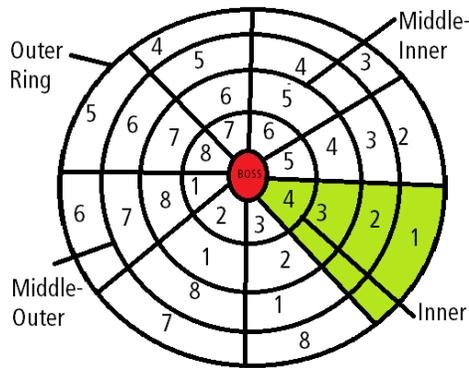


**The Dungeon of ClockWerk**



**Background**

ClockWerk was meant to be the wizard Kontium’s greatest achievement, a sustainably powered clockwork automaton given life through his genius. He constructed a self-defending and dynamic maze filled with devilish traps within which he could work undisturbed and when Clockwork was brought to life he was initially incredibly pleased. When ClockWerk asked for smaller versions of itself he readily agreed and only regretted the decision when ClockWerk allied with his little brothers and drove the wizard out after smashing his prized possessions and laboratories to pieces. ClockWerk, just like his old master, desired to be left alone to tinker and build things.

Over the years since, ClockWerk has sent forth countless smaller versions of itself to gather resources. For what, nobody can say, but it cannot be good news. Everyone that has entered the dungeon has failed to return and almost everyone within 1000km of the maze has a story about a wild eyed hermit claiming doom will soon run forth from it.

As time wore on, the frequency of attacks from tiny clockwork golems increased and when children started to go missing from nearby villages and cities, a reward was put up for someone to enter the maze and stop whatever it was that was in there. Many adventurers have entered, none have returned. It’s time to put a stop to this. The clock is ticking.

The dungeon itself is one big puzzle and the players must navigate the rooms and ‘lock’ them into position in order to open the centre room. When players move into the dungeon and each new ring thereafter roll a d8 and that is the starting room number for that ring. The players must align the rooms 1-4 as shown in the diagram above. Once this is achieved the centre room opens and the final boss fight can begin. Movement within the dungeon can be clockwise, anticlockwise or towards the centre. Moving clockwise in a ring will cause the inner rings to rotate the opposite direction but the outer rings (and the ring the players are in) will stay the same. Each room has a Rune on the outer facing wall as indicated. Runes are in the following languages Outer Ring – Human, Middle Outer Ring – Dwarven, Middle Inner Ring – Draconic, Inner Ring – Elvish. Each time the players enter a room in a level that is not aligned correctly then it may have a challenge/foes.

**Outer Ring** - defeat once and room is always clear after

1. Lost Goblins armed with daggers and short knives.
2. Lost Orcs armed with maces and shields
3. Giant Mechanical Squirrel – spits acid & immune to fire
4. Giant Mechanical Spider – poisons and immune to poison
5. Giant Rats – surprise attacks & immune to poison
6. Treasure Chest guarded by a doppelganger of one randomly chosen player
7. Goblins plus 1 champ and Orcs plus one champ – champs are same level as players and minions 1 level below-
8. Wishing Well – each player may make a wish after throwing in 1 gold coin. The room is locked until 1 player wishes for the door to this room to open.

**Middle-Outer Ring** - If out of alignment roll 1d6 & fight

1. Stone Golem
2. Frost Golem
3. Fire Golem
4. Air Golem
5. Water Golem
6. Roll again twice on this table.

**Middle-Inner Ring** - defeat once and room is always clear after

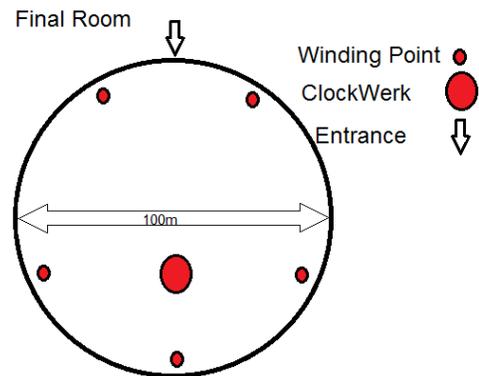
1. Puzzle Dragon – players must pose a riddle to the GM. Each time the GM gets the puzzle correct the players lose 1/4<sup>th</sup> of their health. If they attack the dragon it teleports and they lose another 1/10<sup>th</sup> of their current money.
2. Feat of Strength – players must arm wrestle (and win against) a statue of a giant. The giant can be weakened by chiseling off it’s hair.
3. Feat of Dexterity – players must beat a ghost of an Elven archer in a shooting competition
4. Feat of Intelligence – GM poses a riddle to the players. Every 30 seconds they fail to answer they lose 1/10<sup>th</sup> of their health.
5. Feat of Stamina – players must hold a block above their heads that weighs half as much as they do for and carry it twice round the room. 1 stone each but don’t tell them they can help each other. (this trap is in beta development)
6. Players must predict a coin tossed 3 times – lose 1/10<sup>th</sup> of their health each time they get it wrong
7. Read out this list “apple, mouse, gem, dragon, shield, rock, eagle, baker, road, whip” players must recall all of them between them without writing down any of them. Each time they ask for a repeat they lose 1/10<sup>th</sup> of their health and must wait 30 seconds to try again after you repeat for them.
8. Battle prowess – roll twice on Middle-Outer Ring table.

**Inner Ring** - If out of alignment roll 1d6 & fight

1. ClockWerk automatons.
2. Oil Beast – vulnerable only to fire or sand.
3. Lost Minotaur in full custom plate mail.
4. Lost pack of crazed and desperate adventurers.
5. Shade of each player (each has 1/2 max health when exposed to very bright light)
6. 100 Gold Coins – players may take as much as they like. Then each coin taken turns into a biting insect of about the same size.

**Centre Room.**

Once the rooms are aligned the centre room unlocks. The owner of the dungeon is a giant clockwork golem. Around the inner ring of the room are 5 small Stone Golems that are turning keys that wind the boss up and give him power. Killing each of these will reduce the damage and (max)health of the boss by 10% each. Every combat round a new Golem will appear in the centre of the room to replace any that are destroyed. The players have 2 turns to kill it before it reaches the key and restores the damage reduction and max health lost.



ClockWerk will attack in two methods and this is indicated by a huge 24 hour clockwork clock hanging in the centre of the room. Each ‘phase’ is marked with a chime. Each phase lasts 3 rounds.

*AM* – Anyone not within 5m of him takes +25% damage and does -25% damage / healing. Fires Electricity from fingertips at anyone ranged and kicks anyone close.

*PM* – Anyone within 5m of him takes +25% damage and does -25% damage / healing. Activates an electric aura that zaps anyone close. Fires grapple hooks at anyone ranged – Str test to not be dragged next to ClockWerk.

Defeating the boss will give the players 100gold per outer room defeated plus 100gold per player still alive. The players have 24 rounds to defeat ClockWerk before an army of suspiciously childlike Golems pour into the room and kill them all. For each round under 24 they save 5 of the missing children.