

ANDROID PEOPLE



FREQUENCY: Very rare
NO. APPEARING: 9-16
ARMOR CLASS: Variable (see below)
MOVE: See below
HIT DICE: 6+6
% IN LAIR: 60%
TREASURE TYPE: Nil
NO. OF ATTACKS: 2
DAMAGE/ATTACKS: 1-10/1-10
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Nil
INTELLIGENCE: Exceptional
ALIGNMENT: Lawful evil
SIZE: M
PSIONIC ABILITY: Nil
LEVEL/XP.VALUE: 525 + 8/hp

The Android People are a weird synthetic menace who subjugate or destroy all those whom they encounter upon their interstellar travels. Their origins are disputed amongst those few who have knowledge of their existence; some claim they are merely pseudo-organic weapons from another galaxy run amok, others conjecture that Android People are the manufactured heirs of an ancient scientifically advanced race turned to evil.

Android People can take three distinct forms, transitioning between these forms at will, once per round.

Firstly, a group of Android People can collectively transmogrify themselves into a large nebulous cloud of glowing exotic matter. It is in this form that Android People penetrate the interstellar voids, seeking out inhabited planets for their violent ministrations. When a suitable population of victims are detected by the spacefaring collective cloud, it will seek out a secluded place nearby in order to fashion a base of operations.

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The collective cloud will usually prefer rocky wastelands for this purpose, boring out a sizable underground complex (treat as a very powerful passwall or dig spell) from which they will launch their attacks. A collective cloud of Android People cannot be harmed by physical means, and such a cloud will only be affected by spells of 8th level or higher, even then saving as a 19th level cleric against magical attacks. The cloud moves at 36" in atmosphere, and has no attacks.

When a collective cloud finishes fashioning a suitable base of operations, it will then transmute into the second form of Android People, individual tall green and blue humanoids. In these distinct individual forms the Android people will utilize their mastery of super-science to materialize various types of apparatus in order to secure their sanctum and further their violent goals, creating both anti-personnel defenses and a "duplicating machine".

These anti-personnel defenses take the form of a non-magical wall of force combined with a shocking grasp spell (as cast by a 12th level magic-user) projected across the entrance of the Android People's subterranean complex.

A "duplicating machine" is a large apparatus that is used to synthetically reproduce and enhance native puissant warrior captives in order to create "Android Warriors" that the Android People can then use as powerful slave-like martial champions. To this end the Android People will target for capture any famous or infamous powerful fighters they learn of by means of forced interrogation of their other native captives. Android People will usually only operate one Android Warrior at a time.

Such an Android Warrior will resemble the fighter it was modeled after except in these respects: the Android Warrior will be twice as large, have greyish green skin, its facial features will be twisted into a rictus of hate, and its intellect will be vastly reduced. Android Warriors have AC 2, move at 12", and have a strength of 23, but in all other respects they perform in combat as a fighter of double the ability of the fighter duplicated when calculating hit points, chance to hit, number of attacks, saving throws etc. Android Warriors usually use their bare hands in melee combat, doing 2-20 points of damage per attack, but also have deadly ranged weapons at their disposal. Their first ranged attack ability involves a force-ray projector built into their chest that creates a concussive wave out to 100 yards, doing 2-24 hp of damage to any foe struck. The second ranged attack option of Android Warriors is the ability to fire a thin heat-beam from their finger-tips, with a range of 200 yards and doing 2-16 hp of heat damage to anyone failing to save vs. paralyzation. If a targeted blow lands against the force-ray projector in an Android Warrior's chest (requiring a natural 19

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or 20 on the "to hit" dice), there is a 1 in 8 chance that its programming will reverse, immediately causing the Android Warrior to seek out and destroy Android People.

Humaniform Android People have AC 4, can move at 12" upon the ground, and can fly by reshaping their feet into a swift hover-disk capable of a flying speed of 24". Besides powerful blows from their fists, humaniform Android people have the ability to emanate potent stunning rays from their ocular sensors, effective up to 50 feet (treat as a hold person spell lasting for 2-12 rounds). They also have a potent "magnobeam" that they can project from their finger-tips (treat as a telekinesis spell as cast by a 16th level magic-user).

The third form Android People are able to take is that of an individual glowing gaseous mist. In this form, Android People have an AC of -6, fly at 24", and while having no physical attacks, are able to project stun-beams exactly like their individual physical forms. If more than 30 hp of damage is done to this form in one round, the cloud of mist will implode violently, killing the synthetic organism. If Android People in the form of individual energy mists inadvertently touch each other, it causes a reaction fatal to both. The individual energy mist form of Android People save vs. magic at +4.

