

# WARDEN ROBOT

# CREATURE 11

RARE N LARGE CONSTRUCT ROBOT TECHNOLOGY

**Perception** +18; darkvision, infra-red vision 60 ft

**Languages** Androffan

**Skills** Athletics +24

**Str** +7, **Dex** +8, **Con** +7, **Int** +0, **Wis** +3, **Cha** -5

**Infra-Red Vision** (technology) The warden robot is able to see sources of heat within the given range. This is most commonly used to see the body heat, allowing the warden robot to ignore invisibility, concealment from smoke and even magical darkness as long as its target is a living, non-construct creature within range. GMs decide if this works on dhampirs.

**Infrasonic Field** (aura, sonic) 30 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 28 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). A creature that succeeds at its save is temporarily immune for 1 minute.

---

**AC** 33 (construct armor); **Fort** +24, **Ref** +25, **Will** +18

**HP** 175 (Hardness 10); **Immunities** bleed, death effects, diseased, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Construct Armor** Once a warden robot is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 29.

**Explosive Armor** 🔥 (fire); **Trigger** The warden robot loses its construct armor; **Effect** The warden robot's reactive shell explodes, dealing 12d6 fire damage to all other creatures within 5 feet of it (DC 31 basic Reflex save)

**Attack of Opportunity** ⚡

---

**Speed** 25 feet

**Melee** ⚔️ arms +24 (reach 10 ft), **Damage** 2d10+12 bludgeoning

**Ranged** ⚡ sonic disruptor +25 (range increment 100ft, sonic, technology^), **Damage** 2d8+10 sonic

**Dazzler** ⚡⚡ (light, visual) The warden robot flashes a single target within 60 feet with a beam of strobing light. The creature must make a DC28 Fortitude saving throw. Creatures with light blindness or light sensitivity take a -2 circumstance penalty to this saving throw:

**Critical Success** The creature is unaffected.

**Success** The creature is dazzled until the end of its next turn.

**Failure** The creature is blinded for 1 minute.

**Critical Failure** The creature is blinded permanently.