

ROBOTIC APPRENTICE

CREATURE 11

UNCOMMON

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MEDIUM

CONSTRUCT

ROBOT

TECH

Perception +21; darkvision

Languages Androffan, Common

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

Items ion tape

AC 31 (construct armor); **Fort** +20, **Ref** +22, **Will** +20

HP 145 (Hardness 10); **Immunities** death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious;

Weaknesses electricity 10

Construct Armor Like normal objects, a robot has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once a 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 27.

Speed 25 feet

Melee ♦ fist +22 (agile, finesse), **Damage** 2d8+10 bludgeoning

Arcane Innate Spells DC 30, attack +22 ; **6th** *chain lightning*, *zero gravity*; **5th** *black tentacles*, *cone of cold*, *cloudkill*; **4th** *blink*, *fly*, *wall of fire*; **3rd** *haste*, *stinking cloud* (×2); **2nd** *glitterdust*, *web* (×2); **1st** *feather fall*, *grease* (×2); **cantrips (6th)** *daze*, *detect magic*, *ray of frost*, *shield*, *tanglefoot*

Electromagnetic Casting ♦ (manipulate, metamagic) The robotic apprentice infuses its next spell with electromagnetic energy. If the robotic apprentice's next action is to Cast a Spell that deals damage, any creature damaged by the spell takes an additional 3d6 electricity and 3d6 force damage.