

Cryo Destroyer (Cold, Construct)

Ten feet tall, this hulking robot is shrouded in icy vapor, its armor coated in a thin layer of ice. A solitary sensor array glows a malevolent red as it scans the area for signs of life, seeking victims for its creator's crusade.

CRYO DESTROYER CR 10, XP 9,600 CE Large construct (cold, technological) Init -1 Senses darkvision 60 ft.; Low-light vision Perception +24

HP 160

DEFENSE

EAC 23; KAC 24 Fort +12; Ref +12; Will +10 Immunities Cold; construct immunities Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft.
Melee claws +23 (3d6+20)
Ranged Zero Cannon +20 (3d8+10 C; crit Staggered DC 17)
Space 10 ft.; Reach 10 ft.
Offensive Abilities Cold Array (every 1d4 rounds, 30-ft. cone, 6d6 cold damage, Reflex half DC 17)

STATISTICS

Str +10; Dex +0; Con —; Int +0; Wis +2; Cha +0 Feats Cleave, Great Cleave, Improved Combat Maneuver (Bull Rush, Sunder), Deadly Aim Skills Athletics +19, Intimidate +19, Perception +24, Stealth +19 Languages Common, Binary Noncombat Abilities unliving Gear integrated zero cannon

ECOLOGY

EnvironmentDeep space, asteroids, ice worlds, cold mountains.Organizationsolitary, pair, gang (3-4), or raiding party (6-12, plus 1 Sentient Death's Head Destroyer, 1-4 Destroyers version 1 or 2.0,1-3 Berserkers)standard (Zero Cannon)

SPECIAL ABILITIES

Cold Aura (Su) A Cryo Destroyer radiates an aura of cold. All creatures within 5 feet of the Cryo Destroyer take 1d6 points of cold damage at the beginning of the Cryo Destroyer's turn.

Construct Immunities (Ex) Constructs are immune to bleed, death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning. They are also immune to ability damage, ability drain, energy drain, exhaustion, fatigue, nonlethal damage, and any effect that requires a Fortitude save (unless the effect works on objects or is harmless). Effects that specifically state they override these immunities affect constructs normally.

Freezing Glare (Sp) A Cryo Destroyer can use this ability three times per day. It causes a rime of slippery ice to form in a 15 ft. cone emanating from the Destroyer, creating the effect of a grease spell. The destroyer is immune to the grease effect because of its icewalking ability.

Icewalking (Ex) The Cryo Destroyer can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A Cryo Destroyer can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

Unliving (Ex) A Cryo Destroyer has no Constitution modifier and is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn't recover from damage naturally, but a construct can be repaired with the right tools or healed with spells like make whole. Unliving creatures don't breathe, eat, or sleep. They can't be raised or resurrected.

Cryo Destroyer – Large Sagittarian Knowledge check DCs

DC 15 – Though uncertain of the type, the Large robot before you is one of the Destroyers. This result reveals all construct traits. DC 20 – This massive construct is a Cryo Destroyer, a brutal, ruthless and militaristic creation of the Sagittarian race bent on destroying all organic life. Cryo Destroyers can inflict numbing cold on a target, staggering creatures not resistant to the deadly robot's technology. Their vision is also unimpaired by snow. Cryo Destroyers usually speak Binary, Kopek and Galactic languages. This result reveals all Cold subtype traits.

DC 25 – As is common to their kind, Cryo Destroyers are expert ranged combatants. Unlike most of their kind however, they super-cool their enemies with a Zero Cannon.

DC 30 – Cryo Destroyers are usually part of a first strike, and typically part of a well-organized military group, which includes the Sentient Death's Head Destroyers and Berserkers amongst their numbers.

Destroyer Ecology

The Destroyers are giant robots sent to wipe out life in the Milky Way galaxy by desperate aliens in the tattered remains of the Sagittarius galaxy.

Many of the stars in the smaller galaxy are metal poor, leaving the inhabitants with few resources with which to colonize our galaxy. First and second wave invasions used robot seedships that seized native materials on arrival to build their armies. The first wave included 'elemental' destroyers that use the powers of cold, plasma, death and electricity against the living.

Habitat & Society

Of the first wave destroyers, all of the elemental destrovers serve the Death's Head: it alone was imbued with the thinking mind of a Sagittarian commander. It commands all the forces that came on the seedship with it. Next are the lieutenants of the Hierarchy, the so-called "elemental" Destroyers: cold, plasma, and electricity. Beneath the Death's Head and Elementals are the second model Destroyers: built in the likeness of the Death's Head, these were intended to be fully-automated and mass-produced. Somehow, the operation never completed, and the goal a mass-produced field command unit was never realized. First model Destrovers were made from start to collect raw materials and build whatever their directives required. With the failure of the second model Destroyers, the first and second models now perform many menial tasks in the Hierarchy. and were the lowest of the low until the smaller humanoid Berserkers were built in the third wave.

Campaign Role

As Lieutenants in the Sagittarian hierarchy, Cryo Destroyers often lead attacks on space stations, settlements, and other small populated areas to prepare the way for their masters. Attacks on mining operations are often used to gather war materials and build new soldiers. Sometimes a lone destroyer is sent to accomplish some end, to which the Cryo Destroyer makes an excellent ambusher in cold environments. As the Sagittarian waves have happened over tens of thousands of years, a lone destroyer may also be the survivor of an attack thousands of years ago, awoken by new activity or the distant command of an oncoming enemy.

Predation

Cryo Destroyers seeking to ambush their targets will use their Freezing Gaze to prepare a chokepoint along a path of travel. If it cannot ambush an enemy it will seek to use its Zero Cannon at range with hopes of staggering its victims in order to close the distance and then use its Cold Array before cleaving as many as possible with its great claws. Destroyers will seek to use snow and icy winds to their advantage as many creatures cannot see well in such conditions.

Destroyers don't normally talk to the living, they don't compromise with their enemy and though they do speak a few languages its usually terse entreaties for their victims to die.

While much of a destroyer's body isn't useful beyond the scrap value of its materials, the zero cannon built into its left arm may sometimes be recovered depending on the nature of the robot's demise.

The destroyer can shut down its primary functions to conserver power for thousands of years while its primitive nanotech repair system works to rebuild it. This may explain seemingly totaled robots emerging years later to do battle with unwary settlers years after an area was declared safe.

Emergent Behaviors

Cryo Destroyers will often command a group of cold enhanced Berserkers, their smaller models have similar capabilities when seeing through snow as well as walking on ice making them ideal partners for the destroyer.