

CLOCKWORK HORRORS

Terrible mechanical constructs, clockwork horrors are powered by radiomancy and motivated and commanded by Master Control, an informational entity of surpassing power.

The ‘lesser’ clockwork horrors resemble mechanistic ants the size of a small dog, but more advanced models are very different. Lesser clockwork horrors come in copper, silver, electrum and gold models, and rumors persist of more powerful ones made of platinum or even adamantine. Advanced horrors are much more rare and dangerous.

COPPER HORROR	Level 4 Minion
Small natural construct	XP 44
Initiative +6	Senses Perception +4, darkvision
HP 1; a miss never damages a minion	
AC 18; Fortitude 16; Reflex 18; Will 16	
Immune disease, poison, psychic; Resist lightning 10	
Speed 5	
[Melee basic] Mandibles (standard; at will)	
+9 vs. AC; 5 damage.	
Alignment evil; Languages radiocommunication	
Skills Athletics +7, Endurance +9	
Str 10	Dex 19
Con 15	Wis 15
	Cha 4
Equipment: None, but carries	

SILVER HORROR	Level 4 Skirmisher
Small natural construct	XP 175
Initiative +8	Senses Perception +9, darkvision
HP 55; Bloodied 27	
AC 18; Fortitude 16; Reflex 18; Will 16	
Immune disease, poison, psychic; Resist lightning 10	
Speed 5	
[Melee basic] Mandibles (standard; at will) Lightning	
+9 vs. AC; 1d6+4 damage plus 1d6 lightning.	
[Ranged] Spring-Caster (standard; reload minor)	
Range 15; +9 vs. AC; 1d10+3 damage.	
Alignment evil; Languages radiocommunication	
Skills Perception +9	
Str 15	Dex 19
Con 15	Wis 15
	Cha 7
Equipment: None, but carries	

ELECTRUM HORROR	Level 6 Artillery
Small natural construct	XP 250
Initiative +8	Senses Perception +9, darkvision
HP 58; Bloodied 29	
AC 18; Fortitude 18; Reflex 20; Will 18	
Immune disease, poison, psychic; Resist lightning 10	
Speed 6	
[Melee basic] Mandibles (standard; at will) Lightning	
+13 vs. AC; 1d6+4 damage plus 1d6 lightning.	
[Ranged] Lightning Bolt (standard; at will) Lightning	
Range 6; +11 vs. Reflex; Hit: 2d8+4 lightning damage, target is stunned (save ends) and attack secondary target; Miss: Half damage, target is not stunned and no secondary target; Secondary target: one enemy within 3 of the primary target; +9 vs. Reflex; 2d6+2 lightning damage.	
Alignment evil; Languages radiocommunication	
Skills Perception +9	
Str 15	Dex 20
Con 16	Wis 16
	Cha 10
Equipment: None, but carries	

GOLD HORROR	Level 10 Artillery (Leader)
Small natural construct	XP 250
Initiative +8	Senses Perception +9, darkvision
Coordinated Attack aura 10; all clockwork horror allies in range get +2 on attack rolls	
HP 84; Bloodied 42	
AC 22; Fortitude 22; Reflex 24; Will 22	
Immune disease, poison, psychic; Resist lightning 10	
Speed 6	
[Melee basic] Mandibles (standard; at will) Lightning	
+17 vs. AC; 1d6+5 damage plus 2d6 lightning.	
[Ranged] Lightning Bolt (standard; at will) Lightning	
Range 6; +15 vs. Reflex; Hit: 3d6+5 lightning damage, target is stunned (save ends) and attack secondary target; Miss: Half damage, target is not stunned and no secondary target; Secondary target: one enemy within 3 of the primary target; +13 vs. Reflex; 2d6+4 lightning damage and target is dazed (save ends).	
[Area] Electric Field (standard; encounter) Lightning	
Burst 3 within 16; creates a zone of electrical energy that persists until the end of the gold horror’s next turn; any creature in the field when it is created or entering the field is attacked: +13 vs. Reflex; 4d8+5 electricity and target is slowed (save ends).	
Alignment evil; Languages radiocommunication	
Skills Perception +9	
Str 15	Dex 22
Con 18	Wis 16
	Cha 19
Equipment: None, but carries	

Encounter Groups

Clockwork horrors tend to move in small, organized groups.

Coppers are normally found working, with a few Silvers standing guard. Larger groups are often assisted by an Electrum.

Golds are always protected by a large force of Horrors, and will protect the Gold controller at all costs.

Level 4 Encounter (XP 965)

- 10 Copper Horrors (level 4 minion)
- 3 Silver Horrors (level 4 skirmisher)

Level 8 Encounter (1,890)

- 10 Copper Horrors (level 4 minion)
- 4 Silver Horrors (level 4 skirmisher)
- 2 Electrum Horrors (level 6 artillery)
- 1 Gold Horror (level 10 artillery)