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CLOCKWORK CANAL

Clockwork Canal is an urban exploration encounter for four to five characters of any level. A rogue clockwork invention goes haywire and ends up in the canal. Statistics for creatures found within this encounter can be located in the **5th edition SRD**.

The street here runs near to a canal and is home to many craftsman and homes. Suddenly there is a loud crash, followed by several more and screams before something heavy splashes into the water.

DISCOVERY: CLOCKWORK KNIGHT

A gnomish tinkerer had been working on constructing a mechanical knight filled with gears and gizmos and powered by a thingamajig. This knight then went on a rampage bursting from the gnomes workshop and through the walls of several houses before finding its resting place at the bottom of the canal. When the players arrive on the scene they find evidence of the knight’s intrusion as several homes have been damaged and it all leads back to the gnomish tinkerer’s workshop. The tinkerer is fleeing the city post haste and intends on avoiding the authorities.

DISCOVERIES

There are several clues as to what happened here, as presented below. These can be discovered with a DC 10 Wisdom (Perception) check. To uncover detailed information about a specific Discovery, a character will need to succeed on a skill check as indicated in the table below.

URBAN DISCOVERY

It is recommended that the DM does not reveal the precise meaning of a Discovery as a result of a skill check. But instead, allow the players to come to their own conclusions, and don’t correct them.

Discovery	Skill Check (DC 13)	Revelation
Several people are pointing at a dark shape in the water.	DC 15 Intelligence (Investigation)	On closer inspection the shape resembles a suit of armour.
Debris leads away from the canal to several homes with a large humanoid shaped hole in their walls.	DC 15 Intelligence (Investigation) DC 15 Wisdom (Survival)	Whatever did this had to possess great strength and speed.
Large boot-shaped footprints lead from the homes to a workshop.	Intelligence (Investigation) Wisdom (Survival)	The footprints are irregular and clumsy.
The workshop appears in disarray and a still-warm cup sits on a bench.	Intelligence (Investigation)	The owner appears to have left in a hurry.

DEVELOPMENTS

Entering the workshop. The characters will find the workshop abandoned when they arrive but evidence of this place being used recently is everywhere. The characters will find a blueprint of a knight filled with cogs and gears and may even be able to use it to repair the non-functional clockwork knight (**animated armor**) if it is recovered from the canal.

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200XP

ANY
LEVEL