

Klak's Infernal Machine

D&D Adventure Scenario by Bobby Goodman III - Version 7.2.2026

Objective: Find and destroy Klak's Infernal Machine.

Special Components: The Infernal Machine villain.

Suggested Monsters: Golems.

Starting Awards: 2 Healing Surges for the party and 1 random Item per Hero.

Setup:

Create the starting map using 5 Dungeon tiles and the Secret Stairway. The map must form a circular path if you follow the arrows. Make sure 4 have white arrows and 4 have black, and make the arrows alternate.

Shuffle the Workshop with 2 random Dungeon tiles and place them after the 6th tile in the stack (so it will be drawn 7th, 8th, or 9th).

Take all the Trap Encounter cards out of the Encounter Deck and form a separate Trap Deck. The Heroes may begin on the Secret Stairway.

Special Adventure Rules: When a Hero finds the Workshop, instead of placing a Monster there, place the Infernal Machine villain there instead.

Victory & Defeat: The Heroes win when the Infernal Machine is destroyed. The players lose if a Hero has zero HPs and there are no more Healing Surges.

When you start the adventure read...

When you fought Klak, the Kobold Sorcerer, one of the rogues in your party was able to steal plans and drawings from his lair. The wizards have been studying these and discovered Klak has a hidden workshop that contains what he called "The Infernal Machine." They believe they know the general area where the workshop is hidden, and your group heroes plan to find and destroy the machine before it can threaten any innocent folk.

When you find the workshop, read...

Among the clutter of iron parts and sawn wood of the workshop, you hear clanking and the hiss of steam. A huge metal golem rises to its feet, towering over you. It stomps forward, its heavy tread shaking the halls of the dungeon and an evil inner fire burning behind its cold unfeeling eyes.

The Infernal Machine		Level 6 Golem Villain
<i>Klak's most powerful invention is also his most destructive. It feels no pain and no remorse.</i>		AC 17
		HP 12
The Infernal Machine activates at the start of each Villain Phase.		
TACTICS The Infernal Machine moves 1 tile following the tile arrows and then... If it ends up on a black arrow, spawn a new Monster on the closest unexplored edge to the Machine. If it ends up on a white arrow, the active Hero draws and plays a card from the Trap deck on his tile. If that tile already has a Trap on it, the Infernal Machine attacks instead... When the Infernal Machines attacks, if there is a Hero on its tile, it attacks each Hero on its tile with wide swings of its massive hammer. Otherwise, it fires a magically-guided missile at the nearest Hero.		
	ATTACK	DAMAGE
Hammer	+8	1 (Missed Dazed)
Missile	+8	2 (Miss 1)