

PATHFINDER
COMPATIBLE

AB
ABYSSAL BREWS

THE
BARBOT

Ready to serve your patrons a cold beer
or open a cold can of whoop ass.

BARBOT

The modern world is teeming with all manner of new inventions meant to make the lives of the everyday business owner much easier. One such creation has recently emerged from Dwarven taverns that seems to be catching on in various pubs within the richer districts of cities. These so called Barbots are programmed to deliver exactly the drink your patrons demands in a fraction of the time that a regular bartender could do it. That all sounds well and good until you take into account just how much people enjoy chatting with the tavern keepers of the realm. Some find these Barbots to be cold, distant, and uninterested in the patrons that regularly darken the doorways of their local pub. For some, they see these Barbots as the way of the future and an inevitability when it comes to the future of drink tending. Whoever is right is up for debate, but one thing that can't be denied is that these bots are indeed imposing figures.

Originally the product of Dwarven experimentation in mining bots, the Barbot was a happy accident when a miner

found that one of the mining bots could distribute water into their canteen when asked. Naturally, it was not long until they had successfully reprogrammed one of these bots to be the talk of the mines, distributing ale and mead to the thirsty Dwarves underground. In fact, these machines were so successful as their newly retrofitted tasks that they were soon outlawed in the mines after one too many Dwarves drunkenly wandered into an unfortunate end. While their time in the mines had come to an abrupt end, the more entrepreneurial tavern owners of the Dwarven realms successfully argued their way into getting their hands on some of these modified mining bots. With a bit of elbow grease and proper planning, they had a fully automated bartender ready in no time.

Ruthlessly Efficient. One thing that no one can argue with is the speed and efficiency of these bots. They are never sleeping, never eating machines made with their singular purpose in mind. They serve their customers orders with intense accuracy and speed. Many are programmed to take orders in several languages common in the taverns where

BARBOT

CREATURE 5

LN MEDIUM CONSTRUCT CLOCKWORK MINDLESS

Perception +12; darkvision

Languages Speaks Common and 2 other languages if programmed by its creator.

Skills Athletics +15 (+17 to Disarm, Grapple, or avoid being Disarmed), Bar Lore +16

Str +2, **Dex** +5, **Con** +4, **Int** -4, **Wis** +4, **Cha** -4

Items +1 club

AC 21; **Fort** +14, **Ref** +15, **Will** +12

HP 76; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Resistances** physical 5 (except adamantine or orichalcum); **Weaknesses** electricity 5, orichalcum 5

Brewer's Barrier ☞ (manipulate); **Frequency** Three times per day; **Trigger** The Barbot is targeted by a weapon attack; **Effect** The Barbot takes the Raise a Shield action.

Speed 25 feet

Melee ♦ club +15 (magical), **Damage** 2d8+7 bludgeoning

Ranged ♦ mug chuck +13 (thrown 20 feet), **Damage** 2d6+6 bludgeoning plus stunning blow

Stunning Blow Creatures that are critically hit by a strike with Stunning Blow become stunned 1.

Brew Cannon ♦♦ (manipulate); **Frequency** 3 times per day; **Effect** The Barbot sprays a powerful blast of a particular pungent brew in a 15-foot-cone in front of it. Creatures within the cone must attempt a DC 19 Fortitude Save to resist imbibing the brew.

Critical Success The creature is unaffected by the brew.

Success The creature becomes clumsy 1 for 1 round.

Failure As success, but the duration is 1 minute.

Critical Failure The creature is knocked prone from the blast and becomes clumsy 2 for 1 minute.

they reside. This efficiency has a cost though as there's little to no chit chat with these beings. They care only to take the next order and continue serving their purpose, much to the frustration of some tavern goers that are in the mood for a social experience.

Peace Enforcers. A particular trait that some find bothersome about these Barbots is their efficiency at putting down your standard bar brawl. There exist some patrons that consider solving things with fists to be part of the experience of going to a local watering hole. These Barbots will allow nothing of the sort and quickly step in to hose down rowdy customers and put them in their place or put them outside. Tavern owners do take a gamble when placing one of these bots in their bar. On one hand, trendy high end clientele will love the efficiency and novelty, while the every man may find themselves missing out on the heart and soul of the tavern experience.

TACTICS

Barbots are not interested in starting fights, but will defend themselves and their taverns fiercely until peace is restored. They seek to keep peace more than kill so take that into consideration.

- These Barbots are tanky with a number of resistances and traits that allow them to shrug off hits. Use Brewer's Barrier frequently to keep its guard up.
- Mug Chuck applying Stunning Blow increases its power greatly, use it for a nasty surprise.
- Brew Cannon is perfect for calming a crowded area. It's a powerful ability with good AoE. Make sure to use it when the Barbot can actually benefit from hitting multiple targets.

SUGGESTED PAIRINGS

Barbots are rarely the only ones who will spring to action in a bar brawl scenario.

- If you're running a Barbot at lower levels, treat this like a stalking machine moving from fight to fight and fill the foreground with guards and drunken patrons.
- There may be some hired muscle lurking around a location that has a Barbot to protect the owner's investment in the machine. Don't be afraid to bring in some powerful unarmed fighters and brawlers. The Barbot is best used as a powerful piece of a larger fight.



BREWER'S BARRIER

ITEM 5

MAGICAL

Price 145 gp

Usage held in 1 hand; Bulk 1

This *minor reinforcing wooden shield* (Hardness 6, HP 56, BT 28) is composed of a hearty darkwood that smells heavily of barley and hops. The outer ring of it is a solid metal hoop connected with rivets lending to the idea that this may have, at one point, been the end of a beer barrel. At the head of the barrel a well-polished metal tap has been installed that seemingly leads to nothing on the front side of the shield. The back has also been fitted with a leather strap allowing you to easily mount this barrel end to your wrist.

Activate ♦ manipulate; **Frequency** Once per hour; **Effect** You raise the tap to your mouth and pull the handle causing the shield to magically dispense a wonderfully complex lager that tastes slightly floral. For the next 1 minute, you gain 5 temporary Hit Points. While you still have temporary Hit Points from this ability, you additionally gain a +1 item bonus to Fortitude saving throws made to negate a magical effect.

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