and it attacks by ramming into other creatures and attempting to cut them with this blade. When used as a melee weapon, this blade resolves attacks as touch attacks, and deals damage to both the target and the target's armor (if any) with each hit. Additionally, these attacks ignore hardness less than 10, and count as magic for the purposes of overcoming damage reduction.

**Diving Strike (Ex):** Whenever a buzzsaw drone uses the charge action, if it moves vertically downward at least 10 feet as part of the charge, it gains a +4 bonus on any damage rolls made as part of that charge action.

Wobbly Body (Ex): A buzzsaw drone's unusual shape makes it particularly vulnerable to being knocked out



of the air. Whenever a creature hits a buzzsaw drone with a melee or ranged attack, even if the attack does no damage, the buzzsaw drone must succeed on a Fly check or lose 10 feet of altitude. The DC for this check is equal to 20 + the damage dealt, instead of the normal DC. If this causes the buzzsaw drone to fall to ground level, it gains the prone condition. A buzzsaw drone cannot attack while prone, and it is a full-round action that provokes attacks of opportunity for it to get up from prone (doing so causes it to be flying 5 feet off the ground).

#### Ecology

CR 3

Buzzsaw drones are versatile robots that were created to serve a variety of purposes. Typically, they are used for scouting and other reconnaissance, and their buzzsaw blades are used primarily as a means of defense, which simply takes advantage of the natural spinning motion that they use to stay aloft. Buzzsaw drones have also been adapted for civilian use: they were commonly used for harvesting lumber, and entire squads of them would fly through the air in a forest, chopping down trees as they went, to quickly clear a region. A few records even indicate that there was a time when they were used for entertainment, and would be forced to battle one another in the air over packed arenas, or, in darker times, might be sent to combat living foes, who would often be sliced to ribbons by the flying, whirling blades of death.

All of this was long ago, however, and there are currently no known races who are capable of building a buzzsaw drone, and few would even be able to repair or provide upkeep for one. That said, a few ancient relics can still be found in hidden corners of the world, waiting to be switched on, and most likely providing a nasty surprise for whoever does so. A few of the devices can be found now and then on the black market, and some particularly wealthy and eccentric individuals are rumored to even have a collection of them. Of course, many fail to recognize the potential value in these robots, especially if the buzzsaw drone is not powered on, and it is not inconceivable that these might be found hanging on walls as decorations or even fashioned into crude bucklers.

## Mythic Buzzsaw Drone

This gleaming silvery construct is shaped like a flat metal disc, with dozens of six-inch, curved, serrated blades jutting out horizontally at every angle. A glass dome, seated atop this disc, seems somehow to stay in place, even as the rest of the construct spins, and a pulsing blue light from within seems to be looking right at you.

#### MYTHIC BUZZSAW DRONE

CR 4/MR 2

#### XP 1,200

N Tiny construct (robot)

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

DEFENSE

AC 20, touch 15, flat-footed 17 (+2 Dex, +1 dodge, +5 natural, +2 size); +6 vs. attacks of opportunity hp 36 (3d10+20) Fort +1, Ref +3, Will +2

**Defensive Abilities** hardness 12; **Immune** construct traits **Weaknesses** vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 5 ft., fly 40 ft. (good)
Melee buzzsaw +8 touch (1d6+3/18-20)
Space 2-1/2 ft.; Reach o ft.
Special Attacks diving strike, mythic power (2/day, surge +1d6), sweeping strike

STATISTICS

Str 17, Dex 15, Con —, Int 6, Wis 12, Cha 1 Base Atk +3; CMB +4; CMD 16 Feats Dodge, Mobility<sup>M</sup> Skills Fly +16 Languages Common (can't speak) SQ wobbly body

#### ECOLOGY

**Environment** any **Organization** solitary, pair, squadron (3-12) **Treasure** standard

SPECIAL ABILITIES

**Buzzsaw:** A mythic buzzsaw drone's body is primarily comprised of a spinning circular saw blade, and it attacks by ramming into other creatures and attempting to cut them with this blade. When used as a melee weapon, this blade resolves attacks as touch attacks, and deals damage to both the target and the target's armor (if any) with each hit. Additionally, these attacks ignore hardness less than 10, and count as magic for the purposes of overcoming damage reduction.

**Diving Strike** (Ex): Whenever a mythic buzzsaw drone uses the charge action, if it moves vertically downward at least 10 feet as part of the charge, it gains a +4 bonus on any damage rolls made as part of that charge action.

Additionally, whenever it uses this ability, the mythic buzzsaw drone can expend a use of mythic power. If it does, it

increases the critical multiplier of all attacks made as part of the charge to x4. This ability must be used before the mythic buzzsaw drone makes any attack rolls as part of the charge.

Mythic Hardness: A mythic buzzsaw drone does not gain DR/epic, like most mythic creatures. Instead, its hardness increases by an amount equal to its mythic rank.

**Sweeping Strike (Ex):** As a full-round action, by expending 1 use of mythic power, a mythic buzzsaw drone can quickly fly through an area at high speed, damaging creatures and objects in its path. The mythic buzzsaw drone can fly up to twice its speed. Each creature whose square it passes through as part of this movement suffers 1d6+3 points of slashing damage from the mythic buzzsaw drone's buzzsaw attack. Affected creatures can either make an attack of opportunity as the mythic buzzsaw drone enters their square, or they can attempt a Reflex save (DC 14) for half damage. The saving throw DC is Strength-based.

**Wobbly Body** (Ex): A mythic buzzsaw drone's unusual shape makes it particularly vulnerable to being knocked out of the air. Whenever a creature hits a mythic buzzsaw drone with a melee or ranged attack, even if the attack does no damage, the mythic buzzsaw drone must succeed on a Fly check or lose 10 feet of altitude. The DC for this check is equal to 20 + the damage dealt, instead of the normal DC. If this causes the mythic buzzsaw drone to fall to ground level, it gains the prone condition. A mythic buzzsaw drone cannot attack while prone, and it is a full-round action that provokes attacks of opportunity for it to get up from prone (doing so causes it to be flying 5 feet off the ground).

If it expends a use of mythic power, a mythic buzzsaw drone can get up from prone as a swift action that does not provoke attacks of opportunity. If it does so, it may immediately make a buzzsaw attack against an adjacent creature (note that doing so requires that the mythic buzzsaw drone enter that creature's square).

#### Ecology

These constructs were created by a mysterious race of ancient aliens that discovered how to harness and control a strange new energy source, the same power referred to in modern times as mythic power, in their creations. By harnessing this power, that race was able to make a version of the buzzsaw drone that was much more capable in a variety of ways. Mythic buzzsaw drones were high-quality performance machines, and were reserved for those who needed the highest quality. While they were much rarer than their non-mythic counterparts originally, they have weathered the ages much better than their lesser counterparts, and so are relatively more common than they used to be, although they are still quite hard to come by.

## Harvester

This looming metal creature has a stocky frame, with two long, thin metal arms which end in whirring, jagged-edged metal discs. Instead of legs, it moves on a pair of very wide wheel-like structures, which have been flattened into a long oval shape. A single glowing red dome, mounted on a swiveling metallic box, serves as its head.

### HARVESTER

CR 9

XP 6,400

N Large construct (robot)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 19, touch 7, flat-footed 19 (-2 Dex, +12 natural, -1 size) hp 153 (12d10+42 plus 45 hp force field) Fort +6, Ref +4, Will +6

Fort +0, Kei +4, Wiii +

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

OFFENSE

Speed 30 ft.

Melee 2 buzzsaws +16 touch (2d6+5/18-20) Ranged laser drill +9 touch (3d6 fire/x4) Space 10 ft.; Reach 5 ft.

Special Attacks buzzsaw sweep, coordinated attack

STATISTICS

Str 20, Dex 7, Con —, Int 8, Wis 10, Cha 1 Base Atk +12; CMB +18; CMD 26 (36 vs. bull rush, drag, reposition, or trip) Feats Great Fortitude, Improved Initiative, Improved Sunder,

Iron Will, Lightning Reflexes, Toughness

**Skills** Climb +0, Swim -15; **Racial Modifiers** -20 Climb, -20 Swim

Languages Common

SQ treads

ECOLOGY

**Environment** any

Organization solitary, workgroup (2-6), fleet (7-12) Treasure standard

SPECIAL ABILITIES

**Buzzsaw:** A harvester has circular saw blades attached to flexible robotic arms, which spin at high speed. When used as melee weapons, these blades resolve their attacks as touch attacks, and they deal their damage to both the target and the target's armor (if any) with each hit. Additionally, these attacks ignore hardness less than 10, and count as magic for the purposes of overcoming damage reduction.

**Buzzsaw Sweep** (Ex): As a full-round action, a harvester can sweep both of its buzzsaws in two separate arcs, potentially striking multiple creatures with each buzzsaw. For each buzzsaw, the harvester can select up to three squares, all of which are adjacent to both the harvester and to at least one other selected square. It then makes a single attack roll for that buzzsaw, and applies the result to all creatures in those squares, inflicting damage on creatures it hits as normal. If the attack roll is a critical threat, the harvester rolls to confirm against each target separately.

**Coordinated Attack (Ex):** A harvester is built to be able to use its buzzsaws and laser drill simultaneously. Whenever the harvester uses the full-attack action, it can attack with both buzzsaws and with its laser drill.

**Laser Drill:** Because this laser is highly focused, it has a critical multiplier of x4. When used to damage an object, the laser drill treats that object as having a hardness 5 lower than it actually does, and its damage is not halved before applying hardness. A harvester's laser drill has a maximum range of 60 feet.

**Treads (Ex):** A harvester moves on a large tread, rather than with legs. It costs the harvester 5 feet of movement in order to make a 90-degree turn, or 15 feet of movement in order to make a 180-degree turn, and it suffers a -20 penalty on Climb and Swim checks. On the other hand, the treads allow the harvester to ignore the effects of difficult terrain, and grant it a +10 bonus to CMD versus bull rush, drag, reposition, or trip combat maneuvers.

#### Ecology

Though they can be fearsome combatants, harvesters, as their name implies, were actually originally created specifically to harvest natural resources. Their deadly blades and laser drill are actually intended for felling timber and mining ore. Despite their relatively benign origin, however, harvesters can pose a serious threat. Many of these robots are ancient, and their programming has been corrupted by time; some have come to view humanoid creatures as threats to their operations, and so go out of their way to destroy them if they come near where the harvester is working. Many, left to their own devices for centuries, have been endlessly harvesting, systematically stripping nearby areas of resources as they move out in an ever-widening circle from their base of operations. If such harvesters encounter a town or other humanoid settlement, they are quick to dismantle and harvest it, which often brings them into conflict with local residents. In some rare cases, a harvester may even have had its programming become so degraded that it sees humanoid creatures as resources to be harvested, or it may have been deliberately tampered with to turn it into a killing machine.

## **Mythic Harvester**

This gleaming metal construct sits on a pair of massive, oversized treads, which are covered in jagged metal spikes. Its two thin, gleaming metal arms end in whirling silvery buzzsaws. A glowing red "eye," made of glass and mounted on a swiveling metal sphere, surveys the landscape furtively.

### **MYTHIC HARVESTER**

#### CR 11/MR 4

XP 12,800

N Large construct (robot)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 23, touch 7, flat-footed 23 (-2 Dex, +16 natural, -1 size) hp 215 (12d10+94 plus 55 hp force field)

Fort +6, Ref +4, Will +6

**Defensive Abilities** hardness 14; **Immune** construct traits **Weaknesses** vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee 2 buzzsaws +18 touch (2d6+7/18-20) Ranged laser drill +9 touch (3d6 fire/x4)

Space 10 ft.; Reach 5 ft.

**Special Attacks** bone-crushing trample, buzzsaw sweep, coordinated attack, laser sweep, mythic power (4/day, surge +1d8), remote saws, trample (4d6+10, DC 23).

STATISTICS

Str 24, Dex 7, Con —, Int 8, Wis 10, Cha 1

Base Atk +12; CMB +20; CMD 28 (38 vs. bull rush, drag, reposition, or trip)

**Feats** Great Fortitude, Improved Initiative<sup>M</sup>, Improved Sunder, Iron Will, Lightning Reflexes, Toughness<sup>M</sup> **Skills** Climb +2, Swim -13; **Racial Modifiers** -20 Climb, -20 Swim

Languages Common

SQ speed boost, treads

ECOLOGY

**Environment** any

**Organization** solitary, workgroup (2-6), fleet (7-12) **Treasure** standard

SPECIAL ABILITIES

**Bone-Crushing Trample** (Ex): Whenever a mythic harvester uses its trample ability, it can expend a single use of mythic power. If it does, then until the end of its turn, whenever it inflicts at least 15 points of damage to a creature with its trample ability, that creature must succeed on a Fortitude save (DC 23) or have his body painfully and disfiguringly crushed by the mythic harvester's treads. A creature that fails this saving throw is staggered. Additionally, each round, the affected creature must succeed on a Fortitude save (DC 23) or gain the stunned condition for 1 round as he is overwhelmed by pain (this is a pain effect). These effects continue until the affected creature is healed of all damage inflicted by the mythic harvester's trample ability, or for 24 hours, whichever is less. The saving throw DC is Strengthbased.

**Buzzsaw:** A mythic harvester has circular saw blades attached to flexible robotic arms, which spin at high speed. When used as melee weapons, these blades resolve their attacks as touch attacks, and they deal their damage to both the target and the target's armor (if any) with each hit. Additionally, these attacks ignore hardness less than 10, and count as magic for the purposes of overcoming damage reduction.

**Buzzsaw Sweep** (Ex): As a full-round action, a mythic harvester can sweep both of its buzzsaws in two separate arcs, potentially striking multiple creatures with each buzzsaw. For each buzzsaw, the mythic harvester can select up to three squares, all of which are adjacent to both the mythic harvester and to at least one other selected square. It then makes a single attack roll for that buzzsaw, and applies the result to all creatures in those squares, inflicting damage on creatures it hits as normal. If the attack roll is a critical threat, the mythic harvester rolls to confirm against each target separately.

**Coordinated Attack (Ex):** A mythic harvester is built to be able to use its buzzsaws and laser drill simultaneously. Whenever the mythic harvester uses the fullattack action, it can attack with both buzzsaws and with its laser drill.

**Laser Drill:** Because this laser is highly focused, it has a critical multiplier of x4. When used to damage an object, the laser drill treats that object as having a hardness 5 lower than it actually does, and its damage is not halved before applying hardness. A mythic harvester's laser drill has a maximum range of 60 feet.

Laser Sweep (Ex): As a full-round action, a mythic harvester can expend a single use of mythic power to unleash a devastating attack with its laser drill, pivoting in place to hit all creatures in a horizontal arc. The mythic harvester makes a single attack roll with its laser drill attack, and applies the result to each creature that is within a 6o-foot-radius area. Each creature whose touch AC is less than the result of the attack roll takes damage from the mythic harvester's laser drill, as normal. If the attack roll is a critical threat, the mythic harvester rolls to confirm against each target separately. Creatures at least 5 feet above or below the mythic harvester are not affected

**Mythic Hardness:** A mythic harvester does not gain DR/epic, like most mythic creatures. Instead, its hardness increases by an amount equal to its mythic rank.

**Remote Saws (Su):** As a full-round action, by expending 1 use of mythic power, a mythic harvester can detach both of its buzzsaws from its arms. If it does, the buzzsaws fly through the air and act independently, attacking the mythic harvester's enemies. Treat them as mythic buzzsaw drones, except that their buzzsaw attack inflicts the same amount of damage as the mythic harvester's buzzsaw attack (typically 2d6+7). These mythic buzzsaw drones obey the mythic harvester's commands, which it issues via radio control (treat this as telepathic commands). If these commands are somehow blocked, or the mythic harvester



moves more than 100 feet away from one of these mythic buzzsaw drones, the mythic buzzsaw drone becomes inert and falls to the ground. A mythic buzzsaw drone released in this way can operate for up to 10 minutes before it needs to return to the mythic harvester to recharge. The mythic harvester has three sets of buzzsaws hidden in its arms, and it can activate a replacement set as a swift action after releasing a set in this way (this potentially allows the mythic harvester to have six mythic buzzsaw drones and no buzzsaw attacks, at any one time).

**Speed Boost (Ex):** As a swift action, by expending 1 use of mythic power, a mythic harvester can increase its movement speed to 60 feet for 1d4 rounds.

**Treads** (Ex): A mythic harvester moves on a large tread, rather than with legs. It costs the mythic harvester 5 feet of movement in order to make a 90-degree turn, or 15 feet of movement in order to make a 180-degree turn, and it suffers a -20 penalty on Climb and Swim checks. On the other hand, the treads allow the mythic harvester to ignore the effects of difficult terrain, and grant it a +10 bonus to CMD versus bull rush, drag, reposition, or trip combat maneuvers.

### Ecology

These constructs were created by a mysterious race of ancient aliens that discovered how to harness and control a strange new energy source, the same power referred to in modern times as mythic power, in their creations. Made as an upgraded or high-end version of the standard harvester, these robots were top-of-the-line models used by those who could afford them to harvest materials far more quickly and efficiently, with less risk of interference from wildlife. Their most impressive feature is the ability to release remote saws that could be used to access hard-to-reach places, or could simply operate in tandem with the mythic harvester to process more raw material in less time.

## Witchstalker Engine

This metallic beast is vaguely canine in shape, with an oversized maw filled with serrated iron blades. From its sleek, gleaming body protrude four firearms—two on its back, and one on each of its flanks. A pair of glowing yellow eyes slowly scan the area with menacing and purposeful intent.

CR 13

#### WITCHSTALKER ENGINE

#### XP 25,600

N Large construct (robot)

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +30

#### DEFENSE

AC 25, touch 21, flat-footed 22 (+8 deflection [touch AC only], +3 Dex, +12 natural) hp 212 (18d10+48 plus 65 hp force field) Fort +8, Ref +11, Will +11 Defensive Abilities deflector array, hardness 15; Immune cold, construct traits; SR 29 Weaknesses vulnerable to critical hits, vulnerable to electricity

#### OFFENSE

Speed 30 ft., fly 60 ft. (good) Melee bite +23 (2d8+9 plus grab/19-20) Ranged 2 integrated plasma rifles +20 touch (4d6 fire and electricity), 2 integrated chain guns +20 (4d6/x4) Special Attacks containment cell (AC 10, hardness 15, 90 hp), countershot Spell-Like Abilities (CL 18<sup>th</sup>, concentration +20) Constant—arcane sight

#### **STATISTICS**

Str 22, Dex 17, Con —, Int 15, Wis 17, Cha 1 Base Atk +18; CMB +25 (+29 grapple); CMD 38 Feats Combat Reflexes, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Toughness Skills Fly +26, Knowledge (arcana) +23, Perception +30, Sense Motive +24 Languages Common ECOLOGY

#### Environment any

Organization solitary, inquisition (2-4) Treasure standard

#### SPECIAL ABILITIES

**Containment Cell (Ex):** A witchstalker engine has a special compartment within its body that is used to hold captured individuals, which is roughly 5 feet by 3 feet by 3 feet in size, and seals shut after the individual is deposited within. This ability functions similarly to the swallow whole universal monster ability, with a few exceptions. First, a creature trapped in the containment cell does not automatically take damage each round. Second, the contained creature does not retain the grappled condition, although he is trapped in a mithral box, and has total cover from all creatures outside the containment cell, including the witchstalker engine (those creatures have total cover from the contained creature, as well). The contained creature cannot escape the containment cell with a grapple or Escape Artist check, but can still attempt to cut his way out. Alternatively, a successful Disable Device check (DC equal to the witchstalker engine's CMD) disables the sealing mechanism on the containment cell, allowing the contained creature to return to the witchstalker engine's mouth. Once disabled in this way, the containment cell remains disabled until it is repaired. A witchstalker engine can only contain creatures of Medium or smaller size in this way. A Medium creature trapped in the containment cell will begin to suffocate after 2 hours.

**Countershot** (Ex): A witchstalker engine is particularly adept at interrupting spellcasters while they are casting spells by firing on them. As a swift action, a witchstalker engine can ready an action to shoot any creature that casts a spell with either one of its integrated plasma rifles or one of its integrated chain guns.

Deflector Array (Su): As long as a witchstalker engine's force field is active, it gains a +8 deflection bonus to AC, which only applies to touch attacks. Further, the witchstalker engine's force field also improves its spell resistance by 10. These bonuses are already included in the witchstalker engine's statistics entry. If the witchstalker engine's force field is shut down, its touch AC is lowered to 13, and its spell resistance is lowered to 19.

Integrated Chain Guns (Ex): These advanced firearms have a range increment of 100 feet, automatically reload as a free action, and never misfire. A witchstalker engine can process scrap metal into new ammunition, effectively giving it infinite ammo with these weapons.

**Integrated Plasma Rifles (Ex):** These weapons emit bursts of superheated, electrically charged gas known as plasma. They have a maximum range of 200 feet, and resolve as touch attacks. Half the damage dealt by plasma is fire damage, and half is electricity damage.

#### Ecology

Witchstalker engines were created for a single, very specific purpose: to hunt down and destroy spellcasters. They are equipped with special sensors that allow them to identify those with magical power, and a variety of technical features that make them a nightmare for any spellcaster to face. Their original creators used them to police certain laws that prevented the unlicensed use of magic: the engines hunted only those renegade mages who refused to register and obey the laws of magic use. That was long ago, however, and with the authorities behind the witchhunter engines gone, there is no way for one to make themselves a "registered" mage, meaning that witchstalker engines hunt all spellcasters indiscriminately.

A few enterprising individuals have managed to alter the programming of one or more witchstalker engines, allowing them to send the fearsome robots against whomever they wish. In addition to their capacity for hunting down and killing spellcasters, they also make excellent kidnappers, as they can collect their prey in their containment cell, and then bring them back to their master.

## Mythic Witchstalker Engine

This creature vaguely resembles a giant mechanical wolf. Its body is sleek and smooth, and gleams in the light. Its two "eyes" are glass plates, behind which a menacing, glowing blue light can be seen. The four large firearms protruding from its back and sides swivel towards you, and it suddenly leaps into action with the sound of screaming metal.

CR 16/MR 6

#### MYTHIC WITCHSTALKER ENGINE

XP 76,800

N Large construct (robot) Init +14; Senses darkvision 60 ft., low-light vision; Perception +30

DEFENSE

AC 32, touch 22, flat-footed 28 (+8 deflection [touch AC only], +4 Dex, +18 natural) hp 305 (18d10+126 plus 80 hp force field) Fort +8, Ref +12, Will +11; second save Defensive Abilities deflector array, hardness 21; Immune cold, construct traits; SR 35 Weaknesses vulnerable to critical hits, vulnerable to electricity OFFENSE

Speed 30 ft., fly 60 ft. (good) Melee bite +25 (2d8+12 plus grab/19-20) Ranged 2 integrated plasma rifles +21 touch (4d6 fire and electricity), 2 integrated chain guns +21 (4d6/x4) Special Attacks compactor, containment cell (AC 10, hardness 15, 90 hp), countershot, mythic power (6/day, surge +1d8)

Spell-Like Abilities (CL 18<sup>th</sup>, concentration +20) Constant—arcane sight

STATISTICS

Str 26, Dex 19, Con —, Int 15, Wis 17, Cha 1 Base Atk +18; CMB +27 (+31 grapple); CMD 41 Feats Combat Reflexes, Great Fortitude, Improved Critical (bite), Improved Initiative<sup>M</sup>, Iron Will, Lightning Reflexes, Power Attack<sup>M</sup>, Skill Focus (Perception), Toughness<sup>M</sup> Skills Fly +27, Knowledge (arcana) +23, Perception +30, Sense Motive +24 Languages Common

ECOLOGY

**Environment** any

**Organization** solitary, inquisition (2-4) Treasure standard

SPECIAL ABILITIES

Absorptive Spell Resistance (Su): Whenever a mythic witchstalker engine's spell resistance allows it to resist a spell, it absorbs some of that spell's energy. For every 10 spell levels' worth of spells resisted in this way, the mythic witchstalker engine gains a single use of mythic power.

**Compactor** (Ex): As a move action, a mythic witchstalker engine can activate its compactor to crush a creature it has trapped in its containment cell, as the walls of the cell push inward to squish the victim into paste. On

the first round, this causes the trapped creature to gain the pinned condition. On the second round, it inflicts 2d6 points of bludgeoning damage to the trapped creature. On the third round, this doubles to 4d6, and on the fourth round, it doubles again to 8d6. The compactor continues to deal 8d6 points of damage on the fifth and sixth rounds, and then the effect ends as the walls return to their original position. As a standard action, the trapped creature can make a Strength check (DC 22) to hold back the walls of the containment cell. If he succeeds, he loses the pinned condition and does not take damage from the compactor on the following round, but he must continue to succeed on this check each round or become pinned again and resume taking damage. The mythic witchstalker engine does not need to take any action to maintain this effect, once it has initiated it.

Containment Cell (Ex): A mythic witchstalker engine has a special compartment within its body that is used to hold captured individuals, which is roughly 5 feet by 3 feet by 3 feet in size, and seals shut after the individual is deposited within. This ability functions similarly to the swallow whole universal monster ability, with a few exceptions. First, a creature trapped in the containment cell does not automatically take damage each round. Second, the contained creature does not retain the grappled condition, although he is trapped in a mithral box, and has total cover from all creatures outside the containment cell, including the mythic witchstalker engine (those creatures have total cover from the contained creature, as well). The contained creature cannot escape the containment cell with a grapple or Escape Artist check, but can still attempt to cut his way out. Alternatively, a successful Disable Device check (DC equal to the mythic witchstalker engine's CMD) disables the sealing mechanism on the containment cell, allowing the contained creature to return to the mythic witchstalker engine's mouth. Once disabled in this way, the containment cell remains disabled until it is repaired. A mythic witchstalker engine can contain only creatures of Medium or smaller size in this way. A Medium creature trapped in the containment cell will begin to suffocate after 2 hours.

A mythic witchstalker engine's containment cell is constantly affected by a *dimensional lock* effect. As a swift action, by expending a use of mythic power, the witchstalker engine can cause its containment spell to be affected by an *antimagic field* effect, instead. This benefit lasts for 1 hour.

**Countershot (Ex):** A mythic witchstalker engine is particularly adept at interrupting spellcasters while they are casting spells by firing on them. As a swift action, a mythic witchstalker engine can ready an action to shoot any creature that casts a spell with either one of its integrated plasma rifles or one of its integrated chain guns.

**Deflector Array (Su):** As long as a mythic witchstalker engine's force field is active, it gains a +8 deflection bonus to AC, which only applies to touch attacks. Further, the mythic witchstalker engine's force field also improves its spell resistance by 10. These bonuses are already included in the mythic witchstalker engine's statistics entry. If the mythic witchstalker engine's force field is shut down, its touch AC is lowered to 14, and its spell resistance is lowered to 25. As a swift action, by expending a use of mythic power, a mythic witchstalker engine can increase the deflection bonus it gains against touch attacks by 4, and its spell resistance by 5. These benefits last until the end of the mythic witchstalker engine's next turn. The mythic witchstalker engine's force field must be functioning in order for it to use this ability.

**Integrated Chain Guns (Ex):** These advanced firearms have a range increment of 100 feet, automatically reload as a free action, and never misfire. A witchstalker engine can process scrap metal into new ammunition, effectively giving it infinite ammo with these weapons.

**Integrated Plasma Rifles (Ex):** These weapons emit bursts of superheated, electrically charged gas known as plasma. They have a maximum range of 200 feet, and resolve as touch attacks. Half the damage dealt by plasma is fire damage, and half is electricity damage.

Mythic Force Field (Su): As a swift action, a mythic witchstalker engine can expend a use of mythic power to cause its force field to regenerate more quickly. If it does, the force field's fast healing increases to be equal to twice the mythic witchstalker engine's CR for one minute.

Mythic Hardness: A mythic witchstalker engine does not gain DR/epic, like most mythic creatures. Instead, its hardness increases by an amount equal to its mythic rank.

**Second Save** (Ex): Whenever a mythic witchstalker engine fails a saving throw against an effect with a duration greater than 1 round, it can keep trying to shake off the effect. At the start of its turn, if it's still affected, it can attempt to save one more time as a free action. If this save succeeds, the effect affects the creature as if it had succeeded at its initial saving throw. If the effect already allows another saving throw on a later turn to break the effect (such as for *hold monster*), this ability is in addition to the extra saving throw from the effect.

#### Ecology

These constructs were created by a mysterious race of ancient aliens that discovered how to harness and control a strange new energy source, the same power referred to in modern times as mythic power, in their creations. Mythic witchstalker engines were created as top-of-the-line versions of the standard witchstalker engine, and were intended to hunt down the most dangerous and determined renegade mages. While they are far more powerful and effective than lesser versions, and feature a variety of new features that were impossible to implement without access to mythic energy, they behave in much the same way. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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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 muthic...until now.

This book presents three brand new robots for the Pathfinder Roleplaying Game, each of which has both a mythic and non-mythic version, for a total of 6 monster stat-blocks. Included are the buzzsaw drone (CRs 3 and 4), the harvester (CRs 9 and 11), and the witchstalker engine (CRs 13 and 16). The buzzsaw drone is a flying reconnaissance robot with a body shaped like (and used as) a buzzsaw, allowing it to cut through enemies and obstacles alike. While it can perform powerful sweeping dive attacks, its flight is easily disturbed, and successive strikes can guickly knock it to the ground. The harvester also features buzzsaws: one on each arm, which the mythic version can even launch into the air to act as buzzsaw drones. It travels on powerful treadmills which can crush its foes, and has a swivel-mounted laser drill. Finally, the witchstalker engine is built to hunt down and capture spellcasters, and features a number of abilities that allow it to negate the power of such creatures, including a special chamber for storing them, which prevents dimensional travel and in the mythic version all magic, entirely.

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, such as those focused on exploring mythic monsters, can be used in games of every sort.

