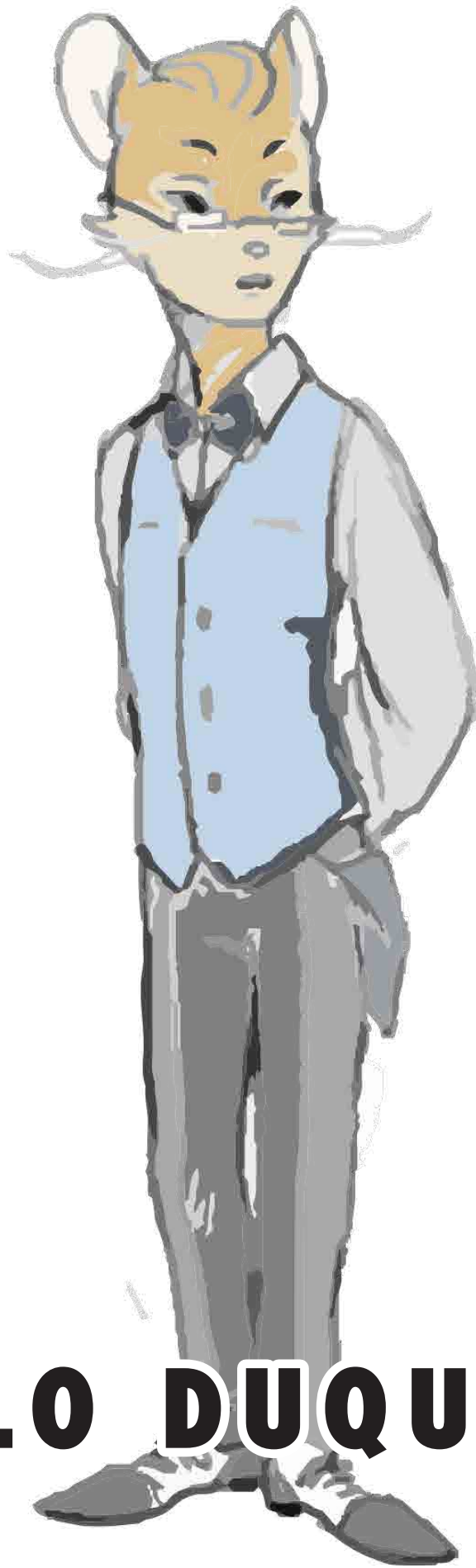


FIELD'S GUIDE TO KNOWN SPACE

ROBOTS OF KNOWN
SPACE

STARFINDER
COMPATIBLE



FIELD DUQUATH

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FIELD'S GUIDE TO KNOWN SPACE

ROBOTS OF KNOWN SPACE

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CONTENTS

Introduction	2	Arcane Sentry Bot	CR 9	8
Dealing with Robots	2	Majordomo Unit	CR 10	9
Taking Control of a Robot	2	Demolition Bot	CR 11	10
Reference Symbols	2	Heavy Infantry Unit	CR 12	10
Robots of Known Space	3	Tronic Defender	CR 13	11
Observation Bot	CR 1	3 Illusion Unit	CR 14	12
Drill Bot	CR 2	3 Emergency Medibot	CR 15	13
Barrier Bot	CR 3	4 Abyssal Engine	CR 16	13
Courier	CR 4	5 Astral Avenger	CR 17	14
Infiltration Unit	CR 5	6 Thaumattillerist	CR 18	15
Aerial Retriever	CR 6	6 Hellreaver Automaton	CR 19	16
Coastal Patrol Unit	CR 7	7 OPEN GAME LICENSE VERSION 1.0A		17
Autonomous Repair Unit	CR 8	8		

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INTRODUCTION

Welcome to *Robots of Known Space* — part of *Fialo's Guide to Known Space*! I am, of course, your humble chronicler, Fielo Duquath.

In my time traversing known space, I have run into many forms of construct, both magical and technological. The advancement of robotics has been a boon to nearly every field, from construction

and colonization efforts to defense and hazardous waste disposal. They can be strong, sleek, or stolid. While most robots are poor conversationalists, some can surprise you with their wit. Whether this is a natural product of their personalities or the work of talented programmers, I have never been able to discern. And in the end, if we cannot tell the difference, is there really a difference at all?

DEALING WITH ROBOTS

All technological constructs share several common traits that make them more formidable than comparable organic foes. Their mechanical natures mean that they ignore many of the weaknesses of flesh, such as bleeding, disease, poison, and the needs for food, water, atmosphere, or sleep. Magical effects that debilitate living bodies are also useless against them. Robots with limited artificial intelligence may even ignore effects that trick the mind or alter thoughts.

A robot's unliving nature can also be a detriment, of course. They do not heal naturally, relying on mechanical repair or spells like *make whole* to recover from damage. However, some robots do feature internal repair systems that can regenerate damage given enough time. In any case, robots lack the vital spark or soul of true sentients, and they cannot be brought back from destruction with any magic short of the greatest miracle or wish.

TAKING CONTROL OF A ROBOT

If you disable a robot without destroying it, you may be able to reprogram it. A robot's computer is:

- ❖ Tier 1 (DC 17) at CR 2 or less
- ❖ Tier 2 (DC 21) at CR 3-4
- ❖ Tier 3 (DC 25) at CR 5-6
- ❖ Tier 4 (DC 29) at CR 7-8
- ❖ Tier 5 (DC 33) at CR 9-10
- ❖ Tier 6 (DC 37) at CR 11-12
- ❖ Tier 7 (DC 41) at CR 13-14
- ❖ Tier 8 (DC 45) at CR 15-16

- ❖ Tier 9 (DC 49) at CR 17-18
- ❖ Tier 10 (DC 53) at CR 19 or higher.

All such computers are secured (requiring a Computers check at the listed DC to access), and the robot's owner or operator will typically have a physical security key (granting a +5 bonus to Computer checks with the system). The robot's core programming is typically cordoned off behind a firewall, requiring a second Computers check at the listed DC + 2 to access.

REFERENCE SYMBOLS

Creatures in *Fialo's Guide to Known Space* are divided into three categories based on their primary role in or out of combat. We use special icons in each creature stat block as a quick note for GMs.



Combatants are mostly geared toward fighting and dealing damage at range or up close.



Experts rely on their training and feature more varied and higher rated skills than other creatures.



Spellcasters use magic in the form of spells or spell-like abilities, and are often more complex than other creatures of the same challenge rating.

ROBOTS OF KNOWN SPACE

OBSERVATION BOT

CR 1

XP 400

N Small construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +10



Defense

HP 17

EAC 11; **KAC** 12

Fort -1, **Ref** -1, **Will** +2

Immunities construct immunities

Offense

Speed 40 ft.

Melee slam +5 (1d4+1 B)

Ranged electrical burst +7 (1d4+1 E)

Offensive Abilities distraction (DC 12)

Statistics

Str +0, **Dex** +4, **Con** —, **Int** +1, **Wis** +2, **Cha** +0

Skills Acrobatics +10, Athletics +5, Stealth +10

Languages can understand Common but cannot speak

Other Abilities unliving

Ecology

Environment any

Organization solitary, pair, or crew (3-8)

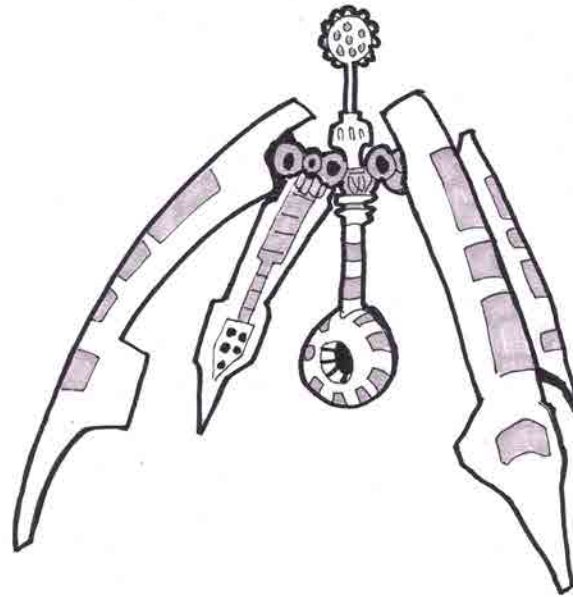
Special Abilities

Electrical Burst (Ex): As an action, the observation bot can make a ranged attack against a single target. This attack has a range increment of 30 feet.

Observation bots are commonly used by organizations that are short on manpower as a cheap alternative to trained sentries. The small four-legged robot features a central orb festooned with sophisticated sensors that allow it to see well in little or no light. For defense, the standard model is equipped with an oscillating electric field generator that disrupts the nervous systems of many life forms.

VARIANTS

Many who employ observation bots modify the sensor orb with other systems suited to the environment in which they expect to deploy.



Replace low-light vision with blindsense (scent or vibration) 60 ft. Alternately, remove distraction from Offensive Abilities and add one of the following to Senses:

- ❖ Blindsense (life, radar, thought, etc.) 60 ft.
- ❖ Blindsight (any) 60 ft.
- ❖ See in darkness
- ❖ Sense through (any)

DRILL BOT

CR 2

XP 600

N Large construct (technological)

Init +2; **Senses** blindsight (vibration) 60 ft., darkvision 60 ft., low-light vision; **Perception** +7



Defense

HP 30

EAC 13; **KAC** 15

Fort +2, **Ref** +2, **Will** -1

Immunities construct immunities

Offense

Speed 30 ft.

Melee drill gore +11 (1d6+6 P)

Space 10 ft.; **Reach** 10 ft.

Offensive Abilities trample (1d6+6 P, DC 11)

Statistics

Str +4, **Dex** +2, **Con** —, **Int** —, **Wis** +1, **Cha** -2
Other Abilities mindless, unliving

Ecology

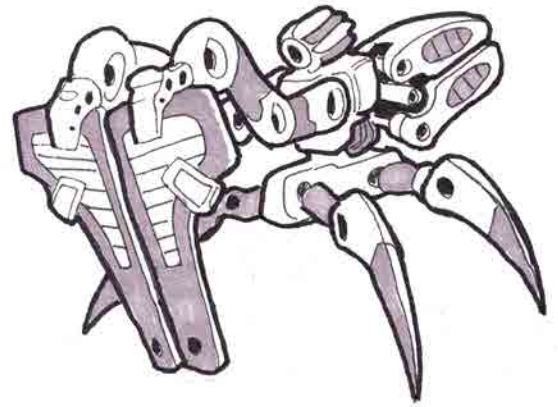
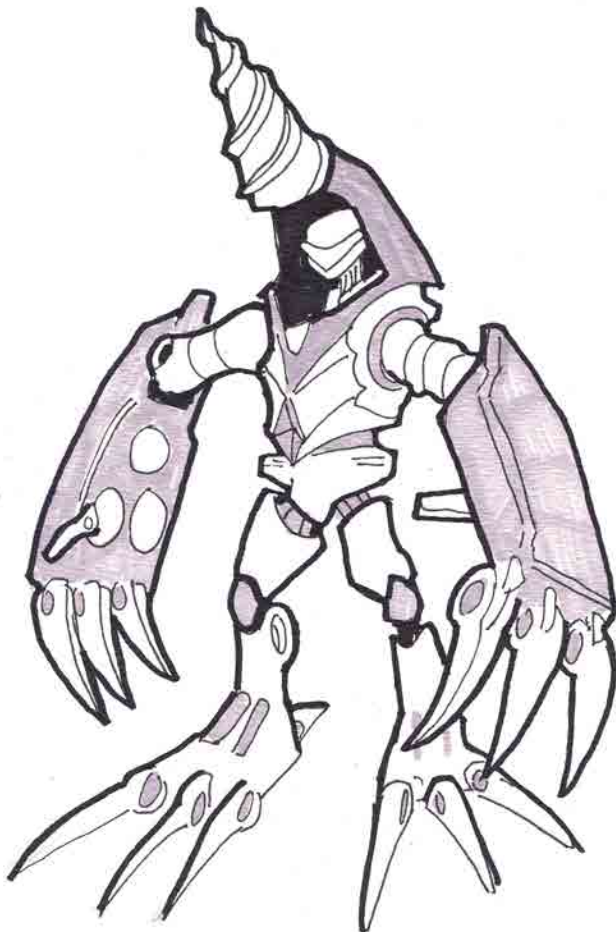
Environment any

Organization solitary or pair

Originally designed for excavation on rocky worlds, drill bots can be easily retasked for defense. Their diamondoid drill bits can deal considerable damage to sentients and equipment alike. When sent to fight, they are prone to trampling their foes, head down, drill spinning. Typically, however, these mindless constructs ignore everything but the rock in front of them.

SALVAGE

The drill of a defeated drill bot can be salvaged as a personal weapon. Treat the drill as a level 2 advanced melee weapon designed for a Large creature; a Medium or Small creature can wield it at -4



to attack rolls. It deals 1d6 piercing damage and is Bulk 1 and Powered (capacity 20, usage 1). It has no real market value.

BARRIER BOT

CR 3

XP 800

N Medium construct (technological)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8



Defense

HP 40

EAC 14; **KAC** 16

Fort +3, **Ref** +3, **Will** +0

Immunities construct immunities

Offense

Speed 30 ft.

Melee slam +11 (1d6+7 B)

Statistics

Str +4, **Dex** +2, **Con** —, **Int** —, **Wis** +1, **Cha** -2

Feats Bodyguard, Stand Still

Languages understands Common but cannot speak

Other Abilities mindless, unliving

Ecology

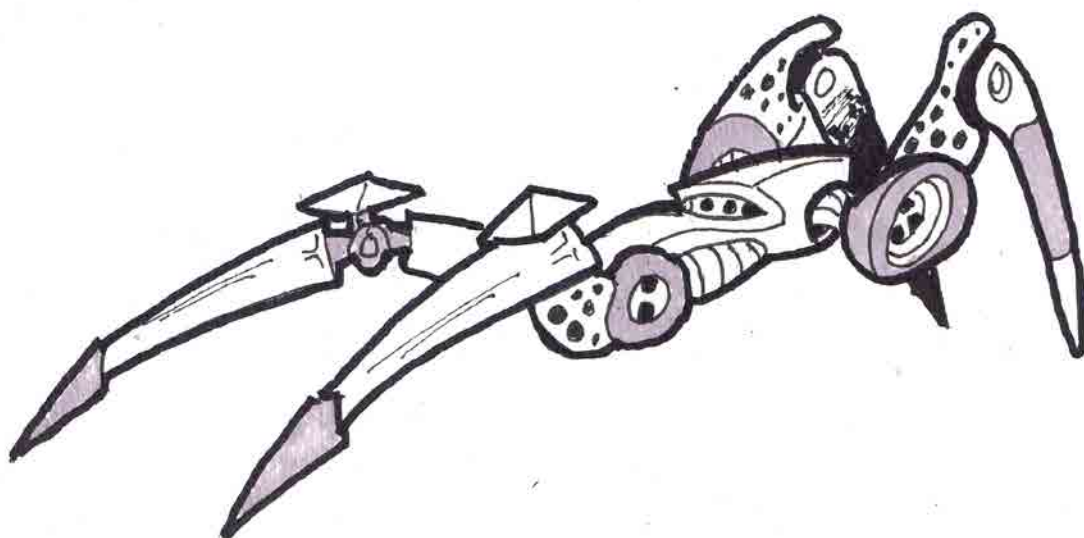
Environment any

Organization Solitary, pair, or squad (3-4)

Special Abilities

Barrier (Ex): The barrier bot provides improved cover, not soft cover, to allies adjacent to it.

Essentially a pair of shields on an articulated, mobile frame, the barrier bot is used to create cover and block approaching opposition. Security forces



often deploy barrier bots during riots to control the terrain and funnel perpetrators. These robots can also be used as impromptu bodyguards for high-profile individuals.

SALVAGE

With a successful Engineering check (DC 15), you can recover a defeated barrier bot's shield and attach it to any suit of heavy armor as a level 3 armor upgrade. This uses one upgrade slot and grants the armor +1 EAC and +2 KAC. The shield has Bulk 1 and no market value.

COURIER

XP 1,200

N Medium construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +10



CR 4

Defense

EAC 16; **KAC** 17

Fort +2, **Ref** +6, **Will** +2

Immunities construct immunities

HP 45

Offense

Speed 60 ft., climb 30 ft.

Melee slam +9 (1d4+5 B)

Ranged laser +11 (1d6+6 F)

Statistics

Str +1, **Dex** +5, **Con** —, **Int** +3, **Wis** +1, **Cha** -1

Skills Acrobatics +15, Stealth +15

Other Abilities unliving

Ecology

Environment any

Organization solitary

Couriers are just that: robots that deliver important goods quickly. They usually operate in urban environments, skittering about on skyscrapers like metal spiders. As tireless constructs, they can also make long overland journeys without pausing for meals or sleep. However, this is only economical in areas where larger vehicles are unable to operate, including thick jungles or in tight subterranean tunnels.

To protect their cargo, these robots feature a built-in laser rifle to pick off attackers before they can close. A courier's primary defense is its speed, however, and it will only fight opponents that it cannot outrun.

VARIANTS

Couriers may be adapted to a particular environment. Examples include:

- ❖ **Underground:** Add "blindsense (vibration) 60 ft." to Senses. Replace "climb 30 ft." with "burrow 30 ft."
- ❖ **Underwater:** Lower saving throws by 1, and add "amphibious" to Other Abilities. Add the aquatic subtype, replace "climb 30

ft." with "swim 60 ft.," and add "Athletics +15" to Skills.

- ❖ **Vacuum:** Replace "climb 30 ft." with "fly 30 ft. (Su, perfect)."

INFILTRATION UNIT

CR 5

XP 1,600

Robot operative



N Medium construct (technological)

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

Defense

HP 65

EAC 19; **KAC** 20

Fort +2, **Ref** +5, **Will** +6

Defensive Abilities cloaking field, evasion, holographic clone; **Immunities** construct immunities

Offense

Speed 40 ft.

Melee survival knife +11 (1d4+5 S)

Ranged frostbite-class zero pistol +13 (1d6+5 C, crit staggered)

Offensive Abilities debilitating trick, trick attack +3d8

Statistics

Str +0, **Dex** +5, **Con** —, **Int** +2, **Wis** +3, **Cha** +1
Skills Acrobatics +17, Computers +17, Stealth +17

Languages Common

Other Abilities unliving

Gear Estex II armor suit, survival knife, frostbite-class zero pistol with 2 batteries

Ecology

Environment any

Organization solitary

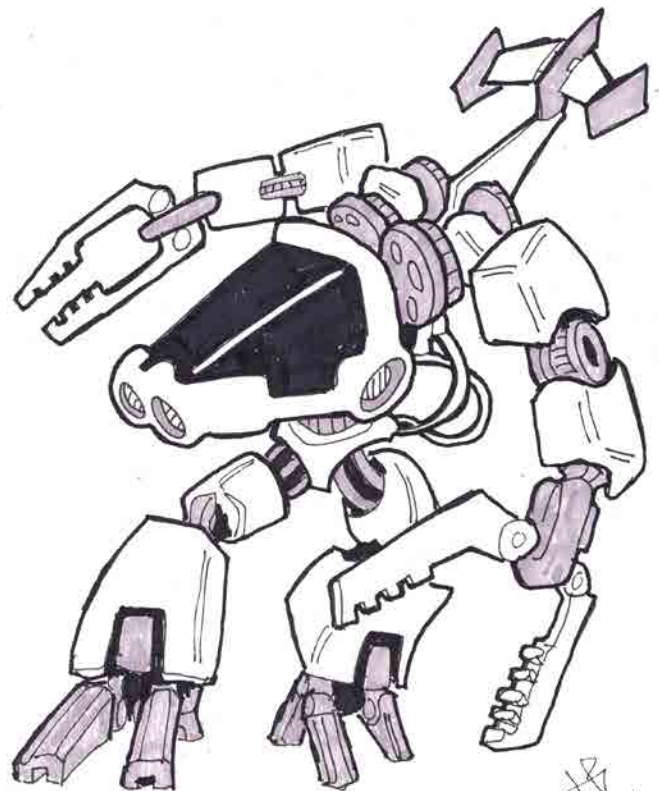
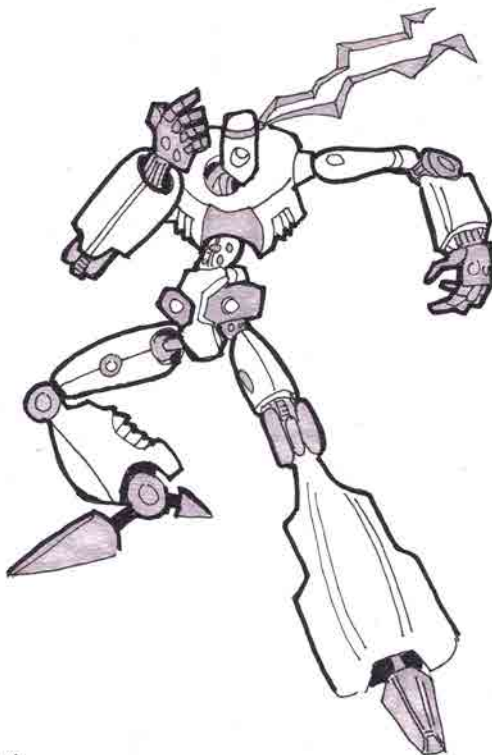
Infiltration units are highly specialized humanoid constructs designed for stealth insertion, data retrieval, and occasionally assassination. These robots are agile, intelligent, and programmed with maximum autonomy. Their hardware features unique holographic projectors that can cloak them in a stealth field or create images to distract opponents.

AERIAL RETRIEVER

CR 6

XP 2,400

N Large construct (technological)



Init +3; **Senses** darkvision 60 ft., low-light vision;
Perception +13

Defense **HP 90**

EAC 18; **KAC** 20

Fort +6, **Ref** +6, **Will** +3

Immunities construct immunities

Offense

Speed 30 ft., fly 30 ft. (Ex, good)

Melee pincer +16 (1d8+11 plus grab)

Ranged taser bolts +13 (1d10+6 E)

Statistics

Str +5, **Dex** +3, **Con** —, **Int** +0, **Wis** +2, **Cha** -2

Skills Acrobatics +13, Survival +18

Languages Common

Other Abilities unliving

Ecology

Environment any

Organization Solitary or pair

These hulking robots are used to apprehend criminal suspects out from crowds during riots and other tense security situations. Their heavy pincers serve as mancatchers, grappling targets around the torso before lifting them up and away. Like poorly maintained carnival games, these robots have a tendency to drop unruly captives from a great height. The ruthless security forces who deploy them are not generally concerned with this fact.

COASTAL PATROL UNIT CR 7

XP 3,200

N Medium construct (aquatic, technological)



Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +19

Defense **HP 100**

EAC 19; **KAC** 20

Fort +4, **Ref** +8, **Will** +7

Immunities construct immunities

Offense

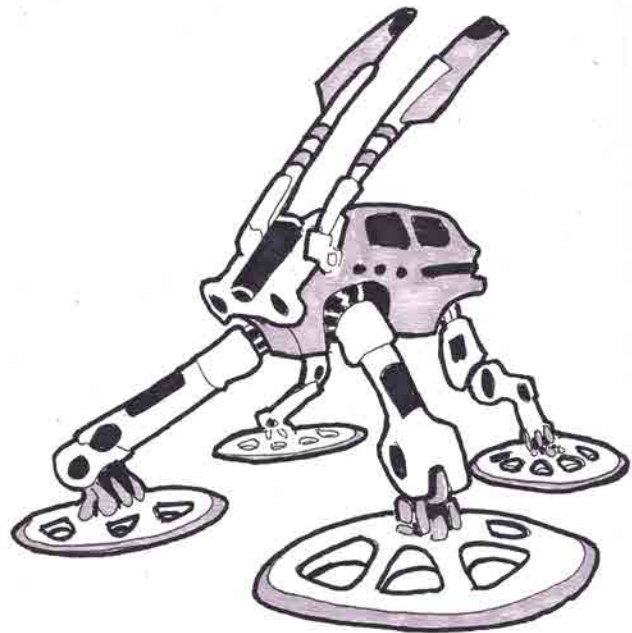
Speed 40 ft., swim 60 ft.

Melee slam +16 (1d8+9 B)

Ranged water jet +16 (1d8+7 B)

Statistics

Str +2, **Dex** +5, **Con** —, **Int** +0, **Wis** +4, **Cha** -2



Skills Athletics +19, Sense Motive +14, Stealth +14, Survival +19

Languages Common

Other Abilities amphibious, unliving

Ecology

Environment coastal regions

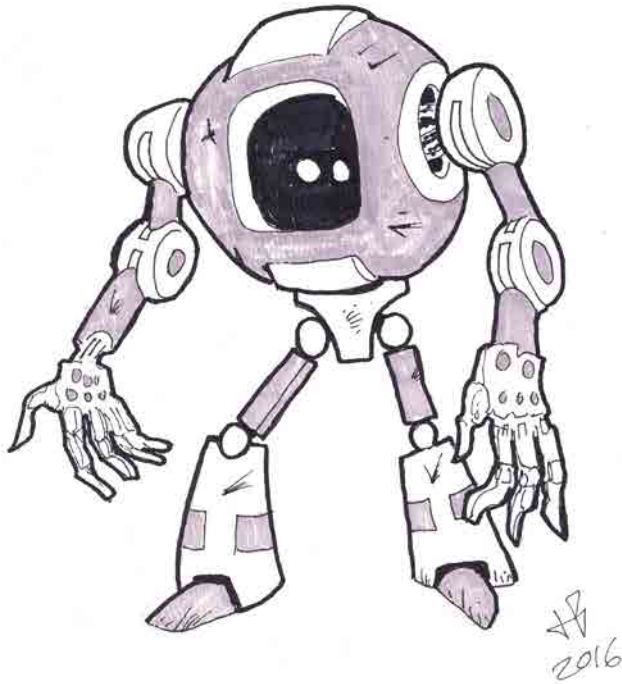
Organization solitary

Special Abilities

Water Jet (Ex): As a ranged attack, the coastal patrol unit can shoot a jet of water with a range increment of 30 ft. This attack targets EAC, and on a hit, the target must make a DC 17 Reflex save or be pushed 10 ft. away and knocked prone.

Water Walking (Ex): The coastal patrol unit can move on the surface of water as if it were solid ground, but using their full swim speed.

Cities on the countless oceans across countless worlds need regular patrols to safeguard their waters from threats on, beneath, and above the surface. Coastal patrol units are specialized robots that are often deployed in this capacity, forming tight nets around major ports. Their main armament is a powerful pump that draws water into a jet capable of knocking exposed crew off of target vessels.



AUTONOMOUS REPAIR UNIT

CR 8

XP 4,800

Robot mechanic

N Medium construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

Defense

HP 115

EAC 20; **KAC** 21

Fort +6, **Ref** +6, **Will** +6

Immunities construct immunities

Offense

Speed 30 ft.

Melee buzzblade dueling sword +16 (2d6+10 S)

Ranged red star plasma pistol +18 (1d8+8 E & F, crit burn 1d8)

Offensive Abilities improved overcharge, overload

Statistics

Str +2, **Dex** +4, **Con** —, **Int** +6, **Wis** +2, **Cha** -2

Skills Computers +21, Engineering +21, Physical Sciences +21

Other Abilities expert rig, miracle worker 1/day, remote hack, unliving, wireless hack

Gear buzzblade dueling sword, red star plasma pistol

Ecology

Environment any

Organization solitary

Special Abilities

Target Tracking (Ex): As a move action, the autonomous repair unit can designate and track two targets, gaining a +2 bonus to attack rolls against each.

Autonomous repair units are valuable editions to any large starship or space station. They are capable of analyzing and repairing damage without direction from the crew. But more and more, autonomous repair units are being fielded by mercenary companies that lack a dedicated mechanic and computer expert. The unit's ability to overcharge and even overload equipment can give a squad an invaluable edge in combat. And when equipped with decent weapons, a repair unit can even serve as a fair guard in its own right.

ARCANE SENTRY BOT

CR 9

XP 6,400

N Medium construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

Defense

HP 144

EAC 21; **KAC** 22

Fort +6, **Ref** +9, **Will** +10

Immunities construct immunities

Offense

Speed 30 ft.

Melee slam +16 (3d4+11 B)

Ranged force blast +18 (2d6+9 force)

Spells Known (CL 9th; melee +18)

3rd (3/day)—*arcane sight*, *dispel magic* (+9 dispel check)

2nd (6/day)—*inflict pain* (DC 19), *microbot assault*, *see invisibility*, *zone of truth* (DC 19)

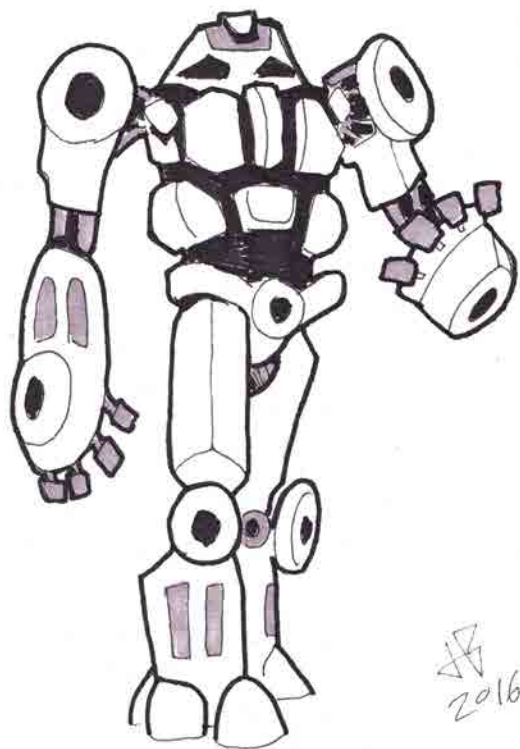
1st (at will)—*detect tech*, *hold portal*

Statistics

Str +2, **Dex** +4, **Con** —, **Int** +3, **Wis** +6, **Cha** +0

Skills Mysticism +22, Stealth +17

Languages Common



Other Abilities unliving

Ecology

Environment any

Organization solitary

Special Abilities

Force Blast (Sp): As an action, the arcane sentry bot can make a ranged attack against a single target. This attack has a range increment of 60 ft. On a hit, the target must also make a DC 18 Reflex save or be pushed 5 feet and knocked prone.

The arcane sentry bot supplements mundane security forces by providing the ability to detect and overcome magically enhanced intruders. In a confrontation, the sentry is more suited to harrying foes, providing distractions, and closing off avenues of escape.

MAJORDOMO UNIT **CR 10**

XP 9,600

Robot envoy

N Medium construct (technological)



Init +3; **Senses** darkvision 60 ft., low-light vision;
Perception +20

Defense **HP 150; RP 5**

EAC 25; **KAC** 27

Fort +7, **Ref** +9, **Will** +11

Defensive Abilities duck under, situational awareness; **Immunities** construct immunities

Offense

Speed 30 ft.

Melee incapacitator +19 (3d4+11 B nonlethal)

Ranged aphelion laser pistol +21 (3d4+10 F)

Offensive Abilities improved get 'em

Spell-Like Abilities (CL 10th)

1/day—*discern lies* (DC 20), *resistant armor*

Statistics

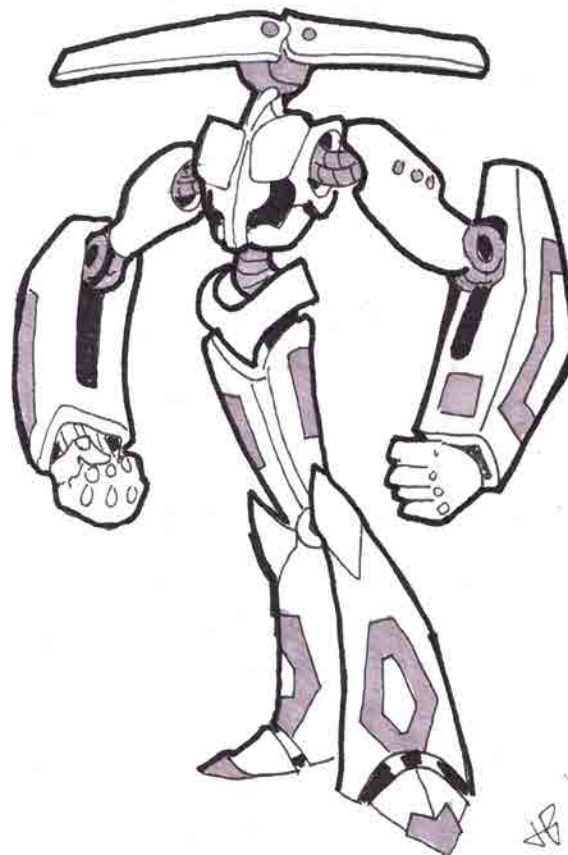
Str +1, **Dex** +3, **Con** —, **Int** +5, **Wis** +2, **Cha** +8

Skills Culture +25, Diplomacy +25, Sense Motive +25, Stealth +20

Languages Common, any four others

Other Abilities unliving

Gear white carbon skin armor, aphelion laser pistol with merciful fusion, incapacitator



Ecology

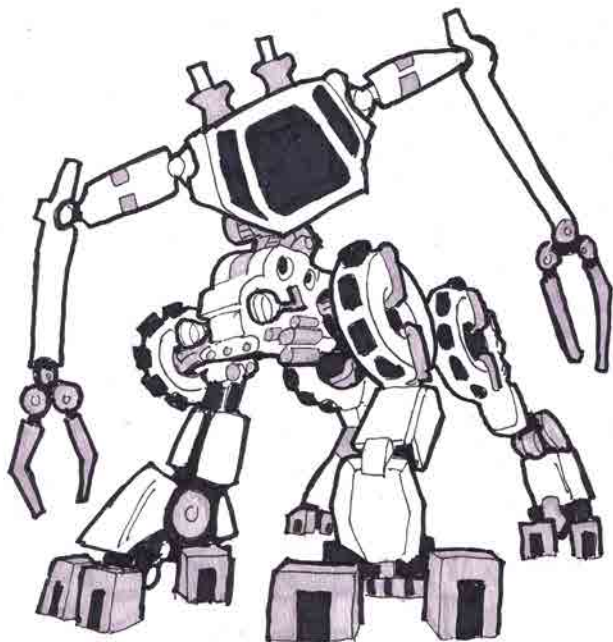
Environment any

Organization solitary

Often serving as hosts at high-end merchant shops, exclusive hotels, and underground casinos, majordomo units are programmed for pleasant conversation, ready information, and awareness of the intentions of their guests. When necessary, the majordomo can defend itself in combat, but it focuses on dealing nonlethal attacks and avoiding danger.

VARIANTS

The escort unit replaces the majordomo's armor with a gold travel suit (EAC 22, KAC 23), and replaces Culture with Bluff.



DEMOLITION BOT

XP 12,800

N Huge construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +20

Defense

EAC 24; **KAC** 25

Fort +8, **Ref** +8, **Will** +12

Immunities construct immunities

Offense

Speed 30 ft.

CR 11



Melee claws +22 (6d4+21 B)

Ranged thrown object +20 (2d10+11 B)

Space 15 ft.; **Reach** 15 ft.

Statistics

Str +8, **Dex** +5, **Con** —, **Int** —, **Wis** +3, **Cha** -2

Skills Engineering +25

Languages can understand Common but cannot speak

Other Abilities mindless, unliving

Ecology

Environment any

Organization solitary or pair

Special Abilities

Demolition (Ex): Damage from the demolition bot's claws ignores 20 points of an object's hardness.

Thrown Object (Ex): As an action, the demolition bot can throw an unattended object of Large size or smaller as a ranged attack at a single target. This attack has a range increment of 40 ft.

Demolition bots are tireless engines of destruction—specifically the destruction of abandoned and unwanted structures. These mindless constructs tear buildings apart with their gripping claws, peeling stone and concrete away from steel and nanoplas. In most situations, these giants will ignore intruders, but when put on alert by their controllers, they can form an imposing first layer of defense for an installation under construction.

HEAVY INFANTRY UNIT CR 12

XP 19,200

Robot soldier

N Medium construct (technological)

Init +12; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

Defense

EAC 31; **KAC** 33

Fort +12, **Ref** +10, **Will** +11

Immunities construct immunities

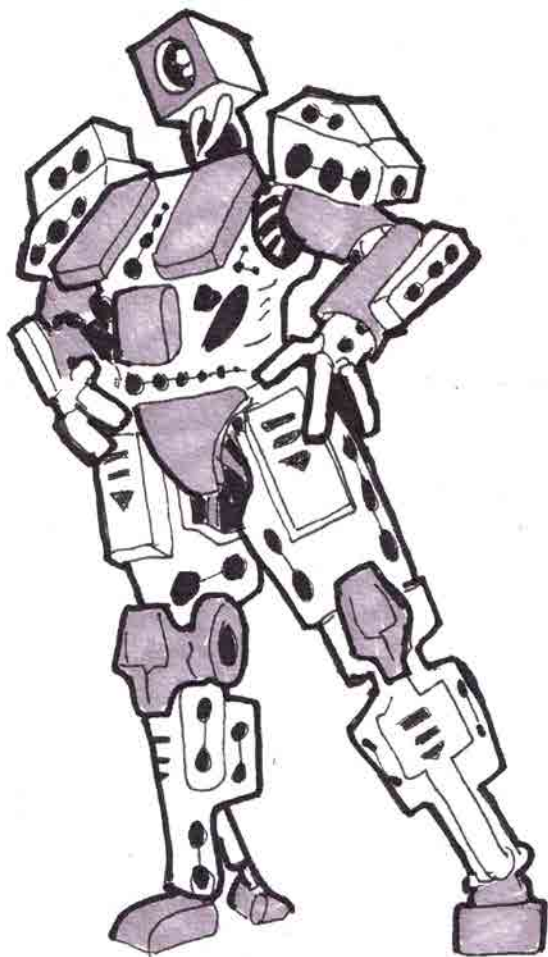
Offense

Speed 40 ft.

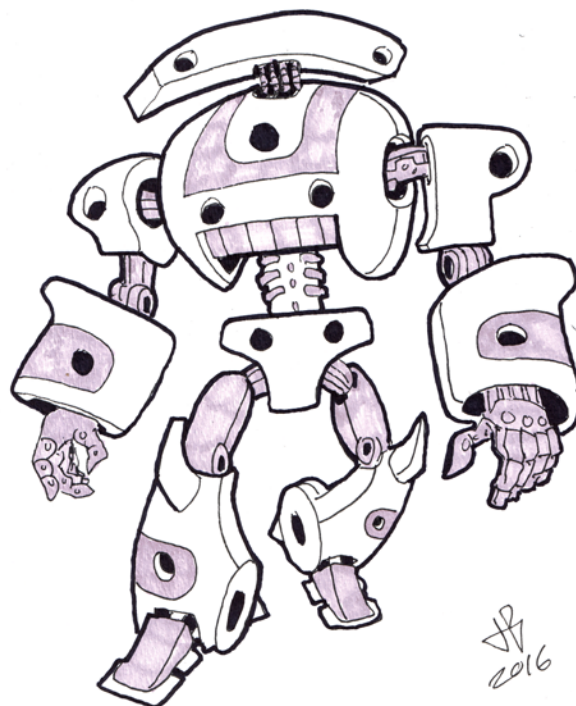
Melee accelerated starknife +23 (4d8+17 F & P)
or



HP 240; RP 5



Heavy infantry units are terrors of frontier battlefields, deployed by conquering armies on primitive worlds. I've heard tales of a single squad of these robots capturing an entire continent-spanning empire after being dropped into the imperial palace. This is still a formidable design against modern forces, making use of heavy weapons and armor, superior combat programming, and intelligent tactics.



Multiattack 3 accelerated starknife +17 (4d8+17 F & P)

Ranged perihelion laser rifle +27 (5d6+12 F, crit burn 2d6) or incendiary grenade +26 (5d6 F, 3d6 burn, 15 ft.) or

Multiattack 3 perihelion laser rifle +22 (5d6+12 F, crit burn 2d6)

Offensive Abilities intense focus, sniper's aim

Statistics

Str +5, **Dex** +8, **Con** —, **Int** +1, **Wis** +4, **Cha** -2

Skills Athletics +27

Language Common

Other Abilities unliving

Gear superior Iridishell armor, accelerated starknife, perihelion laser rifle, 2 incendiary grenade IV

Ecology

Environment any

Organization solitary, pair, or squad (3-6)

TRONIC DEFENDER

CR 13

XP 25,600

N Medium construct (technological)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +23



Defense

HP 270

EAC 27; **KAC** 29

Fort +13, **Ref** +13, **Will** +10

Immunities construct immunities; SR 24

Offense

Speed 30 ft.

Melee punch +24 (8d6+23 B)

Multiattack 4 punch +18 (6d4+23 B)

Ranged electric blast +24 (5d6+13 E)

Space 5 ft.; **Reach** 15 ft.

Statistics

Str +8, **Dex** +6, **Con** —, **Int** +1, **Wis** +4, **Cha** +0

Skills Athletics +28

Languages Common

Other Abilities unliving

Ecology

Environment any

Organization solitary

Special Abilities

Electric Blast (Ex): As an action, the tronic defender can shoot a blast of electricity as a ranged attack at a single target. This attack has a range increment of 90 ft.

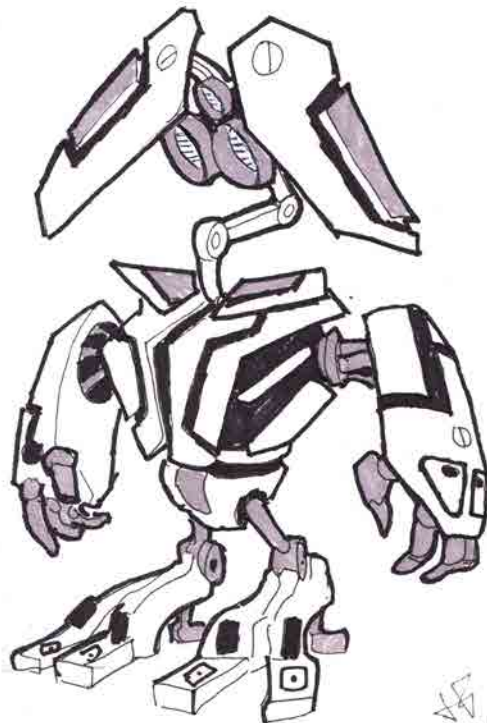
The tronic defender is a stalwart guardian designed to protect secure facilities including temples of gods devoted to concepts like strength and battle. This simple design sports a unique feature of extendible arms able to stretch out to 15 feet from the defender. It also utilizes magic resistant alloys in its exoskeleton.

ILLUSION UNIT

XP 38,400

N Medium construct (technological)

CR 14



Init +6; **Senses** darkvision 60 ft., low-light vision;
Perception +26

Defense

HP 215

EAC 27; **KAC** 28

Fort +10, **Ref** +13, **Will** +15

Immunities construct immunities

Offense

Speed 20 ft., fly 30 ft. (Ex, perfect)

Melee slam +22 (6d6+14 B)

Ranged illusionary blast +24 (3d12+18 varies)

Spells Known (CL 14th; melee +22)

5th (3/day)—*holographic terrain* (DC 24),
unwilling guardian (DC 24)

4th (6/day)—*greater invisibility*, *holographic image* (DC 23), *overload systems* (DC 23),
resilient sphere (DC 23)

3rd (at will)—*displacement*, *tongues*

Statistics

Str +0, **Dex** +6, **Con** —, **Int** +8, **Wis** +4, **Cha** +4

Skills Bluff +31, Mysticism +31

Languages Common, any two others

Other Abilities unliving

Ecology

Environment any

Organization solitary

Special Abilities

Illusionary Blast (Sp): As an action, the illusion unit can make a ranged attack roll against a single target. This attack has a range increment of 100 feet and deals one of the following damage types of the illusion unit's choice: acid, electricity, fire, or sonic. On a hit, the target can make a DC 22 Will save for half damage.

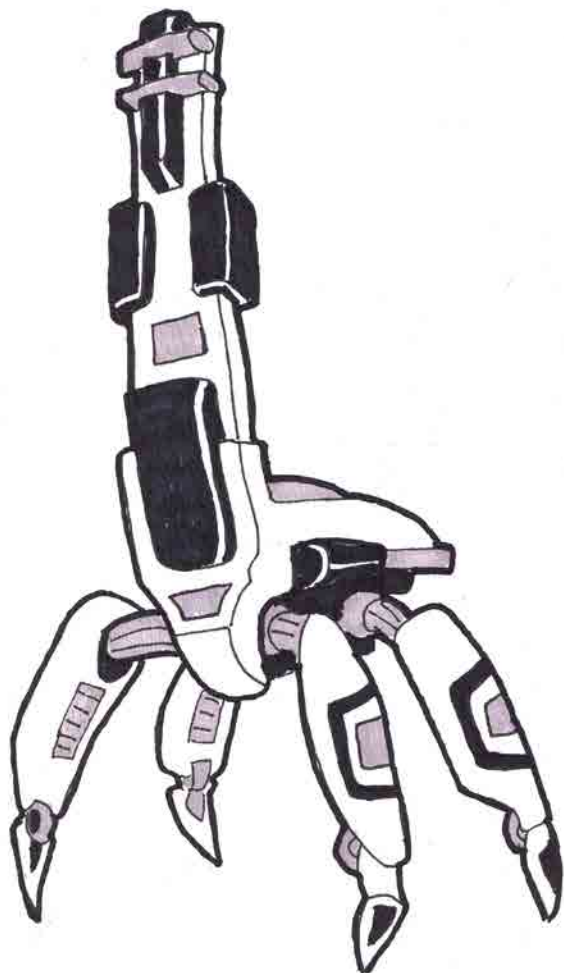
While the basic equipment within the illusion unit was designed for live entertainment, the robot has been adopted by covert ops units as a tool for widespread misdirection. The technomagic illusions are capable of overwhelming the enemy, turning them against themselves, and even killing them with ultra-real phantasms.

EMERGENCY MEDIBOT CR 15

XP 51,200

NG Large construct (technological)





Init +5; **Senses** darkvision 60 ft, low-light vision;
Perception +26

Defense **HP 306**

EAC 29; **KAC** 30

Fort +11, **Ref** +14, **Will** +16

Immunities construct immunities

Offense

Speed 30 ft.

Melee sedative injection +27 (5d8+17 nonlethal, crit stunned)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 15th)

1/day—*mystic cure* (5th level), *mass mystic cure*

Statistics

Str +2, **Dex** +5, **Con** —, **Int** +5, **Wis** +9, **Cha** +7

Skills Life Sciences +31, Medicine +31

Languages Common

Other Abilities unliving

Ecology

Environment any

Organization solitary

Special Abilities

Specialized Equipment (Ex): The emergency medibot is always considered equipped with a medical lab without requiring free hands or taking up any Bulk.

Emergency medibots are a mainstay of spacefaring militaries. These units deploy to the battlefield and serve as mobile triage centers. The medibot's rising pillar includes technomagical apparatuses capable of curing many combatants at once or even resuscitating a single high-value soldier who has very recently died. The pillar glows blue while these effects are charged, and switches to a dull green when they are depleted.

Even without this magical healing, the emergency medibot possesses all of the equipment and consumables of a full medical laboratory. It has multiple manipulator arms and can treat any injured being placed within 10 ft. The medibot is programmed with a version of the healer's oath, meaning it will attempt to render medical assistance to anyone it can safely treat.

SALVAGE

The equipment inside an emergency medibot can be salvaged with a successful DC 37 Medicine check, yielding a full medical laboratory.

ABYSSAL ENGINE

CR 16

XP 76,800

CE Large construct (extraplanar, technological)



Init +7; **Senses** darkvision 60 ft., low-light vision;
Perception +28

Defense **HP 300**

EAC 30; **KAC** 32

Fort +16, **Ref** +16, **Will** +12

DR 6/good or lawful; **Resistances** acid 11, fire 11; **Immunities** construct immunities

Offense

Speed 40 ft.

Melee claws +31 (6d10+26 S)

Ranged abyssal blast +28 (4d6+8 F plus 3d6+8 A)

Space 10 ft., **Reach** 10 ft.

Statistics

Str +10, **Dex** +7, **Con** —, **Int** +1, **Wis** +5, **Cha** +2

Skills Athletics +33

Languages Common, Abyssal

Other Abilities unliving

Ecology

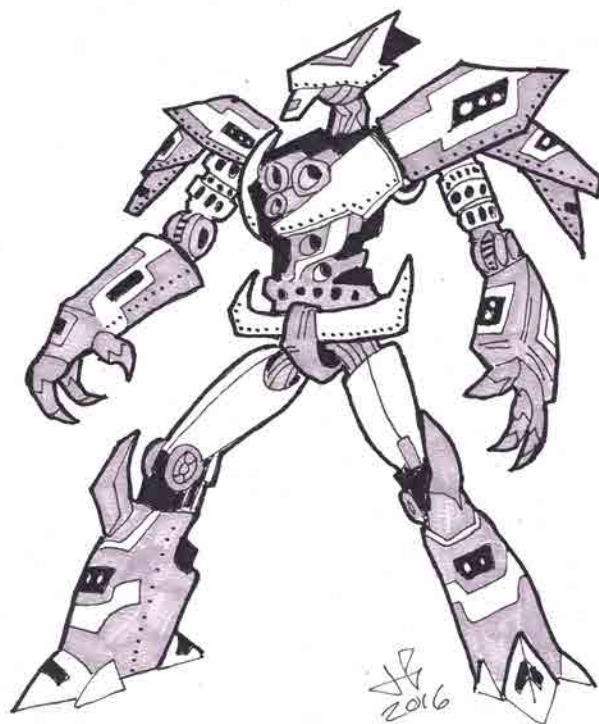
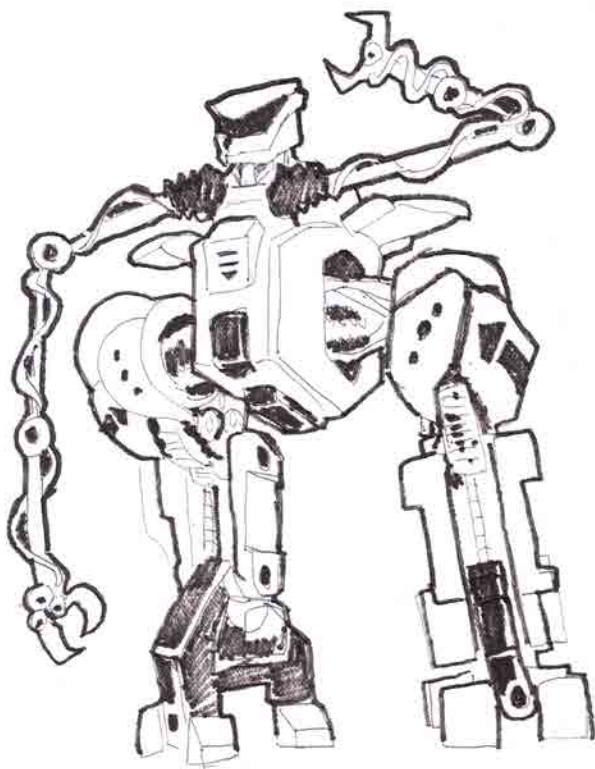
Environment any (usually a chaotic evil plane)

Organization solitary, pair, or horde (5-10)

Special Abilities

Abyssal Blast (Su): As an action, the abyssal engine can make a ranged attack against a single target. This attack has a range increment of 100 feet.

Scholars cannot agree on how these fearsome, misshapen machines are created, but most believe they are birthed from chaotic forge-creeches in the lower planes. Much like their demonic masters, these robots roam the ashen fields of these planes in hordes like wild animals, ravaging anything in their path. When they find their way into the material plane, abyssal engines rage for miles until they are put down—typically with an airstrike or other massive attack.



ASTRAL AVENGER

CR 17

XP 102,400

LN Medium construct (extraplanar, technological)



Init +11; **Senses** darkvision 60 ft., low-light vision; **Perception** +29

Defense

HP 340

EAC 31; **KAC** 33

Fort +17, **Ref** +17, **Will** +16

DR 7/—; **Immunities** construct immunities

Offense

Speed 30 ft., fly 60 ft. (Su, perfect)

Melee punch +29 (6d12+25 B)

Ranged plasma blast +32 (8d6+17 F & E)

Statistics

Str +8, **Dex** +11, **Con** —, **Int** +1, **Wis** +5, **Cha** +2

Skills Athletics +34, Medicine +29, Mysticism +34, Survival +34

Languages Common

Other Abilities unliving

Ecology

Environment any (usually the Astral Plane)

Organization solitary

Special Abilities

Axiomatic Strikes (Su): Damage from the astral avenger's punch and plasma blast powers bypasses DR/lawful and ignores the energy resistance of chaotic dragons and chaotic outsiders.

Plasma Blas (Su): As an action, the astral avenger can fire a plasma blast as a ranged attack at a single target. This attack has a range increment of 100 ft.

The astral avenger is manufactured by various lawfully aligned civilizations on the Astral Plane to hunt and destroy chaotic beings. On occasion, these robots follow their quarries through portals to the Material Plane, arriving on various worlds or stations. Their programming rarely leaves room for compromise, and anyone who stands between an astral avenger and its task may be considered a valid target.

THAUMATILLERIST

CR 18

XP 153,600

N Medium construct (technological)

Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +31



Defense

HP 384

EAC 31; **KAC** 32

Fort +15, **Ref** +15, **Will** +19

Defensive Abilities fast healing 10; **Immunities** construct immunities

Offense

Speed 30 ft.

Melee arcane lance +29 (8d8+21 varies)

Ranged arcane blast +29 (4d12+20 varies)

Space 5 ft.; **Reach** 10 ft.

Spells Known (CL 18th; melee +29)

6th (3/day)—*chain surge* (DC 27), *holographic image* (DC 27)

5th (6/day)—*greater dispel magic* (+18 dispel check), *heat leach* (DC 26), *synapse overload* (DC 26), *wall of force*

4th (at will)—*corrosive haze* (DC 25), *greater invisibility*

Statistics

Str +3, **Dex** +8, **Con** —, **Int** +11, **Wis** +6, **Cha** +2

Skills Mysticism +36, Stealth +36

Languages Common

Other Abilities unliving

Ecology

Environment any

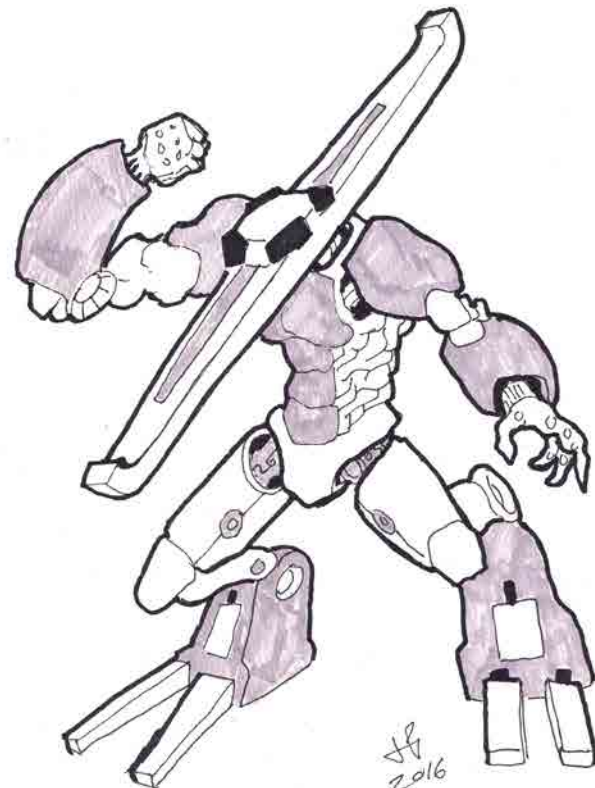
Organization solitary

Special Abilities

Arcane Blast (Sp): As an action, the thaumatillerist can make a ranged attack with its arcane blast. This attack has a range increment of 100 ft. Roll a d6 to determine the damage type: 1, fire; 2, cold; 3, electricity; 4, acid; 5, sonic; 6, roll twice, ignoring this result, and use both types.

Arcane Lance (Sp): As an action, the thaumatillerist can make a melee attack with its arcane lance against a creature within reach. Roll a d6 to determine the damage type: 1, fire; 2, cold; 3, electricity; 4, acid; 5, sonic; 6, roll twice, ignoring this result.

Thaumatillerists are advanced technomagical constructs often found guarding research installations, covert military bases, and temples of technological deities. It is equipped with an arcane energy projector that can be used both in close combat and at range, and it is also capable of casting an array of spells. (The spells listed here are the most



common loadout for a thaumatillerist, but GMs should feel free to switch any spell out for another of the same level.)

TACTICS

When a thaumatillerist becomes aware of intruders, it attempts to hide using normal stealth and greater invisibility. When it decides to engage, it casts holographic image to create a decoy and alternate firing position. (The thaumatillerist can use its arcane lance and arcane blast abilities through the holographic image.)

HELLREAYER AUTOMATON

CR 19

XP 204,800

LE Huge construct (evil, lawful, technological)



Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +32

Defense

HP 415

EAC 33; **KAC** 35

Fort +18, **Ref** +18, **Will** +14

Defensive Abilities fast healing 15; **DR** 15/good and magic; **Immunities** construct immunities;

Resistances acid 10, fire 10, cold 10; **SR** 30

Offense

Speed 30 ft.

Melee gore +34 (10d6+30 P plus 5d6 F)

Multiattack 4 punches +28 (3d12+30 B plus 1d12 F)

Ranged hellfire +31 (8d8+19 F)

Space 15 ft.; **Reach** 15 ft.

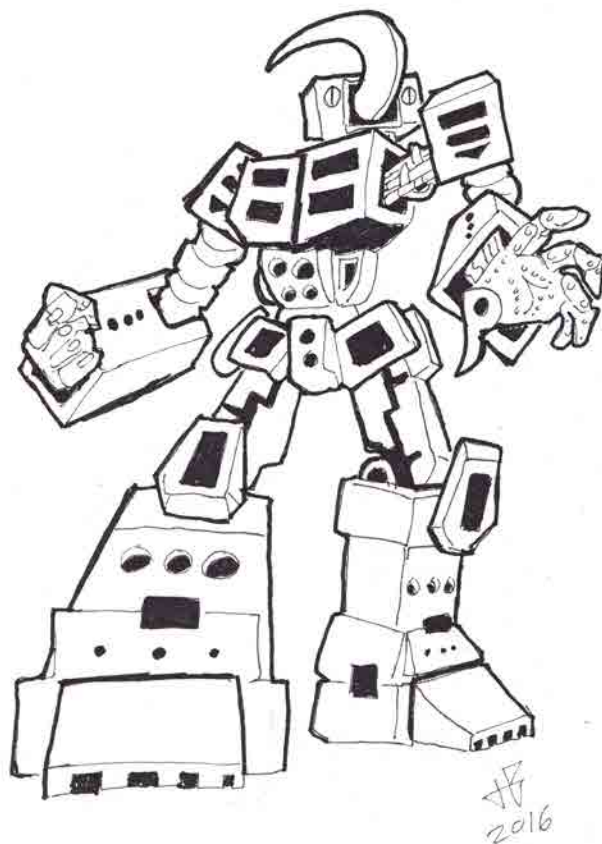
Statistics

Str +11, **Dex** +9, **Con** —, **Int** +3, **Wis** +4, **Cha** +6

Skills Athletics +37, Survival +32

Languages Common, Infernal

Other Abilities unliving



Ecology

Environment any (usually a lawful evil plane)

Organization Solitary, pair, or squad (3-4)

Special Abilities

Hellfire (Su): As an attack, the hellreaver automaton can shoot a blast of hellfire at a single target. This attack has a range increment of 120 ft. The blast acts as if it had the *unholy* fusion.

The endless forges of the Nine Hells don't just turn out blood-drinking swords and black iron armor anymore. Hellreaver automatons are the epitome of infernal robotics, walking siege engines sent in advance of the devils' armies to weaken or even crack surface installations. Hellfire licks out around the automaton's fists and the thick, curling horn on its head, and every seam and joint glows furiously.

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