

CLOCKWORK TREBUCHET

Clockwork Trebuchet **Level 15 Artillery**
Large Natural Animate (construct, clockwork)

Initiative: +13 **Perception** +18
HP 111; **Bloodied** 55 **Tremorsense** 10
AC 27; **Fortitude** 27; **Reflex** 26; **Will** 27
Speed 6
Resist 10 psionic, poison; **Vulnerable** 10 force, thunder

Traits

Indirect Fire

As long as it can sense it, the Clockwork Trebuchet can target creatures and squares even if they are in superior cover, as long as the superior cover is no more than 5 feet tall. The Clockwork Trebuchet does not take the normal attack roll penalty from firing ranged at a non-adjacent prone target..

Clockwork

Clockworks begin the encounter with 3 Tock points. They can spend these points to enhance powers as a free action.

Standard Actions

⬇ Counterweight Crush ✦ At-Will

Attack: Melee Basic 2 (one creature) +19 vs. Reflex
Hit: 3d6+9 damage, and the target is knocked prone. Spending a Tock point allows this power to be used once as a basic attack.

↷ Brass-Bound Boulder ✦ At-Will

Attack: Ranged 10 (one creature) +20 vs. AC
Hit: 3d8+8 damage, and the target is knocked prone.

✦ Clockwork Bombs ✦ Recharge (1 tock point)

Attack: Area Burst 1 within 10 (enemies in area) +20 vs. AC
Hit: 4d8+6 damage. After rolling the attack rolls, but before dealing damage, the clockwork trebuchet can cancel the attack, and spawn a tiny clockwork bomb in the central square of the zone. The clockwork bomb is a minion with the same defenses as the clockwork trebuchet. Killing it triggers the attack. If the clockwork bomb has not been killed before the clockwork trebuchet's next turn, it shifts 5, dies and executes the attack.

Move Actions

Cacophany Hop

Effect: Shift 2. Spending a Tock point ends any prone, dazed, or immobilise effect on the clockwork trebuchet before the shift.

Skills Endurance +18

Str 17(+10); **Dex** 21(+12); **Wis** 17(+10)
Con 23(+13); **Int** 17(+10); **Cha** 12(+8)

Alignment Unaligned

The clockwork Trebuchet is a clattering tower of brass, steel and finely varnished wood, topped with the distinctive throwing arm and counterweight of a Trebuchet. It clanks around the battlefield on a set of short, stubby metal legs, hurling it's supply of boulders in high arcs over the battlefield. It's armored hull pings with a cacophony of internal mechanical turmoil, rumbling with barely contained tension as spring-steel flexes against gear and shaft.

While the construct seems a cantankerous thing, some of it's internal mechanisms are surprisingly deft. In each of it's legs is a highly precise sounding plate, capable of detecting the sound of movement and other noises sent through the ground. A finely calibrated difference engine allows it to hurl it's projectiles with pin-point accuracy, and time the detonation of it's special explosive ammunition with perfect, even seemingly prescient precision.

The clockwork trebuchet is a work of mad genius, and while it's origins are unclear, it is clearly built to last. However, it's more animated processes clearly draw on some sort of internal power reserve, and once it has depleted this store of motion, it should be a less dangerous and mobile adversary. Still, even thing, defeating the construct and those which control shall be far from easy.

Lore

Arcana or History DC 18: All the info in the introduction, and hinfom about it's invention and history.

Arcana DC 23: Hints about the real origin of the wonderous workings of the clockwork trebuchet and it's kind.

Encounters

The clockwork trebuchet could easily be recovered from it's resting place by suitably industrious creatures, especially those skilled enough to tinker with such a device. It could also of course be built by a brilliant wizard or inventor, or purchased or stolen from the same. The background gives only one origin to the machine- as with all monsters, it's up to the DM to decide where such a device might hail from, and how exactly it works. Is it powered by an elemental? Or a team of gnomes? Or something else? You decide!

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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TICK, TOCK! IT'S BEATDOWN O'CLOCK!

TACTICS

The clockwork Trebuchet can fire indirectly, even over small obstacles and barriers, and even more indirectly using its clockwork bomb. As a result, it can be far more effective when positioned behind walls, assuming that its targets don't dominate the other combatants completely as a result. It is important for it to have allies such as soldiers and controllers in the battle, in order to maneuver its foes and prevent them from bypassing its main threat. For instance, a clockwork bomb can allow for an effective re-roll after a poor attack, but doesn't work nearly as well if the enemy can step outside the radius and shoot the bomb from a distance.

As a result, the clockwork Trebuchet often works best as a 'support artillery' platform, even more than most artillery. The core of the fight should be the other monsters, terrain, ect, while the trebuchet fires from distance, helping to pin down enemies and capitalize on those that are pinned down. The tock points allow the trebuchet to, for instance, fire off four clockwork bombs in quick succession, but if ti does this, it is then quite vulnerable to its enemies, especially in melee, where they could quite literally run rings around it due to its lack of an automatic melee basic attack. That said, its melee attack is strong for artillery, and a tock point can be spent to change it into a one-use MBA.

As a result, it's usually best to keep a single tock point in reserve for an mba or status-clearing cacophany hop, while spending the other two when clockwork bomb barrages can score a good spread of hits. Also note that the clockwork trebuchet's enemies might be able to trigger the clockwork bomb before the next turn, if their powers don't just target enemies- if an ally have an area attack of their own that targets all creatures in the area, then the clockwork bomb can be set off with a successful attack roll. Two clockwork trebuchets could work in concert to do this, but that would leave only three monsters on the front line.

Background

The Clockwork Trebuchet was the invention of a nobleman who spent his fortune trying to create a replacement for the men-at-arms and peasant militia upon which war in is region relied. Having lost dear friends and loyal subjects in a bloody conflict, he vowed to create soldiers without heart or soul, families or friends, to ensure that the people of the land would no longer have to mourn the passing of their bravest and best.

After years of frustration and failure, the nobleman was near hit wits end, but after a research trip to a far off land, he returned with brilliant designs and tools with which he and his staff of smiths and engineers created a small but potent force of clockwork warriors. These constructs were meant to display the strength and prowess of their kind, in a bid to secure the funding and support the nobleman needed to end the service of human soldiers once and for all.

Alas, for all the might of his mechanical men, the nobleman had underestimated the human frailties of his peers. The other nobles of the region did not trust the inventive nobleman, and found the idea of sending ranks of metal men into battle less exciting than the blood conflicts they enjoyed watching from safe, hillside pavilions. Worse yet, the clockwork warriors cost a great deal- far more, the nobles reasoned, than the life of a peasant was worth.

Even those nobles he counted as his allies turned against him, and he found that after years of being a laughing-stock for his obsession, his success only turned the mockery of his peers to scorn, and outright fear. None of the other nobles dared attack his lands- not with his mighty clockwork defenses- but in the end the troublesome nobleman was removed as a concern by means his clockwork warriors could not defend against- shipments of food to the estate were dosed with a slow-acting poison, and the nobleman and his smiths simply passed away in their sleep.

Yet, his clockwork defenses remained, forever on guard, rewound and repaired by a well-equipped workshop powered by a waterwheel across a swift-running stream. So, it is said, they stand to this day- patrolling the grounds, tending the hedges, and standing at attention at the foot of their creator's death-bed.

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