

THE IMPALISADER

The Impalisader Level 22 Controller Huge Natural Animate (construct)

Initiative: +15 **Perception** +18
HP 200; **Bloodied** 100
AC 36; **Fortitude** 35; **Reflex** 34; **Will** 34
Speed 6
Resist 15 poison, 15 psychic **Vulnerable** 15 thunder, 15 force

Standard Actions

⬇ **Barricade Slam** ✦ **At-Will**

Attack: Melee Basic 3 (one creature) +27 vs. AC
Hit: 6d6+6 damage, and the Impalisader slides the target 2. If the target applies any resistance to this forced movement, they are knocked prone.

↶ **Caging Claw** ✦ **At-Will**

Requirement: The Impalisader must have less than 2 creatures grabbed.
Attack: Close Burst 3 (one creature in burst) +25 vs Reflex
Hit: 1d6+12 damage, and the target is grabbed and suspended 5 feet off the ground, and must make a saving throw, which they can choose to fail instead of rolling. Explain the outcomes before the roll.
Pass: The target suffers a -5 penalty on escape rolls.
Fail: The target takes ongoing 15 damage until they escape the grab.
Miss: As a free action the target must shift out of the blast or drop prone.

↷ **Hooked Harpoon** ✦ **At-Will**

Attack: Ranged 10 (One creature) +24 vs AC
Hit: 3d6+6 damage, and the target is pulled 5.
Miss: As a free action, the target must move 1 or drop prone, or the attack is repeated against them.

Wall of Blades ✦ **Recharge**

Effect: Create a 10 square long, 1 square high wall starting adjacent to the impalisader, with each square of the wall further away from the Impalisader than the last. This wall creates a zone of barbed blades until it is retracted. Any creature in the zone when it is created is immobilised (save ends). Any creature entering the zone or beginning their turn there takes 15 damage and is slowed until the end of their next turn. Until the wall is fully retracted, the impalisader is immobilised.

Minor Actions

Reel Them In ✦ **Recharge** ⏏

Requirement: Only while the wall of blades is deployed.
Effect: Each creature in the wall is pulled 2, and takes 10 damage. If any creature end up adjacent to the Impalisader due to this movement, the impalisader can do a caging claw attack on them as a free action. The wall of blades zone ends, and the Wall of Blades recharges.

Skills Dungeoneering +18, Endurance +25
Str 25(+18); **Dex** 19(+15); **Wis** 14(+13)
Con 28(+20); **Int** 14(+13); **Cha** 19(+15)

Alignment unaligned **Languages** Common

The Impalisader is a towering mechanical monstrosity which looks for all the world as if it stepped fully formed from the demented fever dreams of a sadistic maniac. Thought to have been constructed by an advanced, ancient civilization who were consumed by their obsession with the incarceration and punishment of criminals, the Impalisader is built to capture and incarcerate it's targets- although their survival seems a secondary priority. Lumbering around the battlefield, the Impalisader wreaks havoc amongst it's foes, sending them leaping for cover and crashing to the ground or worse yet, into it's steely clutches.

The construct is mildly humanoid, moving on two sturdy iron-shod legs, from each of which projects a piston-mounted steel barricade. Each of it's overlong arms ends in a series of wickedly spiked talons, which snap shut around their victim to form an instant cage- although unlucky prisoners can end up with a limb severed or crushed in the process. A metal skull-like head rests on the shoulders of the construct, it's 'eyes' gleaming with multiple detection gems, and it's 'mouth' a forest of rusty hooks. Occasionally one of these hooks will launch with a pneumatic hiss, snagging a target and dragging it in, either by hitting them on the full, or overshooting and hooking them while being reeled back.

By far the most alarming feature of the construct is the huge disk of metal spikes ringed with barbed wire, that rests in a cavity in it's chest. Without a moment's notice, this grim payload can unfurl, rolling out across the battlefield and pinning itself against the ground, often trapping hapless creatures in or beneath it's coils. Worse yet, the Impalisader can rapidly retract this wall of blades, dragging those trapped within it into it's grim embrace. Taken together, the malevolent machinery of this hideous construct is more than capable of turning even the most defiant heroes into helpless, hapless prisoners of it's master's dark dungeons.

LORE

Dungeoneering or History DC 24: All the information in the intro .

Dungeoneering or History DC 29: Clues and hints for a possible escape route, based on the movements and origin point of the Impalisader.

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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ALWAYS SAVE THE NASTIEST FOR LAST

TACTICS

The Impalisader is a heavy duty melee controller, but they aren't particularly resilient- they're focused on offense, have some pretty solid no-hit effects, and the counter to them is to kick the crap out of them, so they need good support and advantageous positioning at the beginning of the fight to be effective and play their part. A good, sticky soldier or two is idea for these purposes, as is a brute or two to make choosing targets harder for the enemy. A front-line leader is a good way to enhance the effects of these allies, even if they don't help the Impalisader much. Artillery should probably be avoided, since this is another prone-based controller.

Assuming it's got good cover, the Impalisader is ideal at breaking up enemy formations. It's wall of blades has an auto-hit pull effect when recalled, although it's often better to leave it out, dealing damage, and acting as battlefield control- don't forget the role the monster plays, it's there to corral the enemies for the other monsters. Whether and when to wind in the wall will depend on how the fight is going, but don't hurl the wall out unless you have Reel Them In recharged- otherwise your controller might only end up immobilizing themselves. When using the caging claws, it's useful to start with a flurry powered by the wall of blades pull trigger. Lay the wall down over some foes in or near melee, haul it back in, and strike one or both of them with Caging Claw.

This maneuver will only work as long as you have a claw free and your enemies line up like idiots, but you can draw a wall to hit most angles, and getting two or even one of your enemies out of the way of the other monsters can be useful. Be careful when using this method however- unlike a soldier, a controller is not tough enough to put up with the punishment it's going to incur from forcing melee attackers to only target it. As a result, caging claw is best used against limited range defenders like fighters, and other support melee types who need their mobility, but aren't going to punish the impalisader too much for trapping them in it's clutches. Still, any hero can bring the pain, so make sure the others are kept busy with the other monsters in the battle.

THE INCACERATION CRUSADE

The Impalisader is a grinding mechanical monstrosity that lurks in a deep dungeon far beneath the ruins of a long-lost empire. Along with other hideous constructs of it's ilk, it was created by a nation who, having conquered everything around them, turned their aggression and bravado inward, waging war on criminals and law-breakers within their borders. Were on neieve, one might think such a crusade would result in an era of peace and order. But crimes are committed, and criminals are judged such, for many, many reasons, often bearing little resemblance to any true measure of justice. So it was in this proud and judgmental empire.

To begin with, it's crusade was one could argue, well-intentioned, but intolerant. Yet, as it grew, it grew more sinister, and even as it passed some villains and tyrants by, it sought out in ever greater numbers those lesser peoples that it's masters deemed criminal. It waged war not just on the villainous, but the desperate, the crazed, the addicted, the poverty-stricken. It judged as criminal not only those that broke the laws of civilization, but those that violated the esoteric commandments of religion, or acted beyond the 'proper' place of their caste, or race.

The crusade was too popular with the bulk of the populace for any leader to turn from it and yet, with every passing year it widened it's net, and took on more of the people who had once screamed for justice- or vengeance- or something darker still- to be done to their neighbors and rivals. Through all this, the Art of Incarceration was in a new golden age- or a new dark age, depending on who you asked. Vast subterranean complexes were constructed for the imprisonment and orderly labor of the ever growing criminal class- half dungeon, half mine, the hapless guilty toiled in the dark, under the vigilant gaze of heartless machines like the Impalisader.

So it was for a century, as the crusade marched ever deeper into the cities of the empire. As is often the case, records from the era before the end are badly damaged, and incomplete. But one quote from a leader of the time has survived through many accounts, to the modern day: "We have bid them ever to judge, and imprison those found wanting. If they have imprisoned all but us, who then shall they judge?"

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