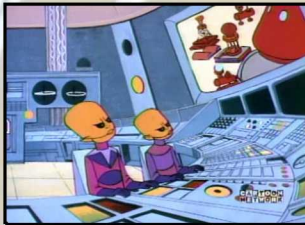


# ZORBOTS



**FREQUENCY:** Very rare

**NO. APPEARING:** 10-30

**ARMOR CLASS:** 5

**MOVE:** 12"

**HIT DICE:** 3+3

**% IN LAIR:** 0%

**TREASURE TYPE:** Individuals M, N; B in lair

**NO. OF ATTACKS:** By weapon type

**DAMAGE/ATTACKS:** See below

**SPECIAL ATTACKS:** See below

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Exceptional

**ALIGNMENT:** Lawful evil

**SIZE:** S

**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 85 + 4/hp



The Zorbots are a race of interstellar humanoid bandits who deal in one very specialized form of plunder--a planet's atmosphere! They will land in a large crimson citadel that serves as a base of operations and which houses the tools they need to perpetrate their heinous theft. The main implement they use to steal a planet's atmosphere is called the "turbo-inhalator", and they will protect this vital piece of machinery most vigorously. When the turbo-inhalator is functioning, a strong wind will rush inwards towards the apparatus, allowing only the strongest of flying creatures their full maneuverability near the machine.

Zorbots have a variety of means to defend themselves whilst committing their atmospheric heists. Each Zorbot will have a jet-pack, allowing a 20" air speed. They are all armed with "sonic guns", pistols that fire a bolt of solid sound out to 100 feet and do 1-12 points of damage if a hit is scored. In addition, anyone struck by such a bolt must save vs. magic or be stunned for 2-5 rounds. A silence spell will nullify the

*Write-Up by Abacus Ape, PDF by Turgenev*

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potency of these weapons. A group of Zorbots will also always be equipped with at least one molecular stimulator rifle. Such a rifle requires two Zorbots to operate, one to hold the rifle and another to bear its bulky power pack. A molecular stimulator rifle fires an intense red ray out to 200 yards and does 8d8 points of damage to all that fail their save vs. magic (save for half damage). It also has the ability to create large runnels of lava if the beam is played over rocky terrain.

The most potent defense Zorbots use to defend themselves are Cybrons, huge 50 foot tall golden colored humanoid robots. A Zorbot citadel will always have two of these colossi at its disposal.

**CYBRONS:** AC 2, 150hp (20HD), 5-50/5-50 dmg, worth 11,000 XPs each.

Cybrons use their two massive pincer-ended arms to deal massive damage. In addition a cybron has the ability to generate sonic pulses from its pincers, as a sonic gun but doing 2-24 hit points of damage and stunning anyone struck for 2-8 rounds unless they make a save at -4. Despite their enormous weight and bulk, Cybrons move at 18" and can climb vertical surfaces if called to do so.

Zorbots appear to be large craniumed dwarfish humanoids with ochre hued skin and large black eyes.