



**MONKEYDM**

# **CLOCKWORK CATASTROPHE**

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**5TH EDITION ADVENTURE**

**A TRAINWRECK OF AN ADVENTURE FOR BUDDING ADVENTURERS**



# MONKEYDM

## CLOCKWORK CATASTROPHE

**CLOCKWORK CATASTROPHE IS A LITERAL TRAINWRECK OF AN ADVENTURE FOR 3-6 LEVEL 1 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.**



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## Plot Hook

A blue-skinned man mysteriously approaches the party with a small package, alongside a gold pouch with 400 gold. He asks you to take a train towards the Clockwork Concourse, where you are to give the package to a small boy by the name of Heinrich. He asks you to please not open the package. After the players accept, in a flash, he is gone.

## CHAPTER 1. THE TRAIN STATION

In which the players try to catch a train.

### 1.1. IN A HURRY

Read this:

'You wouldn't yet call yourselves a band of adventurers. Moreso, you are a band of friends who look out for jobs. But if all jobs were as easy as this last one, then an adventurer you are. You were merely walking down the street when a blue man, dressed in weird clothing, came up to you with a small, locked wooden chest and a pouch of gold. With a feeling of rush to himself, he asked you to rush towards the train station and please deliver a package for him. In the bag, you found 400 gold, more than you ever imagined you'd make, but before you could thank the man for his generosity, he was gone. All that he left you with was a note. "Deliver this to a young boy, Heinrich, in New Haran, 12 stops away, midday train. Good luck.'

You take in a deep breath to look over the gold you've just been given, then you look between yourselves. You feel joy and luck overtake you all. This might be one of the best days of your life, and it's just getting started.

Now, give the party a small chance to introduce themselves and their characters, before continuing your story.

In order to continue, have the party roll a **DC 10 Intelligence check**. If at least one member of the party is successful, describe how the party member looks above, at the sun, only to notice it's about to be midday soon, so they should probably rush off, before they are late!

The party now begins their adventure, armed with 400 gold and a package.

The package lock may be broken via a **DC 20 Thieves' Tools check**. If they look inside, they will find a simple, brass stopwatch, alongside a black, leather-bound notebook. The notebook is locked via a magical lock, which can be opened with a **DC 30 Thieves' Tools check**, which, if opened, contains a variety of passages regarding "time and its flexibility".

**GM NOTE:** The chances of the party being able to open the box and the notebook are highly unlikely. For this reason, the contents of the book are not fully ironed out, but do know they relate to time travel!

With that being said, if the party begins rushing towards the train, ask each of them to make a **DC 12 (Strength) Athletics, (Dexterity) Acrobatics, or (Charisma) Persuasion or Intimidation check**, as they have to move quickly through the crowds of the bustling city center, in order to arrive next to the train station. On a failure, they get into shenanigans while travelling. Roll on the following table to determine the shenanigans they encounter, or pick one you like the most!

#### d6 Encounter

- 1 They run into a crowd protesting a government law against letting barbarians walk shirtless, who get angry at their mad dash and punch them for 1d4 bludgeoning damage.
- 2 They almost run over an old granny, who throws her sandal at them for 1d4 bludgeoning damage.
- 3 They run into a bunch of kids, one of which trips them for 1d4 bludgeoning damage.
- 4 They knock over a merchant's orange stall, who throws oranges at them in return, for 1d4 bludgeoning damage.
- 5 The pathways are blocked by people waiting in line for free bath water from a popular celebrity and the sun burns them for 1d4 fire damage.
- 6 They encounter an old, poor man, who seems to be eating slugs for a crowd's applause. The disgust forces the party to make a **DC 11 Wisdom saving throw** or take 1d4 psychic damage.

After completing their shenanigans, the entire party gathers back up near the railway station.

You may proceed to the next chapter.

### 1.2. LATE AS PER USUAL

Read this:

'You arrive in a rush towards the railway station, only to discover the platform empty, with no train to speak of. Instead, you watch around 20 or so people standing there in annoyance, awaiting their desired train with recognisable, angry faces. The train is late, as per the usual, a detail that escaped your mind due to the excitement of receiving that much gold. In any case, you realize that you might have to wait a while here.'

The party can now choose to explore the surrounding area, with a few small encounters throughout. If they appear uninterested by the encounters and wish to just stay in one place, proceed to the next chapter.



## AREAS OF THE TRAIN STOP

### 1 - ON THE TRAIN TRACKS

Read this:

'Right on the train tracks, you look and see a young woman, desperately, almost theatrically trying to push a wooden crate back off the tracks, but having a very hard time doing so.'

This woman is actually enacting a scam. If any character approaches her, they may aid her by making a **DC 10 (Strength) Athletics check**, during which they realise how easy it was to lift the crate. If they fail, they can simply either try again or have someone else do it. Any character within 15 feet of this may make a **DC 15 (Wisdom) Perception check**, noticing a hidden boy trying to pickpocket the person lifting the wooden crate from within. If they fail, the player lifting the crate loses all their gold, but doesn't notice it right away. If the woman and child are called out, they will simply run away.

### 2 - THE WALL GUARD

Read this:

'From the wall, you can faintly hear whistling sounds, as a guard sits atop, moving to and fro fanatically, looking at the travellers. There is a look of dreaminess and sadness to his face, as he looks straight at you. "Hey you! Think you can help me?" He asks you.'

The guard introduces himself as Farran and says he has fallen in love with a woman he can't have, one by the name of Lady Nightshade. He asks the party for advice regarding what he could do to earn her love.

The party may offer up advice, followed up by a **DC 14 (Charisma) Persuasion check**. If successful on the check, Farran gains confidence and thanks the party, saying that he owes them one. This will help them out in the near future.

### 3 - THE CAMEL MERCHANT

Read this:

'Next to the outer wall of the city rests a shady-looking camel merchant, alongside three camels. His eyes dart around wildly, as he sees the party approach.'

The camel merchant, a crazy old man by the name of Voss, tries to persuade the party into buying a camel, although he is obviously shady. If the party figures out his shady nature or pushes the discussion towards what other wares he might have, they may roll a **DC 15 (Charisma) Intimidation or Persuasion check**. If successful, he will take out his secret stash, revealing *2 potions of healing* he is willing to part with for 120 gold.

Upon the party exploring all surrounding areas or if they seem uninterested.

## 1.3. TAKEN OUT BACK

Read this:

'As you wait around for the train, a man with red eyes and a flushed face rushes towards you, his hands shaken. He attempts to scream, but all that comes out is but a whisper. "Help me, please!" He then begins to run back to where he came from, rushing to the alley behind the train station.'

The party should feel persuaded to follow the man, if they don't, they can realize after a minute that it seems that the package they were carrying is missing, courtesy of that person. They can follow him into the alley, at which point they will hear chuckles from behind them. They must now fight **4 bandits**, one of which is the man that led them there. It seems they have been tricked.

If the party helped out Farran (**guard**) before, he will arrive in 1d3 turns to aid the party in combat, saying that he saw them running in the alley and rushed to help as soon as possible.

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### MAP 1: TRAIN STOP





Once the party defeats the bandits, they may await the train and have a short rest. Once their rest is over, proceed to the next chapter.

## CHAPTER 2. ENCOUNTERS OF THE TRAIN KIND

In which the party is on a train. Choochoo!

### 2.1. IT ARRIVES!

Read this:

'As midday turns into afternoon and the light slowly escapes the sky, you finally hear the distant train approaching. Joyous, you rise to your feet, and quickly make it in, trying to find a seat here and there.'

#### MAP 2: ARRIVAL



Give the party a few moments of solace and describe the scene, while also describing a distant goblinoid figure, moving to and from travellers. Before long, it will approach the party.

When it does, read this:

'The goblin arrives next to you in a flash and begins speaking "It has a head, a tail, no legs and I hope you have it on you. That's right, money!" He begins smiling wide, extending his hand.'

The goblin, Orth, is in charge of giving passengers their tickets. Tickets to where the players are going are 1 gold each, but they may instead choose to answer one of his riddles. The riddle he possesses is "What has towns without people, forests without trees and rivers without water?" The players may make a **DC 13 (Intelligence) Investigation or (Wisdom) Insight check** for a clue. The clue should be that the riddle refers to something which only represents, not something literal. The answer is **a map**.

After getting their tickets, encourage the players to take a short rest, in case they haven't already. Then, proceed to the next chapter.

### CHAPTER 2.2. ON THE TRAIN

**GM NOTE:** This next chapter can be skipped in case the session drags on, as it is not at all important to the plot as a whole.

As is the case on most trains, things are bound to happen, so give the party some fun roleplay interactions with the many weird people aboard the public transport, either by rolling on the table below or by choosing an encounter.

#### d4 Train Goer

- 1 A half-orc man named Gunter, alongside his favorite goat, are going on an adventure! But the goat smells really bad.
- 2 A young mother and her son, Waleb Cadoghost, are going towards a wizarding academy. (I love you Liam O'Brien).
- 3 A man dressed in all black is reading a crime novel. If the party approaches him, he will introduce himself as Mister M, a crime novelist extraordinaire.
- 4 Martha Highclover, a halfling woman, is going back home to her nameless Hamlet, but for now she is having an issue with the fact she forgot to buy her husband a gift from her holiday.

After the party encounters one or multiple travellers, you may proceed to the next chapter.

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## 2.3. ERROR, ERROR, ERROR

Read this:

'Not a moment too soon, you hear a voice being transmitted throughout the train and joy overtakes you. "We are arriving at the Clockwork Concourse, step off to the left-hand side and you will be aided by your own personal clockwork attendant." After a short while, you step off the train and are met by the welcoming presence of a hustling, bustling crowd and a large clockwork golem, which awaits you with a fake, metallic smile. He seems to be scanning you up and down, then he stops briefly. "ERROR, ERROR, ERROR!" He begins shouting. "A BREAK IN THE TIMELINE, ERROR, ERROR ERROR. MUST REARRANGE TIMELINE." Its eyes turn red and its smile disappears. Roll initiative!'

For the next encounter, the party will have to fight a **clockwork attendant**, while the surrounding platforms are filled with crowds of **nobles** and **commoners**, all of which will try to make way and allow the party to fight. Once the attendant is defeated, proceed to the next chapter.

**GM NOTE:** At this low a level, it is very likely the party might encounter severe difficulties upon being hit by the attacks of this creature. Consider spreading out the damage and being forgiving. In addition their train travel can be counted as a long rest.

## CHAPTER 3. JUST LIKE CLOCKWORK

In which the party completes their task.

### CHAPTER 3.1. ONE BIG MISUNDERSTANDING

Read this:

'As you defeat the construct before you, you see countless gnomish engineers begin moving along with great haste towards you, while directing all other attendants away. One of them, with a scraggly beard and a messed-up suit, comes next to you and begins talking. "I'm so so sorry! This is all just one big misunderstanding! The robot must have malfunctioned. We apologize! You are our customers, we never intended that to... It was a malfunction, please don't press charges, please." And although you don't care much for him, he continues pleading.'

The party has the option to try and negotiate the terms of a settlement with the gnomes who run the trains by making a **DC 14 (Charisma) Deception or Intimidation check**. On a success, out of fear for lawsuits or any such things, the gnomes will pay them anywhere between 100 and 300 more gold. After that, players make their way towards the concourse.

You may proceed to the next chapter.

## CHAPTER 3.2. JUST IN TIME

Read this:

'You go up the stairs from the platform, arriving on the concourse with a slight delay, only to find a finely dressed young, human boy, tapping his foot, looking right at you. Before you even get the chance to say something, the young boy extends his hand and introduces himself as Heinrich.'

Once given the package, Heinrich will open it with a key from his pocket and look at the watch. He'll say "Just in time." And smile wide. And this is where the adventure ends! The party is successful. You can award them with a level up !

Art by *jacob e. blackmon*





# CLOCKWORK ATTENDANT

Medium construct, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 25 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 14 (+2) | 11 (+0) | 15 (+2) | 1 (-5) | 3 (-4) | 1 (-5) |

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 6

**Languages** —

**Challenge** 1 (200 XP)

**Clockwork Mind.** The attendant can't be compelled to act in a manner contrary to its nature or its instructions.

**Antimagic Susceptibility.** The attendant is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the attendant must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

## Actions

**Multiattack.** The armor makes two melee attacks.

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

## Reactions

**Clockwork Precision (Recharge 6).** The clockwork attendant can use its reaction to turn any attack roll, ability check or saving throw that a creature makes within 30 feet of it into a 10.

For each player beyond 4, add 7 hit points to the monster.

# THANK YOU !

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And now onto the next project...

Cheers !

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**A MASSIVE THANK YOU TO ALL MY PATRONS !**