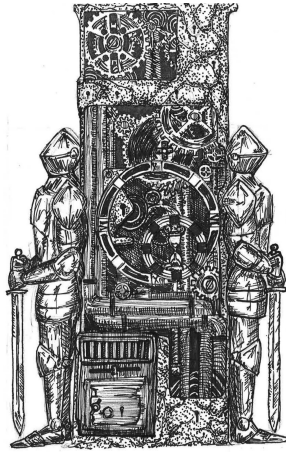


THE CLOCKWORK LABORATORY

PART TWO OF THE RUINED TOWER OF THE TEMPEST MAGE



Knock, knock, open the door.

Tick tock, time is short.

Stalk, stalk, it comes for you.

How will you open the lock, once you can no longer wind the clock?

A four-hour adventure for 5th-10th level characters

Design Jeremy Vosberg

Development Greg Marks

Produced by Cold Iron Conventions

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

Art Ben Siekert

Adventure Code CCC-CIC-02

Sponsored by Draxtar Games

Version 3



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Introduction

Welcome to *DDALCIC-02 The Clockwork Laboratory*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and Con Created Content Program.

This adventure is designed for 5th through 10th-level characters, and is optimized for five 7th-level characters.

Characters outside this level range cannot participate in this adventure.

The adventure takes place in the Earthspur Mountains southeast of Mulmaster, within the Forgotten Realms campaign setting.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that continues their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the

level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters.**

Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they

previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five

categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 7th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon*

Master's Guide™ has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Spellcasting Services	
Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

Character Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to

exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Background

Nearly a half a millennia ago when Mulmaster was a growing fortress at the end of the North Road overlooking the River Lis, a follower of the Sorcerer-King Nesker retired into the Earthspur Mountains to build a tower and further his studies. His name is lost to time, he is now known only as the Tempest Mage after the extreme weather surrounding the peak that he made his home. His servants constructed a small village below, which would come to be known as Windy Valley and remains today.

The Tempest Mage studied a wide variety of magic from conjuration to constructs, but would eventually succumb to age and passed from memory. While Windy Valley remains due

to the presence of a small mine, the Tower and surrounding buildings are no longer regularly inhabited. Occasional bandits or goblin tribes might lair there, but the story of the Tempest Mage also attracts young adventurers from Mulmaster who seek to test their mettle in the extensive out buildings, crypts, and tunnels of the complex. Most believe the dungeon to be relatively played out, having been looted for five hundred years, but there remain a few levels that are yet undiscovered.

In the recent past, a group of adventurers came to the aid of Windy Valley, venturing into a vault in the ruins in the pursuit of a dark traveler that had abducted the town's baker, Jalie, and attempted to sacrifice the young woman to an entity named the Grasping Flame. She was rescued by the heroes, but during their explorations of the vault they discovered a brass clockwork door, and beyond it a strange grey door. Seemingly on a magical timer that could not be circumvented to open the door early, the adventurers were forced to bide their time. Two symbols, a clockwork gear with a vial inside it, and a holy symbol of the god of necromancy Velsharoon where all that hinted at what lay beyond the strange grey door. Now the adventurers have returned as the magical timer nears the time to open a passage into the Clockwork Laboratory, one of the Tempest Mage's greatest accomplishments.

The Clockwork Laboratory is a massive, living construct, a set of massive clockwork gears residing inside the mountain that houses areas for the Tempest Mage and his apprentices to work on the study of arcana, conjurations, clockwork devices, magical constructs, and other areas of interest. One of his failsafe plans in the construction of the Clockwork Laboratory was to have the grey door open automatically based upon a magical timer, and the time to allow entrance is nearing when the party arrives in Windy Valley. The Tempest Mage and his most trusted apprentices had their own means to enter and exit the Clockwork Laboratory, but the failsafe was left in place in case an alternative method for entering was required. With the clockwork symbol on the gray door nearing the zenith, the Clockwork Laboratory awakens, stirring its

massive gears and causing minor tremors to occur on the mountain and creating small landslides. These earthquakes, along with stories of the recent discoveries in the ruins, have brought forth interested individuals in the possible treasures that might be within, along with ending the earthquakes plaguing the village of Windy Valley once and for all.

Overview

The adventure begins with a request from Intun Alderson, the guardsman of Windy Valley, to investigate the occurrences of landslides and tremors from the mountain were the ruins of the Tower of the Tempest Mage resides, fearing that they could bring ruin to the village of Windy Valley if the entire mountainside should collapse.

Part One: The party enters the previously explored vault and examines the strange grey door, finding that it is nearly ready to open. Upon opening, the characters enter the central chamber and find the Clockwork Column and the Clockwork Vault Door. The characters can determine that they need to find Clockwork Keys to explore the level further and gain entrance to the vault below.

Part Two: Having entered the main chamber and finding their first Clockwork Keys, the characters begin to explore and search the other side chambers to try and find the Clockwork Vault Keys, to open the Clockwork Vault Door.

Part Three: Opening the Clockwork Vault Door, the characters descend into the Clockwork Vault, where a means to stop the earthquakes, and treasures of the Tempest Mage, can be found.

Adventure Hook

The adventure begins with the characters being asked by Intun to investigate the causes of the earthquakes occurring from the ruins. For why the characters are already in Windy Valley, consider one of the following hooks:

Return to the Vault: The characters may have previously explored the Vault of the Devourer (*DDALCIC-01 The Vault of the Devourer*) and have determined that the

previously sealed grey door is close to opening, providing new opportunities to explore further into the ruins. Since they are going anyway, Intun offers them 500 gp if they can stop the quakes.

Knowledge of Gond: Characters are approached by a priest of Gond named Wilfanc Blanthenston and asked to explore the Clockwork Laboratory. Wilfanc has researched the ruins and believes a new level will be opening in the soon. He is willing to pay 500 gp for any information and knowledge discovered within the area beyond the grey door.

Arcane Secrets: A wizard, or perhaps a Cloak of Mulmaster, has requested aid in the exploration of the ruins of the Tower of the Tempest Mage. They have heard of the recently discovered new areas and would be interested in any newly discovered arcane knowledge that might be discovered within. He offers 500 gp to tempt the characters to explore the laboratory for him.

Adventure Preparation

This adventure requires some preparation to run – you can make some of the preparations as you run, but it may lead to delays in the play of the module or confusion on some of the random results. The following items can be prepped before the start of the event:

Map: The module is designed to allow the outer rooms to be assorted in a random order every time this event is run, to change the play experience for each table. The Clockwork Laboratory is a living construct, and the outer rooms are just a handful of the many rooms that the Tempest Mage had constructed. When prepping the map, randomly determine the location of rooms 2 through 9 around the central chamber (Room 1) on Level One of the dungeon. Options include rolling an eight-sided die, create cards and draw the order, or even choosing an order that suits you. The design is to try and make the dungeon varied for players, to allow different experiences for each table. Once this order is determined, it should remain set in that order, though the players may move the rooms around the

central chamber during play (see the Clockwork Column information in Part 1).

It may be convenient for you to draw each room on a separate piece of graph paper to make it easier to move them once the characters begin experimenting with the Clockwork Rotation Keys.

Clockwork Vault Keys: There are four Clockwork Vault Keys (aka Platinum Keys) that are placed randomly in the outer eight rooms in Part 2 of the event. These Clockwork Vault keys are in addition to the Clockwork Keys that are randomly placed in Rooms 1-9. Randomly determine the four rooms in the outer circle of chambers (Rooms 2-9) that contain the four Clockwork Vault Keys, then roll on the Item Placement charts for the selected rooms to place these keys in the Clockwork Laboratory – note the location of each of these keys. The location on the Item Placement Chart has the necessary Wisdom (Perception) DC to find the key at that location, though read the specific description for each location in the room for more specific information on possible traps, hazards, or opportunities to offer Advantage to these checks. These four keys are used to open the Clockwork Vault Door in Room 1.

Conventions or Short on Time?

If you are running this event in a time sensitive environment, you might consider placing one platinum Clockwork Vault Key in each of the first two or three rooms so as you better gauge the speed at which your players explore and make sure they are able to still complete the adventure. It is likely that players will not be able to explore all of the room 2 through 8 in a four time slot. If you limit the number of rooms the characters can explore, the DM should be sure to include room 3: the figurine workshop, so the characters do not miss out on the magic item.

Clockwork Keys: In the Level One rooms, in addition to possible platinum Clockwork Vault keys, there are three different types of Clockwork Keys that are assigned to each room: a Clockwork Door Key (aka Copper Key), a Clockwork Rotation Key (aka Silver Key) and a Clockwork Timer Key (aka Gold Key). Each of these keys has an affect when used on the Clockwork Column – these affects are noted in the description of the Clockwork Column in Part 1 of the event. Roll a die sized for the Item

Placement chart for each room, noting the location in each chamber where the Clockwork Key is located and hidden at for reference during play. The location on the Item Placement Chart has the necessary Wisdom (Perception) DC to find the key at that location, though read the specific description for each location in the room for more information on possible traps, hazards, or opportunities to offer Advantage to these checks.

Overview of Key Types

This adventure relies on the characters locating four different types of keys that are hidden throughout the laboratory:

- Clockwork Door Keys: There are eight of these copper keys. Each can be used to open a different door on Level One.
- Clockwork Rotation Keys: There are eight of these silver keys. Each can be used to rotate the rooms on Level One.
- Clockwork Timer Keys: There are ten of these gold keys. Each can be used to add more time to the countdown before the laboratory is resealed and the characters are trapped.
- Clockwork Vault Keys: There are four of these platinum keys. Each can be used to access Level Two.

Do You Want to Know More?

This adventure is Part Two of the Ruins of the Tempest Mage's Tower series, which premieres with *DDALCIC-01 The Vault of the Devourer* at Milwaukee Summer Revel, July 1-3 2016. The series concluded with *DDALCIC-02 The Clockwork Laboratory* by Jeremy Vosberg and *DDALCIC-03 The Desolate Undercroft* by Gary Affeldt, both of which premiered at Dan's Con of the Vale, October 21-23, 2016. You can learn about these other Cold Iron Conventions shows in Milwaukee & Chicago by going to <http://www.coldironconventions.com/>.

The art in this series has been drawn by artists Joe Abboreno and Ben Siekert and has been sponsored by the generous support of Draxtar Games. You can learn more about Draxstar by visiting <http://draxtargames.com/>.

PART 1: ENTER THE CLOCKWORK LABORATORY

The Request for Aid

The characters should arrive in Windy Valley, and have felt the tremors that are being caused by the Clockwork Laboratory's awakening. Once they arrive in the village, word spreads of their arrival and they find themselves sought out by Intun Alderson, a retired adventurer who has been into the ruins of the Tempest Mage in the past, and de facto protector and spokesman for the village. He offers the following information to the party:

- Over the past few weeks, tremors have started to occur from the mountain that the ruins of the Tempest Mage's Tower are built upon. It was one or two light tremors at first, but over the past month they have increased in frequency and severity.
- As the tremors have increased, avalanches and rockslides have been occurring, and Intun fears that one may eventually hit the village and cause harm. Additionally, the earthquakes are getting stronger and some structures in town are starting to show cracking and shifting from the activity.
- Intun feels the discovery of a new area in the ruins may have something to do with the activity, as a strange door was found that had an image of a clockwork gear and another of a skull with a crown. Previous explorers found but could not bypass the door.
- Intun recalls tales of the 'living mountain' being spoken in regards to the ruins, as if some powerful creature or entity resided in the mountain, likely one related to the Tempest Mage. He asks for the party to find and end this threat, if it exists.
- Intun states that adventurers/a priest of Gond/Cloak (depending on the hook used) visited the discovered door in the recent past, and recently sent word that it was likely the door would be opening in the near future, offering a

chance to see if what lies beyond the door may be related to the tremors that are occurring.

Intun has taken up a collection, and tapped into his own wealth, offering 500 gp if they will explore and attempt to end the threat. If the characters agree, he will provide a directions and a rough map to them, which leads them without issue to the grey doorway, the entrance to the Clockwork Laboratory.

Role-playing Intun Alderson

"Someday the bill comes due and we all pay for our mistakes. When the time comes, you just hope you can settle the tab."

Over twenty-five years ago Intun Alderson fought for Mulmaster against a number of foes and was good at his job; not because he was a great warrior or had any grand mind for strategy, though he were passable at both, but because he knew that his men had to work as a team in order to survive. He became their sergeant and kept them alive. It is his great, and secret, shame that he eventually abandoned them. One night, while in his cups with several other natives of Windy Valley who had joined up with him, he got to talking. It would be easy to slip away from the soldiery. What did he owe some Mulman noble and the crusade against the goblinfolk? There was no great glory or pay in war! No, but with the weapons, armor and training he now had, the dusty dungeons below the Tower would lay their treasure bare before him. And so, to his shame, he let his friends talk him into abandoning his commission and leaving his men on the eve of a battle. He deserted.

In the haze of drink and big stories he and his fellows made their way to the mountain ruin and broke into the old tombs. None of the others survived. He remembers the goblins, but the creatures worshiped other things; horrible things, with tentacles and fanged maws. The dreams still haunt him. He fled again leaving his friends to die, taking a magic sword and what coins he could carry on the way, and going back to the village of his birth; forever in the shadow of his guilt.

Now his "legend" as a war hero and adventurer made him the guard of little Windy Valley when a darkly cowed Traveler and a group of rough men made off with Nal-qui's sister Jalie the town looked to him to find a way to rescue her. Worse yet, the men have made for the pass at the Tempest Mage's Tower. Who knows what horrible thing they planned to do to that sweet girl? He was desperate to find a way to save her but he was too old and too much of a drunk to do it himself. A group of adventurers became his salvation, and now he looks to them to do it again as earthquakes and landslides plague the village only months later.

The Grey Door

When the party departs, they have minimal trouble scaling the mountain. A few tremors occur during their trip, but no avalanches or landslides affect them, though signs of the activity are visible as they make the climb. They proceed through the Vault passageways, seeing no signs of recent inhabitants, and arrive at the previously sealed vault:

The clockwork brass door lies open, having previously been disabled of its traps and opened by past visitors. A small vault, 10 feet by 15 feet, lies empty and looted, with the only object of note a dull grey door. Studying the door, two faint grey symbols can be seen floating upon it, opposite of each other, moving slowly in a clockwise rotation. One symbol nearing the bottom of the door is that of a skull wearing a crown, while the other symbol, that of a clockwork gear with a bottle inside it, is nearly reaching the zenith of the path it follows.

This grey door is the entrance to two additional areas of the Tempest Mage's ruins, both areas inaccessible by most unless opened by the right timing. The grey door is five minutes away from opening a stairwell to the Clockwork Laboratory, the Tempest Mage's center for research and study into clockwork devices, constructs, and other related topics. The Tempest Mage and his most powerful apprentices had other methods to access the Laboratory, but that luxury is not available to the adventurers.

When the door opens, it will remain open for only 20 minutes before it closes, forcing the party to move quickly in their exploration of the Clockwork Laboratory. This time can be extended by an additional 10 minutes by activating portions of the Clockwork Column that control the timing of the countdown timer using a gold Clockwork Timer Key. As soon as time runs out, the grey door will close and seal anyone still in the laboratory within its halls for centuries.

When the door opens, read the following description to the groups:

As the clockwork symbol reaches the zenith of its path on the grey door, the room rumbles and shakes, causing some light dust and debris to fall from the ceiling above. The walls echo a grinding noise, and the grey door jerks upwards, a clinking sound echoing as it moves up a foot at a time, as if a gear was controlling its ascent. After a few seconds, a 10-foot wide brass staircase is revealed, descending downwards to a metal chamber.

The way into the Clockwork Laboratory is now open, and the countdown timer begins on the Clockwork Column, ticking down the seconds until the entrance is sealed once again. At this point, roll Initiative for the party, as every action from this point forward matters – they are on the clock, and once the clock hits zero, if they are not out of the Clockwork Laboratory they are trapped within. As the party triggers a combat in any chamber, roll initiative for any foes and insert them into the initiative order as needed. It is highly recommended that a map be used to determine locations of characters for this event, as tracking of actions will be critical with the time limit the characters have in exploring the Clockwork Laboratory.

General Features

The following General Features apply to all the rooms of the Clockwork Laboratory:

Illumination: There is no light at all but that which the characters bring with them. All of the descriptions assume the characters have a light source. If this is not the case the DM will have to adjust the descriptions.

Smell: The interior of the Clockwork Laboratory usually smells of grease and oil, with a tinge of metal.

Sounds: The ticking from the Clockwork Column echoes perfectly in the Clockwork Laboratory, constantly reminding any within the area that their time is limited. The sound of clockwork gears and uncoiling springs provide a background noise, constantly coming from the doors and walls.

Height: All of the chambers have a height of 20 feet, unless otherwise noted in a room's description.

Doors: The doors into the eight side chambers of Part 2 are of brass construction, covered in gears, blades, and tubes, with no discernible handles or knobs to open them. They can only be opened through interact with the Clockwork Column in Room 1: The Entrance Chamber. Attacking or attempting to force open a door causes a Clockwork Trap to activate and retaliate against the attacker – use the utilize the Clockwork Laboratory Trap Chart in this part to determine the type of trap triggered and its effects. Any doors regenerate 30 hit points each round, making the walls nearly indestructible to damage, given they have 500 hit points each and have resistance to all damage types, except psychic and poison, to which they are immune. The Clockwork Vault Door in Room 1 also shares these properties, but any traps triggered from the Clockwork Laboratory Trap Chart double their damage dice or duration for their effects.

Walls: The walls are made of stone or metal, depending on the room descriptions, with clockwork buried beneath it. Any attacks against the walls are useless, as the clockwork within repairs the walls constantly, regenerating 100 hit points each round. The walls have 1000 hit points and are resistance to all damage types, except psychic and poison, to which they are immune.

Magic: Teleportation spells and effects fail when used to enter or leave the Clockwork Laboratory, but will function normally within chambers as long as line of sight is available. Transmutation spells and effects fail if they attempt to alter or damage the floors, walls, ceiling, or clockwork components of the Laboratory.



Room 1: Entrance Chamber

Descending the metallic stairwell 30 feet from the chamber above, you come to a circular chamber with a diameter 80 feet across. Eight brass clockwork doors like the one above are spaced evenly among the curved outer wall and a pillar stand floor to ceiling in between each doorway. In the center of the chamber, standing 20 feet tall from floor to ceiling, a square pillar made of clockworks stands with its parts moving in perfect harmony. A large central dial is in the center of each of the four sides, ticking downwards at an even pace. Beyond the column, on the floor opposite the stairwell into the chamber, a large brass vault door is embedded on the floor with a large clockwork gear in its center and numerous other gears and clockwork mechanisms upon it. Lastly, a dozen desiccated corpses randomly litter the floor of this chamber, signs that this place has not seen a visitor in perhaps a long, long time...

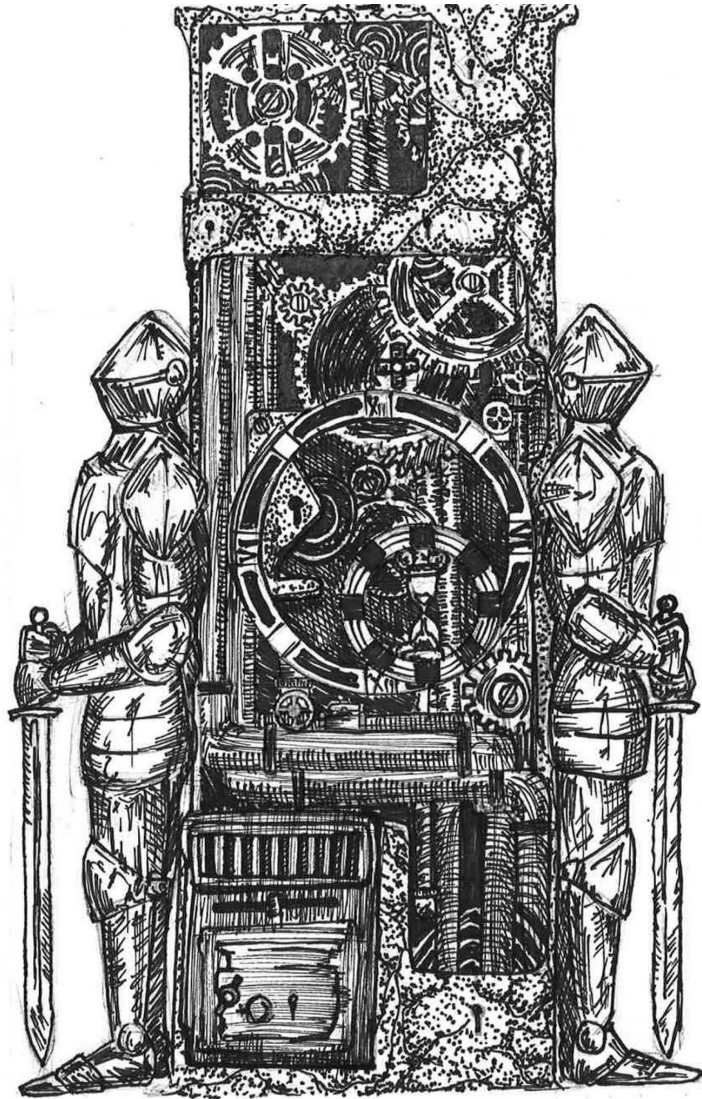
This massive chamber is the central gear to the Clockwork Laboratory, and the access point to all other chambers in it. There are several guardians within the chamber, undead risen by the Clockwork Laboratory to guard this chamber and test any newcomers; a punishment dealt to the last group that ventured into the Laboratory and meet their ends here.

When a character either interacts with the Clockwork Column or a corpse, **four ghouls** animate and **four spectres** rise from the other corpses, which should be randomly scattered around the chamber. They attack without hesitation, attempting to take vengeance on the living for their cursed states. They fight until destroyed.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove 2 **ghouls** and 2 **spectres**.
- **Weak Party:** Remove 1 **ghoul** and 1 **spectre**.
- **Strong Party:** Add 1 **ghoul** and 1 **spectre**.
- **Very Strong Party:** Add 2 **ghouls** and 2 **spectres**.



Item Locations

Located randomly in this chamber, the party may find the following items.

- Clockwork Door Key
- Clockwork Rotation Key
- Clockwork Timer Key

Item Locations – Entrance Chamber

Die Roll	Location	Search DC
1	Clockwork Column	20
2	Clockwork Vault Door	15
3	Entrance Stairway	10
4	Corpse	10
5	Column #1	15
6	Column #2	15
7	Column #3	15
8	Column #4	15
9	Column #5	15
10	Column #6	15
11	Column #7	15
12	Column #8	15

Room Features

Clockwork Column: The Clockwork Column is one of the main features in the Clockwork Laboratory, a method to access the outer chambers, rotate the outer rooms on the central room, or extend the time that the grey door stays open. On each side of the column, a central dial is visible in the upper center part, ticking down to zero and the closing of the grey door. Additionally, numerous gears, switches, springs, keyholes, and other clockwork mechanisms built throughout it. At each corner, an forged suit of armor acts as framing to the column – inside the armor, **four helmed horrors** wait to be activated, the circumstances detailed in Part 3 of this adventure. The last section in Part 1 (below) details the Clockwork Column and how the characters can interact and manipulate it. Any Clockwork Key assigned to the column is concealed within its structure, easily retrievable once located.

Clockwork Vault Door: Beyond the Clockwork Column, set in the floor, is a 10' by 10' vault door, which blocks entrance to the vault level below. At each corner of the Vault, four platinum keyholes are visible, the method to open this vault door – the rest of the door otherwise matches the appearance of the Clockwork Column: a surface covered in gears, handles, springs, and other clockwork mechanisms. More details on how the Clockwork Vault Door can be opened are at the beginning of Part 3 of this adventure. Any Clockwork Key assigned to the vault door is concealed within its structure, easily retrievable once located.

Columns: The columns between each door are carved with images of craftsmen at work, creating wonders with their trades. Any Clockwork Keys assigned to a column can be found within a hidden compartment with a successful DC 15 Wisdom (Perception) check. The secret compartment is trapped, requiring a successful DC 15 Intelligence (Investigation) check to discover the trap. Utilize the Clockwork Laboratory Trap Chart from Part 1 (below) to determine the nature of the trap on the secret compartment and its affect. A

successful DC 15 Dexterity (Thieves' Tools) or Intelligence (Arcana) check disables a trap upon the secret compartment, allowing any Clockwork Key within to be retrieved.

Corpses: A dozen corpses are randomly scattered about the chamber, most of their gear and equipment long ago rotted away. If searched the corpses have 100 gp in various type coins upon them. Any Clockwork Key assigned to a corpse is located on one of the dozen corpses, randomly determined.

Roleplaying the Clockwork Laboratory

The Clockwork Laboratory was one of the Tempest Mage's greatest achievements – a huge, living construct that served as a structure for his further research into various arts and trades. It has a simple, mechanical intelligence, following its instructions and keeping itself running for use, even if the Tempest Mage and his apprentices are long gone. It knows to defend itself, utilizing the traps constructed throughout its structure to do so, and repairing any damage that comes to it.

Any reactions it takes are noted in the room descriptions, but it does not take proactive actions, always responding when interacted with. Most of the reactions will be either activating traps in response to character actions or attacks, or the mindless automated repairing process. Use best judgment and be inventive on when or how the Clockwork Laboratory may interact with the group, but keep in mind it does not speak nor have the capability to alter its structure or contents.

Treasure

The corpses have 100 gp in various type coins upon them that can be looted.

The Clockwork Column

The Clockwork Column is the center of the Clockwork Laboratory, serving as its neural center, its brain. The running of the clockwork mechanisms here control all that occurs in the Laboratory precisely, unless the Column is disturbed. Clockwork Keys can be used to

modify the running of the Clockwork Laboratory, opening doors, moving chambers, or altering the timer. When a key is used, it is locked in place and cannot be removed. There are three types of keyholes in the Clockwork Column for Clockwork Keys:

- **Copper Keyholes:** Eight copper keyholes are on each side of the Column, the keyholes corresponding with each Clockwork Door that blocks entrance into the outer chambers in Part Two (Rooms 2-9). The Clockwork Door Keys, also made of copper, are used to open the Clockwork Doors. The keys are universal, and can be used to open any of the doors, and can be used on any side – turning a Clockwork Door Key right closes the matching door, turning a Clockwork Door Key to the left closes an open door. A successful DC 15 Intelligence (Arcana) or Intelligence (Tinker's Tools) will determine how the Copper Keyholes operate and work; as will a successful DC 20 Intelligence (Investigation) check. Since the Copper Keyholes are on four sides of the column, an individual Clockwork Door can be altered four times before becoming permanently locked, until the Clockwork Laboratory resets, which will not happen until after the end of this adventure.
- **Silver Keyholes:** Inside the ring of Copper Keyholes, a ring of eight Silver Keyholes are set within a smaller ring. These Silver Keyholes are on all four sides of the Column, like the Copper Keyholes, and correspond to a room location on the outer chambers. The Clockwork Rotation Keys, also made of silver, are used to rotate the rooms around the central chamber, in a determined order, to change their location. The keys are universal, and can be used to open any of the doors (by rotation), and can be used on any side to rotate the rooms. When a Silver Key is inserted to a Silver Keyhole, it matches up with an outer chamber, which is the initial room in the chain for the movement of the rooms. The Clockwork Rotation Key can be turned to the left or right, and every time it is turned it clicks, signifying that the rooms have moved along the gears one spot,

shifting the rooms one place to the right or left as the key is turned. The key cannot be turned one way and then another, nor can it be turned in one direction more than eight times – the original room in the chain cannot be turned back to once moved. A steel door drops during this time, and the rooms are not accessible during the turning of the Clockwork Rotation Key; additionally, the Key is only able to be turned during one action – any stop in the turning locks the Key in place, freezing the rotation and new order of the chambers. After the turning of the Key ends, the steel plates open back up and any previously open Clockwork Doors to Rooms 2-9 remain open, changing the chambers that are accessible to the group. Keep in mind that any characters in an outer chamber when this process are trapped within the room while the order is changes, and depending on the end location of the room, may find themselves trapped inside a chamber, as the brass Clockwork Doors are unable to be opened by a character from within. A successful DC 15 Intelligence (Arcana) or Intelligence (Tinker's Tools) will determine how the Silver Keyholes operate and work, as will a successful DC 20 Intelligence (Investigation) check. Even though the Silver Keyholes are on four sides of the column, once a room location on the outer chambers is chosen, that room cannot be the start of another rotation of the outer rooms a second time until the Clockwork Laboratory resets, which will not happen until after the end of this event. Any Silver Keyholes on other column sides seal up for an outer room location once it has been used on one Clockwork Column sides.

- **Gold Keyholes:** Inside the Clockwork Dial that counts down the time remaining before the grey door in the entrance chamber closes, a row of ten Gold Keyholes are arranged in a line on all four sides of the Clockwork Column. The Clockwork Timer Keys, also made of gold, are used to either add or remove time from the timer, either increased or decreased by current duration by one minute (ten rounds). Turning a Clockwork Timer Key clockwise adds one minute as an

Action; turning a Clockwork Timer Key counter-clockwise removed one minute as an Action. A successful DC 15 Intelligence (Arcana) or Intelligence (Tinker's Tools) will determine how the Gold Keyholes operate and work, as will a successful DC 20 Intelligence (Investigation) check. Even though the Gold Keyholes are on four sides of the column, once a Clockwork Timer Key is used on any side of the Column, one Gold Keyhole on the other side seals up and is closed as well, meaning the timer can only be changed a total of ten times.

Even though the Clockwork Column is designed to be manipulated by use of the Clockwork Keys, a skilled individual may be able to manipulate a set of Clockwork Keyholes by using a Dexterity (Thieves' Tools), Dexterity (Tinker's Tools), or Intelligence (Arcana) check. The DC to try and activate a Keyhole in the Clockwork Column is DC 20 check – if successful, the Keyhole selected is activated as if the correct Clockwork Key was inserted and turned as needed for the desired effect, locking out the Keyholes as if the Key was used, per the descriptions above. If the attempt to activate a Keyhole fails, it causes the Clockwork Column to retaliate by activating a Clockwork Trap – utilize the Clockwork Laboratory Trap Chart from Part 1 to determine the nature of the trap and its effect. Additionally, going forward, the DC to manipulate a Keyhole goes up by 1, permanently, for the failure. Every future attempt that fails also activates a Clockwork Trap, as the Clockwork Laboratory defends itself from improper operation. Lastly, once a Keyhole has been activated by a successful check, the DC for manipulating the Clockwork Column increases by 2 permanently – the Clockwork Laboratory only allows improper operations so many times before it learns its lesson.

Note that it is obvious that the Clockwork Column is trapped, and that attempting to

modify the Column or Keyholes in it using methods other than the Clockwork Keys may cause a trap to trigger.

Clockwork Laboratory Trap Table

The Clockwork Laboratory is filled with protections in the form of traps, crafted to be deadly and varied whenever needed. When a trap is triggered or called for, utilize the following chart to determine the type of trap, the save DC or attack bonus, the range of the effect, and the damage/effect.

Clockwork Laboratory Traps

1d8	Trap	Save or Attack	Range	Damage/Effect
1	Acid Spray	Dex DC 15 Halves	15' Cone	4d6 acid
2	Scything Blade	+5 Melee Attack	One Target	4d8 slashing
3	Deafening Din	Con DC 15 Halves & Negates Deafness	20' Radius from location	4d6 thunder & deafens for 1d6 rds
4	Fear	Wis DC 15 Negates	One Target	Frightened for 1d6 rds
5	Creeping Cold	Con DC 15 Negates	One Target	Paralyzed for 1d6 rds & 2d6 cold/rd
6	Pillar of Fire	Dex DC 15 Halves	20' Radius	8d6 fire
7	Arc of Lightning	Dex DC 15 Halves	30' line	4d6 lightning
8	Spike	+5 Ranged Attack	One Target within 30'	2d10 piercing

PART 2: THE CLOCKWORK LABORATORY

Having entered the Clockwork Laboratory, the characters find themselves in a race against the clock to explore the laboratory and gain entrance to the lower vault of the complex. The Clockwork Laboratory, being an enormous complex mixing engineering and magic, will offer numerous paths and opportunities to gain entrance to the vault below, all the while attempting to impede and stop their progress as uninvited interlopers to the laboratory.

Room 2: False Treasure Chamber

Entering this granite chamber, two large capped urns flank each side of the doorway at the entrance, their stone surfaces carved with imagery of gears and springs that are painted in the hues of precious metals. Two stone pillars are spaced equally across the chamber, acting as dividers between three pairs of finely crafted chests that are in turn spaced equally around the chamber.

This chamber was constructed as a trap for would-be intruders and treasure seekers, as the Tempest Mage and his apprentices were well aware that this chamber held nothing but danger to those unaware of its purpose.

Concealed in one of the capped stone vases is **one black pudding**, entrapped until released by an unsuspecting victim or the Clockwork Laboratory. As for the chests, **three mimics** are disguised among the six; magically sustained by the Laboratory over the centuries to serve as predators for the unwary. The creatures will wait to ambush the party until a vase with a black pudding is opened. a mimic surprises a character, or a mimic is attacked and damaged before either of those actions occur. When combat begins, the Clockwork Laboratory will open any sealed vases with a black pudding within so it can attack any intruders.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Verv Weak Party:** Remove 2 **mimics**.
- **Weak Party:** Remove 1 **mimic**.
- **Strong Party:** Add 1 **mimic**.
- **Very Strong Party:** Add 1 **black pudding** to the other vase.

Item Locations

Located randomly in this chamber, the party may find the following items. If this chamber was one of the four rooms with a Clockwork Vault Key, randomly roll for its location as well.

- Clockwork Door Key
- Clockwork Rotation Key
- Clockwork Timer Key

Item Locations – False Treasure Chamber

Die Roll	Location	Search DC
1	Inside Left Stone Urn	5
2	Inside Right Stone Urn	5
3	Left Column	20
4	Right Column	20
5	Chest/Mimic #1	15
6	Chest/Mimic #2	15
7	Chest/Mimic #3	15
8	Chest/Mimic #4	15
9	Chest/Mimic #5	15
10	Chest/Mimic #6	15

Room Features

Stone Vases: The stone vases, each weighing 1200 lbs. and standing 5 ft. tall, serve as containers for either black puddings or possibly clockwork keys; possibly both. The two vases are capped with heavy stone lids, each one locked to prevent access to the containers. A successful DC 15 Dexterity (Thieves Tools), Dexterity (Tinker's Tools), or Intelligence (Arcana) check causes the clockwork lid to open. Otherwise they can be forced open with a successful DC 20 Strength (Athletics) check. Any Clockwork Keys assigned to a vase lay at the bottom of the vase, requiring a method to retrieve a key from the bottom of the five-foot tall vase through a one-foot diameter opening. Some examples for retrieval include: lowering a small-sized character that can fit into the vase to retrieve the key, turning the vase over with a successful DC 20 Strength check, using a *mage hand* or similar spell, or any reasonable method to retrieve a key.

Chests: Spaced out in three pairs of two are chests, some of which are actual chests while others are mimics in disguise. The chests are all identical, appearing as steel chests with numerous gears and springs built on and into their surfaces. Each chest is built into the surface of the floor, so they cannot be moved from their locations unless destroyed. Each is trapped, but a successful DC 15 Intelligence (Investigation) check discovers the trap. Utilize the Clockwork Laboratory Trap Chart from Part 1 to determine the nature of the trap on each of the actual chests and its affects. A successful DC 20 Dexterity (Thieves Tools), Dexterity (Tinker's Tools), or Intelligence (Arcana) check disables a trap upon a chest. Opening a chest finds a mix of fake coins and gems apparently worth 200 gp unless a successful DC 15 Intelligence (Investigation) check appraises their true, worthless value. Any Clockwork Keys assigned to a chest will be concealed with the fake valuables.

Mimics: Hiding in plain sight, some of the chests are actually mimics, waiting for unsuspecting victims to approach and interact with them. With their False Appearance ability, the mimics are undistinguishable from normal chests. Once interacted with and possible capturing a character with their Adhesive ability, they will attack. Additionally, if attacked first, the mimics will animate and move to attack. Any Clockwork Keys assigned to a mimic can be found within the remains of the creature once slain.

Room 3: Figurine Workshop

Entering the chamber, two sets of stone shelves are set to the immediately left and right of the entrance, one filled with metal ingots and the other with wooden lumber. Across the chamber, two workbenches stand silently, covered in a mix of tools for sculpting various materials, with a half-dozen crates scattered on the floor about them. The left workbench only contains tools, but the right workbench surface is covered with numerous small clockwork figurines.

This workshop was utilized in the past by the Tempest Mage and his apprentices to craft constructs and magical figurines. The Tempest Mage's constructs were placed throughout the his lairs, but his apprentices did not always enjoy the same success in their creations.

The figurines upon the right workbench are all clockwork figurines of wondrous power, but most are flawed in some way and were left in the workshop as guardians against intruders. On the workbench are the following figurines: a silver raven, an onyx dog, a serpentine owl, three ivory goats, a pair of golden lions, an obsidian steed, a bronze griffon, and a marble elephant. Upon handling any of the figurines, the Clockwork Laboratory will activate some of the clockwork figurines, including the **two lions, a nightmare, a griffon, and an elephant**, causing their winding keys to spin suddenly as they animate and attack the party.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** The 2 **lions** do not animate.
- **Weak Party:** One of the **lions** does not animate.
- **Strong Party:** Animate the three **goats**.
- **Very Strong Party:** Animate the three **goats**, the dog (**mastiff**), and the **raven**.

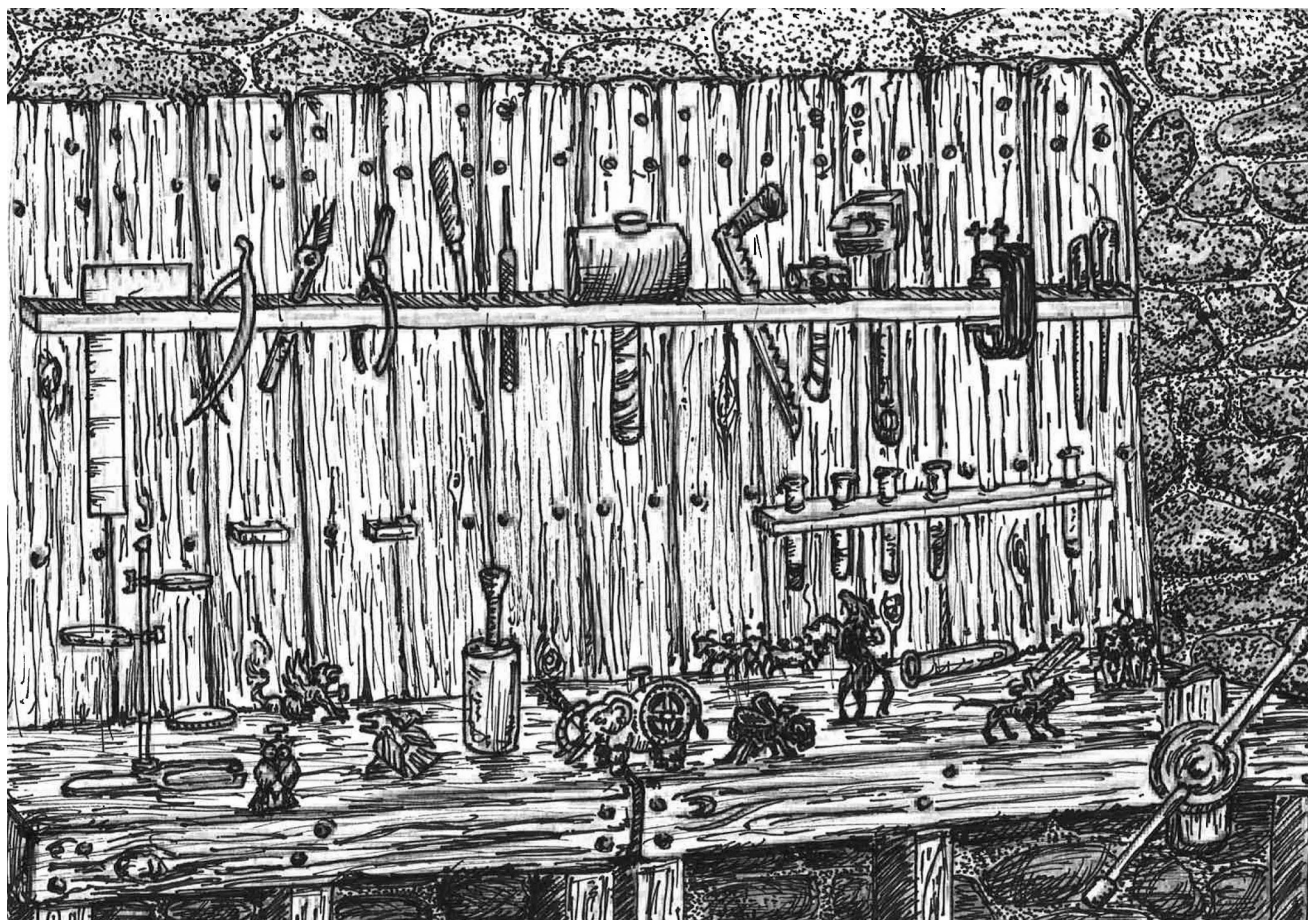
Item Locations

Located randomly in this chamber, the party may find the following items. If this chamber was one of the four rooms with a Clockwork Vault Key, randomly roll for its location as well.

- Clockwork Door Key
- Clockwork Rotation Key
- Clockwork Timer Key

Item Locations – Figurine Workshop

Die Roll	Location	Search DC
1	Left Shelf	15
2	Right Shelf	15
3	Left Workbench	15
4	Right Workbench	15
5	Crate #1	20
6	Crate #2	20
7	Crate #3	20
8	Crate #4	20
9	Crate #5	20
10	Crate #6	20



Room Features

Shelves: Each of the two stone shelves is filled with materials for the creation of constructs and magic items. The left-hand shelf upon entering the chamber is filled with iron ingots and bars; the right-hand shelf is filled with lumber of various lengths and types. Any Clockwork Keys assigned to a shelf will be found among the building materials.

Left Workbench: This wooden workbench has several sets of tools upon it, all useful in the crafting of clockworks, constructs, and sculptures, primarily larger ones. These tools include a crowbar, a hammer, carpenter's tools, potter's tools, and smith's tools. Any Clockwork Keys assigned to this workbench will be concealed behind or beneath some of the tools on it.

Right Workbench: This wooden workbench has two sets of items upon it of interest: the clockwork figurines and the tools for the crafting of them. The flawed clockwork

figurines here were all attempts to create *figurines of wondrous power* and one of each type is upon the workbench; though only the *onyx dog* was a fully successful creation and permanent in its enchantment. Any interaction with the figurines will cause the Clockwork Laboratory to animate some of the figurines and have them attack (see above). The tools present include a magnifying glass, jeweler's tools, tinker's tools, and woodcarver's tools – all tools useful in the crafting of smaller clockworks, figurines, and sculptures. Any Clockwork Keys assigned to this workbench will be concealed behind or beneath some of the tools on it.

Crates: Six crates are scattered on the floor around the two workbenches, containing the more precious raw materials for use in the crafting that occurred in the workshop. These materials include carving materials, precious metals, and uncut precious gemstones. Each crate holds a mixture of materials, weighing 100 lbs. each. Unless a crate taken in its

entirety or dumped into a suitable container by lifting and tipping the crate, it takes 10 rounds to empty a crate by hand. Any Clockwork Keys assigned to one of the crates can be found within the materials within with a successful DC 15 Wisdom (Perception) check.

Development

Once the animated clockwork figurines are defeated, all of the figurines will be shattered and in fragments save the *figurine of wondrous power (onyx dog)*. Any character examining the remains of the clockwork figurines can make a check to realize a Clockwork Key may be scavenged for the remains of the devices. A successful DC 15 Intelligence (Arcana) or Intelligence (Tinker's Tools) check will allow a character to realize the fragments of the clockwork keys in the figurines may possibly be assembled utilizing the tinker's tools into one copy of one of the three standard types of Clockwork Keys. Three successful DC 20 Dexterity (Arcana) or Dexterity (Tinker's Tool) checks allow a character to utilize the fragments of the figurines clockwork keys to create either: a Clockwork Door Key (copper), a Clockwork Rotation Key (silver), a Clockwork Timer Key (gold) or a Clockwork Vault Key (platinum). Accruing three failures before three successful checks causes the available fragments to be damaged too severely to be used in the creation of a Clockwork Key. There are only enough fragments to create one Clockwork Key, regardless of the number of fragments collected or any magic attempted to repair the key fragments.

Treasure

After defeating of the animated figurines, a *figurine of wondrous power (onyx dog)* can be retrieved. The raw materials in each crate are worth 25 gp per crate (150 gp total).

Additionally, the tools on each of the workbenches are retrievable as well.

Room 4: Forge

The shimmering air and heated atmosphere of A a fully-functional forge assaults the senses. Bronze-skinned humanoids with burning hair and beards stop their work at an anvil, one of them waving a hand over a glowing sigil at the nearby furnace, which quickly fades as the flames within slither out and form a living being of fire that moves forward with malice towards you.

This forge was created for the necessary crafting of metal objects, including armor, weapons, and construct parts. **Two azers** were summoned by the Tempest Mage for this purpose, with a **fire elemental** entrapped in the furnace of the forge to provide supernatural heat in their metalworking. Upon seeing the party intrude into the forge, one of the azers decided to free the fire elemental and have it aid in the defense of the forge for their summoner.

However, the azers are tired of their entrapment in the Clockwork Laboratory and endless servitude to an absent master. A successful DC 15 Wisdom (Insight) check will reveal to a character that the azers' hearts are not fully in a fight against the party, even though they fight for the Tempest Mage. The azers can be enticed to end the combat with a successful DC 20 Charisma (Persuasion) check. If the party succeeds, the azers' will speak a command word that should bind and return the fire elemental to the furnace, only to find that it will not heed the command. The azers will assist the party in combat against the fire elemental until the combat ends.

At the end of combat, if left alive, the azers talk with the party if convinced to betray their master, revealing that they wish to be returned home, but state they are trapped in the forge due to enchantments placed upon the bracers they wear.

Development

Speaking with the Azers. If asked of the layout of the Clockwork Laboratory, they can reveal that along with the forge chamber, they know of the summoning and waterworks

chambers existing, along with the random nature of the layout of the upper level chambers they cannot say exactly where they are. They can also state that they assisted in the construction of several constructs over the centuries, but are unaware if they are with the Laboratory or wait elsewhere. The azers also know that the apprentices worked within the Laboratory, and beings of elemental water were used by them to power the waterworks. They are unaware of any other creatures with the Laboratory.

Freeing the Azers. An azer can be sent home by several methods:

- A successful DC 25 Intelligence (Arcana) check
- A successful DC 25 Intelligence (Thieves' Tools) check
- A *dispel magic* spell targeting a 5th level spell
- A *banishment* spell

If the party agrees to assist the azers with returning home, the azers will offer to forge one Clockwork Key of their choosing (any of the four types), automatically succeeding in the creation of the key in three rounds. Also, if a Clockwork Key is assigned to the azer, they will offer that Clockwork Key as additional thanks, dropping it with a loud metallic ring as they are sent home. If slain, the Clockwork Key is found on the corpse of an azer.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove one azer, halve the hit points on the fire elemental.
- **Weak Party:** Remove one azer.
- **Strong Party:** Add one azer.
- **Very Strong Party:** Add one fire elemental.

Item Locations

Located randomly in this chamber, the party may find the following items. If this chamber was one of the four rooms with a Clockwork Vault Key, randomly roll for its location as well.

- Clockwork Door Key
- Clockwork Rotation Key
- Clockwork Timer Key

Item Locations – Forge

Die Roll	Location	Search DC
1	Shelf	15
2	Table w/ Weapons	10
3	Table w/ Smith's Tools	10
4	Crate #1-#3 (Choose One)	20
5	Crate #4-#5 (Choose One)	20
6	Crate #6-#7 (Choose One)	20
7	Anvil	20
8	Quenching Tub	10
9	Furnace	20
10	Azer (Choose One)	15

Room Features

Shelf: This stone shelf holds ingots of iron and other metalworking that occurs in the forge. Any Clockwork Key assigned to the shelf will be concealed among the ingot bars on it.

Table with Weapons: This table is covered with several weapons crafted by azers during their time in the forge, including a silvered greatsword, a longsword, a shortsword, two daggers, a silvered mace, and a warhammer. Any Clockwork Key assigned to this table will be concealed among the weapons on it.

Table with Smith's Tools: This table is covered with a set of smith's tools, along with several molds and small ingots of precious metals. A successful DC 15 Intelligence (Arcana), Intelligence (Smith's Tools), or Intelligence (Tinker's Tools) check reveals that with the tools and materials present, one Clockwork Key could possibly be crafted for use. Three successful DC 15 Intelligence (Smith's Tools) checks allow someone to create either: a Clockwork Door Key (copper), a Clockwork Rotation Key (silver), a Clockwork Timer Key (gold), or a Clockwork Vault Key (platinum). Accruing three failures before three successful checks causes the available materials to be damaged too severely to be used in the creation of a Clockwork Key. There are only enough materials for one attempt to create one Clockwork Key. Any Clockwork Key assigned to this table will be concealed among the table and tools upon it.

Crates: The crates scattered around the room are filled with either ore waiting to be processed into ingots, or scrap metal waiting to be recycled and reused. Any Clockwork

Keys assigned to a crate will be found buried among its contents.

Anvil: The anvil sits upon a pedestal and is well crafted. Any Clockwork Key assigned to the anvil is concealed in a secret compartment on the pedestal, which requires a DC 20 Wisdom (Perception) check to discover. A trap protects this compartment, requiring a successful DC 15 Intelligence (Investigation) check to locate. Utilize the Clockwork Laboratory Trap Chart from Part 1 to determine the nature of the trap protecting the secret compartment. A successful DC 20 Dexterity (Thieves Tools) check disables the trap upon the compartment, allowing access to the Clockwork Key within.

Quenching Tub: This tub of water, used in the quenching of hot metal when forging, is unremarkable. Any Clockwork Key assigned to the tub will be found at the bottom of the tub, concealed by only the murky water.

Furnace: This furnace is heated magically, utilizing permanent magical effects that feed off the fire elementals contained within it. Even with the expulsion of the fire elemental, the furnace is still extremely hot to enter or interact with. Anyone reaching into or entering the furnace takes 6d6 fire damage per round of exposure. Any Clockwork Key assigned to the furnace is hidden within the furnace itself; requiring a character to reach into or enter the furnace unless deploying another method to retrieve it, such as *mage hand*, a metal pole, etc... Any Wisdom (Perception) checks to spot a Clockwork Key within the furnace is made at disadvantage, due to the distortions of the heated air when attempting to look in, unless the character physically interacts with the interior to search by feel or enters the furnace to search it to circumvent this hindrance.

Treasure

The weapons on the table can be looted, along with the set of smith's tools on the other table. Additionally, if the party decides against crafting a Clockwork Key with the materials available in the forge, the precious metal ingots are worth 200 gp.

Room 5: Laboratory

Entering reveals a finely appointed chamber with various instruments and objects revealing its dual role as an alchemical laboratory and personal study. Two suits of armor flank the entrance into the chamber, and two long counters filled with all manner of devices and resources run along the length of the chamber. A fine rug depicting the inner planes lies on the floor between them while a desk sits opposite the entrance, covered with books, papers, and other collected trinkets. A cauldron rests on a metal stand to the left of the desk, and an empty cage sits on the floor to the right of the desk. Hanging from the walls are five paintings. An ancient wizard is depicted in the painting above the desk, with the otherworldly paintings depicting one of the inner planes in each of the other four.

This laboratory and study was used by the Tempest Mage and his apprentices for both alchemical and magical research. Some of the fruits of that research reside here; unfriendly to unwanted guests.

Upon the desk, a humanoid skull is actually a **flameskull**, the head of a former arcane foe now serving as a guardian to this laboratory. It will ignite in flames when a member of the party enters the chamber, announcing the start of combat. Along with the flameskull, the painting of the Tempest Mage above the desk is actually a **guardian portrait**, providing support with spells to the other monsters. The two suits of armor are actually **animated armors** that attack once their initiative is reached but conceal their actual nature from intruders until the very last moment. Lastly, the carpet in the middle of the floor is actually a **rug of smothering**, which attacks once a character moves within its reach.

Once the guardians are defeated, the party may search the room and explore its contents.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove an **animated armor**.
- **Weak Party:** Remove the **rug of smothering**.
- **Strong Party:** Add a **rug of smothering**, under the desk chair.
- **Very Strong Party:** Add a second **guardian portrait**.

Item Locations

Located randomly in this chamber, the party may find the following items. If this chamber was one of the four rooms with a Clockwork Vault Key, randomly roll for its location as well.

- Clockwork Door Key
- Clockwork Rotation Key
- Clockwork Timer Key

Item Locations – Laboratory

Die Roll	Location	Search DC
1	Left Suit of Armor	15
2	Right Suit of Armor	15
3	Left Laboratory Counter	15
4	Right Laboratory Counter	15
5	Rug	20
6	Desk	20
7	Cauldron	15
8	Cage	10
9	Wizard Painting	15
10	Elemental Paintings	10

Room Features

Suits of Armor: The suits of armor are actually constructs, left here as guardians against intruders. Any Clockwork Keys assigned to a suit of armor can be found among their remains with a successful Wisdom (Perception) check after combat is completed.

Left Laboratory Counter: The left laboratory counter is covered with alchemical supplies, which can be collected and as a set of alchemical artisan's tools. A successful DC 15 Intelligence (Arcana) or Intelligence (Alchemical Supplies) check reveals that with the laboratory and materials present, one Clockwork Key could possibly be crafted for use. Three successful DC 20 Intelligence (Arcana) or Intelligence (Alchemical Supplies) checks allow someone to create either: a Clockwork Door Key (copper), a Clockwork Rotation Key (silver), a Clockwork Timer Key

(gold), or a Clockwork Vault Key (platinum). Accruing three failures before three successful checks causes the available materials to be misused and the process of the creation of a Clockwork Key ends in failure. There are only enough materials for one attempt to create one Clockwork Key. Any Clockwork Key assigned to this counter is concealed among the alchemical supplies.

Right Laboratory Counter: The right laboratory counter is covered with the creations of this chamber. Among the numerous empty vials, the following items can be discovered: four flasks of alchemist fire, four vials of acid, two vials of antitoxin, two potions of healing, and a vial containing *oil of slipperiness*. Any Clockwork Key assigned to this counter is concealed among the vials and alchemical items.

Rug: This carpet, actually a rung of smothering, is woven with imagery of the four inner planes. Any Clockwork Key assigned to the rug is woven into the rug itself, and can be retrieved by cutting it out of the fabric.

Desk: The desk has a pair of books and numerous parchments upon it. One of the books is journal, logging the experiments and results in this laboratory; worth 20 gp to an alchemist or arcane historian. The other book is an alchemy guide, which provides advantage to any Intelligence-based checks to identify alchemical items, worth 50 gp to the right buyer. A magnifying glass is upon the desk's surface and two silver candlestick holders, together worth 50 gp.

The desk has five drawers, mostly containing numerous notes and other items of use in the Clockwork Laboratory:

Middle: This drawer has two uncharged rest crystals and instructions on the method for recharging them. These refer to the Stasis Chamber (Room #7), and provide instructions on how to drain the life force from a living creature to charge a rest crystal; an obviously evil act.

Upper Left: This drawer contains an obsidian orb, useful as an arcane focus or worth 50 gp.

Lower Left: This drawer contains a small, grease-covered book that has instructions on the crafting of a Clockwork Key from clockwork components. This book provides advantage to checks made when attempting to craft a Clockwork Key in the Figurine Workshop (Room #3).

Upper Right: This drawer contains a small, soot-covered book that has instructions on the forging of a Clockwork Key within the forge, along with a small chest containing precious metal ingots worth 200 gp that could be used in the forging of the Key in the Forge Chamber (Room #4), allowing a second key to be crafted via this method. Due to the destruction of the molds in creating a Clockwork Key, any second key created via this method needs to be of a different type than the first one crafted. Referencing the journal during an attempt of forging a Key in the forge offers advantage to the checks made.

Lower Right: This drawer contains a small tome, encrusted with various precious gems, detailing the method by which a summoning could be performed of raw elemental materials in a specially constructed chamber and then force the materials into the shape of a Clockwork Key. Referencing the tome during the performance of the elemental summoning ritual in the Summoning Chamber (Room #8) offers advantage to the checks made. The tome is worth 50 gp to the right buyer.

Any Clockwork Key assigned to the desk is either hidden under the chair or hidden in one of the drawers, randomly determined.

Cauldron: The cauldron is filled with a caustic, green liquid, which causes 2d4 acid damage to anyone touching the liquid. Any Clockwork Key assigned to the cauldron will be at the bottom of it, concealed by the liquid. To avoid contacting the acid, the cauldron could be tipped over with a DC 15 Strength (Athletics) check to remove the acid and gain access to any Key within. Otherwise a Key within could be fished out using a ladle or other similar instrument, requiring a DC 15 Dexterity (Acrobatics) check at disadvantage.

Cage: This cage is empty, with only rotten straw and a skeleton of a lizard-like creature

within it. Any Clockwork Key hidden within the cage is within the remains of the skeleton.

Wizard Painting: This painting is of the Tempest Mage, as he appeared at the height of his power. Any Clockwork Key assigned to the painting will be found within a secret compartment in the frame of the painting.

Elemental Paintings: These four paintings are a set, each one of a different elemental plane: air, earth, fire, and water. Each painting is worth 100 gp each to a collector. Any Clockwork Key assigned to the elemental paintings will be found behind one of the four paintings, randomly determined.

Treasure

The left table has alchemical supplies that can be collected; the right table has four flasks of alchemist fire, four vials of acid, two vials of antitoxin, two potions of healing, and a vial containing *oil of slipperiness*. The desk has an alchemy journal (worth 20 gp), alchemy guide (worth 50 gp), a magnifying glass, two silver candlestick holders (worth 50 gp), an arcane focus (50 gp), precious metal ingots (worth 200 gp), and summoning tome (worth 50 gp). The four elemental paintings are worth 100 gp each.

Room 6: Shrine to Gond

The engraved symbol of a toothed cog with four spokes in the floor of this marble chamber, with the altar beyond it, announces it as a shrine. Three rows of benches lay to either side of a central aisle, imagery of clockworks, gears, and other marvels carved into their surfaces. A matching sculpture to the symbol on the floor hangs on the wall behind the altar.

This shrine was dedicated to Gond, the Wonderbringer, to allow those faithful of him to seek his blessings and guidance in their work. A successful DC 10 Intelligence (Religion) check identifies the holy symbol on the floor and the sculpture as belonging to Gond. Followers of Gond automatically succeed on this check.

Item Locations

Located randomly in this chamber, the party may find the following items. If this chamber was one of the four rooms with a Clockwork Vault Key, randomly roll for its location as well.

- Clockwork Door Key
- Clockwork Rotation Key
- Clockwork Timer Key

Item Locations – Shrine of Gond

Die Roll	Location	Search DC
1	Back Row of Benches	15
2	Middle Row of Benches	15
3	Front Row of Benches	15
4	Floor Etching	25
5	Left Column	20
6	Right Column	20
7	Altar	25
8	Hanging Sculpture	20

Room Features

Benches: The benches in the shrine are oak, and carved with images of clockworks, gears, and other engineering marvels that show favor to the tenets of Gond. Any Clockwork Keys assigned to a set of benches are found hidden within the carvings on a bench, randomly determined between the left or right set of any row.

Floor Etching: The holy symbol of Gond is etched into the marble floor of the central aisle. In its surface, the door to a hidden compartment can be found with a successful DC 25 Wisdom (Perception) check. The door to the compartment is trapped, requiring a successful DC 20 Intelligence (Investigation) check to discover the trap. Utilize the Clockwork Laboratory Trap Chart from Part 1 to determine the nature of the trap on the secret compartment and its effect, though double the damage dice for this trap. A successful DC 20 Dexterity (Thieves' Tools) check disables the trap upon the secret compartment. The compartment contains an ancient holy scripture to Gond, worth 200 gp. Any Clockwork Keys assigned to the floor etching are also found within the secret compartment alongside the scripture.

Columns: The columns in the shrine are carved with images of craftsmen at work, creating wonders with their trades. Any

Clockwork Keys assigned to a column can be found within a hidden compartment; discovered with a successful DC 20 Wisdom (Perception) check. The secret compartment is trapped, requiring a successful DC 15 Intelligence (Investigation) check to discover the trap. Utilize the Clockwork Laboratory Trap Chart from Part 1 to determine the nature of the trap on the secret compartment and its affect. A successful DC 15 Dexterity (Thieves' Tools) or Intelligence (Religion) check disables a trap upon the secret compartment, allowing any Clockwork Key within to be retrieved.

Altar: This marble altar is dedicated to Gond. Anyone who speaks a proper prayer of supplication to the altar is granted Inspiration. The words are automatically known to a worshipper of Gond and others can attempt a DC 15 Intelligence (Religion) check to recall an appropriate prayer. The altar has a secret compartment, which can be located with a DC 25 Wisdom (Perception) check. The compartment is trapped, but if the proper prayer was completed it magically disarms itself. If no prayer was uttered, the trap remains active and can be found with a successful DC 20 Intelligence (Investigation) check. Utilize the Clockwork Laboratory Trap Chart from Part 1 to determine the nature of the trap on the secret compartment and its effect, though double the damage dice for this trap. A successful DC 20 Dexterity (Thieves' Tools) check disables the trap upon the secret compartment. Opening the compartment, it will contain four vials of holy water and a *spell scroll* with the 2nd-level cleric spell *prayer of healing*. Any Clockwork Keys assigned to the altar are found within the secret compartment along with the *spell scroll*.

Hanging Sculpture: A metal sculpture of the holy symbol of Gond hangs above the area behind the altar, suspended 15' in the air by six wire cables. Any Clockwork Key assigned to the sculpture is concealed within it, but characters must find a way to either reach the sculpture or have it come down to them to reach the Key.

Treasure

The hidden compartment in the floor etching has a holy scripture of Gond worth 200 gp. The hidden compartment in the altar has four vials of holy water and a *spell scroll* with the 2nd-level cleric spell *prayer of healing*.

Room 7: Stasis Chamber

In this chamber, six glass and metals sarcophagus are arranged in two rows of three. Directly across from the entrance is a metal shelf covered in numerous crystals, flasks, and containers. The sarcophagi begin to glow with an inner light as the chamber comes to life, the furthest two's lids popping upward slightly with an audible hissing sound escaping them.

This chamber was constructed to allow the Tempest Mage and his apprentices to rest and recover more quickly than normal, shortening the time needed to rest from hours to minutes at the price of draining the essences living creatures. The chamber also allowed for the long periods of stasis, utilized as needed. Six charged crystals still sit upon the shelf.

In fact, a **mage** and an **apprentice** have been in stasis for centuries, waiting as sleeping guardians for their master's return. Upon waking, they exit their sarcophagi and attack the intruders to the Laboratory. They will fight to the death, fearing the possible retribution of the Tempest Mage for their failure over any death the characters might meet out.

When defeated, if a Clockwork Key is assigned to the mage or apprentice, it can be found hidden among their belongings with a successful Wisdom (Perception) check.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove the **mage**.
- **Weak Party:** Remove the **apprentice**.
- **Strong Party:** Add an **apprentice**.
- **Very Strong Party:** Make the apprentice a **mage**.

Item Locations

Located randomly in this chamber, the party may find the following items. If this chamber was one of the four rooms with a Clockwork Vault Key, randomly roll for its location as well.

- Clockwork Door Key
- Clockwork Rotation Key
- Clockwork Timer Key

Item Locations – Stasis Chamber

Die Roll	Location	Search DC
1	Back Row of Sarcophagus	10
2	Middle Row of Sarcophagus	10
3	Front Row of Sarcophagus	10
4	Shelving Rack	20
5	Mage	15
6	Apprentice	15

Room Features

Stasis Sarcophagus: These glass and steel sarcophagi were constructed with a mix of arcana and engineering, utilizing crystals crafted to drain the essence of living creatures, leaving them no more than dust. In turn the energy could be transferred to other living creatures allowing them to rest and regain their strength a shorter period of time than normal. At one end of the sarcophagus, a control panel with four depressions is on the exterior of the sarcophagus, allowing the functions of the device to be activated.

By inserting an uncharged rest crystal into the control panel of a sarcophagus holding a living creature, the sarcophagus can be activated with a successful DC 20 Intelligence (Arcana) or Intelligence (Tinker's Tools) check or a successful DC 25 Intelligence (Thieves' Tools) check. Doing so charges a rest crystal for future use, but drains the creature within the sarcophagus of its life force, killing it.

By inserting a charged rest crystal into the control panel of a sarcophagus holding a living creature, the sarcophagus can be activated with a successful DC 15 Intelligence (Arcana) or Intelligence (Tinker's Tools) check or a successful DC 20 Intelligence (Thieves' Tools) check will also activate a charged rest crystal. Doing so drains and disintegrates a charged rest crystal, providing a short rest to the creature within the sarcophagus over the course of one minute (ten rounds). If four

charged rest crystals are inserted into a control panel of a sarcophagus, a living creature within gains the effects of a long rest over the course of two minutes (20 rounds). Any interruption or ending of the process before the allotted time has passed ruins the crystal and no benefit is gained from the time within the sarcophagus.

Any Clockwork Key assigned to a sarcophagus is concealed within its interior with a successful Wisdom (Perception) check. Randomly determine if the left or right sarcophagus of a row has the Key within it.

Shelving Rack: Opposite the entrance, this glass and metal shelving rack has items useful in the healing and rest of the Tempest Mage and his apprentices. The following items are on the shelves: four *potions of healing*, two antitoxins, four healing kits, several sets of blankets, several pillows. Any Clockwork Keys assigned to the shelf will be concealed among the items on it.

Treasure

The shelving rack has four *potions of healing*, two antitoxins, and four healing kits.

Room 8: Summoning Chamber

The pale light of the arcane circle in the middle of the room provides slight illumination, allowing the standing mass of living earth within it to be visible. Snickers echo throughout the chamber, as the light of the circle fades, and the elemental within is freed...

The **earth elemental** in the center of the chamber was summoned centuries ago, entrapped by abjuration magic to lay in wait for either its summoner or intruders to appear. Freed, the rage of its long imprisonment causes it to attack immediately, supported by a half-dozen **mephits**, one of each type (**dust, ice, magma, mud, smoke, and steam**) in its attack upon the party.

The earth elemental will engage in melee as the mephits emerge from their hiding places among the shelves and table in the room to assist in the combat. They will attempt to

catch several party members with their breath weapons and then dart out of range and to let their breath weapon recharge.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove two **mephits** (your choice).
- **Weak Party:** Remove a **mephit** (your choice).
- **Strong Party:** Add a mephit (your choice).
- **Very Strong Party:** Add two mephits (your choice)

Item Locations

Located randomly in this chamber, the party may find the following items. If this chamber was one of the four rooms with a Clockwork Vault Key, randomly roll for its location as well.

- Clockwork Door Key
- Clockwork Rotation Key
- Clockwork Timer Key

Item Locations – Summoning Chamber

Die Roll	Location	Search DC
1	Left Shelves	20
2	Middle Shelves	20
3	Right Shelves	20
4	Table	15
5	Summoning Urn #1	10
6	Summoning Urn #2	10
7	Summoning Urn #3	10
8	Summoning Urn #4	10

Room Features

Table: This table holds a large tome, filled with arcane rituals that can be used with the summoning chamber, summoning circle, urns, and components to summon outsiders from the outer and inner planes. A successful DC 15 Intelligence (Arcana) check reveals the information contained in the tome, but also informs the examiner that the rituals are beyond the characters' capabilities, take hours to complete and are designed specifically to work only in the Clockwork Laboratory. However, the tome is worth 200 gp to the right buyer interested in the history of the Tempest Mage. Any Clockwork Key assigned to the table is concealed underneath it.

Shelves: These stone shelves are filled with all manner of mundane components, primarily ones useful in the summoning of outsiders. A successful DC 15 Intelligence (Arcana) allows a

character to realize this, as well as that most of components are spoiled from age and no longer useful. Any Clockwork Keys assigned to a set of shelves is concealed among the components upon them.

Summoning Circle: Engraved into the granite floor of this chamber and filled with silver, this summoning circle acted as a focus for summoning spells of elementals and other outsiders, along with acting as a magic circle to keep summoned creatures entrapped. A successful DC 15 Intelligence (Arcana) reveals the purpose and protections of the circle.

Summoning Urns: These four urns were used as foci for summoning spells that occurred within this chamber. A trained user could place the proper components into the four urns and then summon a creature through an arcane ritual. A successful DC 15 Intelligence (Arcana) check reveals the purpose of the urns. Any Clockwork Keys assigned to a summoning urn can be found within the remains of the ash of consumed components within the urns.

Development

If the party is successful in the four Intelligence (Arcana) checks with the summoning tome on the table, the components on the shelves, the summoning circle, and summoning urns, they are able to determine to that a ritual could be attempted to create a Clockwork Key, though only enough materials for one attempt and the type of Clockwork Key to be created must be decided before the ritual is begun. After placing the four required components, one per urn, from the materials on the shelves, one character can attempt the ritual. Three successful DC 15 Intelligence (Arcana) checks summon elemental materials from the inner planes and shape the materials into the Clockwork Key determined at the beginning of the ritual. Having three failures before three successful checks causes the ritual to fail and the available materials to be used up. There are only enough materials for one attempt to create one Clockwork Key.

Treasure

The summoning tome on the table is worth 200 gp.

Room 9: Waterworks

The sounds of machinery and moving water reaches your ears upon entering this chamber, two triangular pools of water lay to the left and right, a 10' foot path between them leading to a control panel. The back half of the chamber is filled with three large tanks that have numerous pipes snaking between them to move the water utilized to create power for the facility.

This waterworks is one of many, assisting in the powering of the Clockwork Laboratory. The control panel is used to manage the turbine in this chamber, which is in the center tank with water moving between the other two holding tanks.

The two holding pools are only four feet deep, but a **water elemental** and **water weird** reside in the pools, lying in wait until someone interacts with the pools or attempts to move beyond them, at which point they attack the intruders.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Change the **water elemental** to another **water weird**.
- **Weak Party:** Remove the **water weird**.
- **Strong Party:** Add another **water weird**.
- **Very Strong Party:** Change the **water weird** to another **water elemental**.

Item Locations

Located randomly in this chamber, the party may find the following items. If this chamber was one of the four rooms with a Clockwork Vault Key, randomly roll for its location as well.

- Clockwork Door Key
- Clockwork Rotation Key
- Clockwork Timer Key

Item Locations – Waterworks

Die Roll	Location	Search DC
1	Left Holding Pool	10
2	Right Holding Pool	10
3	Control Panel	20
4	Turbine	20
5	Left Holding Tank	15
6	Right Holding Tank	15

Room Features

Holding Pools: The two holding pools are filled with water, and are both four feet deep. Any Clockwork Keys assigned to a holding pool lay at the bottom of the pool.

Control Panel: In the center of the chamber, this control panel has dials, switches, and other clockwork instrumentation to control the power generated in this chamber. A successful DC 15 Intelligence (Tinker's Tools) check can be used to turn on or off the waterworks, although it will not have any measurable effect, as the Tempest Mage made sure several of similar waterworks were constructed elsewhere in his towers to provide redundant power. Any Clockwork Keys assigned to the control panel are concealed in one of the numerous panels that provide access to the interior of the control panel.

Turbine: The large middle cylinder, standing 15' tall, houses a water turbine, which can be heard spinning in a steady rhythm. Any Clockwork Keys assigned to the turbine can be found on its exterior, hidden among the pipes leading into the cylinder.

Holding Tanks: The two large side cylinders are holding tanks for water, both standing 15' tall. Any Clockwork Keys assigned to a holding tank can be found hidden on the top of the tank.

Moving On

When the characters successfully find and use the four platinum Clockwork Vault Keys, proceed to Part 3: The Clockwork Vault.



PART 3: THE CLOCKWORK VAULT

The Clockwork Vault Door

The Clockwork Vault Door in Room 1 leads down to level two, but requires the four platinum Clockwork Vault Door Keys to open, matching the four Platinum Keyholes on the door, one in each corner of the Vault Door.

Like the Clockwork Column Keyholes, even though the Clockwork Vault Door is designed to be manipulated by use of the Clockwork Vault Door Keys, a skilled individual may be able to manipulate the Keyholes by using a Dexterity (Thieves' Tools), Dexterity (Tinker's Tools), or Intelligence (Arcana) check. The DC to try to activate one of the four Keyholes in the Clockwork Vault Door is 25. If successful, the selected Keyhole is opened as if the correct Clockwork Vault Door Key was inserted and turned. If an attempt to activate a Keyhole fails, it causes the Clockwork Vault Door to retaliate by activating a Clockwork Trap. Utilize the Clockwork Laboratory Trap Chart from Part 1 to determine the nature of the trap and its effect. Additionally, going forward, the DC to manipulate a Keyhole on the Vault Door goes up by one, permanently, for each failure. Every attempt that fails also activates a Clockwork Trap, as the Clockwork Laboratory defends itself from improper operation. Lastly, once a Keyhole has been activated by a successful check, the DC for manipulating the Clockwork Vault Door increases by 2 permanently – the Clockwork Laboratory only allows improper operations so many times before it learns its lesson.

Note that it is obvious that the Clockwork Vault Door is trapped, and that attempting to modify the Vault Door or its Keyholes using methods other than the Clockwork Vault Door Keys may cause a trap to trigger. No roll is needed to detect the traps.

Once the Vault Door has been opened, the characters can descend into the Lower Clockwork Vault.

Room 10: Clockwork Vault

With a loud grinding sound, the center gear in the vault door slowly starts to turn, descending into the surface as additional hidden clockworks start to echo through the stone floor, violently shaking the chamber. Slowly, the vault door drops and slides into the floor, revealing a metallic stairwell that descends 30 feet into the chamber below.

This lower chamber is the Tempest Mage's Vault in the Clockwork Laboratory, where the wizard stored some of his valuables and treasures.

Room Features

Desk: This simple desk was where the Tempest Mage and his apprentices would study and memorize spells. A spellbook still lies open on this desk, and may be taken.

Counter: A long brass counter in the chamber has three items of interest upon it. There is a pair of brass candlesticks worth 25 gp, a silver clockwork music box worth 100 gp, and a tome on clockwork engineering worth 50 gp. Inside the silver clockwork music box is a *scroll of protection (elementals)*.

Chests: The four chests are spaced around the outskirts of the chamber, holding treasures stored here by the Tempest Mage. Chest #1 holds five diamonds worth 50 gp each, Chest #2 holds 2000 sp, Chest #3 holds 10 silver trade bars worth 20 gp each, and Chest #4 holds 250 gp.

Statues: Four metal statues are arranged about the chamber, each depicting a human wizard of middle age. The statues appear to be hollow if checked for. These were intended for the construction of a new type of clockwork construct, but were never completed.

Clockwork Heart: Opposite the stairwell into this lower vault chamber, built into the wall, a Clockwork Heart is constructed. The Clockwork Heart is the mechanism that controls the workings of the Clockwork

Laboratory, and is currently malfunctioning, causing the tremors that are plaguing the mountain and the surrounding area. A successful DC 15 Intelligence (Arcana), Intelligence (Thieves' Tools) or Intelligence (Tinker's Tools) determines that the device is malfunctioning, and that it can be repaired. This repair requires a successful DC 20 Dexterity (Thieves' Tools), Dexterity (Tinker's Tools), or Intelligence (Arcana) check to complete.

This Clockwork Heart is also obviously trapped, and if the attempt to repair it fails, it causes the Clockwork Heart to retaliate by activating a Clockwork Trap. Utilize the Clockwork Laboratory Trap Chart from Part 1 to determine the nature of the trap and its effect.

Development

Once the Clockwork Heart is repaired, the Clockwork Laboratory regains some higher functionality, and realizes that the characters are not servants of the Tempest Mage. The Clockwork Laboratory activates the Clockwork Vault's hidden protector, a **shield guardian**. The Clockwork Heart retreats into the floor, revealing the golem, which attacks immediately. Additionally, the Clockwork Column activates the four **helmed horrors** from the floor above. These constructs are programmed to wait in the central chamber, so they will not engage any characters until they enter that room. The characters do not need to defeat these guardians to escape, but the constructs interfere with any attempts to do so, harming characters or trying to delay the characters until the Clockwork Timer runs out.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Change the **shield guardian** to a **helmed horror**.
- **Weak Party:** Reduce the **shield guardian** hit points by 30
- **Strong Party:** Increase the **shield guardian** hit point by 30.
- **Very Strong Party:** Change the **shield guardian** to a **clay golem**.

Treasure

The desk has the Clockwork Spellbook upon it. The counter has a pair of brass candlesticks worth 25 gp, a silver clockwork music box worth 100 gp, a tome on clockwork engineering worth 50 gp, and *scroll of protection (elementals)*. Chest #1 holds 5 diamonds worth 50 gp each, Chest #2 holds 2000 sp, Chest #3 holds 10 silver trade bars worth 20 gp each, and Chest #4 holds 250 gp.

Exiting the Clockwork Laboratory

The characters are free to exit the Clockwork Laboratory at any time, as long as the Clockwork Timer has not struck zero. If the Clockwork Timer is out of time, the grey door lowers and seals off the exit, with no mechanisms to reopen it. If the characters do not have a means of escape, they may find themselves trapped forever within the Clockwork Laboratory. Use best judgment when adjudicating the fate of characters trapped within the Clockwork Laboratory.

Rewards

Make sure players note their rewards on their adventure logsheets. Give your name and DCI number (is applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Animated Armor	200
Apprentice	1,100
Azer	450
Clay Golem	5,000
Dust Mephit	100
Earth Elemental	1,800
Elephant	1,100
Fire Elemental	1,800
Flameskull	1,100
Ghoul	200
Giant Goat	100
Griffon	450
Guardian Portrait	200
Helmed Horror	1,100
Ice Mephit	100
Lion	200
Mage	2,300
Magma Mephit	100
Mastiff	25
Mud Mephit	50
Nightmare	700
Raven	10
Rug of Smothering	450
Shield Guardian	2,900
Smoke Mephit	50
Spectre	200
Steam Mephit	50
Water Elemental	1,800
Water Weird	700

Non-Combat Awards

Task or Accomplishment	XP per Character
Manipulating a Keyhole	100 per keyhole

Crafting a Clockwork Key	100 per key created
Sending the Azers Home	250
Repair the Clockwork Heart	500

The **minimum** total award for each character participating in this adventure is **3,750 experience points**.

The **maximum** total award (for a party of five 7th-level characters) for each character participating is **5,000 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide the treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Reward for Exploring	100
Corpses in the Entrance Chamber	100
Hammer	1
Crowbar	1
Carpenter's Tools	4
Potter's Tools	5
Smith's Tools	10
Magnifying Glass [2]	50 each
Jeweler's Tools	12
Tinker's Tools	25
Woodcarver's Tools	1
Raw Material Crate [6]	25 each
Silvered Greatsword	75
Longsword	7.5
Shortsword	5
Dagger [2]	1 each
Silvered Mace	52.5

Warhammer	7.5
Precious Metal Ingots [2]	200
Alchemical Supplies	25
Alchemist's Fire (Flask) [4]	25 each
Acid (Vial) [4]	12.5 each
Antitoxin (Vial) [4]	25 each
Potion of Healing [6]	25 each
Alchemy Lab Journal	20
Alchemy Guide	50
Pair of Silver Candlesticks	50
Obsidian Orb (Arcane Focus)	50
Summoning Tome	50
Elemental Painting [4]	100 each
Holy Scripture to Gond	200
Holy Water [4]	12.5 each
Healer's Kit [2]	2.5 each
Summoning Tome	200
Pair of Brass Candlesticks	25
Silver Clockwork Music Box	100
Diamond [5]	50 each
2000 Silver Pieces [Chest #2]	200
Silver Trade Bar [10]	20 each
250 Gold Pieces [Chest #4]	250

If they wish, a character may choose to keep any of the mundane or trinket gear above as part of their share of the gold.

Figurine of Wondrous Power (Onyx Dog)

Wondrous Item, rare

When not activated, this clockwork dog statuette capers about as a toy if its key is turned. A *figurine of wondrous power* is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature. The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. See the

Monster Manual for the creature's statistics, except for the giant fly.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Onyx Dog. This onyx statuette of a dog can become a mastiff for up to 6 hours. The mastiff has an Intelligence of 8 and can speak Common. It also has dark vision out to a range of 60 feet and can see invisible creatures and objects within that range. Once it has been used, it can't be used again until 7 days have passed.

Clockwork Spellbook

This spellbook is crafted from brass plates, with numerous miniature clockwork gears riveted to the surface. It contains the following spells: 1st – *absorb elements*, *alarm*, *earth tremor*, *grease*, *Tenser's floating disk*, *unseen servant*; 2nd – *arcane lock*, *knock*, *magic weapon*, *shatter*; 3rd – *glyph of warding*, *lightning of bolt*, *magic circle*, *sending*; 4th – *conjure minor elementals*, *fabricate*, *stone shape*, *stoneskin*; 5th – *animate objects*, *conjure elementals*.

Guide to Alchemy

When consulted for 1 minute, this handwritten guide provides advantage on Intelligence-based checks to identify alchemical items. It is worth 50 gp.

Spell of Protection

Scroll, rare

This scroll provides protection against elementals. A description of this item can be found in the *Dungeon Master's Guide*.

Potion of Healing

Potion, common

A description of this item can be found in the *Dungeon Master's Guide*.

Oil of Slipperness

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

Spell Scroll

Scroll, uncommon

This scroll contains the 2nd-level cleric spell *prayer of healing*. A description of this item can be found in the *Dungeon Master's Guide*.

Renown

All faction members earn **one renown point** for participating in this adventure.

Downtime

Each character receives **ten downtime days** at the conclusion of this adventure.

DM Rewards

You receive **1,250 XP**, **625 gp**, and **ten downtime days** for running this session.

Appendix: NPC/Monster Statistics

Apprentice (Azbara Jos)

Medium humanoid (human), lawful evil

Armor Class 13 (16 with *mage armor*)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, Deception +2, Insight +3, Stealth +5

Senses passive Perception 11

Languages Common, Draconic, Infernal, Primordial

Challenge 4 (1,100 XP)

Potent Cantrips. When the apprentice casts an evocation cantrip and misses, or the target succeeds on its saving throw, the target still takes half damage but suffers no other effect.

Sculpt Spells. When the apprentice casts an evocation spell that affects other creatures that he can see, he can choose a number of them equal to 1 + the spell's level to succeed on their saving throws against the spell. Those creatures take no damage if they would normally take half damage from the spell.

Spellcasting. The apprentice is a 6th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The apprentice has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *fire bolt*, *mage hand*, *prestidigitation*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *mirror image*, *misty step*, *scorching ray*

3rd level (3 slots): *counterspell*, *dispel magic*, *lightning bolt*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 3) piercing damage.

Note the Apprentice uses the stat block of Azbara Jos from Tyranny of Dragons

Animated Armor

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages --

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The helmed horror makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Azer

Medium elemental, lawful evil

Armor Class 17 (natural armor, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Ignan

Challenge 2 (450 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage or 8 (1d10+3) bludgeoning damage if used with two hands to make a melee attack plus 3 (1d6) fire damage.

Black Pudding

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 8

Languages —

Challenge 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage. The pudding can eat through 2-inch-thick, nonmagical wood and metal in 1 round.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage

plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty of the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reactions

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least ten hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

Clay Golem

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, or slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead gains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once a golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit points maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, the golem magically gains a +2 bonus to AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

Earth Elemental

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Elephant

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Fire Elemental

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-1)	10 (+0)	7 (-2)

Damage Resistances. bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities. fire, poison

Condition Immunities. exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses. darkvision 60 ft., Passive Perception 10

Languages. Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until the creature takes an action to douse the fire, the target takes 5 (1d10) fire at the start of each of its turns.

Flameskull

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (−5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

Magic Resistance. The flameskull has advantage on saving throws against spells and other magical effects.

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is

sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster.

Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile*, *shield*

2nd level (2 slots): *blur*, *flaming sphere*

3rd level (1 slot): *fireball*

Actions

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

Ghoul

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (−2)	10 (+0)	6 (−2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Goat

Medium beast, unaligned

Armor Class 10

Hit Points 4 (1d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 0 (10 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Griffon

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 2 (450 XP)

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Guardian Portrait

Medium Construct, unaligned

Armor Class 5 (natural armor)

Hit Points 22 (5d8)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	14 (+2)	10 (+0)	10 (+0)

Damage Immunities poison

Condition Immunities charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Antimagic Susceptibility. The portrait is incapacitated while in the area of an *antimagic field*. If targets by dispel magic, the portrait must succeed on a Constitution saving throw against the caster's spell save DC or become unconscious for 1 minute.

False Appearance. While the figure in the portrait remains motionless, the portrait is indistinguishable from a normal painting.

Innate Spellcasting. The portrait innate spellcasting ability is Intelligence (spell save DC 12). The portrait can innately cast the following spells, requiring no material components:

3/day each: *counterspell*, *crown of madness*, *hypnotic pattern*, *telekinesis*

Helmed Horror

Medium construct, neutral

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages understands the language of its creator but can't speak

Challenge 4 (1,100 XP)

Magic Resistance. The helmed horror has advantage on saving throws against spells and other magical effects.

Spell Immunity. The helmed horror is immune to *fireball*, *heat metal*, and *lightning bolt*.

Actions

Multiattack. The helmed horror makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Lion

Large beast unaligned

Armor Class 12

Hit Points 26 (4d10 + 4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The lion has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The lion has advantage on an attack roll against a creature if at least one ally is within 5 feet of the creature and the ally is not incapacitated.

Pounce. If the lion moves at least 20 feet and then hits with a claw attack on the same turn the target must succeed on a DC13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Mastiff

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive perception 13

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage. If the target is

a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Mephit, Dust

Small elemental, neutral evil

Armor Class 12

Hit Points 17 (5d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Innate Spellcasting (1/Day). The mephit can innately cast *sleep*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage.

Blinding Breath (Recharge 6). The mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on success.

Mephit, Ice

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran, Common (badly)

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day). The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 2) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Mephit, Magma

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6 + 6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of lava.

Innate Spellcasting (1/Day). The mephit can innately cast *heat metal* (spell save DC 19), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Mephit, Mud

Small elemental, neutral evil

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's next turn.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of mud.

Actions

Fists. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Mud Breath (Recharge 6). The mephit belches viscous mud onto one creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mephit, Smoke

Small elemental, neutral evil

Armor Class 12

Hit Points 22 (5d6 + 6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Perception +2, Stealth +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 12

Languages Auran, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it leaves behind a cloud of smoke that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

Innate Spellcasting (1/Day). The mephit can innately cast *dancing lights*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Cinder Breath (Recharge 6). The mephit exhales a 15-foot cone of smoldering ash. Each creature in that area must make a DC 10 Dexterity saving throw or be blinded until the end of the mephit's next turn.

Mephit, Steam

Small elemental, neutral evil

Armor Class 12

Hit Points 22 (5d6 + 6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 10

Languages Aquan, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw, or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day). The mephit can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d4) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephrit exhales a 15-foot cone of scalding steam. Each creature in that area must make a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 2 (450 XP)

Shape Changer. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Nightmare

Large fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities fire

Skills passive Perception 11

Languages Understands Abyssal, Common and Infernal but can't speak.

Challenge 3 (700 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it. **Illumination.** The nightmare sheds bright light in a 10-foot radius, and dim light for an additional 10 feet.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Ethereal Stride: The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

Raven

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 0 (10 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (insight) check.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

Rug of Smothering

Large construct, unaligned

Armor Class 12

Hit Points 33 (6d10)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 2 (450 XP)

Antimagic Susceptibility. The rug is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

False Appearance. While the rug remains motionless, it is indistinguishable from a normal rug

Actions

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at addition, at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

Shield Guardian

Large construct, neutral

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Special Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages understands Common

Challenge 7 (2,900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when the situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

This shield guardian has *stoneskin* stored.

Actions

Multiattack. The guardian makes two fist attacks. *Fist. Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Reactions

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Water Weird

Large elemental, neutral

Armor Class 13

Hit Points 58 (9d10 + 9)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 30 ft., passive Perception 10

Languages Understands Aquan but doesn't speak

Challenge 3 (700 XP)

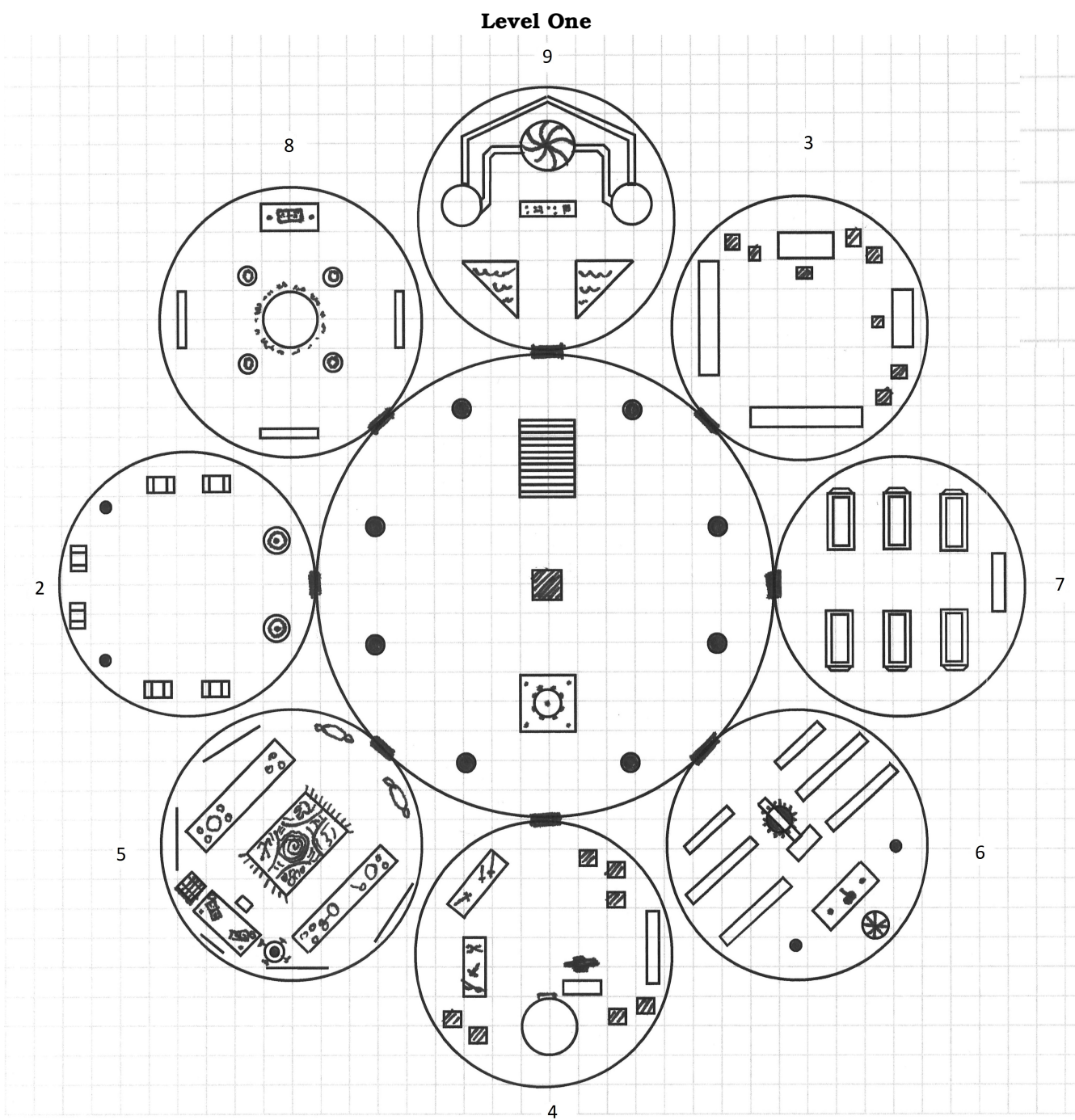
Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

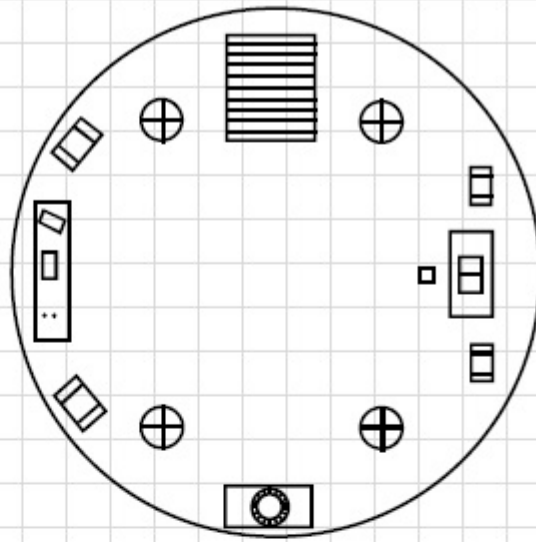
Actions

Construct. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

Appendix: The Clockwork Laboratory



Level Two



Staircase



Desk



Statue



Counter with Items



Chest



Clockwork Vault

PLAYER HANDOUT: TREASURE

Figurine of Wondrous Power (Onyx Dog)

Wondrous Item, rare

When not activated, this clockwork dog statuette capers about as a toy if its key is turned. A *figurine of wondrous power* is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. See the *Monster Manual* for the creature's statistics, except for the giant fly.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Onyx Dog. This onyx statuette of a dog can become a mastiff for up to 6 hours. The mastiff has an Intelligence of 8 and can speak Common. It also has dark vision out to a range of 60 feet and can see invisible creatures and objects within that range. Once it has been used, it can't be used again until 7 days have passed.

Clockwork Spellbook

This spellbook is crafted from brass plates, with numerous miniature clockwork gears riveted to the surface. It contains the following spells: 1st – *absorb elements*, *alarm*, *earth tremor*, *grease*, *Tenser's floating disk*, *unseen servant*; 2nd – *arcane lock*, *knock*, *magic weapon*, *shatter*; 3rd – *glyph of warding*, *lightning of bolt*, *magic circle*, *sending*; 4th – *conjure minor elementals*, *fabricate*, *stone shape*, *stoneskin*; 5th – *animate objects*, *conjure elementals*.

Guide to Alchemy

When consulted for 1 minute, this handwritten guide provides advantage on Intelligence-based checks to identify alchemical items. It is worth 50 gp.

Spell of Protection

Scroll, rare

This scroll provides protection against elementals. A description of this item can be found in the *Dungeon Master's Guide*.

Potion of Healing

Potion, common

A description of this item can be found in the *Dungeon Master's Guide*.

Oil of Slipperiness

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

Spell Scroll

Scroll, uncommon

This scroll contains the 2nd-level cleric spell *prayer of healing*. A description of this item can be found in the *Dungeon Master's Guide*.



1375 Wind Energy Pass
Batavia, IL 60510
630.454.4585



We Play Games

Draxtar features five 4'x12' miniatures tables with terrain, four 8' & three 6' gaming tables, a unique RPG table, huge hobby table for assembly and painting, and a board game library. We host regular board games, Magic events, miniature tourneys and RPG nights.



**Board
Games**



**Miniature
Games**



**Card
Games**



**Role-Playing
Games**