DUNGEON WITHOUT A MASTER

MECHANICAL MAYHEM

Legal

For use with the 4th Edition

DUNGEONS & DRAGONS
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,® Monster Manual,® and Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™ core rulebooks, available from Wizards of the Coast, LLC

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Table of Contents

Dungeon Without a Master: Mechanical Mayhem

Introduction

Dungeon Without a Master: Mechanical Mayhem provides a means to run a random dungeon with random encounters without even needing a GM (see the D&D 4E Dungeon Master's Guide). The Mechanical Mayhem mansion is a dungeon run by an evil wizard who has a passion for creating constructs and other mechanical contraptions. It is populated with mechanical warriors, constructs, biomechanical hybrid creatures and rust monsters come to feast on all the scrap that gets produced. The owner of the dungeon has replaced his body with a mechanical frame in a ritual similar to becoming a lich and spends his days running a factory which produces constructs purely for his amusement.

The dungeon can be run for a normal party of 4-6 level 8 characters who have come to destroy the dangerous constructs and their evil master, or the party could be themed to fit in with the dungeon. For example: a party of mechanical fighters (or perhaps any martial class) are fresh off the assembly line and commanded by the dungeon's owner to fight their way through the halls of the mansion to entertain him. In his excitement, he barely notices that they were created far superior to any of his previous inventions and become a threat he is unable to control. In this scenario, the party are unable to take extended rests, and any time a party member is destroyed, its remains are collected by the construction constructs native to the factory who repair and replace it by the end of a short rest. To introduce some competition, the players can score themselves based on the XP value of the monsters on which they land the final blow. A penalty of 2000 should be taken for each time a player's character is destroyed by the monsters.

Encounter Deck

Any monster or NPC marked with an asterisk can be found later in this document. Some monsters in the encounter deck can be found in the core rulebooks (see the D&D 4E Monster Manual and Monster Manual 2). The robotic, biomechanical and robo-lich templates can be found later in this document. Each non-elite or solo soldier and brute represents 2 of that monster or NPC and each minion represents 4 of that monster. The first time the boss is drawn from the encounter deck, he shouldn't be added to the encounter but shuffled into the deck and replaced with another card; he is then seen watching the destruction of the encounter from behind an indestructible screen built into one of the walls of the chamber before leaving to prepare to fight the party himself. Traps and hazards are not part of the encounter deck but are included as chamber features later in the document.

Treasure

Each player should choose a magic item of their level + 1, their level + 2, their level + 3 and their level + 4. These items should be written onto cards to create a separate deck containing everyone's desired treasure. After each milestone (or after each encounter, for a high treasure game), draw one card from the treasure deck.

Monster	Level and Role
Mechanical Captain	6 Soldier (Leader)
Biomechanical Griffon	7 Elite Soldier
Mechanical Fighter	7 Soldier
Mechanical Fighter	7 Soldier
Mechanical Warlord	7 Soldier (Leader)
Mechanical Warlord	7 Soldier (Leader)
Assault Excavator*	8 Soldier
Assault Excavator*	8 Soldier
Biomechanical Kobold Fighter*	8 Soldier
Biomechanical Kobold Fighter*	8 Soldier
Biomechanical Bloodspike Behemoth	9 Elite Soldier
Young Rust Monster Swarm	9 Soldier
Assault Crusher*	10 Soldier
Assault Crusher*	10 Soldier
Helmed Horror	13 Soldier
Mechanical Savage	7 Brute
Mechanical Savage	7 Brute
Assault Beast*	10 Brute
Assault Beast*	10 Brute
Mr. Hammercleaver*	11 Elite Brute
Mr. Hammercleaver*	11 Elite Brute
Slicer	11 Elite Brute
Iron Cobra	6 Skirmisher
Iron Cobra	6 Skirmisher
Robotic Tiger	6 Skirmisher
Rust Monster	6 Skirmisher
Mechanical Rogue*	7 Skirmisher
Mechanical Rogue*	7 Skirmisher
Mechanical Ranger*	7 Skirmisher
Mechanical Ranger*	7 Skirmisher
Assault Behemoth*	9 Skirmisher
Assault Behemoth*	9 Skirmisher
Robotic Unicorn	9 Skirmisher
Robotic Legion Devil Grunt	6 Minion
Assault Spider*	8 Minion Skirmisher
Assault Spider*	8 Minion Skirmisher
Assault Blaster*	12 Minion Artillery
Assault Blaster*	12 Minion Artillery
Mechanical Resounder	6 Artillery
Mechanical Wizard*	8 Artillery
Mechanical Wizard*	8 Artillery
Assault Flamer*	9 Artillery
Assault Flamer*	9 Artillery
Biomechanical Troglodyte Impaler	9 Elite Artillery
Mechanical Anvilpriest	8 Controller (Leader)
Mechanical Anvilpriest	8 Controller (Leader)
Robo-Lich Human Wizard (Boss)*	12 Elite Controller
Assault Beaster*	8 Lurker
Assault Beater*	8 Lurker
Lord Mayhem*	10 Solo Soldier

Mechanical Captain x 2

Level 6 Soldier (Leader)

250XP x 2 = 500 XP

Mechanical Warlord x 2

Level 8 Soldier (Leader)

350XP x 2 = 700 XP

Biomechanical Griffon

Level 7 Elite Soldier

600XP

Assault Excavator x 2

Level 8 Soldier

350XP x 2 = 700 XP

Mechanical Fighter x 2

Level 7 Soldier

300XP x 2 = 600 XP

Assault Excavator x 2

Level 8 Soldier

350XP x 2 = 700 XP

Mechanical Fighter x 2

Level 7 Soldier

300XP x 2 = 600 XP

Biomechanical Kobold Fighter

Level 8 Elite Soldier

700XP

Mechanical Warlord x 2

Level 8 Soldier (Leader)

350XP x 2 = 700 XP

Biomechanical Kobold Fighter

Level 8 Elite Soldier

700XP

Biomechanical Bloodspike Behemoth

Level 9 Elite Soldier

800XP

Young Rust Monster Swarm x 2

Level 9 Soldier

400XP x 2 = 800 XP

Assault Crusher x 2

Level 10 Soldier

500XP x 2 = 1000 XP

Assault Crusher x 2

Level 10 Soldier

500XP x 2 = 1000 XP

Helmed Horror x 2

Level 13 Soldier

800XP x 2 = 1600 XP

Mechanical Savage x 2

Level 7 Brute

300XP x 2 = 600 XP

Mechanical Savage x 2

Level 7 Brute

300XP x 2 = 600 XP

Assault Beast x 2

Level 10 Brute

350XP x 2 = 700 XP

Assault Beast x 2

Level 10 Brute

350XP x 2 = 700 XP

Assault Beast x 2

Level 10 Brute

350XP x 2 = 700 XP

Mr. Hammercleaver x 2

Level 11 Elite Brute

1200XP

Mr. Hammercleaver x 2

Level 11 Elite Brute

1200XP

Slicer

Level 11 Elite Brute

1200XP

Iron Cobra

Level 6 Skirmisher

250XP

Iron Cobra

Level 6 Skirmisher

250XP

Robotic Tiger

Level 6 Skirmisher

250XP

Rust Monster

Level 6 Skirmisher

250XP

Mechanical Rogue

Level 7 Skirmisher

300XP

Mechanical Rogue

Level 7 Skirmisher

300XP

Mechanical Ranger

Level 7 Skirmisher

300XP

Mechanical Ranger

Level 7 Skirmisher

300XP

Assault Spider x 4

Level 8 Minion Skirmisher

88XP x 4 = 352XP

Assault Behemoth

Level 9 Skirmisher

400XP

Assault Blaster x 4

Level 12 Minion Artillery

175XP x 4 = 700XP

Robotic Unicorn

Level 9 Skirmisher

400XP

Assault Blaster x 4

Level 12 Minion Artillery

175XP x 4 = 700XP

Robotic Legion Devil Grunt x 4

Level 6 Minion

63XP x 4 = 252XP

Mechanical Resounder

Level 6 Artillery

250XP

Assault Spider x 4

Level 8 Minion Skirmisher

88XP x 4 = 352XP

Mechanical Wizard

Level 8 Artillery

350XP

Mechanical Wizard

Level 8 Artillery

350XP

Mechanical Anvilpriest

Level 8 Controller (Leader)

350XP

Assault Flamer

Level 9 Artillery

400XP

Boss: Robo-Lich Human Wizard

Level 12 Elite Artillery

1400 XP

Assault Flamer

Level 9 Artillery

400XP

Assault Beater

Level 8 Lurker

350XP

Biomechanical Troglodyte Impaler

Level 9 Elite Artillery

800XP

Assault Beater

Level 8 Lurker

350XP

Mechanical Anvilpriest

Level 8 Controller (Leader)

350XP

Lord Mayhem

Level 10 Solo Soldier

2500XP

Assault Constructs

Assault constructs are created for battle. They are built with no instructions except the instruction to attack and destroy any creature not attuned to it at the time of creation.

Assault Beast

This construct is built into the shape of a lion or other beast, but with over-sized jaws. It bites onto its target, crushing it to death. It has been known to fire bolts of lightning from its mechanical tail.

Assault Beast	Level 10 Brute
Medium natural animate (construct)	XP 500

Initiative +9 **Senses** Perception +9; darkvision
HP 128; **Bloodied** 64; **Healing Surge** 32
AC 22; **Fortitude** 23; **Reflex** 22; **Will** 22
Immune disease, poison, sleep
Speed 10

⊕ **Over-sized Jaws** (standard; at-will)
  +13 vs. AC; 3d6 + 5 damage and the target is grabbed (until escape). The assault beast cannot use this attack when it is grabbing a creature.

↯ **Jaw Crush** (standard; at-will)
  Targets a grabbed creature; +13 vs. Fortitude; 3d6 + 5 damage and the grab is sustained.

⇐ **Tail Bolt** (standard; recharge ⚄) **– Lightning**
  Close blast 3; +11 vs. Reflex; 3d12 + 5 lightning damage. The assault beast cannot use this attack when it is grabbing a creature.

Alignment Unaligned		**Languages** -
Str 21 (+10)	**Dex** 18 (+9)	**Wis** 18 (+9)
Con 18 (+9)	**Int** 1 (+0)	**Cha** 6 (+3)

Assault Beast Tactics

The assault beast starts a fight by using its *tail bolt* power on as many targets as possible. It then proceeds to focus its attacks on one target, grabbing it in its jaws and crushing it until it can use *tail bolt* again.

Assault Beater

The assault beater is a circular construct with several blunt arms that protrude outward in all directions. In battle, it pumps its arms in and out, gathering momentum before a devastating punch.

Assault Beater	Level 8 Lurker
Medium natural animate (construct)	XP 350

Initiative +11 **Senses** Perception +7; darkvision
HP 67; **Bloodied** 33; **Healing Surge** 16
AC 22; **Fortitude** 21; **Reflex** 20; **Will** 20
Immune disease, poison, sleep
Speed 12

⊕ **Pummeling Arms** (standard; at-will)
  +13 vs. AC; 2d6 + 5 damage and the target is pushed 1 square.

Build Up (standard; at-will)
  Can only be used when there are no creatures adjacent to the assault beater; the assault beater builds up power. While the assault beater has built up power, its melee basic attack gains a +2 power bonus on its attack roll, deals an extra 3d6 damage and pushes the target 1 extra square. While the assault beater has built up power, it gains a +2 power bonus to defenses and can make a melee basic attack as an immediate interrupt when a creature enters a square adjacent to it. The assault beater ceases to have built up power when it makes an attack.

Guarded Escape (move; recharge ⚄ ⚅)
  The assault beater shifts 6 squares.

Alignment Unaligned		**Languages** -
Str 20 (+9)	**Dex** 17 (+7)	**Wis** 17 (+7)
Con 13 (+5)	**Int** 1 (+0)	**Cha** 12 (+5)

Assault Beater Tactics

In ideal circumstances, the assault beater will use *build up*, make an attack it as an immediate interrupt and then use *build up* again on its next turn. It will move to attack if it starts its turn with built up power. If it starts to get surrounded, it uses *guarded escape* to move to a more advantageous position.

Assault Behemoth

The assault behemoth resembles a small mechanical trihorn behemoth with deadly tusks. The end of its tail buzzes with thunderous energy.

Assault Behemoth	Level 9 Skirmisher
Medium natural animate (construct)	XP 400

Initiative +10   **Senses** Perception +7; darkvision

HP 93; **Bloodied** 46; **Healing Surge** 23

AC 23; **Fortitude** 22; **Reflex** 22; **Will** 21

Immune disease, poison, sleep

Speed 6

ⓘ **Deadly Tusks** (standard; at-will)
> +14 vs. AC; 1d10 + 5 damage and the target is knocked prone.

↯ **Thunderous Tail** (standard; at-will) **- Thunder**
> +14 vs. AC; 2d6 + 5 thunder damage.

↯ **Tusks and Tail** (standard; recharge ⚄ ⚅)
> The assault behemoth makes a *deadly tusks* attack. If it hits, it shifts its speed and makes a *thunderous tail* attack against a different target.

⟵ **Tail Swing** (immediate reaction, when first bloodied; encounter)
> Close burst 1; targets enemies; +14 vs. AC; 2d6 + 5 thunder damage.

Alignment Unaligned	**Languages** -	
Str 20 (+9)	**Dex** 18 (+8)	**Wis** 16 (+7)
Con 13 (+5)	**Int** 12 (+5)	**Cha** 8 (+3)

Assault Behemoth Tactics

The assault behemoth uses *tusks and tail* to attack while staying in an advantageous position. It will use *deadly tusks* if its allies require combat advantage or otherwise *thunderous tail* for maximum damage.

Assault Blaster

The assault blaster looks like a shoddy metal box with an attached wand that crackles with lightning.

Assault Blaster	Level 12 Minion Artillery
Medium natural animate (construct)	XP 175

Initiative +12   **Senses** Perception +4; darkvision

HP 1; a missed attack never damages a minion.

AC 24; **Fortitude** 24; **Reflex** 25; **Will** 24

Immune disease, poison, sleep

Speed 6

ⓘ **Bash** (standard; at-will)
> +17 vs. AC; 4 damage.

◎ **Lightning Ray** (standard; at-will) **- Lightning**
> Ranged 10/20; +17 vs. Reflex 6 lightning damage.

Alignment Unaligned	**Languages** -	
Str 19 (+10)	**Dex** 22 (+12)	**Wis** 7 (+4)
Con 15 (+8)	**Int** 1 (+1)	**Cha** 19 (+10)

Assault Blaster Tactics

The assault blaster tries to stay behind as many allies as possible while firing at its enemies.

Assault Crusher

This construct looks like a giant monstrous metal crab with two large pincers. Its mouth is a series of grinding gears that rip its prey apart.

Assault Crusher	Level 10 Soldier
Medium natural animate (construct)	XP 500

Initiative +11   **Senses** Perception +8; darkvision

HP 105; **Bloodied** 52; **Healing Surge** 26

AC 26; **Fortitude** 23; **Reflex** 22; **Will** 21

Immune disease, poison, sleep

Speed 8

ⓘ **Grinding Mouth** (standard; at-will)
> +17 vs. AC; 2d6 + 5 damage.

↯ **Pincers** (standard; at-will)
> +15 vs. Reflex ; 1d10 + 5 damage and the target is grabbed (until escape). The assault crusher cannot use this attack when it is grabbing a creature.

↯ **Crush** (minor 1/round; at-will)
> Targets a grabbed creature; +15 vs. Fortitude; 1d10 damage. *Effect:* the grab is sustained.

Large Base
> Whenever the assault crusher would be knocked prone, the assault crusher can make a saving throw to avoid falling prone.

Alignment Unaligned	**Languages** -	
Str 21 (+10)	**Dex** 18 (+9)	**Wis** 16 (+8)
Con 17 (+8)	**Int** 1 (+0)	**Cha** 15 (+7)

Assault Crusher Tactics

The assault crusher grabs its chosen prey using *pincers*. It then attacks its grabbed foe with *crush* and *grinding mouth* each round.

Assault Excavator

This construct was originally intended to be used for mining. It looks like a small vehicle with a plow at the front and a pick mounted on top that chops thought stone and enemies alike.

Assault Excavator	Level 8 Soldier
Medium natural animate (construct)	XP 350

Initiative +9   **Senses** Perception +7; darkvision

HP 89; **Bloodied** 44; **Healing Surge** 22

AC 24; **Fortitude** 21; **Reflex** 20; **Will** 20

Immune disease, poison, sleep

Speed 7

ⓦ **Pick** (standard; at-will)
: +15 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).

↯ **Lifting Plow** (standard; at-will)
: +13 vs. Reflex; 1d10 + 5 damage and the target is pushed one square and knocked prone.

↯ **Plow Push** (standard; recharge ⚄ ⚅)
: +13 vs. Reflex; 2d10 + 5 damage and the assault excavator slides the target five squares. The assault excavator shifts into the square that it slid the target from after each square of the slide. If it fails to do so, the slide ends.

↯ **Pick Flurry** (standard; encounter)
: The assault excavator makes 3 melee basic attacks against one target. If two attacks hit, the target takes ongoing 5 damage (save ends). If all three attacks hit, the target is also immobilized (save ends both).

Alignment Unaligned	**Languages** -	
Str 20 (+9)	**Dex** 17 (+7)	**Wis** 17 (+7)
Con 17 (+7)	**Int** 1 (+0)	**Cha** 13 (+5)

Assault Excavator Tactics

The assault excavator begins a combat using *plow push* to move its target to a space where the assault excavator's allies can surround it. Alternatively, if there is a pit or other hazardous area in the room, the assault excavator will push its target onto it. It will continue to use plow push (when it recharges) and lifting plow to keep moving the enemies around. It will use *pickaxe flurry* when it has combat advantage against a weakly armored enemy.

Assault Flamer

The assault flamer looks like a the head of a dragon made, forged from metal and mounted on wheels. It moves around the battlefield blasting fire from its mouth.

Assault Flamer	Level 9 Artillery
Medium natural animate (construct)	XP 400

Initiative +9   **Senses** Perception +7; darkvision

HP 77; **Bloodied** 48; **Healing Surge** 24

AC 21; **Fortitude** 21; **Reflex** 22; **Will** 21

Immune disease, poison, sleep

Speed 6

ⓦ **Bite** (standard; at-will)
: +16 vs. AC; 1d8 + 5 damage.

◎ **Flame Breath** (standard; at-will) – **Fire**
: The assault flamer does not provoke opportunity attacks by using this power; Ranged 5; +14 vs. Reflex; 2d6 + 5 damage.

⇐ **Spinning Flame** (standard action; recharge ⚃ ⚄ ⚅) – **Fire**
: Close burst 5; targets enemies; +14 vs. Reflex; 2d6 + 5 damage.

Alignment Unaligned	**Languages** -	
Str 13 (+5)	**Dex** 20 (+9)	**Wis** 17 (+7)
Con 17 (+7)	**Int** 1 (+0)	**Cha** 14 (+6)

Assault Flamer Tactics

The assault flamer's attacks do not provoke opportunity attacks so it can stay within a few squares of its enemies, preferably behind a row of allies. It will use *spinning flame* as often as possible, and use *flame breath* when it can't.

Assault Spider

This small mechanical spider is fragile but dangerous.

Assault Spider	Level 8 Minion Skirmisher
Tiny natural animate (construct)	XP 88

Initiative +11   **Senses** Perception +7; darkvision

HP 1; a missed attack never damages a minion.

AC 22; **Fortitude** 20; **Reflex** 21; **Will** 20

Immune disease, poison, sleep

Speed 6

ⓦ **Slashing Legs** (standard; at-will)
: +13 vs. AC; 6 damage.

↯ **Mobile Melee Attack** (standard; at-will)
: The assault spider moves its speed and makes one melee basic attack during the movement. The assault spider doesn't provoke opportunity attacks moving away from the target.

Alignment Unaligned	**Languages** -	
Str 17 (+7)	**Dex** 20 (+9)	**Wis** 17 (+7)
Con 14 (+6)	**Int** 1 (+0)	**Cha** 6 (+2)

Assault Spider Tactics

The assault spider uses *mobile melee attack* to attack its enemies while keeping out of harm's way.

Lord Mayhem

Lord Mayhem	Level 10 Solo Soldier
Large natural animate (construct)	XP 2500

Initiative +9   **Senses** Perception +9; darkvision

HP 428; **Bloodied** 214; **Healing Surge** 107

AC 28; **Fortitude** 25; **Reflex** 23; **Will** 22

Immune disease, poison, sleep; **Resist** 2 all damage from weapon attacks

Vulnerable fire (when Lord Mayhem takes fire damage, he also takes ongoing 5 fire damage (save ends). If the attack that caused the fire damage already dealt ongoing fire damage, instead increase that number by 5.)

Saving Throws +5

Speed 4

Action Points 2

⊕ Drill Lance (standard; at-will)
Reach 3; +17 vs. AC; 2d6 + 5 damage and make a secondary attack against the same target. *Secondary attack*: +15 vs. Fortitude; the target takes ongoing 5 damage.

⅄ Slicing Claws (standard; at-will)
Reach 2; +15 vs. Reflex; 3d6 + 5 damage and the target is grabbed (until escape). Lord Mayhem cannot use this attack when it is grabbing a creature.

⅄ Ascension of Death (minor; at-will)
Targets a medium or smaller creature grabbed by Lord Mayhem; reach 2; +15 vs. Fortitude; the grab is sustained and the target is raised to 4 squares above the ground. While a creature that is grabbed by Lord Mayhem is raised to 4 squares above the ground, it grants combat advantage and takes a -2 penalty to attack rolls.

Carry (move; at-will)
Lord Mayhem moves his speed without provoking opportunity attacks from a creature he is grabbing. He can slide a creature he is grabbing to any square within 2 squares of him during the movement. He can pull the creature along with him or push it ahead of him.

⅄ Mayhem Flurry (standard; recharge ⚅⚅)
Lord Mayhem makes a *drill lance* attack and a *slicing claws* attack against different targets.

⅄ Slice Through (standard; recharges when first bloodied)
Targets a grabbed creature; +19 vs. AC; 4d8 + 5 damage and the grab ends.

⅄ Overrun (standard; daily)
Lord Mayhem shifts a number of squares equal to his speed + 2. He can enter enemies' squares during this shift; targets all enemies whose squares were entered by Lord Mayhem during the shift; +15 vs. Reflex; 3d8 + 5 damage and the target is knocked prone.

Effortless Grasp
Creatures attempting to escape from Lord Mayhem's grab take a -4 penalty to their check. If Lord Mayhem is subject to forced movement while he is grabbing a medium or smaller creature, he can make a saving throw; if he succeeds, he pulls the grabbed creature along with him. If a medium or smaller creature that Lord Mayhem is grabbing is subject to forced movement, he can make a saving throw; if he succeeds, the forced movement is canceled.

Threatening Reach
Lord Mayhem can make opportunity attacks against all enemies within its reach (3 squares with *drill lance*).

Super Heavy Weight
When Lord Mayhem is subject to forced movement, reduce the distance he is moved by 1.

Alignment Unaligned	**Languages** -	
Str 21 (+10)	**Dex** 15 (+7)	**Wis** 18 (+9)
Con 19 (+9)	**Int** 1 (+0)	**Cha** 15 (+7)

Lord Mayhem resembles the top half of a holy knight but enlarged and covered with molten metal that has now set to give it a gruesome grimace. It is set on top of tracks that move it along slowly. Its arms end in brutal weaponry: a lance that whirls around, drilling itself into enemies and slicing claws.

Lord Mayhem Tactics

Lord mayhem opens a combat by using *mayhem flurry*. When he successfully grabs a target, he uses *ascension of death* to raise them into the air. If there is a pit or other trapped area, he will *carry* the target there and use *slice through* to drop them on the area. When there isn't such an area in the room, he will just drop the target on the floor, dealing 2d10 damage. When slice through isn't available, he will just drop them by ending the grab. If possible, he will do all of the above in the first round by spending an action point. Another good use of an action point is to use *overrun* to get into a good position before making an attack.

Mr. Hammercleaver

Mr. Hammercleaver resembles a giant, insane dwarf with three arms and three legs. Its left and right arms are attached to a gigantic hammer that it swings over its head and the other, central arm that protrudes from its metal beard ends in three clawed fingers that tear at the enemies' armor. It has "Mr. Hammercleaver" engraved onto its face.

Mr. Hammercleaver	Level 11 Elite Brute
Large natural animate (construct)	XP 1200

Initiative +8   **Senses** Perception +4; darkvision

HP 276; **Bloodied** 138; **Healing Surge** 69

AC 25; **Fortitude** 26; **Reflex** 23; **Will** 25

Immune disease, poison, sleep

Speed 6

Action Points 1

⊕ **Massive Hammer** (standard; at-will)

Reach 2; +14 vs. AC; 2d10 + 5 damage and the target is dazed until the end of Mr. Hammercleaver's next turn.

⸓ **Claws** (standard; at-will)

Reach 2; +14 vs. AC; 3d6 + 5 damage and Mr. Hammercleaver slides the target 5 squares; if the target is slid outside of close burst 2 of Mr. Hammercleaver, the slide ends.

⸓ **Tear Armor** (standard; recharge ⚅ ⚄)

Reach 2; +12 vs. Reflex; 3d6 + 5 damage and if the target is wearing armor, the armor bonus of the target's armor takes a cumulative -2 penalty. If the target's armor's armor bonus is reduced to 0 with this attack, the armor is completely ripped apart and becomes non-functional. If it is magical, it can be repaired with an Enchant Magic Item ritual. If armor takes a penalty from this attack that does not reduce its armor bonus to 0, it can be repaired during a short rest.

⸓ **Double Assault** (standard; recharge ⚄)

Mr. Hammercleaver makes a *claws* attack and then a *massive hammer* attack against the same target.

⸓ **Massive Smash** (standard; recharges when first bloodied)

Reach 2; +14 vs. AC; 4d10 + 5 damage and the target is stunned (save ends).

Alignment Unaligned		**Languages** -
Str 21 (+10)	**Dex** 16 (+8)	**Wis** 9 (+4)
Con 18 (+9)	**Int** 1 (+0)	**Cha** 18 (+9)

Mr. Hammercleaver Tacitcs

Mr. Hammerclever starts a combat by using *double assault*, followed by spending his action point to use *tear armor*. He will continue to use *double assault* and *tear armor* as they recharge. He will use *massive smash* the first time he fails to recharge either *double assault* or *tear armor*. When no recharge powers are available, he will use *claws* if there is a useful place to slide a target to such as a trapped area, or else *massive hammer*.

Non-Player Characters

Biomechanical Kobold Fighter

Biomechanical Kobold Fighter	Level 8 Elite Soldier
Small natural humanoid (reptile, living construct)	XP 700

Initiative +8 **Senses** Perception +5, Darkvision
HP 166; **Bloodied** 83; **Healing Surge** 41
AC 27; **Fortitude** 26; **Reflex** 22; **Will** 17
Saving Throws +2, +2 against ongoing damage
Speed 5
Action Points 1

⚔ **Scimitar** (standard; at-will) **– Weapon**

+13 vs. AC (crit 19-20); 1d8 + 7 damage (crit 1d8 + 15).

⊗ **Javelin** (standard; at-will) **– Weapon**

Ranged 10/20; +13 vs. AC; 1d6 + 7 damage.

⚔ **Tide of Iron** (standard, must be using a shield; at-will) **– Weapon**

+13 vs. AC (crit 19-20); 1d8 + 7 damage (crit 1d8 + 15), and the target is pushed 1 square if it is the biomechanical kobold fighter's size, smaller than the biomechanical kobold fighter, or one size category larger. The biomechanical kobold fighter can shift into the space that the target occupied.

Shifty (minor; at-will)

The biomechanical kobold fighter shifts 1 square.

Adaptive Defenses (immediate reaction, when hit by an attack; at-will)

The biomechanical kobold fighter gains a +2 bonus to the defense which the triggering attack hit until the end of its next turn.

⚔ **Iron Bulwark** (standard; encounter) **– Weapon**

+13 vs. AC (crit 19-20); 2d8 + 7 damage (crit 1d8 + 23). *Effect:* The biomechanical kobold fighter gains a +2 power bonus to AC until the end of its next turn.

Second Wind (standard; encounter) **- Healing**

The biomechanical kobold fighter spends a healing surge and regains 41 hit points. It gains a +2 bonus to all defenses until the end of its next turn.

⬅ **Death Explosion** (no action, when reduced to 0 hit points; encounter)

Close burst 10; +10 vs. Reflex; 2d12 + 8 damage.

Rain of Steel (minor; daily) **– Stance, Weapon**

Any enemy that starts its turn adjacent to the biomechanical kobold fighter takes 1d8 + 3 damage as long as it is able to make opportunity attacks.

Battle Awareness (no action, when rolling initiative; daily)

The biomechanical kobold fighter gains a +10 bonus to its initiative check.

Trap Sense

The biomechanical kobold fighter gains a +2 bonus to all defenses against traps.

Combat Challenge

Every time the biomechanical kobold fighter attacks an enemy, the biomechanical kobold fighter can mark that target, whether the attack hits or misses. The mark lasts until the end of the biomechanical kobold fighter's next turn. If the marked creature makes an attack that doesn't include the biomechanical kobold fighter as a target, the marked creature takes a −2 penalty on attack rolls. If the marked creature is adjacent to the biomechanical kobold fighter and shifts or makes an attack that does not include the biomechanical kobold fighter, the biomechanical kobold fighter can make a melee basic attack against that enemy as an immediate interrupt.

Skills Heal +10, Intimidate +9

Alignment Evil		**Languages** Common, Draconic
Str 18 (+8)	**Dex** 18 (+8)	**Wis** 12 (+5)
Con 15 (+6)	**Int** 10 (+4)	**Cha** 11 (+4)

Equipment scale armor, heavy shield, scimitar, 3 javelins

Biomechanical Kobold Fighter Tacitcs

The biomechanical kobold fighter will *battle awareness* when rolling initiative. It will use *rain of steel* and try to remain next to as many enemies as possible to make us of it. When it becomes surrounded, it will use *iron bulwark* to boost its AC as high as possible. It will continually use *adaptive defenses* keep the defense that its enemies target most regularly as high as possible. It will use *tide of iron* to push enemies into areas of traps or where they are being flanked. When it is bloodied it will use its *second wind*. It will continually use *combat challenge* to mark its target.

Mechanical Fighter

Mechanical Fighter	Level 7 Soldier
Medium natural humanoid (living construct)	XP 300

Initiative +4   **Senses** Perception +4
HP 81; **Bloodied** 40; **Healing Surge** 20
AC 22; **Fortitude** 21; **Reflex** 16; **Will** 16
Saving Throws +2 against ongoing damage
Speed 5

ⓘ **Greataxe** (standard; at-will) – **Weapon**
   +12 vs. AC; 1d12 + 7 damage (crit 1d12 + 19).

◎ **Handaxe** (standard; at-will) – **Weapon**
   Ranged 5/10; +12 vs. AC; 1d6 + 7 damage.

⚔ **Reaping Strike** (standard; at-will) – **Weapon**
   +12 vs. AC; 1d12 + 7 damage (crit 1d12 + 19). *Miss:* 4 damage.

⬅ **Come and Get It** (standard; encounter) – **Weapon**
   Close burst 3; targets visible enemies. Each target is pulled 2 squares to a space adjacent to the mechanical fighter. A target that cannot end adjacent to the mechanical fighter is not pulled. The mechanical fighter then makes a close attack targeting each adjacent enemy: +12 vs. AC; 1d12 + 7 damage (crit 1d12 + 19).

Mechanical Resolve (minor, usable only while bloodied; encounter)
   The mechanical fighter gains 6 temporary hit points.

Second Wind (standard; encounter) - **Healing**
   The mechanical fighter spends a healing surge and regains 20 hit points. It gains a +2 bonus to all defenses until the end of its next turn.

⚔ **Dizzying Blow** (standard; daily) – **Reliable, Weapon**
   +12 vs. AC; 3d12 + 7 damage (crit 1d12 + 43), and the target is immobilized (save ends). *Miss:* The power is not expended.

Boundless Endurance (minor; daily) – **Stance**
   The mechanical fighter gains regeneration 5 while it is bloodied.

Combat Challenge
   Every time the mechanical fighter attacks an enemy, the mechanical fighter can mark that target, whether the attack hits or misses. The mark lasts until the end of the mechanical fighter's next turn. If the marked creature makes an attack that doesn't include the mechanical fighter as a target, the marked creature takes a −2 penalty on attack rolls. If the marked creature is adjacent to the mechanical fighter and shifts or makes an attack that does not include the mechanical fighter, the mechanical fighter can make a melee basic attack against that enemy as an immediate interrupt.

Skills Athletics +12, Intimidate +8

Alignment Unaligned		**Languages** Common
Str 19 (+7)	**Dex** 13 (+4)	**Wis** 12 (+4)
Con 17 (+6)	**Int** 10 (+3)	**Cha** 11 (+3)

Equipment scale armor, greataxe, 3 handaxes

Mechanical Fighter Tactics

The mechanical fighter will start a fight by drawing the enemies towards it with *come and get it*. It will use *boundless endurance*, ready for when it becomes bloodied. After the first round, it will use *dizzying blow* against a target until it hits. It will then just use *reaping strike*. When it is bloodied it will use its *second wind* and *mechanical resolve*. It will continually use *combat challenge* to mark its target.

Mechanical Ranger

Mechanical Ranger	Level 7 Skirmisher
Medium natural humanoid (living construct)	XP 300

Initiative +5   **Senses** Perception +9
HP 83; **Bloodied** 41; **Healing Surge** 20
AC 20; **Fortitude** 20; **Reflex** 18; **Will** 16
Saving Throws +2 against ongoing damage
Speed 6

ⓘ **Broadsword** (standard; at-will) – **Weapon**
   +12 vs. AC; 1d10 + 7 damage.

◎ **Longbow** (standard; at-will) – **Weapon**
   Ranged 20/40; +10 vs. AC; 1d10 + 5 damage.

⤤⚔ **Twin Strike** (standard; at-will) – **Weapon**
   Targets one or two creatures; Melee; +12 vs. AC (main and off-hand); 1d10 + 3 damage per attack. Or ranged 20/40; +10 vs. AC (two attacks); 1d10 + 3 damage per attack.

Hunter's Quarry (minor; at-will)
   The mechanical ranger can designate the nearest visible enemy as the mechanical ranger's quarry. Once per round when hitting this quarry, the mechanical ranger can deal an extra 1d6 damage. This effect remains active until the end of the encounter or until the mechanical ranger designates a different target as the quarry. The mechanical ranger can only designate one enemy as quarry at a time.

⚔ **Claws of the Griffon** (standard; encounter) – **Weapon**
   Targets one or two creatures; +12 vs. AC (main and off-hand); 2d10 + 7 damage (main), 1d10 + 7 damage (off-hand).

⚔ **Unbalancing Parry** (immediate reaction, when and enemy misses the mechanical ranger with a melee attack; encounter) – **Weapon**
   The mechanical ranger slides the triggering enemy into a square adjacent to the mechanical ranger. The triggering enemy grants combat advantage to the mechanical ranger until the end of the mechanical ranger's next turn.

Mechanical Resolve (minor, usable only while bloodied; encounter)
   The mechanical ranger gains 6 temporary hit points.

Second Wind (standard; encounter) - **Healing**
   The mechanical ranger spends a healing surge and regains 20 hit points. It gains a +2 bonus to all defenses until the end of its next turn.

⚔ **Two-Wolf Pounce** (standard; daily) – **Weapon**
   The mechanical ranger shifts 2 squares. Targets one creature; +12 vs. AC (main and off-hand); 2d10 + 7 damage (main), 1d10 + 7 damage (off-hand). *Effect:* After attacking the primary target, the mechanical ranger can shift 2 squares and make a secondary attack against a different creature. *Secondary Attack:* +12 vs. AC; 1d10 + 7 damage (off-hand).

Two-Blade Fighting Style
   The mechanical ranger can wield a one-handed weapon in the mechanical ranger's off hand as if it were an off-hand weapon. In addition, the mechanical ranger gains Toughness as a bonus feat, granting it +5 hit points.

Skills Nature +9, Perception +9

Alignment Unaligned		**Languages** Common
Str 19 (+7)	**Dex** 15 (+5)	**Wis** 13 (+4)
Con 14 (+5)	**Int** 10 (+3)	**Cha** 11 (+3)

Equipment hide armor, longbow, 2 broadswords

Mechanical Ranger Tactics

The mechanical ranger use its two broadswords to attack its enemies in melee. It will use *claws of the griffon* and *two-wolf pounce* when it has combat advantage against its quarry. *Unbalancing parry* helps it get combat advantage. When it is bloodied it will use its *second wind* and *mechanical resolve.*

Mechanical Rogue

Mechanical Rogue	Level 7 Skirmisher
Medium natural humanoid (living construct)	XP 300

Initiative +6   **Senses** Perception +3

HP 78; **Bloodied** 39; **Healing Surge** 19

AC 20; **Fortitude** 18; **Reflex** 20; **Will** 16

Saving Throws +2 against ongoing damage

Speed 6

⊕ ⊗ **Dagger** (standard; at-will) **– Weapon**

Melee 1 or Ranged 5/10; +13 vs. AC; 1d4 + 6 damage.

⌇ **Percing Strike** (standard; at-will) **– Weapon**

+13 vs. Reflex; 1d4 + 6 damage.

⌇ **Imperilling Strike** (standard; encounter) **– Weapon**

+13 vs. Fortitude; 1d4 + 6 damage, and the target takes a −1 penalty to AC and Reflex defense until the end of the mechanical rogue's next turn.

Mechanical Resolve (minor, usable only while bloodied; encounter)

The mechanical rogue gains 6 temporary hit points.

Second Wind (standard; encounter) **- Healing**

The mechanical rogue spends a healing surge and regains 19 hit points. It gains a +2 bonus to all defenses until the end of its next turn.

⌇ **Deep Cut** (standard; daily) **– Weapon**

+13 vs. Fortitude; 2d4 + 6 damage, and ongoing 8 damage (save ends). *Miss:* Half damage.

First Strike

At the start of an encounter, the mechanical rogue has combat advantage against any creatures that have not yet acted in that encounter.

Rogue Weapon Mastery

When wielding a shuriken, the mechanical rogue's weapon damage die increases by one size. When wielding a dagger, the mechanical rogue gains a +1 bonus to attack rolls.

Sneak Attack

Once per round, when the mechanical rogue has combat advantage against an enemy and hits that enemy with an attack using a rogue weapon, the mechanical rogue deals an extra 2d6 damage.

Skills Acrobatics +11, Thievery +11		
Alignment Unaligned	**Languages** Common	
Str 17 (+6)	**Dex** 17 (+6)	**Wis** 11 (+3)
Con 14 (+5)	**Int** 10 (+3)	**Cha** 13 (+4)
Equipment leather armor, 10 daggers		

Mechanical Rogue Tactics

The mechanical rogue will always attempt to attack a target that is granting combat advantage to it so it deals *sneak attack* damage. It will use *piercing strike* against armored enemies and *imperilling strike* and *deep cut* against enemies that appear weak. When it is bloodied, it will use its *second wind* and *mechanical resolve*.

Mechanical Warlord

Mechanical Warlord	Level 7 Soldier
Medium natural humanoid (living construct)	XP 300

Initiative +5   **Senses** Perception +3
HP 78; **Bloodied** 39; **Healing Surge** 19
AC 22; **Fortitude** 20; **Reflex** 18; **Will** 17
Saving Throws +2 against ongoing damage
Speed 5

⊕ **Longsword** (standard; at-will) – **Weapon**
+13 vs. AC; 1d8 + 7 damage.

⊙ **Javelin** (standard; at-will) – **Weapon**
Ranged 10/20; +12 vs. AC; 1d6 + 7 damage.

↯ **Wolf Pack Tactics** (standard; at-will) – **Weapon**
+13 vs. AC; 1d8 + 7 damage. Before the mechanical warlord attacks, one ally adjacent to either the mechanical warlord or the target may shift 1 square as a free action.

↯ **Surprise Attack** (standard; encounter) – **Weapon**
+13 vs. AC; 1d8 + 7 damage, and an ally within 5 squares of the mechanical warlord makes a basic attack with combat advantage as a free action against a target of its choice. The ally gains a +2 bonus to the attack roll.

↗ **Guide the Charge** (immediate interrupt, when an ally charges; encounter) – **Martial**
Ranged 10; if the ally hits, it deals +2 damage and pushes the attack's target 2 squares. It can shift 2 squares to remain adjacent to the target.

Mechanical Resolve (minor, usable only while bloodied; encounter)
The mechanical warlord gains 6 temporary hit points.

⇐ **Inspiring Word** (minor; encounter (special)) – **Healing**
Close burst 5; The mechanical warlord or one ally in burst spends a healing surge and regains an extra 2d6 hit points. This power can be used twice per encounter but only once per round.

Second Wind (standard; encounter) - **Healing**
The mechanical warlord spends a healing surge and regains 19 hit points. It gains a +2 bonus to all defenses until the end of its next turn.

↯ **Villain's Nightmare** (standard; daily) – **Reliable, Weapon**
+13 vs. Reflex; 3d8 + 7 damage. *Hit or Miss:* Until the end of the encounter, when the mechanical warlord is adjacent to the target and it walks or runs, the mechanical warlord can cancel that movement as an immediate interrupt.

Combat Leader
The mechanical warlord and each ally within 10 squares who can see and hear the mechanical warlord gains a +2 power bonus to initiative.

Skills Heal +8, History +10
Alignment Unaligned   **Languages** Common

Str 19 (+7)	**Dex** 11 (+3)	**Wis** 10 (+3)
Con 14 (+5)	**Int** 15 (+5)	**Cha** 13 (+4)

Equipment chainmail, light shield, longsword, 3 javelins

Mechanical Warlord Tactics

The mechanical warlord will try to flank its enemies where possible. *Wolf pack tactics* helps its allies get into a flanking position. When it is flanking or otherwise has combat advantage, it will use *surprise attack*. It will use *villain's nightmare* on a target who relies on being able to move around the battlefield. It will use *inspiring word* on its most powerful allies. When it is bloodied, it will use its *second wind* and *mechanical resolve*. It will use guide the charge when an ally charges.

Mechanical Wizard

Mechanical Wizard	Level 8 Artillery
Medium natural humanoid (living construct)	XP 350

Initiative +7   **Senses** Perception +5
HP 68; **Bloodied** 34; **Healing Surge** 17
AC 20; **Fortitude** 18; **Reflex** 20; **Will** 19
Saving Throws +2 against ongoing damage
Speed 6

⊕ **Quarterstaff** (standard; at-will) – **Weapon**
+10 vs. AC; 1d8 + 4 damage.

✳ **Scorching Burst** (standard; at-will) – **Fire**
Area burst 1 within 10; +11 vs. Reflex; 1d6 + 7 fire damage.

↗ **Lightning Bolt** (standard; encounter) – **Lightning**
Ranged 10; +11 vs. Reflex; 2d6 + 7 lightning damage. *Effect:* Make a secondary attack against two creatures within 10 squares of the primary target. *Secondary Attack:* +11 vs. Reflex; 1d6 + 7 lightning damage.

Mechanical Resolve (minor, usable only while bloodied; encounter)
The mechanical wizard gains 7 temporary hit points.

Second Wind (standard; encounter) - **Healing**
The mechanical wizard spends a healing surge and regains 17 hit points. It gains a +2 bonus to all defenses until the end of its next turn.

Wand of Accuracy (free, when making an attack roll; encounter)
The mechanical wizard gains a +3 bonus to the attack roll.

Shield (immediate interrupt, when hit by an attack; encounter) - **Force**
The mechanical wizard gains a +4 power bonus to AC and Reflex until the end of its next turn.

✳ **Fireball** (standard; daily) – **Fire**
Area burst 3 within 20; +11 vs. Reflex; 3d6 + 7 fire damage. *Miss:* Half damage.

✳ **Web** (standard; daily) – **Zone**
Area burst 2 within 10; +11 vs. Reflex; the target is immobilized (save ends). *Effect:* The burst creates a zone of webs that fills the area until the end of the encounter or for 5 minutes. The zone is considered difficult terrain. Any creature that ends a move in the zone is immobilized (save ends).

Dimension Door (move; daily) – **Teleportation**
The mechanical wizard teleports 10 squares.

Spellbook
The mechanical wizard has the Ritual Caster feat. Its spellbook contains the following rituals: Make Whole, Secret Page, Floating Disk, Arcane Lock. Its spell book also contains the daily spells: *fireball* and *web*, and the utility spells: *dimension door* and *shield*; after an extended rest, the mechanical wizard chooses which daily spell to prepare and which utility spell to prepare.

Skills Arcana +13, History +13
Alignment Unaligned   **Languages** Common

Str 12 (+5)	**Dex** 16 (+7)	**Wis** 13 (+5)
Con 14 (+6)	**Int** 18 (+8)	**Cha** 11 (+4)

Equipment cloth armor, quarterstaff, spellbook, wand

Mechanical Wizard Tactics

The mechanical wizard will normally prepare *fireball* and *dimension door*. It will use *fireball* to blast as many enemies as possible while trying to avoid enemies. It will use its *wand of accuracy* when the +3 bonus will allow it to hit, preferably with *lightning bolt,* which it will use when allies are clustered around its enemies, hindering its use of *scorching burst*. When it is bloodied, it will use its *second wind* and *mechanical resolve*.

Robo-Lich Human Wizard

Robo-Lich Human Wizard	Level 12 Elite Controller
Medium natural humanoid (construct)	XP 1400

Initiative +7 **Senses** Perception +9, Darkvision

HP 198; **Bloodied** 99; **Healing Surge** 49

Regeneration 5

AC 29; **Fortitude** 28; **Reflex** 27; **Will** 31

Immune Disease, Poison, Sleep

Saving Throws +2

Speed 6

Action Points 1

⊕ Quarterstaff (standard; at-will) **– Weapon**

+14 vs. AC; 1d8 + 6 damage.

✷ Cloud of Daggers (standard; at-will) **– Force**

Area 1 within 10; +16 vs. Reflex; 1d6 + 10 force damage. *Effect:* The power's area is filled with sharp daggers of force. Any creature that enters or starts its turn there takes 3 force damage. The cloud remains in place until the end of the robo-lich human wizard's next turn. The robo-lich human wizard can dispel it earlier as a minor action.

⇐ Thunderwave (standard; at-will) **– Thunder**

Close blast 3; +16 vs. Fortitude; 1d6 + 10 thunder damage and the the robo-lich human wizard pushes the target 3 squares.

⇐ Color Spray (standard; encounter) **– Radiant**

Close blast 5; +16 vs. Will; 1d6 + 10 radiant damage and the target is dazed until the end of the robo-lich human wizard's next turn.

↗ Spectral Ram (standard; encounter) **– Force**

Ranged 10; +16 vs. Fortitude; 2d10 + 10 force damage and the robo-lich human wizard pushes the target 3 squares.

Second Wind (standard; encounter) **- Healing**

The robo-lich human wizard spends a healing surge and regains 49 hit points. It gains a +2 bonus to all defenses until the end of its next turn.

Shield (immediate interrupt, when hit by an attack; encounter) **- Force**

The robo-lich human wizard gains a +4 power bonus to AC and Reflex until the end of its next turn.

Staff of Defense (immediate interrupt, when hit by an attack; encounter)

The robo-lich human wizard gains a +2 power to defenses against the triggering attack.

Augment Size (minor; recharge ⚅ ⚄)

The robo-lich human wizard adds 1 to the size of the next burst or blast power it uses before the end of its turn.

Spellmaster (minor; recharge ⚅ ⚄)

The robo-lich human wizard regains the use of an expended encounter power.

✷ Ice Storm (standard; daily) **– Cold, Zone**

Area burst 3 within 20; +16 vs. Fortitude; 2d8 + 10 cold damage and the target is immobilized (save ends). *Miss:* Half damage and the target is slowed (save ends). *Effect:* The burst creates a zone of ice. The zone is difficult terrain until the end of the encounter or for 5 minutes.

↗ Wizard's Sword (standard; daily) **– Conjuration, Force**

Ranged 10; The robo-lich human wizard conjures a sword of force in an unoccupied square within range and it attacks. As a move action, the robo-lich human wizard can move the sword to a new target within range. The sword lasts until the end of the robo-lich human wizard's next turn. Targets one creature adjacent to the sword; +16 vs. Reflex; 1d10 + 10 force damage. *Sustain Minor:* When the robo-lich human wizard sustains the sword, it attacks again.

Dimension Door (move; daily) **– Teleportation**

The mechanical wizard teleports 10 squares.

Blur (minor; daily) **- Illusion**

Until the end of the encounter, the robo-lich human wizard gains a +2 power bonus to all defenses, and enemies 5 or more squares away from it can not see it.

Mirror Image (minor; daily) **- Illusion**

Three duplicate images of the robo-lich human wizard appear in its space, and it gains a +6 power bonus to AC. Each time an attack misses the robo-lich human wizard, one of the images disappears and the bonus granted by this power decreases by 2. When the bonus reaches 0, all of the images are gone and the power ends. Otherwise, the effect lasts for 1 hour.

Discharge

Any creature that hits or misses the robo-lich human wizard with a melee attack takes 5 lightning damage after the attack is resolved.

Spellbook

The robo-lich human wizard has the Ritual Caster feat. Its spellbook contains the following rituals: Make Whole, Secret Page, Floating Disk, Arcane Lock, Wizard's Sight as well as rituals to make various constructs. Its spell book also contains the daily spells: *ice storm* and *wizard's sword*, and the utility spells: *dimension door*, *shield*, *blur* and *mirror image*; after an extended rest, the mechanical wizard chooses which daily spell to prepare and which two utility spells to prepare (any combination except *blur* and *mirror image*).

Skills Arcana +16, Dungeoneering +14, History +16		
Alignment Evil		**Languages** Common
Str 12 (+7)	**Dex** 13 (+7)	**Wis** 17 (+9)
Con 14 (+8)	**Int** 21 (+11)	**Cha** 11 (+6)
Equipment quarterstaff, spellbook		

Robo-Lich Human Wizard Tacitcs

The robo-lich human wizard will normally prepare *wizard's sword*, *blur*, and *dimension door*. It will use *wizard's sword* in the first round as it can keep it sustained for an entire encounter. It will also use *blur* in the first round as it will also be in effect for the whole encounter. It will then attack with *color spray* and *spectral ram*, which can be recharged with *spellmaster*. When neither *color spray* or *spectral ram* are available, it will attack with *thunderwave* or *cloud of daggers*. *Color spray* and *thunderwave* are useful against multiple enemies whereas *cloud of daggers* and *spectral ram* are useful if enemies are surrounded by allies. *Thunderwave* and *spectral ram* are useful to push enemies into the area of a trap or just further away from the robo-lich human wizard. *Augment size* is useful to create larger *thunderwave*s. *Staff of defense* can be used where it would prevent an attack from hitting.

Templates

Robotic

A robotic creature is a construct that has been created to resemble the creature the template is applied to. Such constructs are well armored, which slowed them down.

The robotic template can be applied to any monster that has a substantial form. It does not make a monster elite and so does not give any extra powers to the monster. It also does not affect the creature's role.

Prerequisite: Not Insubstantial

Robotic	
(Construct)	

Senses Darkvision
Defenses +2 AC, -2 Reflex, -2 Will
Immune Disease, Poison, Sleep
Speed -2 (minimum 1)
Int 1 (+0)

Biomechanical

A biomechanical creature has had some of its body replaced by mechanical components, magically enchanted with rituals to take over the function of the removed parts. Armor plates are installed as well as a laser sight and an automatic self-destruct mechanism.

The biomechanical template can be applied to any beast or humanoid that has a substantial form. When applied to a non-player character, it is best for a fighter or other defender.

Prerequisites: Beast or Humanoid, Not Insubstantial

Biomechanical	Elite Soldier or Artillery
Beast or humanoid (living construct)	XP Elite

Senses Darkvision
Defenses +2 AC, +4 Fort
Saving Throws +2
Action Points 1
Hit Points +8 per level + Constitution score (soldier) or +6 per level + Constitution score (artillery)
Living Construct Does not need to eat, sleep or breathe. Only needs to rest for 4 hours when taking an extended rest, +2 bonus to saving throws against ongoing damage. When it makes a death saving throw it take use 10 or its d20 roll, whichever is higher.

Adaptive Defenses (immediate reaction, when hit by an attack; at-will)

The biomechanical creature gains a +2 bonus to the defense which the triggering attack hit until the end of its next turn.

⟵ Death Explosion (no action, when reduced to 0 hit points; encounter)

Close burst 10; level + 2 vs. Reflex; 2d12 + level damage.

Laser Sight

The biomechanical creature can score critical hits on attack rolls of a natural 19 or 20 with melee attacks (soldier) or ranged attacks (artillery).

Robo-Lich

Like a lich, a robo-lich is an evil arcane master who performed a terrible ritual to grant it eternal life. However, unlike a lich, the robo-lich has replaced its body with a skeletal construct rather than inhabiting its old dead body. A robo-lich has a phylactery that works like a normal lich's phylactery.

Prerequisites: Level 11, Int 13

Robo-Lich	Elite Controller or Artillery
(construct)	XP Elite

Senses Darkvision
Defenses +2 AC, +4 Fort, +4 Will
Immune Disease, Poison, Sleep
Saving Throws +2
Action Points 1
Hit Points +8 per level + Constitution score (controller) or +6 per level + Constitution score (artillery)
Regeneration 5

Augment Size (minor; recharge ⚅ ⚅)

The robo-lich adds 1 to the size of the next burst or blast power it uses before the end of its turn.

Spellmaster (minor; recharge ⚅ ⚅)

The robo-lich regains the use of an expended encounter power.

Discharge

Any creature that hits or misses the robo-lich with a melee attack takes 5 lightning damage after the attack is resolved.
Level 21: 10 lightning damage

Chamber Features

This table replaces the normal chamber features table. Roll 2d20 and consult the random chamber features table to determine the features of each room in the dungeon. The traps should not be used to replace monsters as they should hinder the monsters just as much as the player characters. If the same trap is rolled twice, instead upgrade it to elite.

1–3	Pit
4–6	Moving Floor
7–9	Conveyor Belt
10–12	Drop Zone
13–15	Trap: Angle Grinders
16–18	Trap: Flipper
19–20	Trap: Energy Throwers

Pit

A 2x2 square in the floor is a deep pit. Roll 4d4 to determine how many squares deep the pit is. A DC 15 Athletics check can be used to climb out of the pit. The pit should be placed in or near the center of the room.

Moving Floor

Roll 2d4 to determine the number of squares of moving floor in the room. Place the squares randomly. In a square of moving floor, the slabs of stone that make up the floor move up and down, making the area difficult terrain. Draw some squares on a square of the battle grid to indicate that it is moving floor.

Conveyor Belt

Roll 2d4 to determine how many squares of conveyor belt are in the room. If there are 6 or more squares, make them into 2 separate conveyor belts, otherwise make one. For each square of the conveyor belt, draw

an arrow in the square to indicate which direction is slides. Each square of a conveyor belt should slide onto the next square of that conveyor belt, except for the final square. The final square of a conveyor belt should be positioned so that it slides towards a square of significance such as a pit. Roll initiative for each belt (+6 modifier). On the belt's turn, each creature on the belt is slid along it to a maximum of 6 squares.

Drop Zone

Draw an X on one square of the battle grid to indicate that it is a drop zone. The first time a creature ends their turn in that square, an object falls on them. Roll 1d6 to determine what falls:

1	Anvil; the target takes 5d10 damage
2	Chest full of scrap metal: the target takes 4d10 damage and the drop zone square and all adjacent squares become difficult terrain.
3	Non-functional minion robot: The target takes 4d10 damage and roll 1d20. On a roll of 11 or higher, the robot regains functionality and starts to attack the nearest creature.
4	Tun of acid: the target takes 3d10 acid damage and ongoing 5 acid damage.
5	Gem bomb: A gem falls to the ground. At the end of each of the triggering creature's turns, roll 1d20. On a roll of 16 or higher, the gem explodes, automatically hitting all creatures in close burst 1, dealing 2d10 force damage and pushing the targets 2 squares. The gem can be thrown up to 10 squares as a standard action before it has exploded.
6	Gelatinous cube residue: the target takes 2d10 damage and is immobilized (save ends).

Angle Grinders

On the battle grid, draw an arrow through each wall section that contains an angle grinder to indicate while square the grinder will attack.

Angle Grinders	Level 9 Obstacle
Trap	400 XP

Saws built into the walls provide a constant danger to anyone next to them.

Trap: The trap consists of 6 sections of wall, each with a grinder built in that attack creatures in the square they are adjacent to.

Perception

No check is necessary to notice the grinders.

Trigger

When a creature enters a square or starts its turn in a square adjacent to an angle grinder. Each of the 6 grinders can make separate opportunity actions during each creature's turn.

Attack

Opportunity Action   **Melee** 1
Target: The triggering creature.
Attack: +15 vs. AC
Hit: 1d8 + 5 damage.

Countermeasures

A creature can disable a single grinder with a DC 17 thievery check.

Upgrade to Elite (800 XP)

Increase the Thievery DC by 2.
Increase the number of grinders to 9.
The grinders begin an encounter concealed and each grinder becomes visible when triggered. When concealed, the grinders can be seen with a DC 17 Perception check.

Flipper

Draw a border on a square of the battle grid to indicate that it a flipper. The flipper should be placed in or near the center of the room. When it is first triggered, roll 1d4 to determine the direction it pushes and then draw and arrow inside the border to indicate that direction.

Flipper	Level 8 Lurker
Trap	350 XP

A 5 foot cube on the floor is filled with magical yellow runes. When a creature moves into it, it is flung across the room.

Trap: A single square in the room is a flipper.

Perception

No check is necessary to notice the flipper.

Additional Skill: Arcana

DC 19: The creature knows the exact nature of the trap.

Trigger

A creature enters the square of the trap.

Attack

Opportunity Action   **Melee**
Target: The triggering creature.
Attack: +13 vs. Reflex
Hit: The target is pushed 5 squares in a straight line. The target takes 1d6 damage per square it is pushed. If the push ended early due to a creature or obstacle blocking the push, the target takes an additional 1d6 damage. The target is knocked prone.
Miss: The target is pushed 1 square.

Countermeasures

A creature who makes a long jump to jump 20 feet horizontally and 5 feet vertically (DC 20, or 40 without a running start) clears the flipper's detection zone. The flipper is triggered if the creature does not clear 5 feet vertically.
An adjacent creature can engage in a skill challenge to deactivate the flipper. DC 16 Thievery. Complexity 1 (4 successes before 2 failures). Success deactivates the trap. Failure means the creature who failed triggers the flipper and it remains active.

Upgrade to Elite (700 XP)

Increase the Thievery DC by 2.
Increase the number of flippers to 2.

Energy Throwers

Energy throwers work the same as flame jets (see the D&D 4E Dungeon Master's Guide) but roll 1d6 for each nozzle to determine the type of energy it throws and what other effects it causes. Additionally, the perception DCs should be reduced to 14 (nozzle) and 20 (control panel) and the Thievery DCs should be reduced to 14 (nozzle) and 20 (control panel).

1–2	Flame thrower: As flame jet.
3–4	Bolt thrower: Change hit to: 3d8 + 4 lightning damage and the target is dazed (save ends).
5	Heat sink: Change hit to: 3d8 + 4 cold damage and the target is immobilized (save ends).
6	Acidic vapor thrower: Change hit to: 2d8 + 4 acid damage and ongoing 5 acid damage and the target takes a -2 penalty to AC (save ends both).