

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) Lightning +9 vs. AC; 5 damage.		
Alignment evil; Languages radiocommunication		
Skills Athletics +7, Endurance +9		
Str 10	Dex 19	Wis 15
Con 15	Int 8	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	Wis 15
Con 15	Int 10	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	Wis 16
Con 16	Int 10	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	Wis 16
Con 18	Int 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)