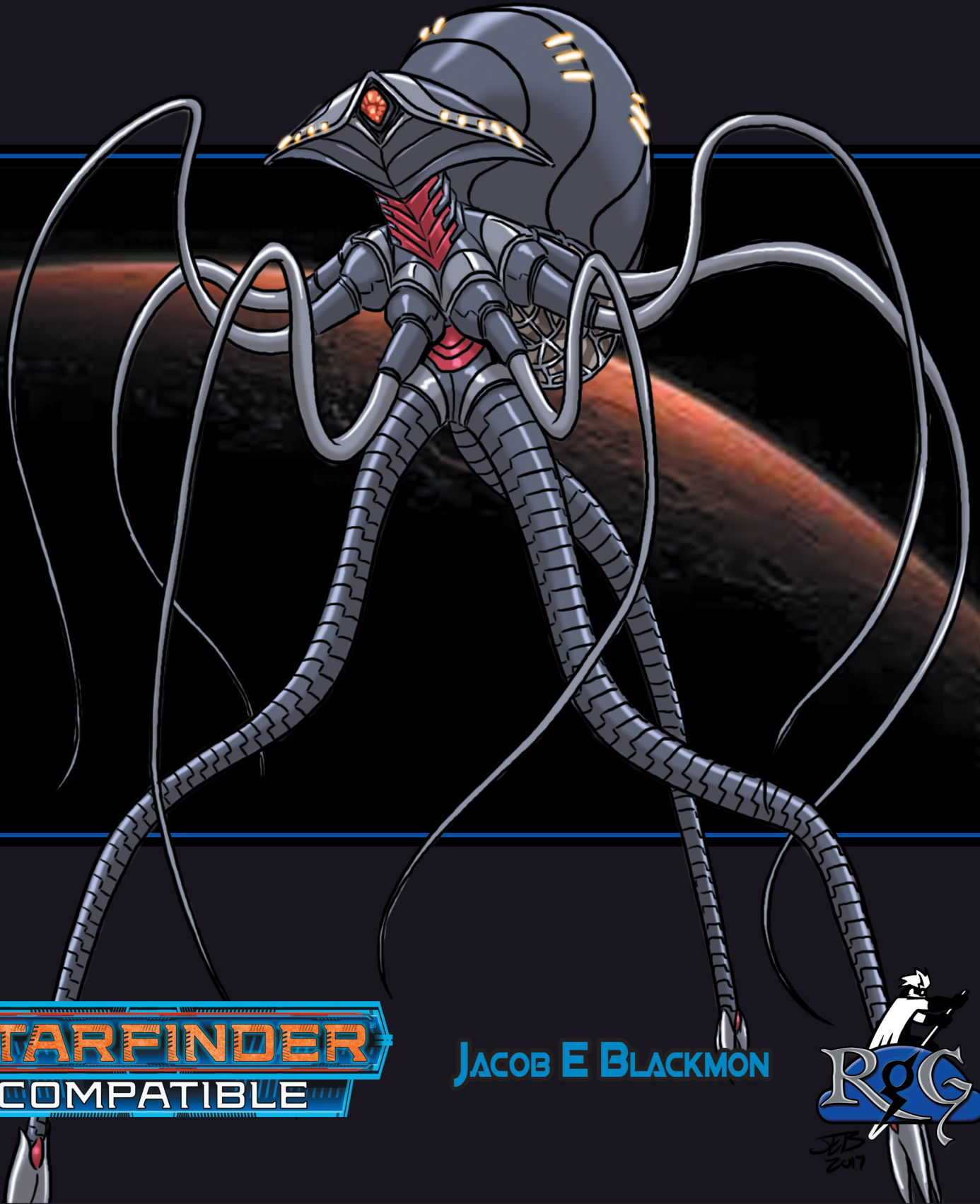


STARFARER ADVERSARIES: INVADER WAR MACHINE



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JACOB E BLACKMON



STARFARER ADVERSARIES: INVADER WAR MACHINE

They came from nowhere, crashing onto the planet in great ships that were believed to be meteor landings. From these great craters emerged huge machines of metal and menace.

Standing on three nimble legs, these war machines have dozens of grasping tentacles dangling from their central body. Creatures unlucky enough to be caught by these tentacles are dragged up to the main body and placed in a cages ready to collect prisoners. Occasionally, one or more of these prisoners is drawn into the central body... never to be seen again.

The tripod war machines are armed with deadly lasers and chemical weapons. While the lasers eradicate any threats to the war machines, the chemical weapons slowly kill the surrounding land and transform it into a terrain more suitable for the invaders to inhabit.

But who are the invaders? No one has yet claimed to have seen one. Could it be the aboleth? Perhaps the enigmatic grays? Or maybe, something more sinister...

INVADER WAR MACHINE, SCOUT-CLASS

CR 6

XP 2,400

N Huge 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 50 ft.

Melee kick +14 (1d8+11B), or

tentacle +14 (1d8+11B plus grab)

Multiattack kick +8 (1d4+11B) and 2 tentacles +8 (1d4+11B plus grab)

Ranged laser cannon +17 (1d10+6F/critical 1d4 burn)

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

Offensive Abilities consume prisoner, imprison

STATISTICS

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

Skills Athletics +13, Intimidate +18, Perception +13

Languages Aklo

Other Abilities unliving

ECOLOGY

Environment any land

Organization solitary or patrol (3 war machine scouts)

SPECIAL ABILITIES

Consume Prisoner (Ex and Su) As a standard action, an injured war machine can draw one of its prisoners secured in its cage into the main body. The war machine makes a tentacle attack against a prisoner. If it hits the target's KAC, the grapple is maintained. If it hits the target's KAC + 4, the target is drawn into the war machine (no damage is dealt).

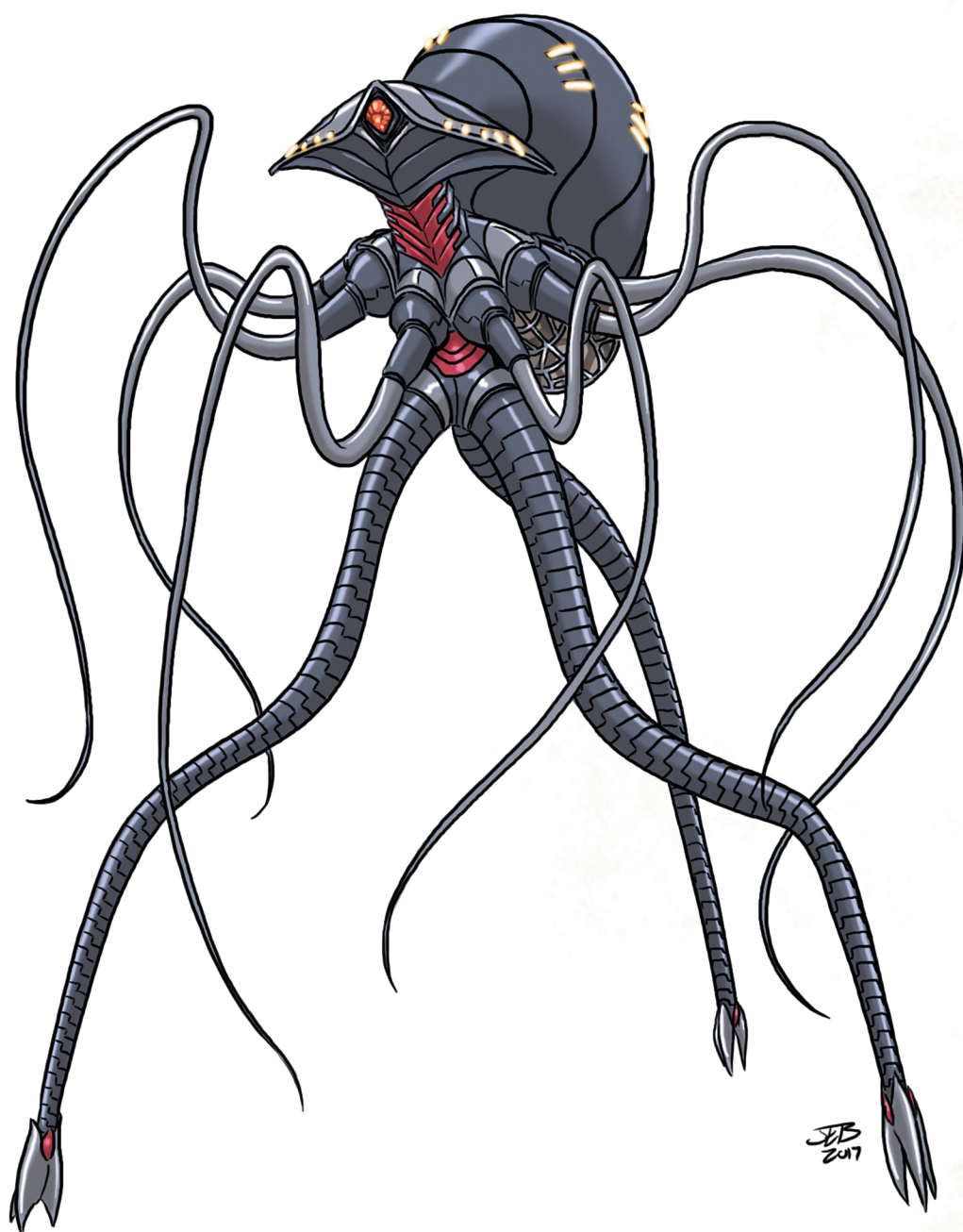
Once inside the war machine, necrotech devices within the war machine break down the prisoner's body into component parts and use the prisoner's life energy to restore the war machine's systems. This ability functions as the *vampiric touch** spell (the prisoner counts as being automatically hit each round). The prisoner takes 5d6 points of negative energy damage at the beginning of each round. The war machine is healed for the amount of damage suffered by the prisoner.

The prisoner can attempt to cut itself free from the war machine (EAC 18, KAC 16, 23 HP), though any attack that does not deal slashing damage deals only half its normal damage.

**Vampiric touch* spell available in Starfarer's Companion.

Imprison (Ex) When a war machine has successfully grappled a Medium or smaller target, it will place the grappled target into its prisoner cage the following round as a swift action. Prisoners within the cage are considered to be grappled.

A prisoner can attempt to free itself from the cage. The imprisoned creature must succeed at a grapple check against the cage (KAC 28) and an Athletics check (DC 19) to climb. Each of these actions takes a full-round. If both check are successful, the prisoner climbs out of the war machine's cage and can escape, ending up in a open adjacent square to the war machine.



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PRISONERS

When the invaders show up, they make sure to quickly grab prisoners to keep their war machines in proper working order. The prisoners are all CR 1 Expert NPC bystanders with 17 HP each.

Huge-sized war machines can carry 4 Medium-sized creatures or 8 Small-sized creatures in their cage. At the beginning of the battle, each Huge-sized war machine has 1d4-1 prisoners trapped in its cage. Gargantuan-sized war machines can carry 8 Medium-sized or 16 Small-sized creatures in their cage. These war machines start with 1d6+1 prisoners in their cage.

INVADER WAR MACHINE, ASSAULT-CLASS CR 10

XP 9,600

N Huge construct (technological)

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

Perception +19

Aura frightful presence (30 ft., DC 17)

DEFENSE **HP 165**

EAC 23; KAC 25

Fort +11; **Ref** +11; **Will** +8

Immunities construct immunities

OFFENSE

Speed 50 ft.

Melee kick +20 (2d10+19B), or

tentacle +20 (2d10+19B plus grab)

Multiattack kick +14 (3d4+19B) and 2 tentacles +14 (3d4+19B plus grab)

Ranged laser cannon +23 (2d10+10F/critical 1d6 burn)

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

Offensive Abilities consume prisoner (EAC 23, KAC 21, 41 HP), imprison (KAC 33, Athletics DC 25)

STATISTICS

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

Skills Athletics +19, Intimidate +24, Perception +19

Languages Aklo

Other Abilities unliving

ECOLOGY

Environment any land

Organization solitary or patrol (3 assault war machines)

SPECIAL ABILITIES

Consume Prisoner (Ex and Su) See above.

Imprison (Ex) See above.

INVADER WAR MACHINE, DESTROYER-CLASS CR 14

XP 38,400

N Gargantuan construct (technological)

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

Perception +25

Aura frightful presence (30 ft., DC 20)

DEFENSE **HP 250**

EAC 28; KAC 30

Fort +15; **Ref** +15; **Will** +11

Immunities construct immunities

OFFENSE

Speed 60 ft.

Melee kick +24 (8d6+22B), or

tentacle +25 (8d6+22B plus grab)

Multiattack kick +19 (4d8+22B) and 2 tentacles +19 (4d8+22B plus grab)

Ranged laser cannon +24 (3d12+14F/critical 3d4 burn)

Space 20 ft.; **Reach** 20 ft.

Offensive Abilities consume prisoner (EAC 28, KAC 26, 63 HP), imprison (KAC 38, Athletics DC 32), toxic cloud, trample (8d6+22B, DC 20)

STATISTICS

Str +8; **Dex** +6; **Con** --; **Int** +0; **Wis** +4; **Cha** +0

Skills Athletics +25, Intimidate +30, Perception +25

Languages Aklo

Other Abilities unliving

ECOLOGY

Environment any land

Organization solitary or patrol (3 war machine destroyers)

SPECIAL ABILITIES

Consume Prisoner (Ex and Su) See above.

Imprison (Ex) See above.

Toxic Cloud (Ex) When a destroyer war machine has used its consume prisoner ability on a total of 4 CRs worth of prisoners, the war machine releases a 20-foot radius cloud of toxic chemicals as a reaction. The cloud lasts 14 rounds. Living creatures in the cloud must make a DC 20 Fortitude save or become nauseated as long as they remain in the cloud and for 1d4+1 rounds after they leave the cloud. Any creature that succeeds on its save but remains in the cloud must continue to save each round on the beginning of their turn.

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