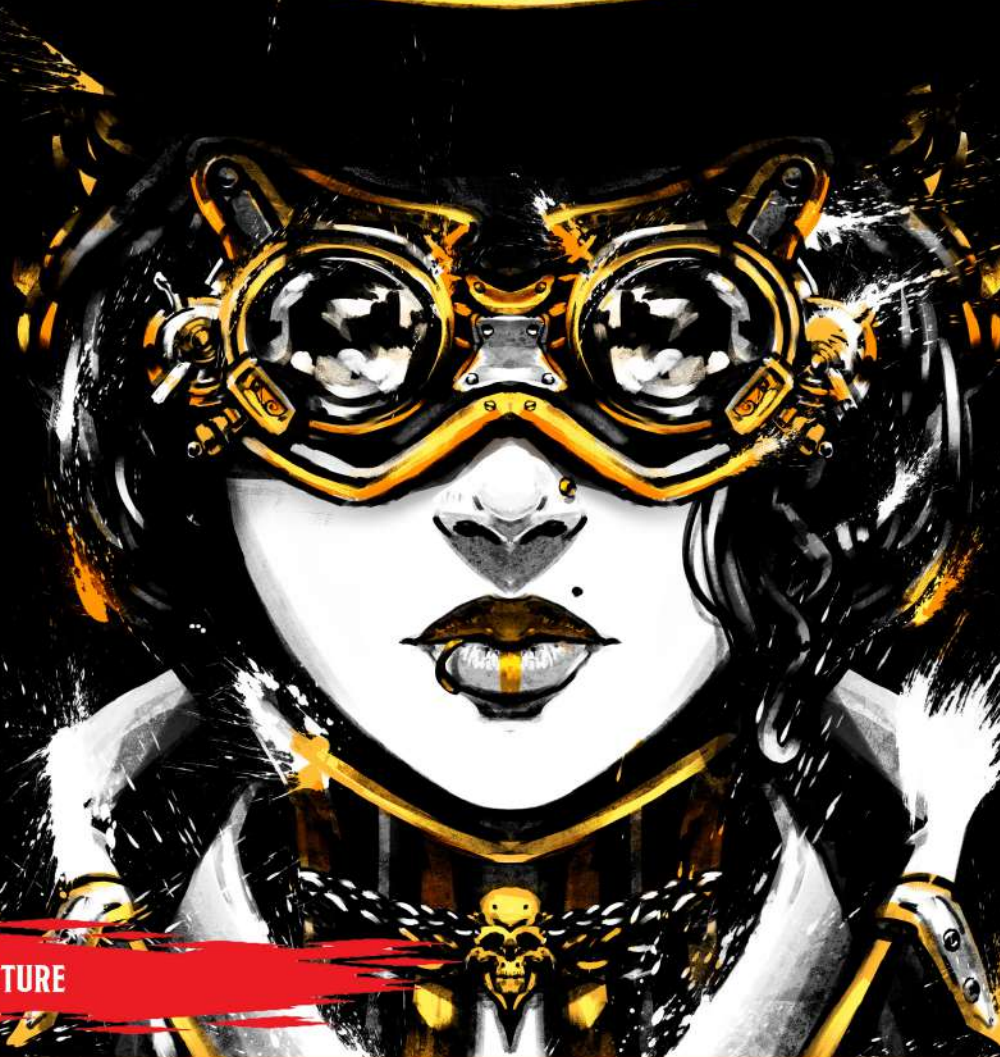




MONKEYDM

WONDROUS WARMACHINE WORKSHOP



5TH EDITION ADVENTURE

**A 1 ON 1 BEGINNER ADVENTURE TO INTRODUCE
A FRIEND OR PARTNER TO DND**

MONKEYDM

WONDROUS WARMACHINE WORKSHOP

WONDROUS WARMACHINE WORKSHOP IS AN EPIC STEAMPUNK ONSHOT DESIGNED FOR 1 LEVEL 2 CHARACTER FOR USE WITH THE 5TH EDITION RULESET.



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IMPORTANT NOTE

Some players may not feel confident to play together in groups of strangers right away. And that is perfectly reasonable. For this reason, in case you want to introduce a friend or loved one to DnD, but are unsure whether their anxiety may prove to be too difficult to handle in sessions with experienced players, this one-shot is a perfect substitute. Through this short adventure, anyone can learn the basics of DnD without the eyes of others upon them, gaining confidence for the time they eventually slot into a party.

RUNNING THE ADVENTURE

Because the adventure is designed as a 1-on-1 session, it is imperative that you maintain a constant connection and dialogue with the player. Several storytelling methods and mechanical aids have been placed in order to make this as easy as possible.

PLOT HOOKS

Though they differ slightly, all three possible plot hooks center around the player hearing of Trixizzlyt "Trix" Sandgear and going on to aid her.

- **Barroom Talks.** While at a bar called Vrakka's Ranch, the player has heard people laugh and joke about "Crazy Trix" and her "Shitty pet rat". Listening closely, they understand that this inventor by the name of Trix has lost her rat and is giving a massive reward to anyone who might be able to help her. The player also hears that she works at the "Krasharian Ironworks" facility.
- **Posters.** All around Runehalt, the town in which the players find themselves in, posters have been put up. Rough drawings of a small rat, alongside the reward of 200 gold. Those interested should present themselves at the Krasharian Ironworks and ask for Trix.
- **A Freaky Friend.** The player has already met Trix a few times before. The small goblin is obsessed with her pet rat. But now she's sent you a message asking you to meet her at her job, the Krasharian Ironworks.

Regardless of which plot hook you choose, the adventure will proceed in the same way.

CHAPTER 1. SCREWS LOOSE

In which the player talks with Trix.

CHAPTER 1.1. TIPS AND TRIX

Read this:

'You arrive at the Krasharian Ironworks a little past midday. The outside looks particularly bleak, as any factory would. However, what you're expecting out of the person that calls themselves "Trixizzlyt" is anything but bleakness. You know they're expecting you above, on inside the main building, which can only be reached by climbing inside one of the few floating ships that reach there, known as skycarvers. You wait patiently, until finally, you see one approach from a distance. On board, you notice two figures, one humanoid and one dwarvish, both of which are grumbling in a low voice. Then, as they reach in front of you, the dwarf with dark gray skin shouts, his strong accent muddying up the words. "What yer lookin' for, eh?" He says, stroking his dark crimson beard.'

The player now meets Thomdog Barleybeer and a young Daniel "Handy" Harding.

THOMDOG BARLEYBEER

Information: A skilled, yet retired inventor, Thomdog spends most of his time ferrying people across skycarvers, as well as making sure the main machinery of the factory works as intended. He despises everyone and is quite prone to giving advice, even when not asked for.

DANIEL "HANDY" HARDING

Information: The young Daniel is the only person accepted and tolerated by Thomdog. He is not a fully-fledged inventor just yet, but he is learning as much as he can from Thomdog. He's a kind and welcoming soul, willing to help out whenever he is asked.

The two offer up a buddy-cop dynamic, with Thomdog being old and grizzled and Daniel being young and anxious. They will ask why the player has come and when they hear of Trix, they will have differing reactions. Thomdog will instantly begin saying that she is a weirdo and will rant about how her "little idiot rat always grinds my gears, no pun intended". Daniel, on the other hand, will shyly mention she's kind and not too bad, although a little crazy.

Right before embarking on the skycarver, Thomdog will ask Daniel to frisk the player. The player can persuade them to not do this with a **DC 13 Charisma (Persuasion) or Charisma (Intimidation) check**. If frisked, their weapons will be taken off them. Then, Thomdog will begin asking guard-type questions, which become more and more personal, due to his nosy and intrusive nature. If the player is ever caught off guard, Daniel will stop him by asking pointless questions about the engine, which catch Thomdog's attention.

GM NOTE: As a session only including one player will always lead to shorter combats, invest more time in roleplay. Allow the player to interact with these two just as a warm-up. Their relationship should help ease the player in. Also, improvise! Go with the flow and prompt funny conversations. Ask about the character's parents, about criminality, if they ever stole anything. This should allow for plenty of character building. But remember to tell your player that nothing needs to be precise or in a certain way. Any amount of improvisation works.

After a brief ride, the skycarver finally arrives at the Krasharian Ironworks' main facility.

When they arrive, read this:

'After a brief flight, a few minutes at most, you find yourself approaching the top of the mountain, whereupon the Krasharian Ironworks had been placed a long time ago, having been moved from their original location, where now there is only the skycarver stop.'

Now, ask the player for a **DC 13 Intelligence (History) check**. On a success, they remember the original sight was moved because of an explosive experiment made by a few goblin engineers. Since then, they've been seen with mild distaste. On a failure, they don't recall the reason for the move.

Then, continue reading:

'The skycarver begins slowing down, until you finally find yourself arriving near a small flight of stairs, which leads to an open hallway extending in two directions. You can hear the sounds of machinery around you, to the point that they are almost deafening. Then, with a bow, Thomdog mans the skycarver to the side and docks it, before taking out a small piece of jerky. You've made it. Now only to find Trix.'

The player now finds themselves on map 1, with the immediate goal to find Trix. She is within area 1. If the player attempts to enter any other locations for now, the doors will be locked. The locations will become explorable within the next chapter.

When they arrive within the room Trix is in, read this:

'You walk through one metallic door, which you need not open, as it seemingly detects your presence and slides open. Stepping through, you find yourself in a large chamber, filled with countless suits of armor, but which look to not be just suits, but rather contain something on the inside. On the other side of the chamber, humming with a hint of stress while working on a small contraption, facing away from the door or any of the pricy inventions, is a small female goblinoid figure with red hair tied up in two pigtales. As you step towards the figure, your footsteps make a sound loud enough that the figure hears it, spinning around in its chair. "WHAA! YOU ALMOST BLEW MY HEART UP!" The figure begins to laugh, placing its one metallic hand on her forehead.'

The player now finally meets Trixizzlyt "Trix" Sandgear.

TRIXIZZLYT'S TRIX SANDGEAR

Information: Trix is not all there. She believes she can talk to animals, she blew up her hand in an experiment and she's quite quirky and crazy. Because of the deafening machinery sounds, she also shouts almost all the time, which can get quite annoying, especially because she also speaks very fast.

To start off, Trix will introduce herself to the player (if they hadn't known each other beforehand). Then, without even waiting for their answer, she will begin a monologue explaining her missing rat.

Read this:

'Alright, anyway, hi, welcome, I'm Trix! My full name is Trixizzlyt Sandgear, but Trix to my friends. Delighted to meet you. Alright, anyway, my RAT! Mittens! Mittens has been my friend my entire life, from when I started tinkering in the sewers until today. Well, not today, since he's not here today. That's the problem! Me and the little rascal were out on an adventure! See, he talks to me. We were on an adventure through the city! And he up and left me, for some reason! He might've smelled food, I don't know. I lost my sense of smell a few years ago, when I blew up a thing near my head. Not fun! Not at all. But he left. And he went into this house. I tried to get him back, but wouldn't you know it, it's owned by this old lady who HATES GOBLINS for being destructive and chaotic and well... I'm destructive and chaotic. And I doubt she'll be much better to you. But I know for sure that my little Mittens is there. AND I NEEEEEEEEEEEEED HIM BACK.'

After the monologue, she finally catches her breath, looking around. She explains that she's willing to pay a lot for the recovery of her friend. She will also explain that the house she found was not too far off from the main city, hidden in the woods. She'll also say "It was one hell of a cabin! Not all cabins have legs! What a contraption! I bet that's what Mittens wanted to show me. And he paid the price." Upon hearing this, the player may make a **DC 13 Intelligence (Religion) check** to notice that there are indeed myths about houses on legs, but all of them include very malignant beings.

In return for the job, Trix will offer the player 500 gold, mentioning that the friendship Mittens provides is priceless. The player can bargain for a maximum of 600 gold by making a **DC 14 Charisma (Persuasion) or Charisma (Intimidation) check**. If they don't bargain for more, Trix will hug them, then stop the machine with a tug of a large switch.

Read this:

'Trix jumps up with joy. "That's a wait taken off my back", she says. Then, she grabs onto her belly. "But now I need one in my belly! Let's go on a break, shall we? I can show you around. You'll love it!" She smirks, before beginning to move through the Ironworks, expecting you to follow.'

Proceed to the next chapter.

CHAPTER 1.2. ON A BREAK

GM NOTE: This chapter begins with Trix guiding the player through the area. This should serve as a means for communication. Have Trix quirkily explain the things around and observe your player's reactions, then have her push their buttons. This way, they'll be prompted to discuss and roleplay with the little goblinoid quirky individual.

The tour will begin in area 1. After the player and Trix visit area 3, it will end and you may proceed to the next chapter.

AREAS OF THE KRASHARIAN IRONWORKS

1 - REVIEW ROOM

Read this:

'As she stands up from her chair, Trix extends her metallic hand outward, pointing out the various mechanical suits that stand straight and combat-ready. She begins explaining "These are all amazing combinations of metal, arcana and some wiring. And let me tell you, my little Mittens LOVED wiring. He ate it all up with no issue. Krasharian was mad once, but you know how it is!" She continues explaining, moving in between the suits of armor.'

Inside here, the player can perform a **DC 12 Intelligence (Arcana) or Intelligence (Investigation) check** to find the automaton's switch. If they do, they can attempt to sneakily turn on one of the automatons without Trix noticing with a **DC 16 Dexterity (Sleight of Hand) check**. On a failure, Trix will instantly tell them to stop, as their personality regulators haven't been set in place just yet. On a success, they activate the automaton. The rules for their behaviour are detailed at the end of this adventure.

GM NOTE: If an automaton is indeed activated, it will briefly interact with the player and Trix, before Trix will power it back down, as to ease their continuation of the tour. The next location they head to is the melting pot.

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MAP 1: KRASHARIAN IRONWORKS



2 - MELTING POT

Read this:

'Walking through the heavy-set, metallic door, the difference in temperature becomes instantly apparent. The room you walk into is small in size, but sounds of thumping and thudding, alongside the immense heat, make it feel even more claustrophobic.'

To begin, ask the player for a **DC 10 Constitution saving throw**. On a failure, the heat is too much to bear and they suffer 1d4 fire damage. After that, they may look through the room with a **DC 12 Wisdom (Perception) check**. On a success, they notice footprints on the assembly line. If they rolled a 15 or higher, they also hear a faint laughter in the distance.

If they bring any of this up to Trix, she says it's just because of the heat, and will continue the tour, without paying any mind to anything. The next location they'll go to is area 3. Before entering the guard chamber, however, Trix will mention that the other door leads to "the bossman".

3 - GUARD CHAMBER

Read this:

'Following the tiny footsteps of the dizzyingly energetic Trix, you are taken through a hallway and into a small guard chamber. On a maroon chair, you watch the leaned back, almost asleep figure of one human man, dressed in green and with a mop of blonde hair. Without a moment's notice, Trix begins shouting to wake him up. "LOD, wake up! No rest! LOOK! I brought a friend! He's going to retrieve my boy! Isn't that great?" In that moment, the man wakes up, shakes his body and begins looking at his surroundings. He eyes Trix with scared eyes, before looking at the buttons in front of him. A large red button shines lowly.'

The man introduces himself as Lod (**guard**) and begins speaking very quickly. He explains he didn't know Trix left, so he didn't stop the heating in the melting pot. This panics both him and Trix and he asks for the player to join him as he rushes back into the review room.

When the player, joined by Trix and Lod, begin rushing in the review room, proceed to the next chapter.

4 - OFFICE

The office is not accessible to the player, but inside there is Sting Krasharian, the Ironworks owner. He is a large, well-built orc, with a beautiful face and long hair, who inherited the business from his father. He is doing paperwork and does not hear the commotion immediately.

CHAPTER 1.3. BREAKING APART

Read this:

'You make your way into the review room only to find Lod already holding a spear up to the two beings flying around laughing. They look to be impish creatures, made of pure fire and magma, spinning around in a wild attempt to destroy the automatons that they fly upon. Lod is readying himself for battle, but he turns around and looks at Trix. "Fix the production line, before more come out! Now!" Trix rushes to the operating unit, but the fight is on. Roll for initiative!'

Alongside Lod (**guard**), the player will now have to fight **2 magma mephits**, while Trix is trying to fix the production line. If an automaton was activated earlier, it will also regain power and begin helping the player (using the stats at the end of this adventure).

GM NOTE: As this is a low-level adventure for a single player, they might be at the start of their journey. Because of this, this combat may be their first. Because of this, you might have to help them, or even fudge some dice. Do not be afraid to do this. The player's survival is integral, especially in a 1-on-1 session.

Once both mephits have been defeated, Trix will jump up with joy, while Lod will congratulate the player for their fighting and thank them for their aid. After a few moments of respite, the door to the review room opens and Sting Krasharian walks in.

When he enters, read this:

'The atmosphere of joy and success instantly ends as the door to the chamber opens once more, with a large orcish figure entering. Despite the physique of a brute, the face and attire tell the story of someone who is highly educated and ruthlessly intelligent. The man looks at both Lod and Trix with a disappointing glare, before changing to anger and moving their gaze to you. "And who should you be?" He says, clenching his fist.'

STING KRASHARIAN

Information: Motivated only by his business' success and his own image, Krasharian is quite prone to anger, but he appreciates those who negotiate and try to find explanations. He's also quite inquisitive and good at making deals.

First, Krasharian will inquire about who the player is, before switching his gaze to Trix, who he'll ask to explain. His tone stays aggressive and demanding, but he can be persuaded to calm down by the player with a successful **DC 13 Charisma (Deception), (Intimidation) or (Persuasion) check**. If the player intimidates, deceives or persuades him into believing that things are all solved, he will continue the discussion in a more supportive tone.

After figuring out what happened, he will send Lod back to his post and speak with Trix. She'll introduce the fact that her rat is missing and you've agreed to get it back. At this point, Krasharian will look at the ground in disappointment. The player may perform a **DC 13 Wisdom (Insight) check**. On a success, they'll notice Krasharian's inner turmoil. He seems to care for Trix, but is angry.

After that look, he'll explain that Mittens was a nuisance in the Ironworks and he does not want it back. However, he is willing to make a sacrifice. He is willing to allow the player to bring back Mittens, but only if they take one of the partially-damaged automatons for a test adventure. They are supposed to be sold off, but now that part of their outer metallic shell is melted, their inner workings should be tested. The player can also persuade him to grant them another 100 gold for the job if they successfully make a **DC 15 Charisma (Persuasion) Check**.

Once the player agrees to the deal, read this:

'You step forward with Krasharian towards one of the automatons that undertook the most damage from the gnarly magma spirits. Its outer shell looks partially damaged, but nothing past that. You watch as Krasharian taps on a button and the automaton comes alive. "Good," says Krasharian. "Now let's set its configurations."

Following the rules at the end of this adventure, create an automaton companion for the player. Before choosing a combat configuration, Krasharian will ask the player what they would fight alongside of.

GM NOTE: This automaton will join its journey for the following 2 chapters and will serve as its other half in combat, although it will be operated by you. For this reason, it should be created to help with the player's weak points. If the player is a barbarian, the **mender** or **ambusher** configuration might be the best ones. If the player is a wizard, consider a **protector**. Additionally, if you wish to offer the player extra security, offer it two automatons instead of one.

With the automaton in tow, Trix will offer the player a map to where she last had Mittens and wish them good luck, alongside 200 gold. Then, she'll send them on their path.

Proceed to the next chapter.

CHAPTER 2. RAT LOOSE

In which the player goes on a search for a missing rat.

CHAPTER 2.1. THE QUESTIONS

Read this:

'Within a short while, you find yourself once again on the skycarver, but where once it was just you and the two men taking care of it, now you have alongside you an automaton, which is eagerly looking in the distance, confused by its surroundings. You watch as from time to time circuits seem to spark, but it looks mostly normal. Also looking at it is Thomdog, who turns towards you and asks. "What's its name?" The automaton shifts its gaze to the dwarf with a smirk. "What is a name?" It says, then looks at you.'

GM NOTE: This fragment should serve as a first prompt in the behaviour of the automaton. It will ask simple questions, expecting the player, its assigned caretaker, to answer. In combat, however, it instantly becomes competent and tactical. Outside of it, not so much. First, the player should give the automaton a name. After that, the automaton will continue asking random questions, based on what its surroundings are. Here are a few helpful prompts as to what other questions it could ask:

- What is love? (Baby don't hurt me)
- Why am I alive?
- What is the difference between man and machine?
- Why does Trix care about a rat, though it is a lesser lifeform?

Other such philosophical questions might be good ways of making the player break out of their comfort zone and get more involved in the roleplay aspect of the game.

After getting off the boat, the automaton will continue asking questions, as the travel towards where Mittens got lost is continued. After a few questions and a little bit of talking, which should serve as a means of teaching the player the basic concepts of roleplay, proceed to the next chapter.

CHAPTER 2.2. THE CARAVAN

Read this:

'Through your travel, you continue not too far past Runehalt and into the fields surrounding it. You keep walking, further and further, joined by your automatic buddy, in a search for the destination you can only find on the poorly-designed map that Trix gave you. And although you feel you might have gotten mildly lost, you continue and press on.'

To begin, have the player roll a **DC 12 Wisdom (Survival) check**, in an attempt to not get lost. If they do indeed get lost, it will have effects later on. If they do not, they continue and find the proper path, pressing on.

After a little more travel, read this:

'Through a little more travel, you find yourself at a location detailed by the map. A crossroads of sorts, which you have to move off of and go off-road. But, just as you arrive there, you hear the distant laughter of four adventurers, all of which are sitting down by a caravan. The four of them look at you with a smile, before one of them shouts. "You there! Come here! Join us for a drink!" The four rest around a fire, as nightfall approaches quickly.'

The four adventurers the player approaches introduce themselves as Helga Crumblecruncher, Helen Swiftstep, Jeramon Davaz and Yua. All of which seem friendly and mildly inebriated, but they all wish to speak.

HELGA CRUMBLECRUNCHER

Information: Wearing an apron and taking care of the fire in front of the caravan, Helga introduces herself as the chef of the group. Her dwarven body is strong and her beard is majestic. She's not overly friendly and keeps to herself. Her and Helen make for a sweet couple, but she is angry that everyone keeps telling her that her food is bad, despite knowing they're joking.

HELEN SWIFTSTEP

Information: An elf with a beautiful attire and a lute by her side, Helen serves as the bard and storyteller, who is currently the most drunk out of them all. She is also a very talented dancer.

JERAMON DAVAZ

Information: With darkened skin, long dreadlocks of hair and a wide smile, Jeramon is a paladin with an open mind and with a love for newcomers. He's always prided himself on taking on challenges and befriending anyone who he encounters.

YUA

Information: Beautiful and armed to the teeth, Yua is a human rogue who speaks with a sweet southern accent. She's not drinking and she seems to be deep in thought, looking at a piece of red fabric she holds in her hand.

All four of them will try to interact with the player in a row, asking what they are up to. If the player tells them, all will challenge a specific aspect of the player's skills, stating it's for "entertainment". They seem to be very curious of what this person, joined by an automaton, is capable of. All of them state they will give out some of their treasure if the player performs the tasks given to them on this night.

If, instead, the player got lost along the way, Yua has already drifted asleep and they can no longer interact with her or receive her treasure.

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MAP 2: CARAVAN



GM NOTE: During these interactions, don't forget that the automaton is still there. It should be included in the interactions every now and then, always agreeing with and supporting the player.

- First, Helga will ask them to taste her food. She warns them it has strong spices, but if they can take it down and confirm to her that it's good, she'll reward them for it. If the player does indeed eat of her food, they must make a **DC 10 Constitution saving throw**. On a failure, they take 2d4 fire damage from the spices. On a success, they gain 2d8 temporary hit points and find the food very good. Regardless of the outcome, Helga will begin laughing crazily and hand them a *potion of healing* for their troubles, wishing them luck on their journey.
- Second, Helen will ask them to join her in a dance. The player must make a **DC 13 Charisma (Performance) check** to keep up in the dance. On a failure, they'll be laughed at by the crew, but no further drawbacks will be given. On a success, Helen will grant them a sapphire they can sell for 150.
- Third, Jeramon will ask them to arm wrestle. They must make a **DC 13 Strength (Athletics) check**. On a success, they push his hand down and he grins with joy. On a failure, they squabble, but in the end the player still takes Jeramon down. If they failed the initial check, the player can make a **DC 15 Wisdom (Insight) check**. If they succeed on the Insight check, they will realise Jeramon seems to have let them win. Jeramon will then hand them a *potion of heroism* to use when in need.
- Lastly, Yua will ask the player whether they have ever heard of a strange halfling by the name of Waverly Voss. If the player hasn't, they may deceive her with a **DC 13 Charisma (Deception) check**. They may also tell her the truth, in which case she'll begin sobbing. In both cases, she'll give them a pair of *slippers of spider climbing*, saying they will need them more than her.

After they've discussed with all four of the adventurers, these four will go to sleep, suggesting the player does the same. As a GM, you should encourage your player to take a long rest as well.

After they rest, they proceed in the morning. When they do this, proceed to the next chapter.

CHAPTER 2.3. THE WITCH

Read this:

'By the time you wake up in the morning, the four adventurers have already packed up their things and are taking their caravan away. They greet you and your automaton one last time, before they eventually leave your sight, together with their song and merriment. And then, together with your automaton, you begin making your way off the beaten path and into the forest, searching for the cabin where Mittens got lost.'

Describe their descent into the forest, and then ask for a **DC 12 Wisdom (Perception) or Intelligence (Investigation) check**. On a success, they notice small cogs and springs on the ground, most likely fallen on the ground from Trix's bag as she was going this same path. They slowly pass through, until they finally reach a clearing and a cabin.

When they reach the cabin, read this:

'You find yourself making your way into a small glade, in front of which rests nothing but a large house, which, oddly enough, just like the crazy Trix mentioned, seems to be holding itself on two large chicken legs. At your arrival, the house bends its knees, and out of the door, you see emerging an old lady with a large smile and green skin. "Oh! More visitors! What is it you all want?" She then begins sniffing the air, looking closer and closer at you. "YOU! You're with that pesky goblinoid and her rat!" She angrily enters her cabin, closing the door behind her.'

This is the hag that took Trix's rat. She will lock herself inside her cabin, not wanting to come out and speak with the player. If they speak again, she'll tell them to wait outside, as she'll bring the rat, but in return they must leave her alone.

When she comes out with the rat, read this:

'You watch as the old woman comes back out, with a large glass jar, inside which is a rat. She comes out and hands you the jar, with a wide smile and angry eyes. As you put your hands on the jar, however, you feel something shift. Your body twitches. Only then do you identify the magic. Within a blink, you feel your essence get sucked within the jar, alongside that of the automaton. You are shrunk in size, down, made tiny and small, as the hag begins to cackle maddily, picking the jar back up. "Now I get to put some human flesh into my soup too! AHAHAHA!" And so, made tiny, you and your automaton find yourself being even smaller than the rat you were supposed to bring back. And you are brought within the hag's kitchen.'

The player now finds themselves on map 3, inside a jar. After a brief while, describe how the hag begins making soup. They must find a way, using what they have, to escape the jar.

GM NOTE: At this point, there is no single way to escape, but you can suggest the automaton breaking the glass as a means to do this easily. However, allow your players to be creative. If they find a way to escape when the hag is reaching for some spices, allow them to!

Once they've escaped, by any means they might, the hag will notice them and shout angrily "NO! YOU STAY AND BECOME MY FOOD! I'M NOT LOSING YOU!" After that, she'll turn herself into a cat (**lion**). Now, the shrunken down player and their automaton must fight the cat within the kitchen (map 3).

After they defeat her lion form, she'll fall down and return to her human form, but both the player and the automaton will remain in their base form. The rat, however, unnaturally smart, will point them to a hole in the wall, which they can promptly fit through.

When they do this, proceed to the next chapter.

CHAPTER 3. ALL'S THE SAME

In which the player returns with said rat.

CHAPTER 3.1. RAT RACE

Read this:

'You've brought down the hag's feline form and now find yourself following Mittens. The small rat guides you through a mouse hole in the wall of the house with legs, which leads you in between the planks and dust. You must run as fast as your little form allows you, before she wakes up. Worse yet, behind you, you begin to hear the squeaking of another rat. You turn your head to watch another rat, with a familiar old lady's face, chasing you down.'

The player is now in a rat race. They have enough of an advantage to reach the end before the hag, but must make certain checks to stay alive. If at any point during the chase they fall unconscious, their automaton will pick them up and carry them away.

First, they must make a **DC 12 Strength (Athletics) check** to climb up parts of the material in between the walls. On a success, they maintain pace and remain ahead of the woman. On a failure, they fall down and take 2d4 bludgeoning damage, but keep going. If they took Yua's boots, this check is an instant success.

Then, they must make a **DC 12 Dexterity (Acrobatics) check**, as the rat leads them outside the house and they must jump from its side and into the grass away from the chicken legs. On a failure, their fall is not graceful and they take 2d6 bludgeoning damage. On a success, they fall without taking any damage and keep going.

Lastly, they must make a **DC 12 Dexterity saving throw** as the hag, as a last resort, turns into her normal form and catapults objects towards them. On a success, they dodge them and make their way past her glade, turning back into their normal size. On a failure, they take 2d8 bludgeoning damage.

After the rat race, if the player is still conscious, describe how they begin running away with the rat and the automaton. If they are unconscious, describe how they awake near the ironworks, with the automaton carrying them in their hands.

Proceed to the next chapter.

CHAPTER 3.2. RAT PACK

The player return Mittens to Trix and the automaton to Krasharian, pleasing both. They are compensated for their job, and all is well. Trix continues speaking to her rat and the rat squeaks back! It's all one big rat pack.

The automaton can either be returned to service for Krasharian, or, if the player has built up a connection with it, Krasharian will be kind and give it to them as a long-lasting friend.

The adventure is finished, and all is returned to normal.

The end.

APPENDIX A: AUTOMATON RULES

Whenever an automaton is awoken, it will have a blank slate personality, meaning it will know close to nothing about the world, aside from its base comprehension of combat. In order to set up its "personality settings" the automaton will ask a few base questions, in this exact order, in order to define itself.

- Am I to be talkative or silent?
- Am I to be friendly or reticent?
- Am I to be obedient or conflictual?

After that, it will ask the player a question with three valid answers:

- Choose combat configuration: **mender**, **protector** or **ambusher**.

This will determine which stat sheet it will use. Then, it will ask a final question:

- What is my name?

After that, the automaton begins functioning. It has close to no common sense, but it is perfectly adept at fighting, using one of the stat sheets chosen by the user.

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MAP 3: KITCHEN



APPENDIX B. MONSTERS

CLOCKWORK AMBUSER

Medium construct, unaligned

Armor Class 18 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	6 (-2)	10 (+0)	1 (-5)

Saving Throws Str +2, Dex +5
Skills Acrobatics +5, Athletics +2, Perception +4, Stealth +5
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 1/2 (100 XP)

Immutable Form. The clockwork ambusher is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork ambusher has advantage on saving throws against spells and other magical effects.

Amusher's Strike. When the clockwork ambusher attacks a target within 5 feet of an ally, it deals an additional 7 (2d6) damage.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Reactions

Speed To Safety. As a reaction to being hit by a melee attack, the ambusher can gain resistance to the damage and move up to its full movement without taking attacks of opportunity.

CLOCKWORK MENDER

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	16 (+3)	10 (+0)	1 (-5)

Saving Throws Str +3, Wis +2
Skills Athletics +3, Medicine +4, Perception +4
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 1/2 (100 XP)

Immutable Form. The clockwork mender is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork mender has advantage on saving throws against spells and other magical effects.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 1) bludgeoning damage.

Clockwork Mending. The clockwork mender uses its cybernetic medicinal implants to restore 1d8 + 3 hit points to a creature of its choice within 5 feet of it.

Reactions

Mender's Movement. The clockwork mender rushes towards a wounded target. As a reaction, it can move up to 30 feet towards a creature that just fell to 0 hit points or lower.

CLOCKWORK PROTECTOR

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	5 (-3)	10 (+0)	1 (-5)

Saving Throws Str +4, Con +5

Skills Athletics +4, Perception +4

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

Immutable Form. The clockwork protector is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork protector has advantage on saving throws against spells and other magical effects.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Restraining Mechanism. *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one target, size Large or smaller. *Hit:* the target is restrained. The clockwork protector shoots out a net attached to its chest, which restrains a creature. A creature can free itself from the net by using its action to make a successful DC 12 Strength check or by dealing 5 damage to the net, which has an AC of 12. Another creature can free a creature under the net by the same means.

Reactions

Clockwork Reflexes. As a reaction, the clockwork protector can impose disadvantage on an attack roll against a creature other than itself within 5 feet.

THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

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And now onto the next project...

Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS !

