

# PREVIEW PACK



## MINI-DUNGEON TOME





5

Characters

Level  
1

Forest



Tommi Salama

## Patchwork's Pit

WILLIAM FISCHER

The game seems harmless enough: the first team to collect three chickens from the bottom of a steep-walled pit is declared the winner. But Patchwork Mabel—the mysterious figure who runs the contest—is a night hag in disguise. And the peck of Mabel's "chickens" turns flesh to stone...

*Patchwork's Pit* is an introductory adventure designed to start a new campaign. Characters who know each other prior to the adventure might be hired to track down a competitor who failed to return from Patchwork's Pit. Alternatively, the characters might meet for the first time at the pit. In this case, Mabel groups the characters into a team as the adventure begins.

**Patchwork's Pit.** Each level of Patchwork's Pit is 10 feet lower than the one above it, with the bottom of the pit resting 30 feet below ground. Crossing from one level to another requires 10 feet of movement. A creature can avoid spending additional movement by making a successful **DC 10 Strength (Athletics)** or **Dexterity (Acrobatics)** check. On a failure, the creature takes 3 (1d6) bludgeoning damage and falls prone on the lower level.

**Running the Contest.** Before the contest begins, players may arrange their characters wherever they choose around the top of the pit. The members of the opposing team (see below) spread out in other unoccupied spaces. Five **cockatrices** peck at the dirt in the bottom of the pit.

Once all participants are ready, Mabel explains the rules of the game. The first team to place three "chickens" in the cages at the top of the pit (**Area 1**) wins the contest. Mabel stresses that no harm should come to her chickens; otherwise, competitors are free to pursue victory however they choose. She promises a prize of 150 gp (or another reward chosen by the GM) to the winning team.

When Mabel finishes, roll initiative and play out the encounter as you would a normal combat. The encounter ends when one side wins or once the game's win conditions are impossible (if all participants are unconscious or petrified, for example).

**The Opposing Team.** The characters make up one of two teams competing in Patchwork Mabel's game. The other team includes **Regna**, an imposing human **thug**. Four **commoners** (or however many are necessary to make an equal number of participants) fill out her team.

On their turn, each commoner moves toward the nearest cockatrice and tries to grab it. They may also steal a cockatrice grabbed by a hero by making a successful **Strength (Athletics)** check contested by the character's **Strength (Athletics)** check or **Dexterity (Acrobatics)** check. If attacked, commoners fight back with their clubs, knocking out any character reduced to 0 hit points. (A character knocked out by a commoner falls unconscious but is stable.)

Regna ignores the cockatrices in favor of fighting the characters. She focuses her attacks on anyone holding a cockatrice. Regna employs lethal force but does not attack unconscious characters.

**The Cockatrices.** Grabbing a cockatrice requires a successful **Strength (Athletics) check** contested by the cockatrice's **Strength (Athletics) check (-2)** or **Dexterity (Acrobatics) check (+1)**. The cockatrices are dumb critters and have a 50% chance of using either strategy, despite **Dexterity (Acrobatics)** being obviously the better choice. On its turn, a cockatrice moves 20 feet in a random direction. A cockatrice that starts its turn within 5 feet of a non-cockatrice makes a **Bite** attack against that creature before moving. If grabbed, a cockatrice either attempts to escape the grapple or makes a **Bite** attack against the creature holding it. A cockatrice automatically escapes a grapple if the creature holding it turns to stone.

Mabel has clipped the cockatrices' wings, rendering them flightless. If a cockatrice escapes the pit, Mabel's minion Bobbins (see **Area 1**) herds it back the following round.

## 1. PATCHWORK MABEL

**Patchwork Mabel** (a **night hag**) and her servant, a sniveling **dust mephit** named **Bobbins**, oversee the contest from near these wooden cages. Mabel uses her **Change Shape** feature to appear as a beautiful human woman. In her true form, she is a blue-skinned crone with crooked antlers growing from her brow. Mabel wears an enchanted dress that appears to be a colorful patchwork shift. Characters who pierce this illusion by interacting with Mabel and succeeding on a **DC 20 Wisdom saving throw** learn the dress is sewn from flayed skin.

## 2. THE CROWD

A dozen or so **commoners** gather around the pit to watch the contest. They are a raucous lot, leaping from their benches whenever misfortune befalls a competitor. If the characters are here to track down a missing competitor, they can question the spectators by attempting a **DC 10 Charisma (Intimidation) check** or **Charisma (Persuasion) check**. On a success, the party confirms that competitors turned to stone are never seen again, despite Mabel's reassurances that the petrification is only temporary.

## 3. WALKWAYS

Rickety walkways span gaps in the ledges here and on the east side of the pit. A creature can cross a walkway with a successful **DC 12 Dexterity (Acrobatics) check**. On a failure, the creature takes 3 (1d6) bludgeoning damage and falls prone on the ledge below.

## 4. UNSTABLE LEDGE

This 15-foot-square section of ledge collapses the first time a Medium sized or larger creature moves onto it. Creatures in the area must make a **DC 12 Dexterity saving throw**. On a success, the creature can leap to an unoccupied space within 5 feet. A creature that fails to jump takes 3 (1d6) bludgeoning damage and falls prone at the bottom of the pit.

## 5. ROCK BOTTOM

The floor of the pit is littered with bones and the broken remains of petrified competitors. Treat spaces filled with this debris as difficult terrain, which the five **cockatrices** ignore.

## CONCLUSION

Mabel rewards the first team to retrieve three cockatrices with the contest's prize. Though petrified competitors prove too bulky to haul back to town, Mabel promises to watch over their bodies until the effect wears off and discourages characters to stay and wait. With a **DC 18 Wisdom (Insight) check**, the party can confirm that Mabel is lying. This check is made with advantage if the party has heard rumors to this extent from the crowd in **Area 2**. Left alone, however, Mabel absconds with the petrified victims. What Mabel does with these statues is left for the GM to decide. It takes a **DC 17 Charisma (Deception) check** or **Charisma (Persuasion) check** to get Mabel to agree to the party staying until the petrified victims recover. Mabel does not respond to intimidation, ending any conversation immediately, but she is a vain creature: Attempts to convince her that include copious amounts of flattery are made with advantage.

Patchwork Mabel is more than a match for the party, at least for now. Thankfully, she prefers to toy with mortals rather than kill them outright. If attacked, Mabel either casts **sleep** on the party or retreats to the Ethereal Plane, leaving Bobbins to handle belligerent characters.







4-5

Characters

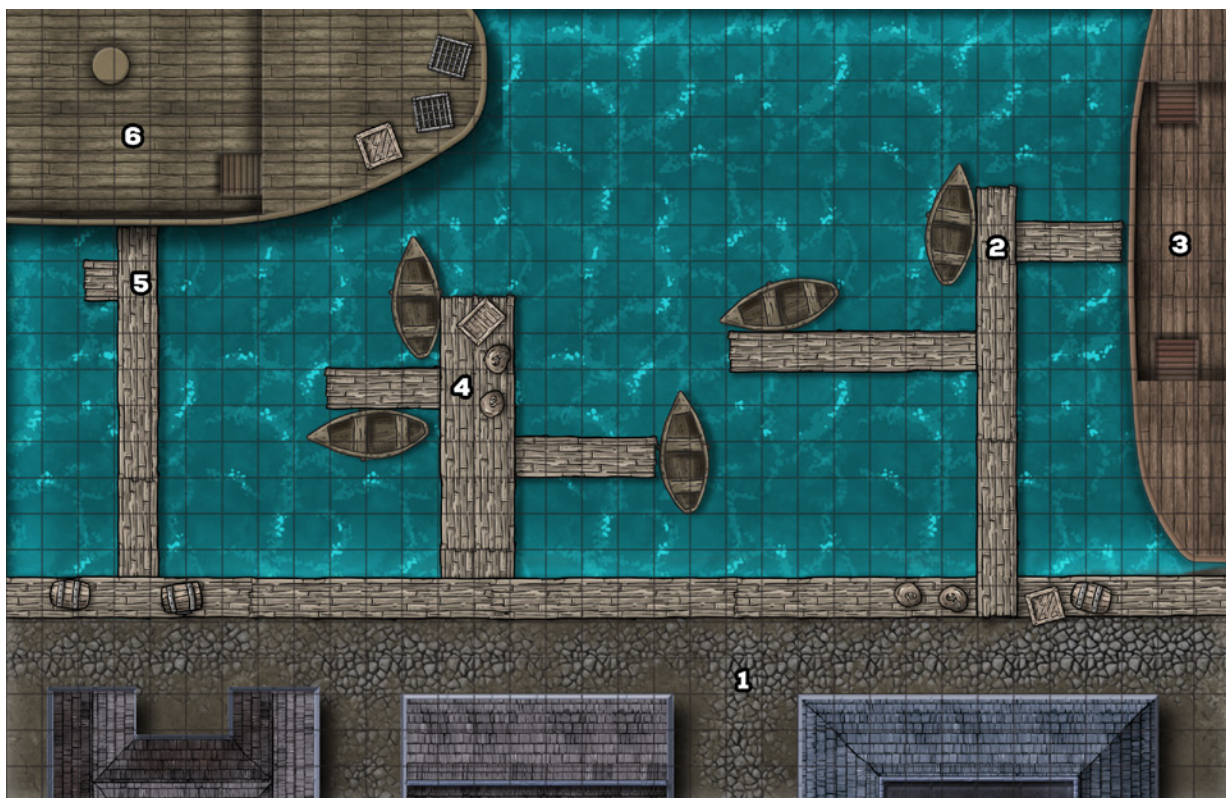


Levels

3-4



Coast



Tommi Salama

## Doomed Dockyard Defense

GRANT SIMPSON

The Feignar Trading Company is restructuring and moving their main base of operations to a larger city. This, alas, also requires transporting their treasury. The heads of the company were warned about various gangs and agencies that will likely attempt to steal the treasury the very moment it arrives in port. While the majority of the trading company's leaders don't believe in the threat, they have hired the party as meager security to appease the paranoiacs.

### BRIEFING ON THE THIEVES

The town guard briefs the party on the threat but cannot station a substantial force at the docks. Instead, they provide as much information as possible and guarantee that the streets around the docks will be cleared of civilians.

The two most obnoxious gangs in town are The Boys and The Other Boys. They are led by Grath and Grith, twins with twice the brawn and a quarter the brains combined. They prefer a brute-force approach but might end up butting heads with each other and forgetting the treasure entirely.

The group the party should be most worried about is the Madarai; a group of assassins, spies, thieves, and kidnapers working from the shadows. They will likely send a few trained, skillful agents to take the treasure and vanish before the party even realizes it is gone.

Finally, there are the ratfolk. They have become a part of the city, much to the chagrin of everyone else, due to their ability to procure rare and expensive items. The guards aren't sure how the ratfolk conduct their business, but they strongly believe they will be involved.

### DEFENSIVE MEASURES

The party will have twelve hours after this briefing to set up traps, prepare a defensive strategy, and make any other preparations they want on the docks before the company ships (Area 3 and Area 6) arrive. They can also ask around town to gain more information.

If the party asks around town, several opportunities present themselves through succeeding **Intelligence (Investigation)**, **Charisma (Persuasion)** or **Charisma (Deception)** checks, depending on the approach the party chooses:

**Asking About the Twins.** A successful **DC 16 check** provides rumors that Grath and Grith will be at their grandmother's house for supper. The twins cannot be intimidated by the party, but their grandmother Lieselotte is another matter entirely. She strongly disapproves of her boys' felonious actions and can be informed of the upcoming theft they are planning. The Boys and The Other Boys will not arrive in Area 1 if this is the case. Award double the XP for this solution.

**Asking About the Madarai.** Beating a **DC 12 check** leads the party on a wild-goose chase which wastes five hours of prep time. Success on a **DC 20 check** points towards a fishery front for the organization. The shopkeeper assures the party that it is a reputable fishery, but a **DC 17 Wisdom (Perception) check** notices some conspicuous bottles stacked in a cabinet at the back. With a **DC 15 Intelligence (Arcana) check**, or an **Intelligence check** using alchemist's supplies (if the party can distract the clerk long enough for analysis), these bottles can be identified as *potions of water breathing*. The Madarai agents might use these potions to approach unseen from the water.

**Asking About the Ratfolk.** A successful **DC 8 check** points the party towards the shabbier portion of the city near the sewer outlets. It becomes obvious during this investigation avenue that most other people dislike the ratfolks' presence. A slum of small shacks and rickety shops have been set up, but many ratfolk have to sleep on the street. A dense stench fills the air. The ratfolk are wary, but forthright, saying they have no intention of stealing the treasury. Beating a **DC 18 check** allows a character to overhear rumors about one ratfolk, Skrap, who has ranted about revenge against the rest of the city. Ratfolk might volunteer this information if treated with kindness and compassion. Skrap has been in the water on his dinghy all day but mentioned checking in on a group of kelp drakes he saw the other week.

Each line of investigation should take around three or four hours to complete. At the end of the twelve hours, the two ships carrying the treasury arrive at their locations on the map.

## TIMELINE

There are two ways to run this Mini-Dungeon: You can either provide the party some breathing room between the individual encounters, or you can opt for a session of escalating, all-out chaos. The former is self-explanatory and results in an easy adventure. For the second, we recommend this timeline:

- **Round 1:** Grath and Grith, if not dissuaded (see **Area 1**), arrive.
- **Round 2:** Madarai spy #1 in **Area 2** moves to **Area 3**.
- **Rounds 3-8:** Madarai spy #1 pilfers one crate per round, jumps into water in round 8.
- **Round 3:** Skrap and his drake arrive (see **Area 4**). Madarai spy #2 in **Area 5** moves to **Area 6**.
- **Rounds 5+:** Madarai spy #2 tries to pilfer as many crates as possible, at the rate of one per round. The spy tries to escape if they have pilfered at least three crates and are noticed by the party.

## 1. THE BOYS' BOYS

There are fisheries and a storehouse by the dockyard. All are vacant at the time of the heist.

**Grath** and The Boys (a **thug** and four **bandits**) approach from the middle-right street, while **Grith** and The Other Boys (a **thug** and four **bandits**) approach from the middle-left street. Both gangs attempt to intimidate the party first before attacking. If the party attacks immediately, both groups attack them, but if they attempt to diplomatically drive them off, the gangs will start arguing and fight each other first. Both twins attempt to flee if they fall below 10 hit points. The henchmen retreat if their boss falls.

## 2. THE RIGHT DOCK

A **spy** wearing a cap of water breathing will attempt to sneak out of the water onto this dock and get to the treasure in **Area 3**. They have a *bag of holding* to store as much treasure as possible before they escape by water again. The spy has **Stealth +4**, but gains **advantage on Stealth checks** while under water unless the party explicitly states that they're watching for threats below the surface.

The small boats along the dock can be occupied by two Medium creatures at a time. They have **AC 11**, 10 hp. Anyone standing on a boat when it is reduced to 0 hp falls into the water.

## 3. THE RIGHT TREASURY SHIP

There are six crates of gp and sp (high value) from the company treasury on this ship. **Company employees** (four **commoners**) are on board but do not risk their lives to guard the treasure. They're not paid well enough.

## 4. DRAKE DOCK

At the start of the fourth round of combat, **Skrap** (a **ratfolk** ♦) will leap from the water onto this dock, with a **kelp drake** ♦ close behind him. Skrap had been planning to lure a drake into the city as vengeance for his peoples' treatment. He was also planning on using the commotion to steal some of the treasury, but that was just a bonus. The drake destroyed his dinghy and nearly devoured him, but his plan worked.

The kelp drake begins attacking everything in sight. On its arrival, other would-be-thieves assaulted by it turn their focus upon it unless attacked by a creature other than the drake after it arrives. The Madarai spies (**Areas 2 and 5**) gain **advantage on Stealth checks** while the drake causes its ruckus unless someone is specifically stating that they're not watching the drake.

## 5. THE LEFT DOCK

Another **spy** with the same equipment and goals as the one in **Area 2** emerges from the water on this dock, attempting to steal from the treasury in **Area 6**.

## 6. THE LEFT TREASURY SHIP

There are 12 crates of gp and sp (extraordinarily high value) on this ship. The six **employees (commoners)** here behave the same as their fellows in **Area 3**.

## AFTERMATH

The Feignar Trading Company keeps its word and pays the party in proportion to the crates still remaining on the ships: 25 gp per crate. Subject to the GM's discretion, the company may be smuggling something more malign into the city. If the party is moved by Skrap's desperation and elects to side with the ratfolk and distribute the company's wealth among the downtrodden and marginalized, they make friends for life of the ratfolk populace, but also incur the enmity of a mighty trading conglomerate...



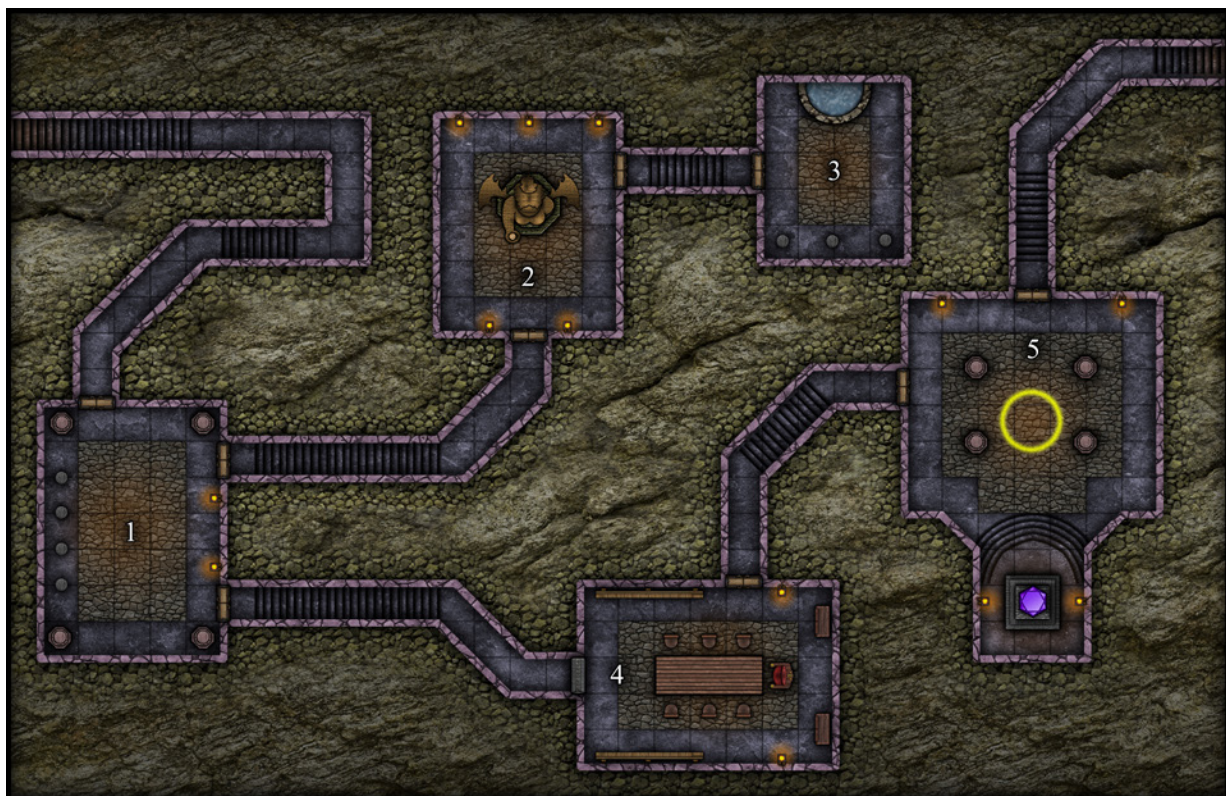


4

Characters

Level  
6

Urban



Justin Andrew Mason

## School of the Devil Style

CLAIRE STRICKLIN

The Royal Academy of the Arcane was not meant to be a party school. The prestigious institution has a famously high dropout rate, and multitudes of disgraced young nobles have departed in shame, unable to earn their robe and wizard's hat. Yet despite this reputation for academic rigor, the denizens of Halfway House remain unrepentant delinquents. The all-halfing fraternal order have been known to throw some truly legendary ragers, and the hillside of Halfway House is often seen festooned with the unconscious forms of inebriated students. Now, one week before final exams, the halfing's warren is quiet. Prefects sent to investigate have gone missing, and the students will not answer their professors' *sending* spells. Clearly, something has gone horribly awry in Halfway House. The time has come to summon outside assistance.

### BACKGROUND

**Horwick Bellbreed III**, president of Halfway House, recently came to a horrible realization. He isn't going to graduate. Desperation followed this dread epiphany, driving Horwick to do the unthinkable: pay a visit to the library. Seeking some shortcut to fake his way through exams, the frantic halfing soon discovered an ancient scroll written in a foreign tongue. It promised untold power, offering a 'demon tutor' and 'the pinnacle of the Art.' While Bellbreed was uncertain of his translation, he felt confident that he could reproduce the scroll's summoning diagram. With

a fiendish tutor at his command, there was no way he could fail! Unfortunately for Horwick, a better translation for 'tutor' was 'sensei,' and a better translation for 'demon' was 'oni.'

### 1. PARTY GAMES

As the heroes descend the stairs into Halfway House, they can hear the sounds of raucous shouting and rhythmic chanting from **Area 1**. A character succeeding on a **DC 13 Wisdom (Insight) check** realizes that these are not the sounds of drunken revelry, but of ritualistic combat.

Under the influence of the devil bound in **Area 5**, the residents of Halfway House have abandoned their arcane studies in favor of martial arts training. They are in the midst of a tournament when the heroes arrive, and a large pile of unconscious losers from previous rounds lie in the northeast corner of this common-turned dojo, along with a pair of bound and gagged prefects.

The conscious members of Halfway House are quite mad, driven to bloodlust by the unnatural influence of their sensei. These halfings call for the characters to join their tournament, but are more than willing to attack en masse if the party refuses to play along. At the moment, there are six **underclassmen (void cultists)** and two **upperclassmen (berserkers)** still participating in the tournament. Their special abilities should be described as supernatural martial arts techniques rather than deformities or spells.

## 2. SHRINE OF THE MASTER

The bunkbeds in this dormitory have been smashed and repurposed, their lumber lashed together into an unsettling effigy. A **DC 15 Intelligence (Arcana) check** correctly identifies the creature depicted as a **barbed devil**, though her dress (a kimono made from torn bedsheets) may represent an unfamiliar fashion depending on the characters' origins.

A table with a small bell stands before the effigy. Anyone who rings the bell feels a compulsion to ask for the effigy's blessing. Any creature who fails to do so bursts into flames upon entering **Area 3**, taking 5 (1d10) fire damage at the start of each of its turns until it takes an action to douse the fire.

Buried among the unused scraps of lumber in this room are a number of student notebooks. A **DC 13 Intelligence (Investigation) check** reveals scrolls of the cantrips **fire bolt**, **mending**, **prestidigitation** and the 1st-level spells **burning hands**, **mage armor**, **shield**, while a **DC 16 check** also reveals a **spell scroll of darkness** among the discarded tomes.

## 3. BATHROOM BAPTISM

Once a palatial washroom, this chamber has been transformed into a meditation chamber. Its lavatory stalls have been disassembled, and the permanent **create water** effect that once offered Halfway House residents running water now resembles a waterfall. It cascades down the chamber's northern wall before draining into the grates at the room's southern end.

When the heroes arrive, one student sits beneath the deluge, legs crossed and eyes closed in meditation. Another rises to face the intruders. This is **Horwick Bellbreed III**, now the favored disciple of the oni in **Area 5**. He has learned a great deal of 'the Art' since summoning his tutor, and is now a fully fledged **oni initiate**.

**Oni Initiates** use **gladiator** stats, but have 84 hit points, add **Acrobatics +5**, replace *Spear* with

**Unarmed Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 +4) bludgeoning damage.

Replace all features except *Multiattack* with:

**Oni Fire (1/day).** The oni initiate wreathes its hands in infernal fire. It deals an additional 2d6 fire damage with its *Unarmed Strikes* and *Flurry of Blows* for 1 minute.

**Flurry of Blows (Recharge 5–6).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage, and the target suffers one of the following effects of the initiate's choice: The target must make a **DC 15 Dexterity saving throw**, or be knocked prone. The target must make a **DC 15 Strength saving throw** or be moved up to 15 ft. in a direction of the initiate's choosing. Regardless of choice, a target failing a saving throw can't use reactions until the end of its next turn.

**Frat-Boy Fury.** While under the effects of *Oni Fire*, the initiate can use its bonus action to burp a gas of highly flammable alcohol at their flaming hands. Each creature in a 15-foot cone, including the initiate, must make a **DC 15 Dexterity saving**

**throw**, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one. This ignites flammable objects not worn or carried and ends the *Oni Fire* prematurely.

1d2 rounds after combat begins, Horwick's vice president rises from his meditation and joins the fray, his graduation to **oni initiate** complete.

Note that, unlike the common room in **Area 1** and the high-ceilinged dormitory in **Area 2**, this chamber is built to accommodate halfling students. Medium-sized creatures follow the rules for squeezing into a smaller space.


## 4. AN UNHEALTHY HEALTHY DIET

Once well-stocked with delicious foods of all kinds, the Halfway House kitchens are in a sorry state. Ales, cakes, and rounds of cheese lie discarded in the trash. The dining table now holds only crusts of bread and glasses of clean water: the spartan fare of monks in training. Perhaps more interesting than the food, however, are the spices.

In place of salt and pepper, the shakers on the table now hold flakes of **assassin's blood**. The poison is part of an acolyte's training, intended to inure the mind and body to discomfort on the road to physical perfection. A **DC 15 Wisdom (Perception) check** reveals six doses of the musty-smelling substance.

Like **Area 3**, this room also follows the rules for squeezing into a smaller space.

## 5. THE MASTER'S TRAINING

This chamber still serves its original purpose: a space for students to practice their skills. However, the nature of those skills has changed considerably. At the heart of the chamber is the summoning circle that Horwick inscribed last week. Bound within the summoning circle is the cause of Halfway House's transformation: the oni who has taken on these halflings as her pupils. This malevolent creature is currently demonstrating a number of katas to four underclassmen (**void cultists** .

When the heroes arrive, she possesses one of these young halflings, who then gains the statistics and abilities of a **barbed devil** as if they had used the *polymorph* spell to turn into one. When that host is reduced to zero hit points, it falls unconscious, and the process repeats with the nearest conscious underclassmen on initiative count 20, losing ties.

Once the halflings are defeated, the nigh-invincible oni-sensei offers to take on one or more of the heroes as her student, imparting the **oni initiate's** *Oni Fire* feature in exchange for an unspecified debt of service. Either way, she admits to a growing dissatisfaction with her students, and correctly surmises that marring the chalk of her summoning circle will free her to return to her native plane. A **DC 15 Intelligence (Religion) or (Arcana) check** confirms this. When this happens, the surviving students return to their senses, their madness dispelled.





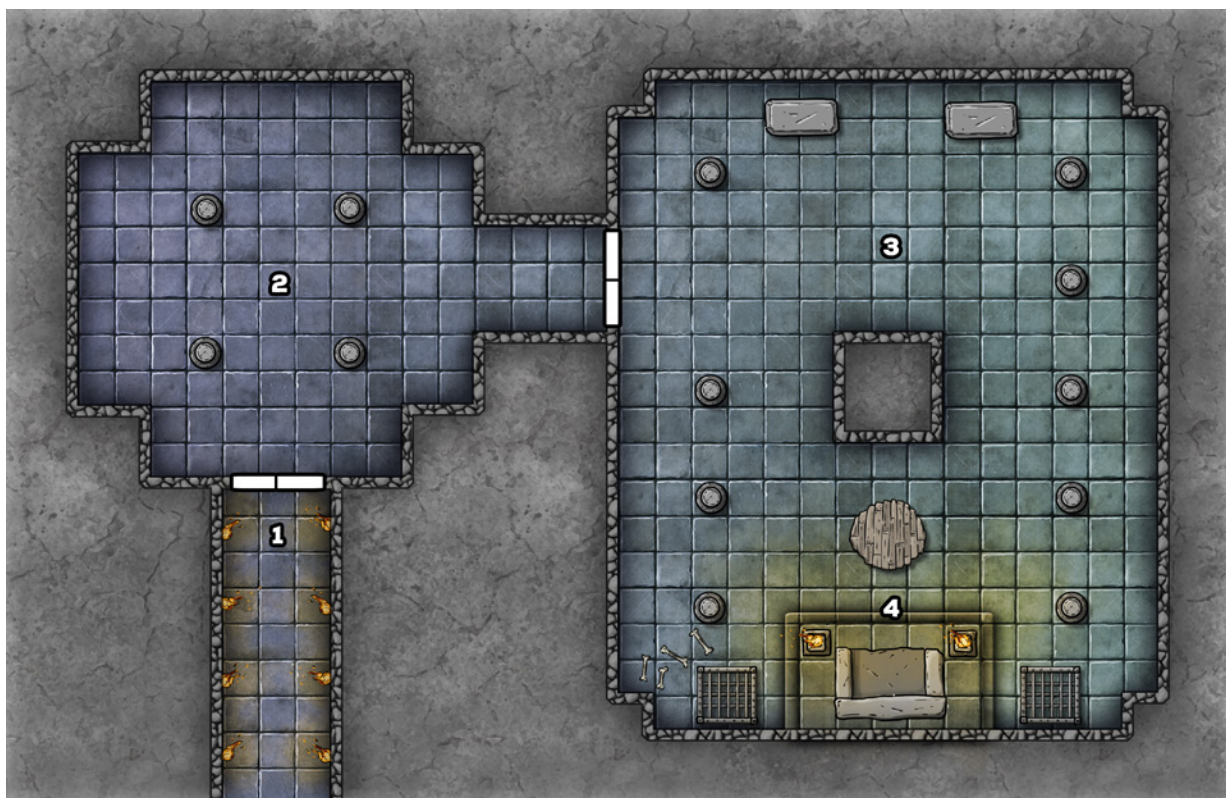
3-5  
Characters



Levels  
10-12



Dungeon



Tommi Salama

## Golemancer's Gauntlet

THILO GRAF, ROBYN NIX

**Z**arastra the golemancer has been unleashing her vile creations into the nearby countryside. Her strange constructs have been pillaging local villages, stealing goods and living creatures and taking them back to her lair, fueling the ambitions of the “Golem-Hearted”. The party has been tasked with bringing the golemancer to the local constable, but the constable understands that sometimes these issues get messy. Bringing in the golemancer alive or providing proof of her demise to the constable nets each party member a bounty of 1,000 gp.

**Golemancer Design.** All constructs under Zarastra’s command are laced with advanced golemwork-circuitry. This makes them absorb lightning damage. Instead of taking lightning damage, the constructs heal the amount of lightning damage they would usually take. If the party examines a construct closely, they may understand the effect with a **DC 18 Intelligence (Arcana) check**. Seeing a construct heal itself thus makes the effect obvious.

**Alert.** Zarastra’s lair is in a *Dormant* state at the start of the adventure. This means that all constructs except those with *Guardian Design* are dormant and do not attack unless attacked first. Additionally, the *Lightning Pillars* are not active while the complex is *Dormant*. The complex resumes its *Dormant* state after 8 hours in *Alert* state have elapsed. Zarastra replaces destroyed constructs within 8 hours.

### APPROACHING THE GOLEMANCER’S LAIR

The golemancer has set her lair up to serve as a gauntlet of punishment should anyone try to come and thwart her plans. Before entering the lair, the party has to pass by two **animated armors** guarding the entrance. The armors’ helmets are shaped like unblinking, metal eyeballs due to their *Guardian Design*, and as such have **passive Perception 16**. The hands of the guards include a key-like, sixth finger that opens the door in **Area 1**.

**Guardian Design.** Designed to be a guardian, this construct has **Wisdom 18 (+4)** and **proficiency in Wisdom (Perception)**. If a creature or object with *Guardian Design* notices the party, Zarastra knows, and the lair goes into *Alert* state. Eliminating the creature without being noticed or bypassing it prevents an *Alert* state.

### INSIDE THE GOLEMANCER’S LAIR

The lair itself is built into rocky terrain and the interior walls are made of carved stone. It is well lit. The golemancer has charged all pillars inside her lair with cackling lightning. This energy powers the compound and is dangerous while the complex is on *Alert*. With a **DC 16 Intelligence (Arcana) check**, a character can also discern that this energy is beneficial to Zarastra’s constructs.

**Lightning Pillars.** If the complex is *Dormant*, the pillars are harmless. However, if the complex is on *Alert*, any creature that comes within 5 ft. of a pillar must make a **DC 16 Dexterity saving**



**throw**, taking 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one. Throwing at least 2 lb. worth of metal, such as a metal weapon or clump of ore at a column can also discharge it. A creature with the *Golemancer Design* feature (all of Zarastra's constructs) that has maximum hit points and is hit by a *Lightning Pillar*, or that is healed to maximum hit points by a pillar, is also affected by *haste* until the end of its next turn.

After a pillar has discharged this energy, it cannot do so again until 5 minutes have passed, or until it has taken at least 10 lightning damage in a single round, which immediately recharges it. All pillars as shown on the map for the lair are *Lightning Pillars*.

## 1. ENTRY HALL

The entry hall ends with a solid iron double door on its northern wall.

**Iron Doors.** The enchanted iron doors each have **AC 19**, a damage threshold of 5, and 28 hit points. The locking mechanism can be picked with a successful **DC 18 Dexterity check** made with thieves' tools. The fingers of the animated armors with *Guardian Design* can be used to open the doors. A **DC 16 Intelligence (Arcana) check** or examination with *detect magic* show that opening the door without the proper keys triggers some magic inside; this cannot be prevented from outside. Opening the doors without the key fingers triggers the *Alert* state.

## 2. GOLEM CHAMBER

**Spy-Chandelier.** This room is lit by a magically-powered chandelier that hangs from the center of the 20-ft.-high ceiling, right where the "2" is on the map. The light from the chandelier provides bright light for the entire room. A **DC 16 Wisdom (Perception) check**, made with advantage if adventurers look up, notices a metal eyeball orbiting clockwise the chandelier on a circular track. The eyeball can see invisible creatures and looks at one quarter of the room, starting with the NW-corner when the party enters. It looks for intruders as though it had *Guardian Design*, has **passive Perception 16 (sight only)**, and moves and looks at the next corner (NW, NE, SE, SW) on **initiative count 10**. All four pillars in this room act as *Lightning Pillars* and provide potential cover from the eyeball's gaze. A ranged attack with a weapon capable of jamming or destroying the track (**AC 20, 15 hit points**) or otherwise clever idea to jam the eyeball's movement should be rewarded.

There are one **bronze golem** and three **shard swarms** here, harmless if the complex is *Dormant*, hostile otherwise.

## 3. CHAMBER OF THE GOLEMANCER

In the northern area are two disused stone altars, with a **shield guardian** with *Guardian Design* (**passive Perception 17**), standing between them, looking south. Zarastra wears the control amulet and has stored a *lightning*

*bolt* inside the amulet. Whenever she chooses to, she can cast the spell from the location of the shield guardian, as per its *Spell Storing* feature. Note that this can recharge the pillars.

Combat in **Area 3** automatically alerts all creatures in **Area 4** and vice versa.

**Dynamo-Column.** A large square stone column in the center of this room serves as a support for holding up the 20-ft.-high roof and holds the core of the complex' machinery. If the GM desires, this could hold an escape route for Zarastra.

Whenever a *Lightning Pillar* is discharged in this room, a **storm spirit** is released from the *Dynamo Column* and joins the battle, fighting for the golemancer. These spirits can also recharge the *Lightning Pillars* with their *Shocking Bolt* and *Tempest*.

**GM Note.** The ability to spawn storm spirits can make this combat spiral out of control quickly. Limit the spawning to one spirit per pillar to decrease difficulty, if required.

## 4. ALTAR

The wooden table holds a variety of common mechanical and surgical tools. On a raised dais, the golemancer has assembled esoteric items used in the creation of her magical constructs. There are two cages flanking the dais, storing prisoners whose souls she uses to bring her constructs to life; to Zarastra, an eternity as her construct-servant is worth a bit of suffering and loss of free will. Zarastra has the keys to the cages, which can also be opened with a **DC 15 Dexterity check** made with thieves' tools.

Zarastra is a **mage** with the following adjustments:

- She has 45 (10d8) hit points.
- She is wearing a shield guardian amulet. It (and the cage keys) can be stolen with a **DC 12 Dexterity (Sleight of Hand) check** each if the complex isn't in *Alert* state. Holding the amulet nets control of the **shield guardian** in **Area 3**.
- **Golem Heart.** Zarastra has replaced her heart with a golem engine. She has advantage on saving throws against spells and other magical effects and is absorbs lightning damage as per *Golemancer Design*. Additionally, she can use her bonus action to change the damage type dealt by any of her spells to lightning damage. If she is killed, an electrical likeness of her flies into the *Dynamo-Column* in **Area 3**. Knocking her unconscious does not trigger this.

**Treasure.** If the party searches the area after fighting or detaining the golemancer, a cabinet built into the southern dais can be found with a successful **DC 14 Intelligence (Investigation) check**. Inside the cabinet are an *animated shield*, two *potions of greater healing*, and a pile of coins containing 370 gp, 112 sp, and 93 cp.

**GM Note.** Infiltrating the complex without triggering the *Alert* state and/or securing Zarastra alive should have benefits for the party in future adventures.

