



The Clockwork Queen

M.T. BLACK

INTRODUCTION

The Clockwork Queen is a Dungeons & Dragons adventure designed to be completed in about 3–5 hours of play. The combat encounters have been calculated to present a tough challenge to four characters of 3rd level—that is, APL (average party level) is 3. Information is supplied in the text explaining how to scale the encounters to APL 4 or APL 5. Statistics for new monsters are provided near the end of this document.

Not every loose end is tied up in the following text, nor every possible reaction accounted for. Be ready to improvise, and do so with confidence! Unless stated otherwise, assume NPCs have the stats of a commoner.

The adventure comprises three chapters.

- **Chapter 1, The Dame of Dirt:** The party meet Brinley Silverthorn, a successful miner known as the Dame of Dirt. Her husband, Xander, has been kidnapped by the Clockwork Queen, and she wants him rescued.
- **Chapter 2, The Clockwork Queen:** The party scale an ever-changing clockwork tower full of mechanical mayhem, searching for Xander.
- **Chapter 3, Sibling Strife:** The party confront the Clockwork Queen in her penthouse suite, and make a surprising discovery.

CREDITS & LEGALS

Design • Remley Farr & M.T. Black

Cartography • Remley Farr

Graphic Design & Layout • Liz Courts

Proofing • Ken Carcas

Playtesting

Daniel Norton, Maria Meike Monet, Scott Cook, Marcus Quoyeser, Ward Sampson III, Celeste Sampson, Ward Sampson IV, Brian Frederick, George Parker, Joshua Parker, Patrick West, Kristina West, Connor Lindsey

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CHAPTER 1: THE DAME OF DIRT

The adventure begins in Neverwinter, a bustling city on the Sword Coast. An acquaintance informs the party that a lucrative opportunity is to be had at a shop known as the “Dame of Dirt”, in the south part of the city.

ELEVATOR ANXIETY

Assuming the party go to the shop, they see the following:

An old kobold—he looks like he’ll die any day—is waving a shaker board back and forth. The sign says, “ORE EXCHANGE.”

Behind the kobold is an enormous wooden shop. Above the door is a wooden model of a bugbear wielding a pickaxe, and rocky letters beneath spell out, “THE DAME OF DIRT.”

The pickaxe moves back and forth jerkily, as though the bugbear is swinging it.

Through two large open doors, you can see the interior of the shop has been stripped bare. In the middle of the dirt floor is a mineshaft, over which is suspended a rickety wooden platform with a rail fence.

The kobold with the sign squints at you, coughs, and points at the platform.

The kobold is mute. The moving sign is animated via a clockwork mechanism.

The platform hanging over the mineshaft is an elevator. Ropes tied to each corner loop up through a large pulley, and then back down in to the mineshaft.

There is a dial affixed to one rail showing the numbers 0 to 300 in steps of 10. A wooden hand rests on the number 300. Next to the dial is a lever with three positions: STOP, SLOW and FAST. It is currently on STOP.

If the party moves the lever to SLOW, the elevator will begin descending at a rate of 10’ per second, with the hand tracking the elevation. Count down the distance aloud, “300, 290, 280...”

If at any time during the countdown the PCs want to do anything, simply stop, resolve the action, then resume counting.

If the PCs get impatient and move the lever to FAST, the elevator will begin dropping at 20’ per second. Now count down in increments of 20, and have your voice rise to a crescendo as you approach 0.

If the PCs try to move the lever back to SLOW, they will find this is very difficult to do, and requires a DC 15 Strength check.

If the elevator is set to FAST when it hits the bottom of the shaft, everyone onboard suffers 2d6 bludgeoning damage.

SEX AND SABOTAGE

You emerge from the elevator shaft into an enormous cavern, with mineshafts poking through every available surface. The smell of fresh earth hangs heavily in the air.

A small army of kobold miners rush back and forth, paying no attention to you at all.

Toward the back of the cavern you see a



wooden office with the word “Proprietor” above the door.

At this point, the party will notice the elevator is powered by a **bulette** (MM p34) caged in a large running wheel. Anyone with mining knowledge will observe that iron, copper, and nickel are being mined in the caverns.

If the party knock on the office door, a female voice loudly says, “Enter!”.

This small office contains an oversized cedar desk, a few small chairs, and an empty bookshelf. A clay statue, still wet, stands in the corner. It is roughly 10’ tall and depicts a male dragonborn striking an aristocratic pose.

Behind the desk is a large woman with dark braided hair and stone gray skin. She looks up and her frown turns to a smile—

“Ah, some adventurers! Please, take a seat! I have QUITE the business opportunity for you!”

Her name is **Brynlee Silverthorn**, a highly successful miner known around Neverwinter as the “Dame of Dirt”. Anyone making a **DC 10 Nature check** will identify her as an **earth genasi**. If they roll **15 or higher**, they will discern she also has some human ancestry.

She says—

“Where to start...?”

“I suppose you’ve heard of the Clockwork Queen, Neverwinter’s greatest artificer? No? Ha—wait till I tell her that!

“Anyway, the Clockwork [expletive] (that’s my little name for her) used to be a close personal acquaintance of mine. It was a good partnership. I’d supply her with the very best metal for her creations, and she supplied me with a small army of clockwork miners which were, I admit, quite remarkable.”

Brynlee will then tell the party:

- At some point, they had a falling out. Brynlee vaguely insists the Clockwork Queen was at fault.
- They have been feuding for several years now, committing petty acts of vandalism against each other, such as defaming signs, forging order forms, and so on.
- Brynlee hired a dragonborn spy named Xander to assist her industrial espionage. He is the one depicted in the status.
- Using her geological knowledge, Brynlee discovered a secret underground entrance into the tower of the Clockwork Queen. Xander used this to enter the Queen’s factory when spying.
- Brynlee eventually fell in love with the dashing Xander, and they married.

Brynlee says:

“The Clockwork [expletive] was very jealous when she found out about my marriage! It was delicious!

“But she couldn’t let me be happy—she never could. A week ago, Xander went on one of his raids and never returned.



Then I received a note from the Clockwork [expletive] telling me she has him prisoner, and threatening to hurt him if I do anything about it.

“All my life she has taken every good thing of mine. Now she has taken my husband! But he is mine! Mine!”

If the party wishes to see the letter, Brynlee reads them this note:

Dear Brynlee,

Your husband, Xander, is no longer yours. I suppose you could call him my prisoner—but don't worry, he is being well taken care of.

Stop your stupid acts of sabotage, stay away from my tower, and all will be well.

—Regards, Tereene

PROFITABLE PROPOSAL

Brynlee offers the party **1000 gp** to help retrieve her husband, Xander, from the tower of the Clockwork Queen. A direct assault is difficult as the tower is highly unusual, with floors and corridors in constant motion (see “The Tower” in **CHAPTER 2**).

However, Brynlee knows a secret. In the penthouse floor of the tower is a large red “emergency shutdown” switch that will halt all mechanical activity in the tower, and open the fire escape.

If the party can penetrate the tower, find their way to the penthouse, and hit the shutdown switch, Brynlee can charge up the fire escape with “her boys” and free Xander.

Brynlee then asks, “Do we have a deal?” She is willing to negotiate, but won't go higher than 1100 gp. She will answer questions the PCs have, but will do so impatiently.

If the party look like they are reluctant to take the job, she will grow aggressive and threatening. She will, however, let them leave if they finally refuse. If this happens, the adventure is over.

POODRAGS

If the party accept the mission, they will notice that the old kobold from the shop entrance has quietly joined them in the room.

His name is **Poodrags**, and he is a kobold laborer who has lived into his venerable thirties (quite an achievement for his species). Brinley says:

“Don't worry about Poodrags, here. He doesn't bite—he has no teeth! Haha!”

“But seriously, he will be able to guide you down through the tunnels that will take you under the clockwork tower. He used to accompany me into the tower in the old days, so he knows his way around there.

“He's also remarkably stealthy, though a little slower since the gout took hold. Also, some of her infernal devices are designed to detect living creatures. They never could see Poodrags—maybe because he is so close to death!”

“He doesn't talk much anymore, but usually does what he's told. Poodrags, take these



people down shaft C47, turn left into L32...”
She rattles off a string of instructions.

“Best of luck to you all! By the way, if you decide to do a bit of damage on your way up the tower, I shan’t mind at all. There might even be a bonus in it for you.

“And the Clockwork [expletive] is loaded, and has cheated me out of plenty over the years. So, I wouldn’t feel guilty about liberating anything valuable you see lying around.”

“Please shut the door on the way out.”

Treat Poodrags like any other kobold, though his speed is reduced to 20’ and he can only take one standard action per turn. He also has blindsight 60ft.

RIVER RUIN

Poodrags will lead them through a baffling maze of tunnels. They finally come to an underground stream with a large canoe pulled up onto the bank. There are enough paddles for everyone in the party. The canoe leaks quite badly, and party will need to bail it out somehow as they go.

The tunnel branches at several points, but Poodrags guides them each time. After about an hour of steady paddling, they come to an area where two fast flowing tributaries join the river at the same place that the tunnel narrows. This creates swirling, choppy conditions in the river. Adding to the difficulties, there are several exposed rocks about!

The party need to make an extended skill check to navigate this section of the river safely. They need to

make a **DC 13 Athletics** group check (**PHB p175**) each round. If the group check succeeds three times before it fails twice, they safely pass through the difficult area.

If they fail the skill check, you will need to decide on the penalty. You might choose one of the following options:

- Everyone takes 1 level of exhaustion from paddling so hard against the rapids
- Everyone suffers 1d6 bludgeoning damage from slamming into the rocks
- The party loses a valuable item overboard
- You might also make up your own penalty.

INELEGANT ARRIVAL

An hour after the river challenge, the party arrive at the Clockwork Tower—specifically at the **FURNACE (C1)**. The underground river enters the Furnace room itself. However, there is a padlocked grill covering the river mouth. The party will need to pick the padlock (requires a **DC 15 Thieves Tools** check). The grill is a little old and rusty, so a **DC 12 Strength** group check will allow the party to pull it off its hinges.

Once the party have opened the grill, go to **CHAPTER 2: THE CLOCKWORK QUEEN**.

CHAPTER 2: THE CLOCKWORK QUEEN

THE CLOCKWORK TOWER Doors

The Clockwork Queen lives and works in the extraordinary Clockwork Tower. From the exterior, the Tower resembles a giant clock that has been turned inside out. It is constructed entirely from gleaming brass, with gears, levers, flies, hooks, ratchets, and barrels all moving in perfect synchronization.

Floors

The tower itself is made up of exactly nine floors. **THE FURNACE (C1)** is mostly underground and is fixed. **THE PENTHOUSE (C9)** is also fixed in place, and is at the top of the tower just beneath an enormous flip clock.

The remaining floors are all positioned on several enormous vertical threaded spinning axles—the axles pass right through each floor. Gears and breaks enable these floors to spin around and move up and down.

Clockwork Locks

The Clockwork Queen has designed special locks for her tower. They are clockwork based and consist of “triple tumblers”. Anyone attempting to pick these locks must make a series of **DC 14 Thieves Tools** checks. If they succeed three times before they fail twice, then the lock is opened. If not, the lock slams shut and the PC must make a **DC 15 Dexterity** save or suffer **1d4 slashing damage**.

The “triple tumbler” mechanism also means that these locks require three *knock* spells to open.

The Clockwork Queen believes that one-way traffic improves efficiency. Therefore, the doors in the tower can only be opened from one side. Once they are closed, they cannot be opened from the other side. They are secured with **CLOCKWORK LOCKS** (see above).

A clockwork spring closes a door automatically about a minute after it has been opened. The DM can decide how much force would be required to jam the door open.

Corridors

There are no fixed corridors joining the rooms. Rather, several moveable corridors are attached to large levers, which swing them into place as required.

Each floor has a single exit, and next to this exit are two buttons with icons representing the possible destination floors. When a button is pressed the two relevant floors reposition themselves, and then a lever swings the nearest corridor into place. The entire operation usually takes **1d4 rounds**, and is accompanied by a great deal of noise and vibration.

Part of the players’ exploration involves interpreting what the icons represent, then basing their advancement through the tower on their speculation.

As noted above, players can only leave by the exit doors—the incoming doors are one-way and cannot be re-opened once used.



Intercom

There is an intercom system in the tower, based on speaking tubes and mechanical amplifiers. There is a small cone hanging from the wall in each room.

Anything said into the cone will then be heard from large cones fixed to the ceilings in every other room in the tower.

Winding Stations

The mechanical creations in the tower all run by clockwork, and all require winding about once a day. Each room has a “winding station”, where the clockwork machines plug into a special interface and are rewound.

Breaking In

As mentioned in the previous chapter, the party will most likely enter the Clockwork Tower via the underground stream that flows through the **FURNACE (C1)**.

Alternate Break In

The PCs may wonder if they can break into the Clockwork Tower via some other route than the underground river. It would be very difficult. The door to the Furnace cannot be opened from the outside.

The only other level that touches the ground (occasionally) is the Warehouse—but it only descends briefly every week to load and unload goods. The PCs could possibly hide amongst some incoming raw materials and enter that way. They might also be able to scale the Clockwork Tower and enter one of the

levels that way—the DM will need to improvise these scenarios.

Security

The Clockwork Queen has a “security failsafe” called **Nimrod**, a highly-intelligent machine with a thorough understanding of the tower layout. Nimrod spends most of its time patrolling the tower—the only exception is an hour every evening spent in the **SECURITY HUB (C4)** rewinding.

Here’s how to control Nimrod. Roll a **d8** every time the party enters a new floor—the result tells you what floor number Nimrod is in.

If you roll the same number as the floor the party have just entered, Nimrod will be there and will say, “NIMROD—CONTACT ACHIEVED!”, before attacking.

If you roll within 1 floor of the current floor, Nimrod will say over the intercom, “NIMROD—PURSUIT MODE ENGAGED”. Otherwise Nimrod will say over the intercom, “NIMROD—PATROL MODE”.

You should make an additional roll if the PCs spend more than half an hour on a floor. If you roll the floor number in this instance, the door opens and Nimrod rolls in. Otherwise the above messages are relayed over the intercom system.

If Nimrod never shows up on their floor, you might choose to have him appear in the **OFFICE (C8)**, when the party get there.

When Nimrod shows up, you should hint to less experienced parties that he looks too tough to defeat, and that their best option is to run.

For APL 4, **2 clockwork guards** accompany Nimrod.

For APL 5, **4 clockwork guards** accompany Nimrod.

C1. Furnace

Heat blasts you in the face as your boat enters this underground furnace. A thick layer of steam fogs up the room, and you hear the river beneath you simmer.

Cast iron pipes weave all around the rocky enclosure and into the river. Through the haze, you can make out a team of strange clockwork creations shoveling coal into a giant furnace. Close by it, a huge boiler gurgles and whistles.

The furnace powers a large, crude steam engine which winds the underground mainspring that drives the entire tower. There is a pile of coal in the north-east corner of the room, which enters the room via a spiral chute above. There are **6 clockwork stokers** tending the furnace and boiler. There are also **4 steam mephits** hiding in the pipes.

For APL 4, add a **clockwork guard**.

For APL 5, add **4 clockwork guards**.

Hot Water

Touching a hot pipe deals **1d6 fire** damage. The overflow from the boiler is pumped into the river, so anyone entering the downstream portion will take **1d4 fire** damage.

Developments

Treat this entire area as being affected by a *fog cloud* spell due to the steam. The stokers won't notice the party immediately, and they will be easy to surprise.

It's possible that the party can sneak past them. If a stoker notices the party, however, it will say "Trespasser! Alert!" in a synthetic voice, and the mechanical creatures will attack.

The mephits will enter any fight 1 round after it starts. If the party successfully sneak past the stokers, the mephits will not attack, but will attempt to irritate the PCs, making noises from the mist and possibly trying to pick a pocket or two.

Exit

The exit is on the top wall. There are two buttons next to the door that control where the door will lead.



Door will lead to the **FACTORY (C2)**



Door will lead to the **STOCKADE (C3)**

C2. Factory

Two treaded tracks cross the entire length of the room. Several clockwork creatures wielding hammers, drills, cutters, and presses build parts and assemble various types of clockwork goods. A large clockwork machine crawls slowly along the ceiling.



It consists of a bewildering array of gears, rods, ratchets, levers, and wheels, all clicking away at high speed.

This is where the Clockwork Queen manufactures the clockwork devices that she sells to others (clocks, toys, tools, etc.). There are **6 clockwork machinists** assembling the devices on the tracks (which are closed loops—they don't pass through the walls). Raw materials are placed on one end of the line, and are removed at the other end as finished goods.

The machine mounted on the ceiling is the **clockwork overseer**, which is a sophisticated clockwork computer. It supervises and directs the work of the machinists, and it can move anywhere on the 15' high ceiling.

For APL 4, add a **clockwork guard**.

For APL 5, add **5 clockwork guards**.

Developments

If the overseer detects unknown life forms, it will say in a synthetic voice "Trespassers! Alert! Machinists, attack!". The machinists and the overseer will then attack the PCs. The machinists will keep attacking, even after the overseer is destroyed.

Exit

The exit is on the left wall. There are two buttons next to the door that control where the door will lead.



Door will lead to the **WAREHOUSE (C5)**



Door will lead to the **STOCKADE (C3)**

C3. Stockade

Several barred cages line a wall of this room, one of which is occupied by a clockwork humanoid. Against another wall sits a metal container, covered in warning labels.

This is where captives are kept. There is a log on a clipboard near one of the walls that lists the prisoners that have come in and out of the brig. If they examine the list, they will notice that Xander's name isn't in the log, hinting that he was never "captured."

Cages

Of the cages in the room, only one is occupied. It contains clockwork guard that repeats "GUARD THE VAULT. TERMINATE HUMANS," over and over. The guard will attack any living creature of roughly human size and shape that it can reach. It used to guard the vault door, but began malfunctioning a few days ago. It was placed here until the Clockwork Queen had time to look at it.

The cage is secured with a **clockwork lock** and only Nimrod has the key (see **SECURITY HUB (C5)**).

The rear armor plating on the guard's head has been removed. Anyone examining the head closely and making a **DC 18 Intelligence** check will find a *reset switch*. Pressing this *switch* causes the clockwork brain to reboot. After a few seconds, the guard will say, "I am **Guard 5**, and I am at your service. What are your orders?" It will then imprint on the first voice it hears, and will follow any orders given by that voice.

The guard's clockwork brain is very limited; it can follow simple orders ("Guard 5, go over there", "Guard 5, attack that creature" and so on). It has a small vocabulary. It knows the way to the vault (C7 → C4 → C6), but little else.

Metal Container

If the party approach the metal container (which is about eight feet long), a synthetic voice says "Warning! Danger within! Do not approach!". The container radiates heat, and is hot (but not burning) to the touch.

The container is secured with a **clockwork lock** and only Nimrod has the key (see **SECURITY HUB (C5)**).

Within the container is a **young white dragon (MM p101)** named Arctico, who is about twelve feet long from tip to tail. The underside of the lid is lined with glowing heating coils which keep the cold-natured dragon sedated.

The dragon will be fitfully sleeping unless someone disturbs it. If it is woken up and the lid is open, it will escape. Once free of the hot container, it will take 1d4 rounds to regain its composure, after which it will attack

anyone in sight. It will then tear through one of the doors and flee—but not before blasting the Clockwork Tower a few times with its breath weapon.

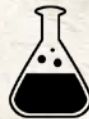
The party could conceivably befriend the dragon, though this would require several difficult **Persuasion** rolls.

Exit

The exit is on the left wall. There are two buttons next to the door that control where the door will lead.



Door will lead to the **FACTORY (C2)**



Door will lead to the **RESEARCH LAB (C7)**

C4. Security Hub

This spherical room is dark except for a few emergency lights. The floors and ceiling are covered in piping and wires, and a large glass square is mounted on the wall. There are moving images on the glass.

This is where the Clockwork Queen keeps Nimrod, her "security failsafe". This room is where it stays and rewinds when not in use.

The large screen on the wall is linked to Nimrod's visual sensors and shows whatever it sees. There are a couple of controls under the screen allowing the user to scroll and zoom the image.

When Nimrod is on a floor, it slowly moves around the entire floor, looking for anything that is out of place. If it enters a floor where the party have been, it will pick up and examine any evidence of their presence.

Exit

The exit is on the bottom left wall. There are two buttons next to the door that control where the door will lead.



Door will lead to the **FURNACE (C1)**



Door will lead to the **VAULT (C6)**

C5. Warehouse

Hundreds of crates are stacked together in this large warehouse. Squat, four-legged clockwork lifters scuttle all around the room, moving crates from one place to another using large metal jaws at the end of an extensible arm.

A large clockwork centipede is running laps around the room, piles of crates stacked on its flat, bronze back. The lifters deftly pull the crates on and off as required.

A complex clockwork machine crawls slowly along the ceiling, barking out orders to the lifters in a clipped, metallic voice.

Some of the crates contain raw resources, while others contain finished products. If the PCs open a crate, roll a d20 and consult this table.

Result Contents

1–10	Raw materials, such as sheets and rods of bronze and iron
11–19	Finished clockwork items such as toys, tools, and...clocks. Items are worth 10–30 gp each, but are bulky
20	Valuable raw materials such as gold and silver, worth 200 gp

There are so many crates here that anyone making a **stealth check** does so with *advantage*.

Altogether, there are **6 clockwork lifters**, but they only take directions from the overseer (see below) and so will not pay attention to the PCs initially.

The **clockwork overseer** on the ceiling is identical to that found in the **FACTORY (C2)**.

The centipede-like transport machine does not attack, and is only capable of running around the room. If any objects get in its way, it deftly steps around them.

For APL 4, add a **clockwork guard**.

For APL 5, add **4 clockwork guards**.

Developments

If the overseer spots the PCs, it will order the lifters to attack them. If the overseer is destroyed, the lifters will sit idly, unaware of what to do.



Exit

The exit is on the left wall. There are two buttons next to the door that control where the door will lead.



Door will head to the **SECURITY HUB (C4)**



Door will lead to the **STOCKADE (C3)**

Exit

The exit is on the left wall. There are two buttons next to the door that control where the door will lead.



Door will lead to the **LAB (C7)**



Door will lead to the **OFFICE (C8)**

C6. Vault

A large, steel door at the far side of the room is bedecked with a massive, spoked door handle.

Nimrod has the only key to this vault door, which is secured by a **clockwork lock**. Inside the vault are neatly stacked piles of gold coins—thousands of them!

This is all a ruse: there is no treasure behind the vault. The Clockwork Queen keeps her money in the bank like a civilized person. The vault is a trap set up by her to snag the thieves that occasionally enter her domain.

Developments

The gold coins are fake, and once someone enters the vault, the door will slam shut. The interior of the vault door is a **mimic**, which will attack whoever enters the vault. Killing the mimic causes the door to crumble away, but the mimic can only be attacked from inside the vault. The door can be forced open with a **DC 15 Strength** check.

C7. Research Lab

This room is full of half-built machines and robots. A large table dominates the center of the room, and it's covered in schematics, gears, and other equipment.

Two things catch your eye on the table; one is a long silver spear with a glittering tip, the other is a square brass box with a crystal dome on top.

A small clockwork lifter is organising the clutter into neat piles.

The lifter won't react to the party, its orders being to tidy up the lab. Unless the party are being quiet when they enter, a metallic voice will come from the brass box, saying, "Hello? Is that you, Tereene?"

Brain in a Box

The brass box is about 14" cubed and has a thick dome on top made of blue topaz. Anyone looking through the dome can faintly see a human brain within.

There is a metal grill on the front of the box. This is where the metallic voice comes from.

If the PCs talk to the box, they will hear a strange tale. The brain belongs to **Eleki Doomstaff**, who was once the Clockwork Queen's mentor. Eleki was dying of an incurable disease, so together they devised a scheme to preserve her brain and build a clockwork body for her.

Progress has been slow, with only the voice and hearing components created so far. The Clockwork Queen used to spend most of her time in the lab, so she and Eleki would talk all day. Recently, however, she has rarely been in the lab, and Eleki has been lonely.

To Be or Not To Be

Eleki has been doing some thinking about her own quality of life, and will attempt to engage the PCs in a "to be or not to be" discussion. At the end of the discussion, she will tell the PCs she would like to end her life, and will ask for their help. She can't ask the Clockwork Queen, as she would be heartbroken.

If the PCs decide to help Eleki die, they will find it a little difficult. The thick topaz dome protecting her brain is very strong—it has an AC of 20 and will require 15 points of damage to smash.

Eleki will cry out as they strike the dome and her brain is bumped about, but she will encourage them to keep going. Once the dome is smashed, they can easily kill the brain.

Strange Companion

Alternatively, the PCs may try to persuade Eleki to come with them. Her box is a little awkward to carry, but is not heavy. If she does join the party, she will bring a lot of knowledge and wisdom, and will prove to be a valuable travelling companion.

Silver Spear

If the PCs examine the silver spear, read the following:

This spear has a shiny, silver shaft with a glass point on the tip. Small sapphires dot the entire length. Two curly copper wires are attached to either side, with the wire ends terminating in two separate flasks—one filled with a silvery liquid, and the other with a brown liquid.

Searching through the schematics reveals plans for the spear—it is called the *Icewrath*. It is being constructed using a combination of arcane magic, alchemy and artificery.

Any magic user spending an hour reading the schematics and making a **DC 15 Arcana** check learns that the *Icewrath* is not quite finished. It needs to be plunged into the heart of an icy monster (such as a frost giant, white dragon, yeti, etc.)—at that point it will become enchanted. The wires and flasks need to remain connected during this operation for the enchantment to take hold. After that, they can be dispensed with.

Once the *Icewrath* has been enchanted, it deals normal damage plus **1d10 cold** damage.

Exit

The exit is on the bottom wall. There are two buttons next to the door that control where the door will lead:



Door will lead to the **WAREHOUSE (C5)**



Door will lead to the **SECURITY HUB (C4)**

C8. Office

This room contains several chairs and indoor plants. The ornately carved furniture, luxurious wallpaper, and soft carpet resemble the office of a wealthy merchant—a stark contrast to the rest of the highly-industrialized tower. There are two internal doors here, one labelled “Meeting Room” and the other labelled “Office”.

A simple clockwork machine is vacuuming the floor of this waiting room, but it will ignore the party. There is a clockwork coffee maker on a small table. Both internal doors are unlocked.

Office

This office is unoccupied, with business papers scattered on the desk. Any PC reading the reports and making a **DC 13 Intelligence** check will deduce that profits are around **10,000 gp monthly**—the Clockwork Queen is loaded! They will also find many documents with her

proper name on them: **Tereene Silverthorn**. Attentive players will note the surname.

There is an oil painting of Brynlee and another woman on the wall. They’re both much younger and smiling. The other woman has pale skin and fire-red hair.

There is a money pouch on the desk containing **200 gp**.

Meeting Room

The meeting room consists of a table and eight chairs.

Exit

The exit is on the left wall. There are two buttons next to the door that control where the door will lead:



Door will lead to the **PENTHOUSE**. Go to **CHAPTER 3: SIBLING STRIFE**.



Door will lead to the **RESEARCH LAB (C8)**.

CHAPTER 3: SIBLING STRIFE

THE PENTHOUSE

When the party enters the Penthouse, read the following—

The penthouse is an elegant room filled with exquisite paintings, luxurious tapestries, opulent furniture, and exotic antiques.

Indeed, the amount of wealth on display in this room would make a lord seem a pauper.

A lavishly dressed woman with pale skin and flaming red hair is striding back and forth angrily, with a male green dragonborn trying to keep up. Several clockwork guards flank them. These can only be the Clockwork Queen and Xander!

There are **7 clockwork guards** in the room. When the Clockwork Queen (whose name is Tereene) sees the party, read the following:

“Thieves in my tower! I have you at last!” she shouts, pointing a ring-tipped finger at you.

“Who sent you? Was it my fool of a sister?”

Tereene Silverthorn and Brynlee Silverthorn are sisters! They have the same human father, although Tereene’s mother was a fire genasi, while Brynlee’s mother was an earth genasi. As it happens, only Brynlee’s mother still lives.

It should be plain to the party that Xander is not actually a prisoner. If they talk to Tereene, she will tell the party that she caught Xander spying months ago, but let him go with a warning. He kept returning, however, and the two eventually fell in love.

Tereene sent Brynlee a letter explaining the situation, but Brynlee was too stubborn to accept the truth. She insisted that it was all lies and that Tereene was keeping Xander prisoner.

The Switch

Amid the regal adornments is a bright red switch labeled “EMERGENCY SHUTDOWN.” It is easy to spot, and anyone looking around the room carefully will notice it immediately.

If no-one makes any move to flip the switch, Poodrags (if he lives) will quietly walk over and flip it at a dramatically appropriate time (for example, if the party agrees to leave Tereene and Xander in peace).

This causes a grinding halt of all mechanical activity within the tower. At the same time, a hatch will fly open in the metal axel in the middle of the room.

This is the fire escape, and the stairs within lead to the ground. Go to **SISTER vs. SISTER** below.

Sister vs. Sister

If the shutdown switch is flipped, Tereene will cry out, “What have you done?”. About two minutes later they will hear the pounding of feet on the stairs in the fire escape well (the hatch cannot be closed).

After that, Brynlee will burst through the hatch with an army of **6 mud mephits** and a **lesser clay golem**. The golem is the clay structure of Xander that was in her office.

For APL 4, increase to **9 clockwork guards** and **8 mud mephits**.

For APL 5, increase to **14 clockwork guards** and **12 mud mephits**.

Brynlee will accuse Tereene of stealing her husband, refusing to see the truth even if Xander urges her to reconsider. A fight will break out: Brynlee's small army against the clockwork guards.

Brynlee, Tereene and Xander **will not personally fight**, but they will urge the party to join their side. The party must choose which sister they will fight for—either one will reward them for helping win the fight.

If the party attack either sister personally, the other one will scream out “What are you doing?!” and then both sisters will join forces to attack the party.

Running the Fight

You might find rolling the attacks for every creature in the fight to be tedious. If you wish, you may instead follow these guidelines:

- Every round a mud mephit is destroyed.
- Every second round a clockwork guard is destroyed.
- PC attacks are rolled as per normal.
- Whichever side the PCs attack will attack back—roll attacks against the PCs as per normal.
- After all the mud mephits are destroyed, revert to rolling all attack rolls normally.

Stay Neutral!

The party may, quite naturally, decide to stay neutral. If they don't join a side after a round, then creatures from both sides will decide they are enemies, and will begin taking pot shots at them.

Run Away!

The party might decide to leave the sisters to fight it out between themselves. The melee is taking place in front of the fire escape, so it will be difficult to go that way (though not impossible if they are willing to take some bruises).

If they flee the fight they will not be paid, obviously. It's also possible that an angry Tereene will confront them a few days later with her clay Xander in tow.

Other Rooms

The penthouse itself is divided into a lounge, a bedroom, and a small study. Perusing these rooms shows nothing out of the ordinary (besides filthy rich furnishings). If the PCs ransack these rooms, they will accumulate approximately **1500 gp** worth of loot.

Conclusion

If Brynlee is defeated, Tereene will tie her up and say, “We need to sort this out, sister.” Tereene will also negotiate a reasonable payout for the party (assuming they assisted her), before dismissing them.

If Tereene is defeated, Brynlee will have her bound in chains, and cackle, “At last! At last! I've a nice underground cell for you, sister!” She will also bind Xander, saying, “You've been brainwashed, my love—I'll soon have you mended.” She will then pay the PCs the agreed sum, and tell them she will no doubt use their services again.

And so the curtain will close on this sad scene, though the final act for the Silverthorn sisters is still to come—but that is another story...

NEW MONSTERS

CLOCKWORK GUARD

Guards are 7 feet tall and are roughly humanoid in shape, though rather spindly. Their two arms terminate in scimitar-like blades, and a third blade runs up the middle of their faces. They have the same statistics as a **tridrone** (MM p225), except they use their blades to attack (+3), each doing **1d6+1 slashing** damage.

CLOCKWORK MACHINIST

Machinists are about 5 feet high, and consist of a long, brass triple-jointed arm attached to a wheeled base. They can hold various tools in the multi-fingered appendage at the end of their arm. They are equipped with primitive sensors and a sophisticated, though limited, clockwork brain. They have the same statistics as a **duodrone** (MM p225), except they use their tool to make 2 attacks (+3), inflicting **1d6+1 bludgeoning** damage each time.

CLOCKWORK OVERSEER

The overseer is around 6 feet in diameter. It has a sophisticated sensor array and an advanced clockwork brain. It can speak and has a large vocabulary, but cannot be reasoned with. Use the statistics of a **quadrone** (MM p226). It has 4 spring-loaded rivet/nail guns which it uses to attack (+4), each inflicting **1d6+2 piercing** damage. The overseer has multiple eye pieces, giving it a passive perception of 18.

CLOCKWORK LIFTER

Lifters are about 8 feet high when fully extended. They consist of a squat base with 4 thick legs, and single extensible arm with a pair of gripping jaws on the end. They are equipped with primitive sensors and a rudimentary clockwork brain. They have the same statistics as a **monodrone** (MM p224), except they use their jaws to attack (+3), inflicting **1d4 piercing** damage.

CLOCKWORK STOKER

Stokers are about 4 feet high, and consist of a large metal scoop mounted on a pair of mechanical legs. They are equipped with primitive sensors and a rudimentary clockwork brain. They have the same statistics as a **monodrone** (MM p224), except they use their scoop to attack (+3), inflicting **1d4 bludgeoning** damage.

CLOCKWORK TRANSPORT

This centipede-like clockwork device is about 40 feet long and has a flat back for carrying freight. It has **AC 15** and **40 HP**, and will not retaliate in anyway if attacked.



LESSER CLAY GOLEM

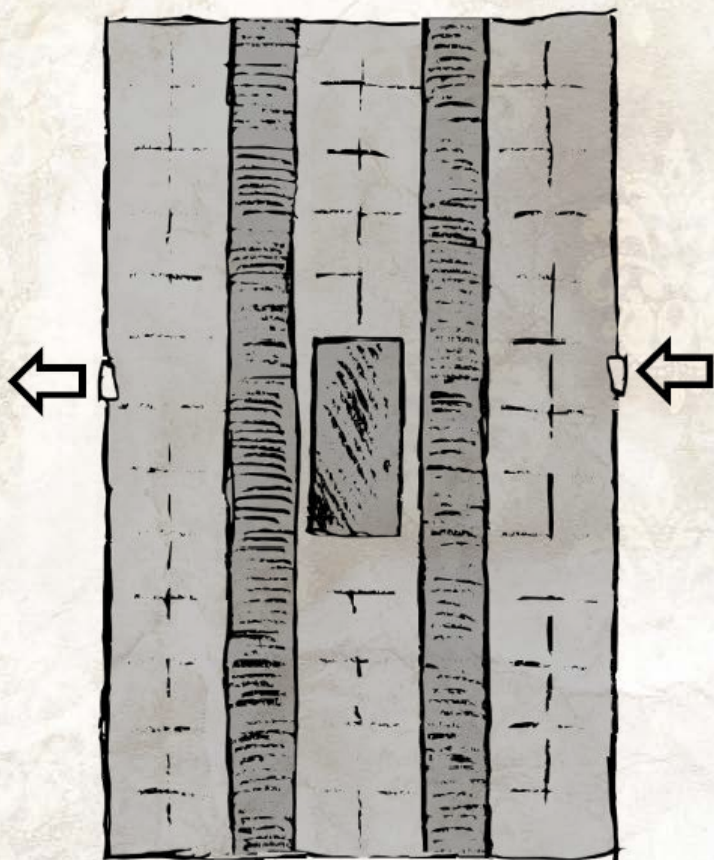
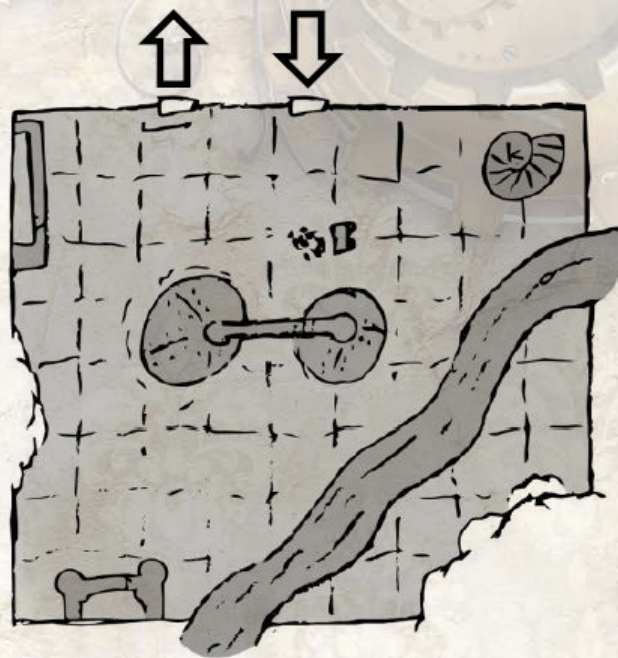
This roughly made creature is large but relatively weak. Use the statistics of a **gargoyle** (MM p140), except the golem makes two fist attacks (+4), inflicting **1d6+2 bludgeoning** damage. It also cannot fly.

NIMROD

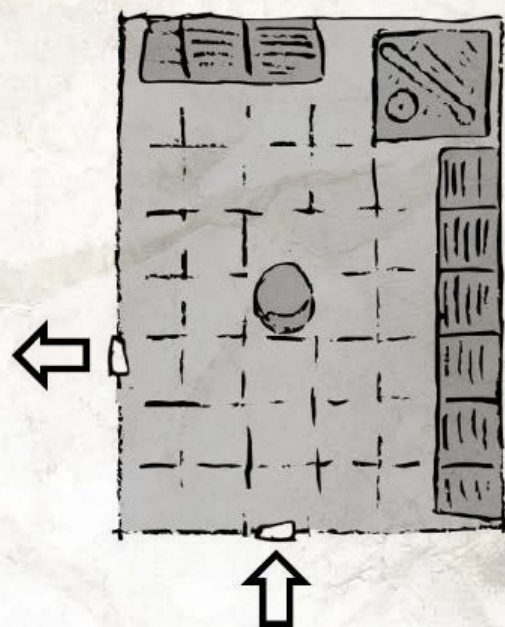
Appearance-wise, Nimrod is a mass of wires and clockwork arms that slinks in and out of tight places, snatching up intruders and dumping them in the **STOCKADE (C3)**. Use the **shambling mound** (MM p270) stats for Nimrod. It has a sophisticated clockwork brain and is capable of speech; but it is very single-minded about its task, and cannot be reasoned with.

MAPS

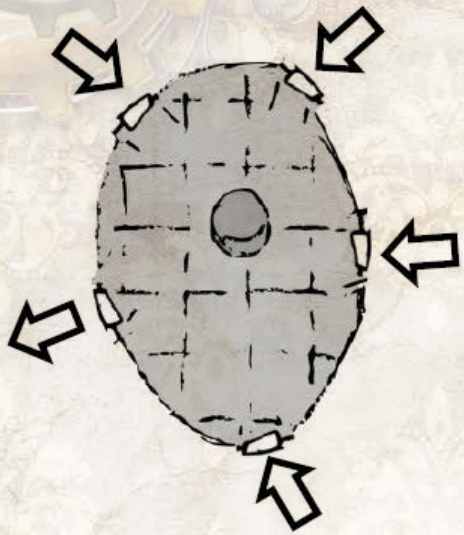
furnace (C1)



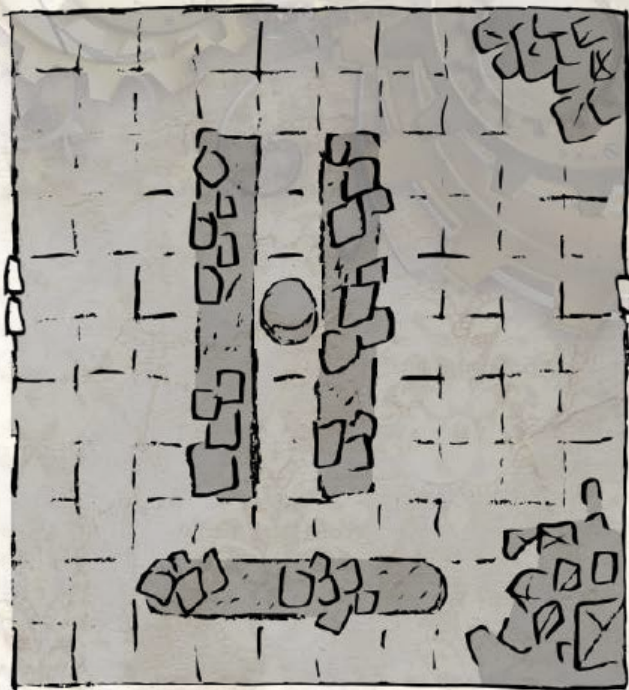
factory (C2)



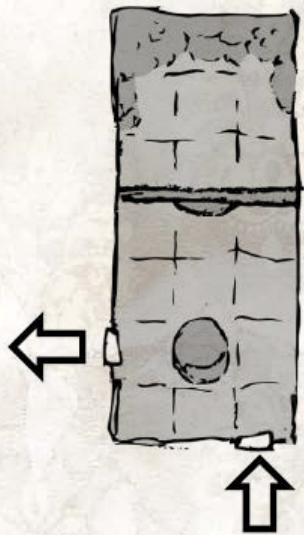
stockade (C3)



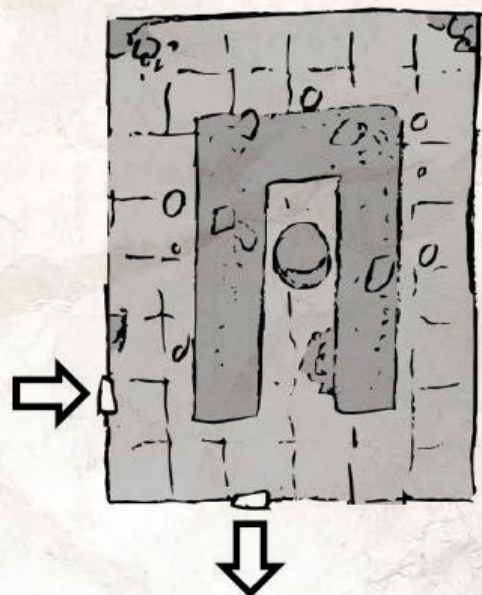
Security Hub (C4)



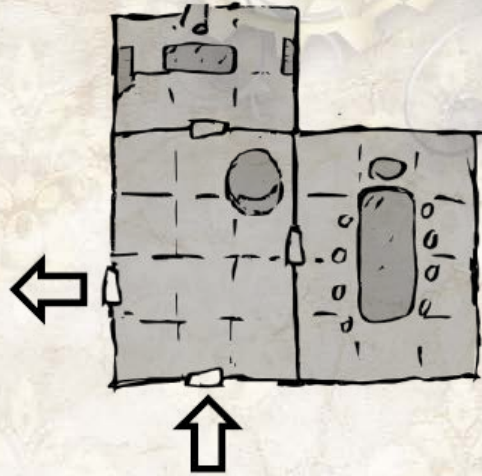
Warehouse (C5)



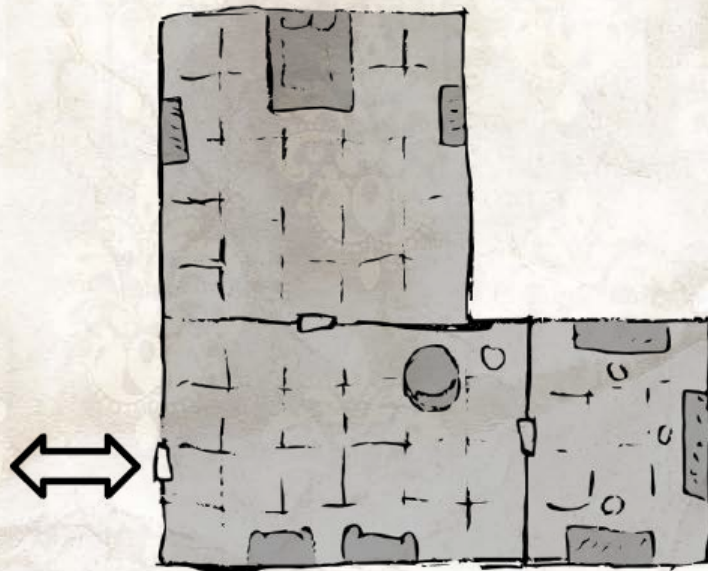
Vault (C6)



Lab (C7)

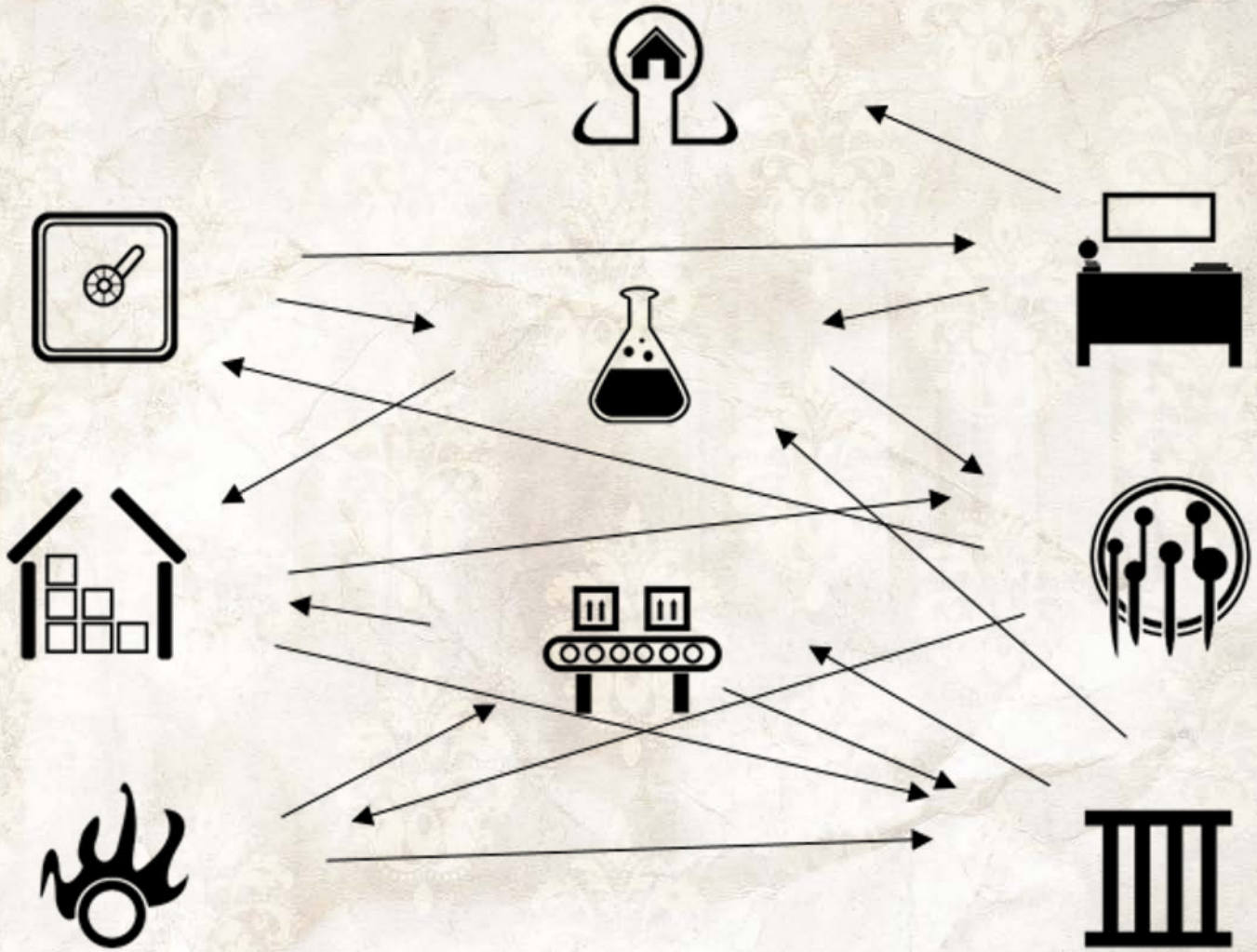


Office (C8)



Penthouse (C9)

LEVEL MAP



Start Here

