# Warbis Sparkcoil's Incredible Mechagnome

**W**arbis Sparkcoil's Incredible Mechagnome is a Fifth Edition adventure designed for **three to five 6th- to 8th-level characters** and is optimized for **four characters with an average party level (APL) of 7**. This adventure takes place in the DMDave Worlds' setting of Mystery Island but can easily be placed in any campaign setting that has gnomes, workshops, and big robots. The characters must infiltrate the laboratory of a dastardly gnome called Warbis Sparkcoil before he can complete his masterpiece—the mechagnome—or, failing that, enter the machine itself and take it down from the inside.

## Background

Warbis Sparkcoil is your average deep gnome: he enjoys long walks in the dark, tinkering with small magical constructs, and, of course, building terrifying weapons of mass destruction in his secret laboratory.

His latest creation, the mechagnome, is nearly complete. Once operational, Warbis plans to rid Mystery Island of its giant monsters, thereby establishing himself as its sole ruler. The resulting cataclysm from this titanic struggle would certainly destroy all life on the island, so it falls to a band of adventurers to infiltrate Warbis' lab and undo his creations.

## Adventure Hooks

The following plot hooks provide some possible ways for the characters to get involved in the adventure.

**Gnomish Intelligence.** An intelligence agency hires the characters to infiltrate Warbis' laboratory to figure out what he's building in there—and, if necessary, destroy it. The reward for performing this job is 1000 gp.

**Wanted: Warbis Sparkcoil!** Flyers around town are requesting brave adventurers apprehend Warbis Sparkcoil —dead or alive! Payment upon delivery is 1000 gp.

**Won't Someone Think of the (Monster) Children?** A concerned ex-employee of Warbis approaches the characters and begs them to stop Warbis from completing his mechagnome, so that the natural monsters on Mystery Island aren't exterminated. They'll pay the characters 1000 gp.

## Sparkcoil's Workshop

Sparkcoil's laboratory is located near the town of Crabcage. Because it is hidden underground, the only way to enter the facility is via an abandoned mineshaft. Once inside, the characters will have to contend with Sparkcoil's creations: mechanical, biological, and everything in between.

# Sparkcoil's Workshop

1 square = 5 feet

Up to
area 13

To abandoned
mine shaft

Exit

Exit

Down to
area 10

11

12

10

9

1

4

5

8

6

2

3

7

13

14

15

16

# General Features

Unless stated otherwise, the laboratory has the following features.

**Size and Dimensions.** Treat the ceilings within each area of the laboratory as being 10 feet high. If you are using the maps provided, treat each square as being 5 feet.

**Illumination.** Sparkcoil's laboratory is magically lit by light that we in the modern world would call fluorescent. Therefore, treat each area as having bright light unless specified otherwise.

**Locked Doors.** All doors in the laboratory are considered magically locked and can only be opened by succeeding on a DC 20 Dexterity check using thieves' tools. Alternatively, a character may attempt to force a locked door open by performing a DC 25 Strength (Athletics) check. Doors controlled by the lever system in area 5 can only be opened by moving the levers; any other mundane or magical attempts to open them fail.

# Areas of the Workshop

The following locations are keyed to the map of the Workshop on page 2.

## 1 - Entrance

An abandoned mineshaft leads to the center of the first floor of the facility. The area is empty. Any character with a passive Wisdom (Perception) score of 10 or better can hear faint rustling sounds emanating from the study room (area 2).

The shaft leads to a weak section of drywall separating this area from area 2. The drywall can be broken with weapons or tools over the course of 10 minutes.

## 2 - Study Room

This area contains Sparkcoil's library (many of the books are written by him and his team of scientists). Four tables comprise the library's seating. Atop one of the tables is a book: its pages are being ruffled back and forth by some unseen force, producing a loud rustling sound.

**Encounter: Flying Books and Rug.** Unbeknownst to the characters, Sparkcoil's library is protected by six **enchanted books** (treat them as **flying swords**, except their longsword attack becomes an unarmed strike and deals bludgeoning damage) in the library, one of which is flipping through its own pages on the table. If any creature touches a book in the library without speaking the command word to deactivate the enchanted books' attack response, the books attack all creatures in the library. Additionally, a **rug of smothering** on the floor will attack the characters once they are distracted by the books.

**Treasure: Rare Tomes.** Any character with proficiency in Arcana or History that inspects the area will find five rare books on constructs. Each book weighs two pounds and is worth 50 gp to antiquarians, or 50 sp to common merchants.

**Locked Door: East.** The door separating areas 2 and 3 is magically locked and can be opened by speaking a command word. Alternatively, a character may pick the lock by performing a DC 20 Dexterity check using thieves' tools or break the door down with a successful DC 25 Strength (Athletics) check.

## 3 - The Observatory

The walls of this area are lined with bookshelves. An orrery of the solar system sits at the center of the room. Tucked away in an alcove to the south is a microscope on top of a round table.

Along the wall separating areas 3 and 4 is a window, allowing characters to see between the two areas.

**Size and Dimensions.** The ceiling slopes upward and flattens out at 15 feet.

**Solar System Orrery.** Sparkcoil's diorama of the solar system towers 10 feet high and consists of seven orbs of varying size attached to arms of iron. The planet models are orbiting a central sphere—the sun—at different speeds.

**Secret: Sparkcoil's Algorithm.** A round table is nestled in the southern corner of the room. Atop the table is a microscope and thirty pages of mathematical equations. Each longform equation corresponds to one of the seven planet models on the orrery, but changing the equation of one planet also changes the orbits of the other six. Any character with an Intelligence score of at least 18 or proficiency in Arcana recognizes Sparkcoil's goal: the theoretical alignment of the planets. According to Sparkcoil's notes, the successful equation could open a portal to another dimension—and the infrastructure for such a portal just so happens to be in the next room (area 4). Solving Sparkcoil's equation requires the following:

- Intelligence 18 or proficiency in Arcana.
- Extensive study of Sparkcoil's notes: for every two weeks of study, have the character perform a DC 20 Intelligence (Arcana) check. On a failure, reduce the difficulty by 5 and have the character repeat the check after two weeks of study (reset the DC to 20 after a success). Once the character has succeeded on five separate Intelligence (Arcana) checks, they successfully solve Sparkcoil's algorithm.
- Once solved, the planets in the orrery align, the door to area 4 unlocks, and a dimensional portal to a dimension of the GM's choice appears.

**Treasure: Rare Tomes.** Any character with proficiency in Arcana or History that inspects the area will find five rare books. Each book weighs two pounds and is worth 50 gp to antiquarians, or 50 sp to common merchants.

**Locked Door: North.** The door separating areas 3 and 4 is magically locked and can only be opened by finishing Sparkcoil's algorithm and aligning the planets on the orrery.

## 4 - Portal Room

Two arches of iron form the scaffold for a theoretical portal. The structure is 10 feet high. Aside from that, the area is empty.

**Size and Dimensions.** The ceiling slopes upward and flattens out at 15 feet.

**Treasure: Well of Many Worlds.** Once a character has solved Sparkcoil's algorithm (see area 3), a *well of many worlds* appears between the iron arches.

## 5 - Common Room

West of area 2 (the study room) lies the facility's common room, where Sparkcoil and his henchmen congregate. Two medical rooms (areas 8 and 9) are on the west side of this area, behind locked doors, while Sparkcoil's office and storage room (areas 6 and 7) are to the south. Finally, areas 10, 11, and 12 are to the north.

***Scratching Sounds.*** Any character in the area with a passive Perception score of 12 or higher can clearly hear the crazed **mage** in area 8 scratching at the door.

***Levers.*** Three levers are attached to some kind of mechanism on the floor, each corresponding to a set of rooms. The central lever is currently flipped up, while the right and left levers are flipped down. Depending on which lever is flipped up, a different set of doors are unlocked (only one lever can be flipped up at a time):

- Right: The door to area 10 is unlocked.
- Central: The door to area 6 is unlocked.
- Left: The doors to areas 8 and 9 are unlocked.

***Lurking Assassin.*** The assassin in area 6, upon hearing the characters, will attempt to hide in area 7, locking the door behind him.

## 6 - Sparkcoil's Office

Sparkcoil's office is meticulously organized: his books are organized alphabetically on their shelves, and several neat piles of paper are stacked on his desk. A small wooden door is on the area's south wall.

***Obstacle: Locked Door.*** If the gnome assassin in this area senses the characters trying to enter the room, he will attempt to run into area 7 and lock the door behind him.

***Treasure: Safe.*** A search of the area will reveal a locked steel safe below Sparkcoil's desk. The safe contains 10 pp, a small windup toy (25 gp, but priceless to Sparkcoil), and assorted small gems weighing 10 pounds and worth 100 gp. The safe can be opened with a DC 15 Dexterity check using thieves' tools and a DC 15 Intelligence (Arcana) check, or simply opened by finding the key on the assassin's body in area 7.

## 7 - Storage Room

There is no light in this area.

***Encounter: Gnome Assassin.*** If the characters force their way into this area, Dorver (male NE gnome **assassin** with darkvision out to 60 feet and advantage on Intelligence, Wisdom, and Charisma saving throws against magic) will attempt to ambush the most vulnerable member in the party. This assassin will not fight to the death. If he takes damage in excess of half his hit points, he will attempt to parlay for his freedom by offering the characters the key to Sparkcoil's safe, and/or information on how to open the locked door in area 10.

## 8 - Medical Unit A

This small area is covered in blood and viscera. Pieces of a dead gnome scientist lie on the floor.

***Encounter: Crazed Mage.*** A female N human **mage**—a victim of Sparkcoil's biological experimentation methods—is trapped in this area. She is dressed in rags and covered in filth. Additionally, her fingertips are bloodied from scratching at the door. Upon encountering the characters, the mage will cower in the corner of the room. If the characters get too close (within 5 feet) however, the mage will animate the nearby scalpel (treat as a **flying sword**) and attack with punches, bites, and spells.

A character may attempt to calm the mage down through dialogue by succeeding on a DC 15 Charisma (Medicine) check. If combat breaks out however, the mage will remain hostile unless incapacitated through the use of a *sleep* or *calm emotions* spell or a similar effect. If the mage is calmed, she can tell the characters how to open the locked door in area 10.

## 9 - Medical Unit B

This small area is pristine. Aside from the medical bed, the room is empty.

***Treasure: Medical Supplies.*** A locked cabinet on the north wall contains rare medical supplies (herbs, tools, etc.). The cabinet's lock can be picked with a successful DC 15 Dexterity check using thieves' tools, or simply smashed open. Smashing the cabinet damages some of the supplies, reducing their value by half. Any character with proficiency in Medicine recognizes the supplies as being worth 100 gp.

## 10 - Guard Station

This area was once overseen by a physical guard but has since been abandoned. A reinforced locked door on the north wall leads downstairs, and a hallway is visible to the east.

***Encounter: Mechanized Defenses.*** Upon entering the area, its automated defenses come online: a **big-rolly** (treat it as a **giant ape**, except its type is construct and it has the appearance of a ball-like machine) and two **rolly-units** (treat them as **steam mephits**, except their type is construct and they have the appearance of ball-like machines) emerge from their wall sockets and attack the first non-mechanical creature they encounter.

***Obstacle: Locked Door.*** The door on the north wall is locked. The door will automatically open if the power is ever severed in area 12; the assassin in area 6, the mage in area 8, or one of the prisoners in area 11 knows this.

## 11 - Holding Cells

There is no light in this area.

Along this hallway are nine holding cells made of iron. The cells are filthy; there is a foul stench lingering in the area. While all of the cells are locked, five of them are empty, and one of them contains a dead human body. The other three cells contain a mute, traumatized human, a nervous gnome, and an emaciated orc (noncombatants). All three humanoids have visible scars from experimentation.

***Obstacle: Locked Door.*** The cell doors are locked.

***Information.*** One of the prisoners in this area knows how to access the locked door in area 10 and tries to bargain with the characters for their freedom.

## 12 - Stasis Room

This area is lit by a sickly green glow, emanating from the stasis tanks. Aside from the four stasis tanks, this area is empty. A large machine thrums against the east wall.

***Stasis Tanks.*** Three of the stasis tanks are empty. The remaining stasis tank contains a human **mage**. Opening the tank or severing power to the floor will kill this creature.

**Encounter: Rolly-Units.** If the characters attempt to damage or disable any of the machinery in this area, six **rolly-units** (treat them as **steam mephits**, except their type is construct and they have the appearance of ball-like machines) activate from their wall sockets and attack the characters.

## 13 - Lower-Level Entrance

This area is empty.

Any character with a passive Wisdom (Perception) score of 12 or more can hear the whistle of steam coming from area 16, as well as the chatter of gnome scientists at work.

**Obstacle: Locked Decontamination Zone.** A locked door to the east leads to a small decontamination room, with another locked door on its east side. These doors can be picked open by performing a DC 20 Dexterity check using thieves' tools, or bashed open by succeeding on a DC 25 Strength (Athletics) check. Alternatively, the characters can use Sparkcoil's keycard, located in area 15.

## 14 - Living Quarters

Along this hallway are five small bunk rooms that comprise the workshop's living quarters. The doors to these rooms are closed but not locked. Three of the rooms are uninhabited, but two of them contain sleeping gnome scientists (treat them as NE gnome **commoners** with Arcana +2 and History +2).

Any character with a passive Perception of 12 or more can smell smoke and burning food coming from area 15.

**Treasure: Bunk Lockers.** Each bunk room contains a shared locker, and each locker can contain one or more of the following:

- 33 sp
- A gnome-sized pair of wool gloves (10 cp)
- A super-secret diary written in Undercommon (0 cp)
- A hand mirror inset with small gems (25 gp)
- 1 pp
- A smelly pile of laundry (5 cp)
- A ping-pong paddle (10 sp)

## 15 - Kitchen/Sparkcoil's Bedroom

This area description covers both the common kitchen and Sparkcoil's personal bedroom, which is adjacent to the kitchen's east wall. Some kind of dish has been left to burn on the stove, filling the area with smoke.

**Obstacle: Malfunctioning Big-Rolly.** As the characters enter the area, they see a **big-rolly** (treat it as a **giant ape**, except its type is construct and it has the appearance of a ball-like machine) with a gnome chef (**commoner**) in one of its metal claws. The gnome begs the characters for help, as the big-rolly's friend-or-foe identifier is malfunctioning. If saved, the gnome thanks the characters and tells them about Sparkcoil's secret passageway (see below). Alternatively, the big-rolly can accompany the characters until destroyed, at the expense of the gnome's life.

**Discovery: Keycard.** A careful search of Sparkcoil's bedroom turns up a keycard inside his desk.

**Secret: Passageway.** A bookshelf on the south wall is hiding a secret passageway that leads to the east side of area 16.

## 16 - Mechagnome Staging Area

This area contains Sparkcoil's fearsome mechagnome. The mech is currently in "dry dock," otherwise known as a 100-foot-deep hole. Metal scaffolding surrounds the mech.

Warbis Sparkcoil is currently inside the mechagnome. Once fighting breaks out in this area, he will instruct his crew to march the machine outside—utterly obliterating this area in the process.

**Encounter: Sparkcoil's Lieutenants.** This area is guarded by a gnome **mage** and a gnome **priest.** They are overseeing the four gnome scientists (NE **commoners** with Arcana +2 and History +2) in the area, who will flee once the characters are engaged. These two lieutenants are among Sparkcoil's most loyal and will fight to the death.

**Development: Sparkcoil Escapes.** At the beginning of the third round of combat, Sparkcoil will give the order to depart the laboratory aboard the mechagnome. As the machine leaves, it destroys the facility: each creature in the area must make a DC 15 Dexterity saving throw, taking 13 (2d12) bludgeoning damage on a failure, or half as much on a success. Any gnome scientist still alive in the area is automatically killed. If Sparkcoil's lieutenants are still alive, they will keep on fighting to prevent the players from pursuing the battlemech.

If Sparkcoil escapes with the mechagnome, the characters are free to scour the remnants of the workshop for items or creatures they may have missed. Their employers will pay them for a job well done and offer the follow-up quest of infiltrating the mechagnome itself.

# The Mechagnome

The titanic construct known as the mechagnome is several stories tall and virtually invincible against conventional weapons of war. While a frontal assault would assuredly end in defeat, the construct is vulnerable to a covert strike force: human-sized hatches at the front of each foot are the only way to enter the vehicle. Once inside, this strike force must ascend the construct and access its control center, located in the head.

# General Features

Unless stated otherwise, the mechagnome has the following features.

**Size and Dimensions.** The ceilings within each area of the mechagnome are 10 feet high. If you are using the maps provided, each square is 5 feet.

**Illumination.** Sparkcoil's mechagnome is magically lit by light that we in the modern world would call fluorescent. Therefore, treat each area as having bright light unless specified otherwise.

**Elevators.** A series of elevators offers access to the feet as well as levels 1 through 4.

**Hazard: Tough Footing.** Because the mechagnome is in motion, until the characters reach area 6 (the "hip section"), they must succeed on a DC 13 Dexterity (Athletics) check whenever they move more than 10 feet at the start of each of their turns or fall prone. Falling on an incline (such as a flight of stairs) causes the character to take 4 (1d8) bludgeoning damage.

**MECHAGNOME**

1 square equals 5 feet
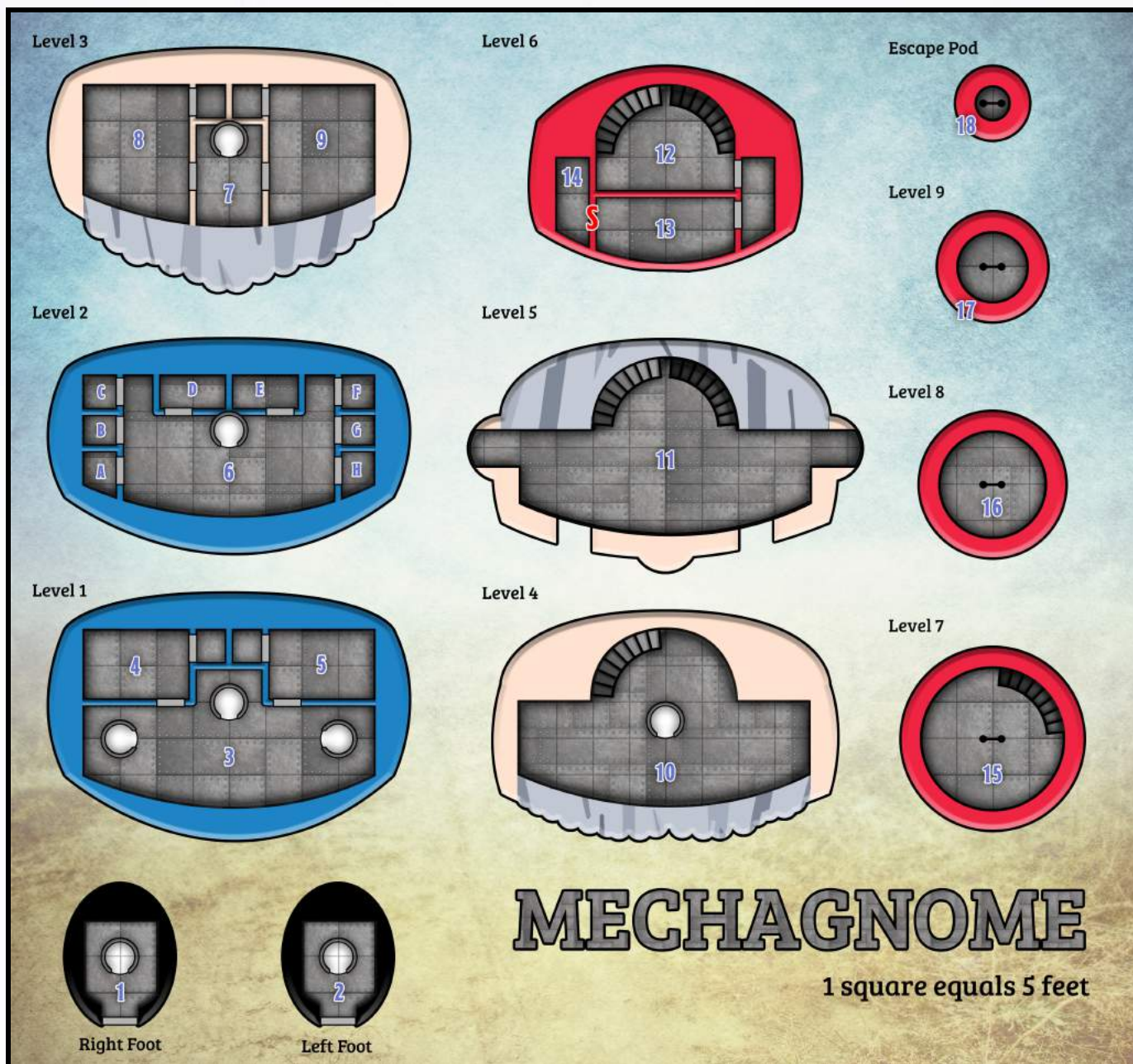
*Obstacle: Steam.* Unless specified otherwise, treat each area of the mechagnome as having a lingering steam cloud. The steam cloud reduces the vision of all non-construct characters to 5 feet. The steam cloud persists until the controls in the pump rooms (areas 4, 5, and 6) are disabled.

*Sabotaging the Mechagnome.* Most areas contain mechanisms that power or control the mechagnome. Characters with proficiency in tinker's tools can use their action to make a DC 15 Intelligence check and disable an area's machinery. Alternatively, characters can spend one minute to destroy the machinery by force.

# Areas of the Mechagnome

The following locations are keyed to the map of the mechagnome above.

### 1 - Right Foot

Characters can enter the mechagnome via either the right foot or the left foot (area 2). Aside from the elevator that leads up to area 3, this room is empty.

### 2 - Left Foot

Characters can enter the mechagnome via either the right foot (area 1) or the left foot. Aside from the elevator that leads up to area 3, this room is empty.

### 3 - Lower Steamworks

This area is filled with complex machinery responsible for generating power to the mechagnome's propulsion system. Characters in this area can clearly hear the pistons in areas 4 and 5, as well as the occasional whistle of excess steam as it's released from the system.

*Encounter: Rolly-Units.* If a creature attempts to damage or disable any of the machinery in this area or areas 4 and 5, six **rolly-units** (treat them as **steam mephits**, except their type is construct and they have the appearance of ball-like machines) activate from their wall sockets and attack the characters. Repeat this encounter up to three times (once per area).

## 4 - Pump Room A

The walls of this area are lined with massive iron pistons.

*Hazard: Loud Sounds.* Creatures who linger for more than a minute take 2 (1d4) thunder and damage and become deafened until they spend 1 minute away from the area. Constructs are immune to this effect.

## 5 - Pump Room B

The walls of this area are lined with massive iron pistons.

*Hazard: Loud Sounds.* Creatures who linger in this area for more than a minute take 2 (1d4) thunder damage and become deafened until they spend 1 minute or longer away from the area. Constructs are immune to this effect.

## 6 - Upper Steamworks

This area is filled with complex machinery responsible for generating power to the mechagnome's propulsion system. Characters in this area can clearly hear the pistons in areas 6A - 6H, as well as the occasional whistle of excess steam as it's released from the system.

*Encounter: Big-Rolly.* If the characters attempt to damage or disable any of the machinery in this area or areas 6A - 6H, one **big-rolly** (treat it as a **giant ape**, except its type is construct and it has the appearance of a ball-like machine) and two **rolly-units** (treat them as **steam mephits**, except their type is construct and they have the appearance of ball-like machines) activate from their wall sockets and attack the character.

*Hazard: Loud Sounds.* Creatures who linger in this area for more than a minute take 2 (1d4) thunder damage and become deafened until they spend 1 minute or longer away from the area. Constructs are immune to this effect.

## 7 - Lower Jaw

This area is empty.

*Development: Investigation.* If the characters successfully disabled any of the machinery in the steamworks, the two gnome assassins in areas 8 and 9 move toward the central elevator to investigate; they will attempt to remain hidden and strike the most vulnerable character first.

## 8 - Laser Generator A

This area is the control center for the mechagnome's right laser turret. Three gnome scientists (NE **commoners** with Arcana +2 and History +2) are currently seated in spherical booths, from where they direct the mech's laser fire. If fighting breaks out in this area, they will cower in their booths and plead for mercy once combat is over.

*Encounter: Assassin Lieutenant.* Helix, one of Sparkcoil's lieutenants (NE female gnome **assassin** with darkvision out to 60 feet and advantage on Intelligence, Wisdom, and Charisma saving throws against magic) is overseeing the civilian scientists in this area. This assassin will not fight to the death. Rather, she will attempt to parlay with the characters if she is reduced to below one quarter of her maximum hit points.

## 9 - Laser Generator B

This area is the control center for the mechagnome's left laser turret. Three gnome scientists (NE **commoners** with Arcana +2 and History +2) are currently seated in spherical booths, from where they direct the mech's laser fire. If fighting breaks out in this area, they will cower in their booths and plead for mercy once combat is over.

*Encounter: Assassin Lieutenant.* Galp, one of Sparkcoil's lieutenants (NE male gnome **assassin** with darkvision out to 60 feet and advantage on Intelligence, Wisdom, and Charisma saving throws against magic) is overseeing the civilian scientists in this area. This assassin will not fight to the death. Rather, he will attempt to parlay with the characters if he is reduced to below one quarter of his maximum hit points.

## 10 - The Mouth

This area serves as the mechagnome's relaxation room: several gnome-sized round tables are bolted to the floor, with various games left out for the scientists' enjoyment. This area is also soundproofed, though the vibration of the machines below still resonates in the flooring.

*Development: Card Game.* Four gnome scientists (NE **commoners** with Arcana +2 and History +2) are currently playing a card game. All four are drunk and smoking cigars. Upon seeing the characters, they will greet them heartily and invite them to the card table, believing them to be fellow employees. If the characters linger too long, however, one of the gnomes will realize their error, panic, and attempt to run 20 feet to the right edge of the room and push a button to activate the lockdown trap.

*Trap: Neural Gas.* A large, red emergency button is built into the right wall of the area. When pressed, a thick steel cylinder will descend around the elevator, making it inoperable and inaccessible. After the steel cylinder descends, a deadly gas will begin to fill the room: for every 5 minutes of continuous exposure, a creature must make a DC 15 Constitution saving throw, taking 9 (2d8) poison damage on a failure, or half as much on a success. In addition, the creature suffers a random effect on the Neural Gas table below. The effect lasts until the creature spends an hour away from the neural gas or is subjected to a spell or effect that ends the poisoned condition. The gnomes working within the mechagnome have been immunized against the gas.

## Neural Gas

| d4 | Effect |
|---|---|
| 1 | You forget how to speak. |
| 2 | Your arms fall limp at your side. |
| 3 | You can only walk backward. |
| 4 | Your legs stop working: you are forced to crawl, and your speed becomes 5 feet. |

These effects will dissipate after spending an hour away from the neural gas.

To escape the room, the steel cylinders must be forcibly lifted by succeeding on a DC 17 Strength (Athletics) check by one or more creatures with a combined Strength score of 25 and prevented from falling once more by placing an object underneath (such as a chair).

## 11 - Viewing Room

This area has similar trappings to that of area 10, minus the actual trap. Additionally, a large window provides characters on this floor a view outside.

Aside from that, this area is empty.

## 12 - Control Room North

Like the laser generator rooms (areas 8 and 9), the mechagnome's control rooms are divided into separate halves. Also present in this area is a similar spherical booth, wherein a gnome scientist directs the mechagnome's right leg. Two other gnome scientists are diligently working at their stations.

*Encounter: Gnome Mage.* Rustreach, one of Sparkcoil's lieutenants (female NE gnome **mage** with darkvision out to 60 feet and advantage on Intelligence, Wisdom, and Charisma saving throws against magic), is overseeing the scientists in this area. Once she is reduced to below one quarter of her maximum hit points, she will surrender and beg for her life.

*Development: Mecha-Standstill.* If the characters successfully sabotaged the steamworks (areas 3 to 6), then this area will be empty: the mage and scientists in this area will be conferring with their colleague in area 13.

## 13 - Control Room South

Like the laser generator rooms (areas 8 and 9), the mechagnome's control rooms are divided into separate halves. Also present in this area is a similar spherical booth, wherein a gnome scientist directs the mechagnome's left leg. One other gnome scientist is diligently working at a station.

*Encounter: Warbis Sparkcoil.* Warbis Sparkcoil (male NE gnome **mage** with darkvision out to 60 feet and advantage on Intelligence, Wisdom, and Charisma saving throws against magic) is overseeing the scientists in this area. Once engaged, Sparkcoil will animate two metal pipes (treat them as **flying swords**, except their damage type is bludgeoning). Warbis Sparkcoil is wearing a *belt of giant strength (hill giant)*. After the first round of combat, Warbis will begin a fighting retreat toward the escape pod (area 18).

*Development: Mecha-Standstill.* If the characters successfully sabotaged the steamworks (areas 3 to 6), then this area also contains the mage and scientists from area 12.

## 14 - Armory

This small area is empty. It's apparent that the walls once held weapons, but they're currently in use throughout the mechagnome.

*Treasure: Chime of Opening.* Any character that succeeds on a DC 15 Perception (Wisdom) check discovers a *chime of opening* mixed in with a pile of unassuming metal rods.

## 15 - Escape Level A

At the center of this area is a manual elevator large enough for one medium-sized humanoid creature. To operate the elevator, the creature must stand on the wooden board and continuously pull a cord by performing a DC 10 Strength check for every 5 feet of upward movement (two checks per area).

If a creature wishes to climb the cord barehanded, have them perform a DC 15 Strength check for every 5 feet of upward movement.

If a creature wishes to force the elevator back down (as if to stop someone from ascending to the escape pod), then have them and the occupant perform opposed Strength checks. If the occupant loses this check, they fall 5 feet. If this would result in the occupant hitting the floor, then they are dislodged from the elevator and are knocked prone.

## 16 - Escape Level B

Aside from the elevator mechanism described in area 15, this area is empty.

## 17 - Escape Level C

Aside from the elevator mechanism described in area 15, this area is empty.

## 18 - Escape Pod

The elevator mechanism terminates in this area. This area is large enough for one medium-sized humanoid creature.

Once the hatch is closed, it cannot be opened from the outside.

If Warbis Sparkcoil reaches this area, he will close the hatch and push the big red button located in the ceiling. If this happens, this area physically detaches itself from the mechagnome and is propelled 5,000 feet to the west, then parachutes an additional 5,000 feet as it falls.

# Aftermath: Fate of the Mechagnome

Once the mechagnome is taken, its ultimate fate is left up to the characters and their employer. They can certainly scuttle the machine, but they can also sell it to the highest bidder. If they simply disabled the mechanisms, it will be worth more to a prospective buyer than if they destroyed them.

If Sparkcoil was captured alive, he can be of help in repairing the mechagnome but will try to take it back if an opportunity presents itself. If he escaped, he may come back later with a new invention, or try to claim the mechagnome if it is still functional. Ω

## Mechagnome

*Gargantuan vehicle (35 ft. by 50 ft. by 205 ft.)*

**Creature Capacity** 20 crew, 60 passengers
**Cargo Capacity** 200 tons
**Travel Pace** 3 miles per hour (72 miles per day)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 29 (+9) | 9 (-1) | 28 (+9) | 0 | 0 | 0 |

**Damage Immunities** fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

***Fire Absorption***. Whenever one of the mechagnome's components is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

***Magic Resistance***. The mechagnome has advantage on saving throws against spells and magical effects.

## Actions

On its turn, the mechagnome can take 2 actions, choosing from the options below. It can take only 1 actions if it has fewer than ten crew. It can't take these actions if it has fewer than three crew.

**Fire Eye Lasers**. The mechagnome can fire its eye lasers.

**Move**. The mechagnome can use its helm to move with its feet.

**Poison Cloud (Costs 2 Actions; 1/Day)**. The mechagnome exhales its poison cloud.

## Hull

**Armor Class** 20

**Hit Points** 500 (damage threshold 25)

## Control: Helm

**Armor Class** 25

**Hit Points** 200 (damage threshold 10)

Move up to the speed of the mechagnome's feet, with one 90-degree turn. The helm can be attacked only if the hull has taken 250 or more damage. If the helm is destroyed, the mechagnome can't move.

## Movement: Feet

**Armor Class** 20

**Hit Points** 200 (damage threshold 20); -5 ft. speed per 50 damage taken

**Speed (walking)** 30 ft.

## Weapon: Eye Laser (2)

**Armor Class** 16

**Hit Points** 75

*Ranged Weapon Attack*: +7 to hit, range 400/1,600 ft., one target. *Hit*: 36 (8d8) force damage.

## Weapon: Poison Cloud

**Armor Class** 20

**Hit Points** 100

**Magical Attack**. The mechagnome creates a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point of its choice within 500 feet of it. The fog spreads around corners. It lasts for 1 minute or until a strong wind disperses the fog. Its area is heavily obscured.

When a creature enters the poison's area for the first time on a turn or starts its turn there, that creature must make a DC 15 Constitution saving throw. The creature takes 22 (5d8) poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from the mechagnome at the start of each of its turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.