

CLOCKWORK HORROR

Climate/Terrain: Any land and underground

Organization: Copper: Gang (2-10)
Silver: Gang (1-10)
Electrum: Gang (1-6)
Gold: Solitary
Platinum: Solitary
Adamantine: Solitary

Challenge Rating: Copper: 1
Silver: 2
Electrum: 2
Gold: 5
Platinum: 7
Adamantine: 8

Treasure: None

Alignment: Always neutral evil

Advancement: Copper: 3-6 HD (Small)
Silver: 4-9 HD (Small)
Electrum: 5-12 HD (Small)
Gold: 6-15 HD (Small)
Platinum: 7-18 HD (Small)
Adamantine: 9-21 HD (Small)

Clockwork horrors are a form of arcane apparatus. They look something like mechanical spiders (though they have only four legs). While the body of the horror is only about two feet in diameter, the legs give the creature an overall diameter of about four feet. In the front of the body is a crystal that enables the horror to see. Two depressions, one on each side of this lens, serve the horror as hearing organs. Two limbs (located roughly below the hearing dishes) serve a number of purposes as described later.

The body of a clockwork horror is always cast as a single piece from some type of metal. The most common type of horror is created from copper, but others may be cast from gold, silver, electrum, platinum, or even adamantite. The surface of the body is always highly polished and covered with pulsating runes of mystical power.

Clockwork horrors communicate with each other by means of clicks, whirs, and similar mechanical sounds. The exact nature of their language is unknown. It is believed, however, that the horrors use a type of dot-and-dash code similar to that employed by sailors when they signal each other with lights.

Clockwork horrors make radical changes in the worlds they visit. A clockwork horror fleet (which almost always consists of 10d10 captured neogi (q.v.) ships) leaves the worlds it visits stripped of all their natural resources. Metals are strip-mined, living things are removed as useless and troublesome, and everything that can be exploited is drained away. This process takes only two or three centuries.

The powerful weapons of the clockwork horrors are highly prized by most artificers. While they do not retain their powers after removal from the horror, they are interesting to study.

COMBAT

Clockwork horrors attack en-masse, swarming their opponents and defeating them through superior numbers. They try to make as much advantage as they can out of their small size, and often try to flank

opponents. Most clockwork horrors have built in weapons that they can bring to bear on their adversaries.

Construct: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death, effects and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. Constructs have darkvision with a range of 60 feet.

Spell Vulnerabilities (Ex): A *shatter* spell directed at the horror's seeing crystal will blind it for one round per level of the caster. Similarly, a *dispel magic* paralyzes the horror for a like duration. Cold and heat affect them normally, as do all other types of spells.

Electrical Immunity (Ex): Clockwork horrors are immune to all electricity effects.

COPPER HORROR

Small Construct

Hit Dice: 2d10 (15 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (can't run)

AC: 16 (+1 size, +1 Dex, +4 natural)

Attacks: Slam +3 melee

Damage: Slam 1d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Construct, spell vulnerabilities, electrical immunity, SR 13

Saves: Fort +0, Ref +1, Will +0

Abilities: Str 12, Dex 13, Con —, Int 7, Wis 8, Cha 8

The copper horror is the most commonly encountered horror. While all of the other horrors have a built in weapon of some type, the copper horror is not so equipped.

Combat

Copper horrors serve as the menial work force of the race. The special appendages that they use in their daily labors, however, can often be used in combat with some success. When a copper horror is forced to engage in melee, it uses its tool-arm. It should be noted, however, that the exact nature of this attack varies, depending on the task that the horror was assigned.

SILVER HORROR

Small Construct

Hit Dice: 3d10 (20 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (can't run)

AC: 18 (+1 size, +1 Dex, +6 natural)

Attacks: Razor saw +4 melee; or spring-caster +3 ranged

Damage: Razor saw 1d6+1; or spring-caster 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Construct, spell vulnerabilities, electrical immunity, SR 15

Saves: Fort +1, Ref +2, Will +1

Abilities: Str 13, Dex 13, Con —, Int 9, Wis 10, Cha 10

The silver horror is somewhat less common than its copper kin, but far

more dangerous. The silver horror is the warrior of the race. It is often encountered as a patrol or guard at work sites or in horror-dominated regions.

Combat

Razor Saw: The right manipulator arm of the silver horror is fashioned to serve a dual purpose. In addition to enabling it to grasp and handle objects in the manner of a human hand, it can present sharp blades for combat. Once extended, they spin at high speed, turning the manipulator into a deadly rotating saw.

Spring-Caster: Where the copper horrors have a secondary manipulator arm, the silver horrors have a hollow black tube. Known as the spring caster, this weapon is a clockwork-driven device that can eject a barbed dart at high velocity. The dart has a range increment of 40 feet. The rate of fire is one per round.

ELECTRUM HORROR

Small Construct

Hit Dice: 4d10 (25 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (can't run)

AC: 20 (+1 size, +1 Dex, +8 natural)

Attacks: Razor saw +6 melee; or steam-caster +4 ranged

Damage: Razor saw 1d8+2; or steam-caster 2d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Construct, spell vulnerabilities, electrical immunity, SR 17

Saves: Fort +1, Ref +2, Will +2

Abilities: Str 14, Dex 13, Con —, Int 11, Wis 12, Cha 12

The electrum horror fills the role of commanding officer or overseer. It is often found heading patrols of silver horrors or directing the operations of a large number of copper horrors.

Combat

Razor Saw: The electrum horror is equipped with the same combination manipulator/razor saw that is found on the silver horror. However, the electrum razor saw is sharper and more dangerous than those cast of silver.

Steam Caster: Where the silver horror has its spring caster, the electrum horror has the steam caster. The steam caster uses a jet of high-pressure steam to fire its missiles; the rate of fire is one per round. The range increment of the steam caster's darts is 80 feet.

GOLD HORROR

Small Construct

Hit Dice: 5d10 (30 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (can't run)

AC: 22 (+1 size, +1 Dex, +10 natural)

Attacks: Razor saw +6 melee

Damage: Razor saw 2d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Lightning bolt

Special Qualities: Construct, spell vulnerabilities, electrical immunity,

SR 21

Saves: Fort +1, Ref +2, Will +3

Abilities: Str 15, Dex 13, Con —, Int 13, Wis 14, Cha 14

The gold horror is a high-ranking member of the horror social structure. As a rule, there is only one gold horror to a planet, and its task is the direction of all horror operations on that world. In addition to its keen intelligence, the gold horror's combat capabilities make it more than able to carry out its mission.

Combat

The gold horror attacks with its razor saw and lightning rod.

Razor Saw: The gold horror's razor saw is one of the sharpest cutting devices known.

Lightning Bolt: From a black tube in place of its second arm; line of lightning 5 feet wide, 5 feet high, and 30 feet long, once per 1d4 rounds, damage 3d6, Reflex half (DC 14).

PLATINUM HORROR

Small Construct

Hit Dice: 6d10 (35 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (can't run)

AC: 24 (+1 size, +1 Dex, +12 natural)

Attacks: Razor saw +8 melee

Damage: Razor saw 2d8+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Lightning bolt

Special Qualities: Construct, spell vulnerabilities, electrical immunity, SR 25

Saves: Fort +2, Ref +3, Will +5

Abilities: Str 16, Dex 13, Con —, Int 15, Wis 16, Cha 16

There is hardly ever more than one platinum horror in any given crystal sphere. Where the gold horrors direct the actions of the lesser horrors, the platinum directs the gold horrors.

Combat

The weapons of the platinum horror are the same as those of the gold horror.

Razor Saw: The blade of the platinum razor saw is incredibly sharp, and encrusted with diamond chips.

Lightning Bolt: From a black tube in place of its second arm; line of lightning 5 feet wide, 5 feet high, and 30 feet long, once per 1d4 rounds, damage 3d6, Reflex half (DC 16).

ADAMANTITE HORROR

Small Construct

Hit Dice: 7d10 (38 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (can't run)

AC: 26 (+1 size, +1 Dex, +14 natural)

Attacks: Razor saw +8 melee; nightmare stick

Damage: Razor saw 4d6+3; or nightmare stick 0 and disintegration

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Nightmare stick

Special Qualities: Construct, spell vulnerabilities, electrical immunity, SR 29

Saves: Fort +2, Ref +3, Will +6

Abilities: Str 17, Dex 13, Con —, Int 17, Wis 18, Cha 18

The so-called "father" of the clockwork horror race, there is but one adamantite horror known to exist. A cold and calculating entity, the adamantite horror is fond of intricate strategies and devious planning.

Combat

When drawn into actual combat, a rare occurrence, the adamantite horror is far from helpless.

Razor Saw: As its first line of defense, the adamantite horror has its trusty razor saw. Even more dangerous than that of the platinum horror, the adamantite razor saw is honed to a near molecular sharpness.

Nightmare Stick: The adamantite horror wields a weapon known as a nightmare stick. Once every 1d4 rounds, the nightmare stick is able to function as a *disintegrate* spell as cast by a 12th-level sorcerer. A Fortitude save (DC 17) negates the effects. Even if successful, the foe takes 5d6 points of damage.

CLOCKWORK HORROR SOCIETY

The wisest sages tell us of an ancient humanoid race known only as "the Lost Ones." Records of their origins have long since faded, but frightening tales are still told of their demise. The lost ones were fond of mechanisms. The more subtle and clever their devices, the better they liked them. In the end, however, their own love of such toys brought them down. One of their most brilliant artificers built a magnificent adamantite machine with workings so advanced that none but he could fathom its operation. In addition, he wove powerful spells about the contraption, bestowing upon it intelligence and mystical abilities. In gratitude for its creation, the adamantite machine destroyed him. Over the course of the next few decades, the adamantite horror built an army of mechanical followers, each in its own image but of lesser quality. As the horrors rose to power in their sphere, they eliminated all life in it. In the end, they tore apart the worlds in their sphere and used the raw materials thus obtained to build more and more horrors.

Centuries passed with the horrors contained in the sphere of the Lost Ones. They would have been forever doomed to remain in their original sphere had they not been visited by a fleet of neogi deathspiders. The neogi had come seeking slaves and "cattle" to feast upon. Instead, they found death. One by one, their ships were taken from them. In the end, the neogi and their slaves found themselves forced into the lifejammers.

Now able to journey between the crystal spheres, the clockwork horrors began to spread. Each crystal sphere they encountered was violated and the worlds within it plundered. For those living in these doomed spheres, there was no escape. The society of the clockwork horrors, if one can call it that, is a very rigid, almost military one. Horrors have no individual identities. Rather, they have a mission: the race must survive.

Once the horrors have established a foothold on a world, they see all living things on that world as a threat. Logically, to the horrors, such creatures must be removed; and removal of living creatures is something that clockwork horrors are experts at.