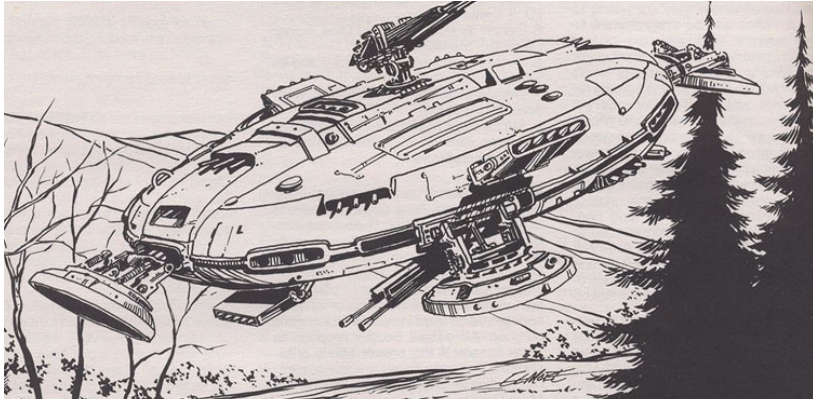


Death Machine

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An Uber-Tier Monster for D&D Gamma World

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So you need a monster to challenge your [uber tier](#) Gamma World characters? Look no further! Adapted straight from 1st Edition *Gamma World*, here's the death machine!

"20 meters long, 9 meters wide, 4 meters high, with many knobby projections all over," the death machine is the ultimate enemy for your adventurers.

Original Credits: 1st Edition *Gamma World* by James M. Ward and Gary Jaquet

Artwork: Larry Elmore, from an earlier edition of *Gamma World*

Download Link: <http://boldpueblo.com/downloads/gammaworld/GW-monster-death-machine.pdf>

Tip Jar: <http://boldpueblo.com/dazed/2011/03/tip-jar/>

Donate to Help with Jim Ward's Medical Expenses:
<http://bailoutthewardenfund.bbnw.org/>

| Death Machine | | Level 20 Solo Controller | |
|--|--|---------------------------------|-----------------|
| Gargantuan terrestrial animate (robot) | | XP 14,000 | |
| HP 750; Bloodied 375 | | Initiative +19 | |
| AC 40; Fortitude 33; Reflex 32; Will 31 | | Perception +20 | |
| Speed 0, fly 180 (hover), overland flight 90 mph | | All-Around Vision, | Darkvision 6500 |
| Immune poison; Resist 20 radiation, 20 electricity, 20 physical | | | |
| Saving Throws +5 | | | |
| Traits | | | |
| ☼ Energy Dampening Field • Aura 30 | | | |
| Any robot entering or starting its turn within the aura is stunned until the start of its next turn. | | | |
| Sensor Array | | | |
| The death machine does not grant combat advantage when flanked. If it can see part of a target, it does not receive penalties based on partial cover, superior cover, partial concealment, or total concealment. The death machine's attacks score critical hits on a roll of 18, 19, or 20. | | | |
| Massive | | | |
| The death machine cannot be moved with a push, pull, or slide, and cannot be knocked prone. | | | |
| Automatic Recovery Systems | | | |
| When the death machine begins its turn, immediately end any effects causing it to be blinded, slowed, immobilized, restrained, dazed, stunned, dominated, or unconscious. | | | |
| Energy Screen | | | |
| The death machine begins the encounter with 400 temporary hit points. While it has temporary hit points, the death machine gains a +2 bonus to all defenses. | | | |
| Standard Actions | | | |
| ✧ Blaster Cannon (force) • At-Will | | | |
| <i>Attack:</i> Ranged 3000 (one creature); +25 vs. AC | | | |
| <i>Hit:</i> 100 force damage to a target within 500 squares, or 75 force damage to a target within 1000 squares, or 50 force damage to a target within 3000 squares. | | | |
| ✧ Black Ray Cannon (necrotic) • At-Will | | | |
| <i>Attack:</i> Ranged 200 (one creature); +24 vs. Fortitude | | | |
| <i>Hit:</i> The target drops to 0 hit points and is dying. | | | |
| ✧ Mark VII Blaster Batteries (force) • At-Will | | | |
| <i>Attack:</i> Area burst 10 within 150 (up to 4 enemies in burst); +25 vs. AC | | | |
| <i>Hit:</i> 2d10 + 7 force damage. | | | |
| ✧ Laser Batteries (laser) • At-Will | | | |
| <i>Attack:</i> Area burst 10 within 500 (up to 5 enemies in burst); +24 vs. Reflex | | | |
| <i>Hit:</i> 2d10 + 12 laser damage. | | | |

✧ **Trek Gun** • **At-Will**

Attack: Area burst 20 within 120 (all creatures in burst); +24 vs. Reflex
Hit: 3d10 + 11 physical damage and ongoing 25 physical damage (save ends).

Miss: Half damage, and ongoing 25 physical damage (save ends).

✧ **Mini-Missile Launchers** (fire, physical) • **At-Will**

Attack: Area burst 12 within 1250 (all creatures in burst); +24 vs. Reflex
Hit: 4d10 + 10 fire and physical damage, and the target is pushed 5 squares.

Miss: Half damage, and the target is pushed 5 squares.

✧ **Fusion Bomb Launcher** (radiation, physical) • **At-Will**

Attack: Area burst 30 within 2000 (all creatures in burst); +25 vs. AC
Hit: 4d12 + 10 radiation and physical damage, and the target falls prone, is pushed 10 squares, and is blinded (save ends).

Miss: Half damage, and the target falls prone and is pushed 10 squares.

Move Actions

Anti-Grav Pads • **At-Will**

Effect: The death machine flies its flight speed. This movement does not provoke opportunity attacks.

Minor Actions

Weapon Mounts (see text) • **At-Will**

Effect: The death machine uses one of the following sets of attacks without provoking opportunity attacks:

- (a) 1 *blaster cannon* attack,
- (b) 3 *black ray cannon* attacks,
- (c) 8 *Mark VII blaster battery* attacks,
- (d) 4 *laser battery* attacks,
- (e) 2 *trek gun* attacks,
- (f) 3 *mini-missile launcher* attacks, or
- (g) 1 *fusion bomb launcher* attack.

Free Actions

Solo Action • **Recharge** when first bloodied

Requirements: It is the death machine's turn.

Effect: The death machine takes an extra standard action during that turn.

Str 30 (+20)

Dex 22 (+16)

Wis 20 (+15)

Con 32 (+21)

Int 25 (+17)

Cha 18 (+14)