

RETURN OF THE MODDRONS

Monodrone





Modron Traits

A modron possesses the following traits (unless otherwise noted in a creature's entry).

—Resistance to acid, cold, and fire 10.

—Ever alert, all modrons have a +2 racial bonus on Listen and Spot checks.

—**Coordinated Ally (Ex)** Modrons work exceptionally well with other lawful allies. When successfully aided on a skill check or attack roll by a lawful-aligned ally, or when aiding another lawfully aligned creature, they apply or gain a +3 bonus on their checks or attack rolls (instead of the normal +2 bonus). Furthermore, modrons gain a +4 bonus on attack rolls against an opponent flanked by a lawful-aligned ally (instead of the normal +2 bonus).

—**Fixed Initiative (Ex)** Modrons are rigid in their action, even in the most chaotic situations. As a result, a modron's initiative check is always equal to half its Hit Dice plus its Dexterity modifier or other modifiers (like Improved Initiative). When combat begins, a modron uses this number as its initiative—it never rolls an initiative check.

MONODRONE

CR 1/2

A small spherical creature, its body covered in metal plates and dominated by a single eye, ambles toward you on clockwork legs.

Always LN Small construct (extraplanar, lawful)

Init +1; **Senses** low-light vision, darkvision 60 ft.; **Listen** +2, **Spot** +2

Languages Modron

AC 14, touch 12, flat-footed 13; **Dodge** (+1 size, +1 Dex, +2 natural)

hp 15 (1 HD)

Immune construct traits

Resist acid, cold, and fire resistance 10

Fort +0, **Ref** +1, **Will** +0

Weakness single task

Speed 20 ft. (4 squares)

Melee shortsword +0 (1d4–1/19–20)

Melee slam +0 (1d3–1).

Ranged light crossbow +2 (1d6/19–20)

Base Atk +0; **Grp** –5

Special Actions focused strike 1/day

Abilities Str 8, Dex 13, Con —, Int 4,
Wis 10, Cha 7

SQ coordinated ally, fixed initiative (1)

Feats Dodge

Skills Craft (any one) +1, Listen +2, Spot +2

Advancement by character class

Focused Strike (Ex) Once per day, a monodrone can take an additional standard action in a round. This action must be identical to one it just performed. For example, a monodrone could make two melee attacks against the same target or, if a monodrone were to gain spellcasting ability, it could cast the same identical spell twice in the same round targeted on the same creature or location (assuming it is capable of casting the spell more than once). It could not, however, move, make an attack, and then move again (as the moves do not immediately follow one another).

Single Task (Ex) Monodrones are only able to focus on a single task at a time. This tightened focus in combat translates to only being able to engage a single opponent in combat. Once it attacks a creature, the monodrone continues fighting the same creature until destroyed, its opponent is defeated, or it is ordered to attack another target. A monodrone cannot attack any other creatures except its target, even if they provoke attacks of opportunity.

Strategies and Tactics

Individually, monodrones are not very effective in combat. When encountering any form of aggression, even verbal, they flee and report to other modrons in the vicinity unless they outnumber their opponents by at least three to one.

In sufficient numbers, however, monodrones can be devastating. Even with their low intelligence, they still naturally coordinate their attacks, surrounding those who appear to be the greatest threats first and concentrating their attacks. If ordered to attack by a superior, they fight to the death without wavering.

LIVING CONSTRUCT

Originally appearing in the *EBERRON Campaign Setting* (page 23), a living construct is a subtype of construct, a created being given sentience and free will through powerful and complex creation enhancements. Living constructs combine aspects of both constructs and living creatures, as detailed below.

Features: A living construct derives its Hit Dice, base attack bonus progression, saving throws, and skill points from the class it selects.

Traits: A living construct possesses the following traits (unless otherwise noted in a creature's entry):

—Unlike other constructs, a living construct has a Constitution score. A living construct does not gain bonus hit points by size but gains (or loses) bonus hit points through its Constitution modifier as with other living creatures.

—Unlike other constructs, a living construct does not have low-light vision or darkvision.

—Unlike other constructs, a living construct is not immune to mind-affecting effects.

—Immunity to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, and energy drain.

—A living construct cannot heal damage naturally.

—Unlike other constructs, living constructs are subject to critical hits, effects requiring a Fortitude save, death from massive damage, nonlethal damage, ability damage, ability drain, death effects, and necromancy effects.

—Living constructs can be affected by spells that target living creatures as well as by those that target constructs. Damage dealt to a living construct can be healed by a *cure light wounds* spell or a *repair light damage* spell, for example, and a living construct is vulnerable to a *harm* spell. However, spells from the healing subschool provide only half effect to a living construct.

—A living construct responds slightly differently from other living creatures when reduced to 0 hit points. A living construct that has 0 hit points is disabled, just like a living creature. He can only take a single move action or standard action in each round, but strenuous activity does not risk further injury. When his hit points are less than 0 and greater than -10, a living construct is inert. He is unconscious and helpless, and he cannot perform any actions. However, an inert living construct does not lose additional hit points unless more damage is dealt to him, as with a living creature that is stable.

—Can be raised or resurrected.

—Does not need to eat, sleep, or breathe, but can still benefit from the effects of consumable spells and magic items such as *heroes' feast* and potions.

—Does not need to sleep, but must rest for 8 hours before preparing spells.