

Steambots

The Lord of Steam is rarely intentionally destructive, and for the most part he is supportive of the Emperor and civilization as a whole. Of course, he's also the type of inventor that builds things just to see what they do when he turns them on. Oh, and most of the contraptions that wobble out of the Caves of Steel are a bit... unreliable at the best of times. Accidents are bound to happen.

Abandoned Prototype

There is strong evidence to indicate that these constructs were the Lord of Steam's early attempts to create steam scions before he had access to the Crystal of Souls. It would appear they are unhappy to have been abandoned.

5th level troop [CONSTRUCT]

Initiative +10

Vulnerability: lightning

Bladed fists +11 vs. AC - 16 damage, and the target is in pain (-2 to defenses, -1 to attacks).

Natural odd miss: Abandoned prototype makes a tool for every occasion attack against the same target.

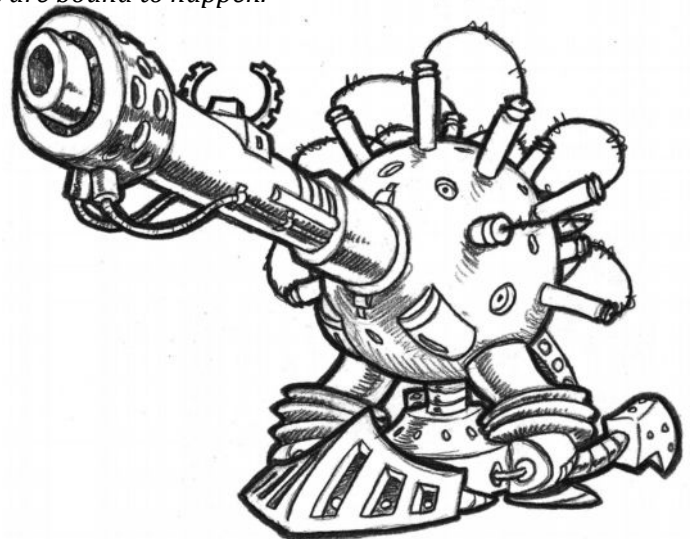
[Special trigger] **Tool for every occasion +12 vs. AC** - 8 damage.

C: Release valve +8 vs. PD (all engaged enemies) - 12 damage, and the abandoned prototype pops free of all enemies.

Miss: The abandoned prototype pops free of all enemies.

Built Lord of Steam tough: Abandoned prototypes do not fall unconscious at 0 hp; instead, they continue to fight with a -1 penalty to defenses and attacks, and their hits only deal half damage. They will fall when they reach -36 hp.

AC 22
PD 20 HP 72
MD 16



Automated Turret

Though it's not uncommon for the Lord of Steam's inventions to be a bit... buggy, some of them cause more trouble than others when they decide to break down.

7th level troop [CONSTRUCT]

Initiative +8

Close range defenses +12 vs. PD - 35 lightning damage and the target is knocked back from the target and falls prone.

Natural 16+: Target is also stunned until the end of its next turn.

R: Lead shot +11 vs. AC - 30 damage.

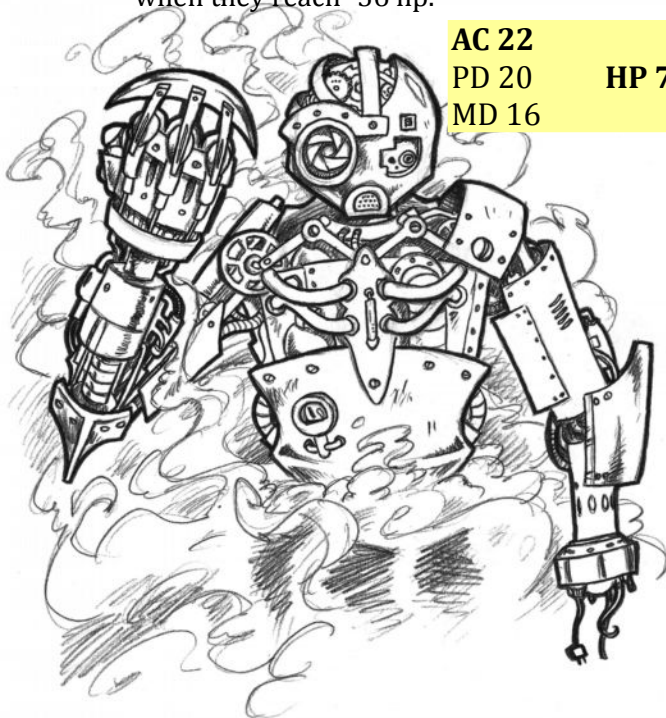
Natural 16+: The turret will make a lightning shot against the same target on its next turn.

R: Lightning shot +12 vs. AC - 42 lightning damage, and the target is vulnerable, save ends.

Programmed for a purpose: The turrets take no penalty for making a ranged attack, regardless of distance.

Primarily immobile: The turrets are capable of changing location on their own, but in order to do so they must disable their defenses. If a turret moves on its turn, it cannot use *close range defenses* until the end of its next turn.

AC 23
PD 20 HP 120
MD 10



Broken Repairbot

Ironic, isn't it? When these contraptions fail, there's no one to repair them. They tend to cluster together and malfunction as a team.

4th level mook [CONSTRUCT]

Initiative +3

Welding torch +8 vs. PD – 4 fire damage, 3 ongoing burn damage, save ends.

Intermittent functionality: When the escalation die is even, as long as there are at least two broken repair bots left in the mob, one is repaired to its full hp value at the beginning of the mob's turn. This ability can revive a fallen mook *only* if all standing broken repair bots are at full health.

AC 20

PD 16

MD 8

HP 16 (mook)

Geegaw

These little buggers come in all shapes and sizes. As incomplete or malfunctioning creations of the Lord of Steam, they band together in motley groups and menace anyone passing by.

Small 2nd level mook [CONSTRUCT]

Initiative +5

Irritatingly sharp edges +7 vs. AC – 4 damage.

Oil leak: Disengage checks against geegaws suffer a -2 penalty.

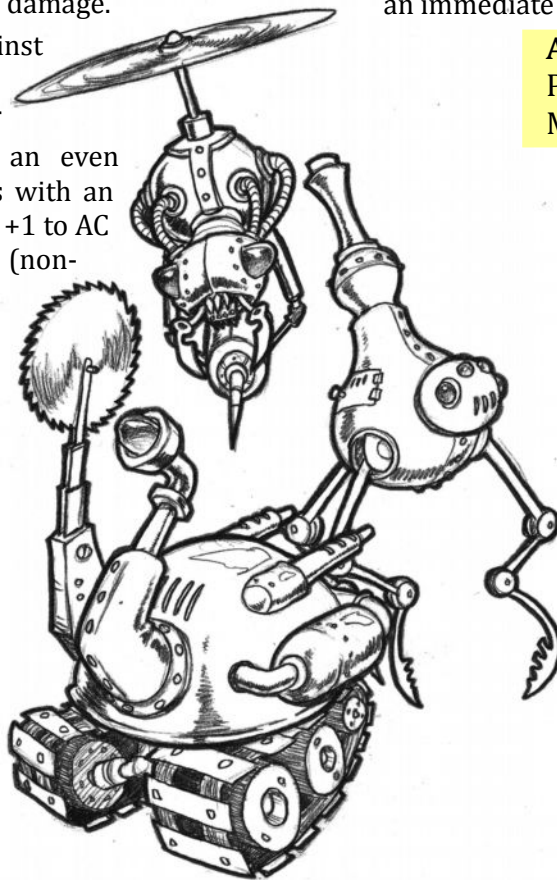
Unpredictably glitchy: When a mob of geegaws is staggered, hits with an even attack roll do +2 damage, and hits with an odd attack roll grant the entire mob +1 to AC until the end of its next turn (non-stackable).

AC 18

PD 15

MD 10

HP 11 (mook)



Reclamation Swarm

Rather than waste valuable time chasing around after old projects and seeking raw materials, at one point the Lord of Steam created the reclamation swarms to dismantle and scavenge on his behalf. It was a great idea, and they work very well... most of the time.

9th level troop [CONSTRUCT]

Initiative +9

Vulnerability: acid

Dismantle +15 vs. AC – 42 damage and the target takes a -2 penalty to AC and PD, save ends.

Search for an opening +12 vs. PD – target is weakened, save ends, and vulnerable until the end of battle.

Natural 16+: Target takes 25 damage.

C: Swarm pulse +13 vs. AC (1 +1d4 nearby enemies) – 36 damage, and weakened targets are stunned until the end of their next turn.

Built for a purpose: The reclamation swarm gains a +1 bonus to all attacks vs. steam scions, forgeborn, or any other type of automaton.

Swarm defenses: The reclamation swarm has *resist physical attacks 18+*.

Nastier Specials

Disperse and reform: Whenever the swarm takes damage, it can teleport to any nearby location as an immediate free action.

AC 24

PD 23

MD 13

HP 164

Rogue Tank

Not much needs to be said about these war machines. They're big, tough, and malfunctioning.

Large 10th level troop [CONSTRUCT]

Initiative +7

Spiked treads +15 vs. AC – 55 damage, and the target is in pain (-2 to defenses, -1 to attacks).

C: Poison gas cloud +11 vs. PD (all nearby enemies) – 25 damage, 10 ongoing poison damage.

R: Rail gun +14 vs. AC – 72 damage and the target is knocked prone.

Well armored: The rogue tank has *resist physical attacks 16+*.

Grounded: The rogue tank has *resist magic attacks 12+*.

Nastier Specials

Built to destroy: The rogue tank gains a +1 attack bonus against any creature that is suffering the ongoing damage from its *poison gas cloud* attack.

AC 26

PD 25

MD 16

HP 270

Soul Siphon

What can I say? The Lord of Steam doesn't always consider whether or not something should be built, only whether or not it can be built.

12th level caster [CONSTRUCT]

Initiative +13

Razor-sharp blades +17 vs. AC – 100 damage and 25 ongoing bleed damage.

Natural 16+: Target is also weakened, save ends.

C: Necrotic pulse +14 vs. MD (up to 3 nearby enemies in a group) – 46 damage, and the targets only gain half the benefit from all healing effects until the end of battle.

R: Soul fracture +11 vs. MD – 164 damage, and the target is stunned until the end of its next turn.

Nullify magic: The soul siphon takes only half damage from magical attacks and is immune to all conditions.

Nastier Specials

True death: If a character is killed by the soul siphon, the machine consumes its soul and turns its essence into energy. The character cannot be revived or resurrected in any way.

AC 27

PD 22

MD 26

HP 412

