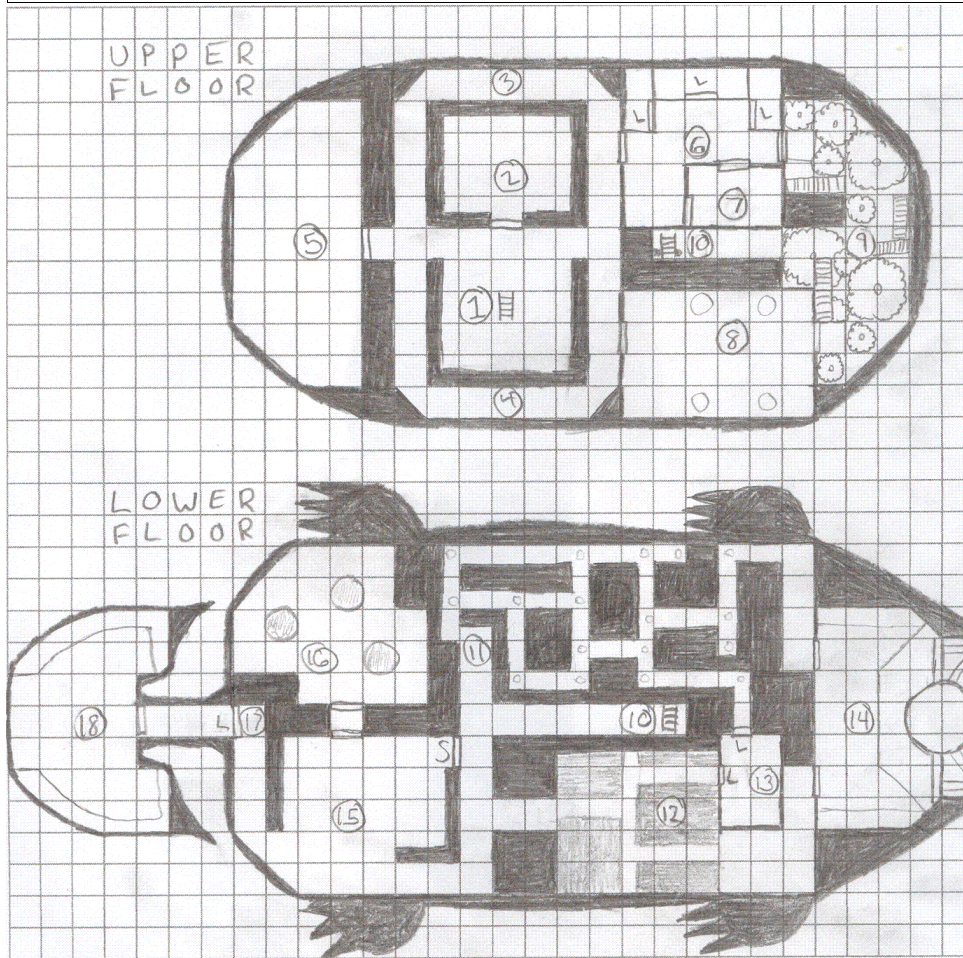


Inside the Iron Beast – by Daniel Cowan



Legend

S – Secret Door
L – Locked Door
1 square = 10 feet

Background

A giant mechanical dragon is terrorizing the countryside! A band of exceptionally crafty goblins somehow created this enormous beast, which is leaving a path of destruction in its wake. You must enter this behemoth, learn its secrets, and put an end to its reign of terror.

Description of the Iron Beast

The Iron Beast is a lumbering machine shaped into the likeness of a wingless dragon. The creature has armored iron-plated sides, a powerful tail, and acid breath spewing from its mouth. The entire beast is made of metal, with creaking joints, black smoke issuing from scattered vents, and the overpowering smell of acid and iron.

Gaining Entrance

The Iron Beast is currently moving cross-country. The only entrance to the inside of the creature is a hatch on its back. The characters must find a way to climb the beast (on the legs, tail, grappling hooks, etc) to get to this hatch. They may be able to stall the Beast temporarily to make climbing it easier; however it is impossible to destroy or disable the Beast from the outside. The goblins are not expecting an attack, so it may be possible to sneak aboard unawares. If the goblins notice enemies, they will shoot at them from arrow slits and possibly even attempt to use the Beast's acid breath weapon.

Room Key

- Entrance:** The ladder down from the hatch leads to a storage room for foodstuffs and mundane weapons and ammunition.
- Barracks:** The sleeping quarters for off-duty goblins. Contains 2 Goblin Guards, who will call out for help from the goblins on duty in areas 3 and 4. The room holds minor monetary treasure hidden among the bedrolls.
- Arrow Slits:** These passageways contain viewports from which the goblins can rain down arrows on victims outside. Both areas contain 2 Goblin Archers, who will call out for help from the goblins in areas 2, 3, and 4.
- Workshop:** This room is filled with clockwork creations of a mad goblin artificer. Contains 1 Goblin Inventor and 1 Clockwork Giant Spider. Each turn the Inventor will run to one of the dormant creations and activate it, adding a new clockwork monster (spider, wolf, ogre, etc) to the battle. The Inventor only stops activating creatures if he is killed or has activated 10 creations. The inventor carries a minor magic item, along with a small brass key.
- Prison:** This room contains locked prison cells holding captured townsfolk from a previous raid. The prisoners will beg to be rescued. The prisoners are in ill health and cannot help in battle. If too much noise is made in this room, the guards in room 7 will be alerted and will attack.
- Guard Station:** The doors to this small guard station are closed, so the goblins will be unaware of the presence of intruders unless a door is opened or they hear unusual noise from outside. Contains 1 Goblin Guard Captain and 3 Goblin Guards. The room holds minor monetary treasure, which the prisoners say was taken from them when they were captured.
- Lightning Room:** This room contains giant machines on the side walls with lightning bolts randomly arcing between them or striking objects nearby. The lightning is drawn especially to creatures wearing metal. A control console on the far side of the room can shut down the machine with a disable trap skill. The party must use perception, acrobatics, arcana, endurance, or other skills to cross the room safely.
- Gearbox:** This room is filled with spinning, grinding gears. Any creature walking across these gears must keep their balance or risk being injured or crushed. The gears can be temporarily slowed or halted by creative use of skills or abilities, but only long enough to move a short distance.
- Ladder:** This is the ladder connection the upper and lower floors.
- Steam Tunnels:** These tunnels are filled with pipes and machinery, randomly releasing blasts of superheated steam. Each turn while in these tunnels, a creature has a 1/4 chance to be the target of a steam blast. At each intersection and corner of the tunnels is a Magical Crossbow Turret that fires at any creature in range.
- Oil Vat:** This room contains a narrow set of catwalks 10 feet above a pit filled with black, churning oil. Moving across the oil-slick catwalk requires a balance check to avoid falling into the oil below. Lurking in the oil are 3 oozes that will attack any creature that falls into the pit. Climbing back up to the catwalk from the oil vat is very difficult without help from a character above.
- Store Room:** This small store room is locked from both entrances. The room contains a magic weapon and moderate monetary treasure.
- Engine Room:** This large room contains a large furnace holding a captive fire elemental, whose energy is being drained to power the Iron Beast. Contains 1 Goblin Engineer and 4 Goblin Assistants. After the goblins are killed, the engine will begin to go out of control. The consoles in the room must be used to correctly shut the engine down or the Fire Elemental breaks free and attacks. The Engineer holds a small brass key
- Mutation Room:** This room holds a Mutant Ogre, being experimented on by 3 goblins. The Mutant Ogre and 1 goblin will attack on sight, while the other 2 goblins will attempt to slip out the secret door to the NW and ambush the party from behind.
- Alchemy Room:** This room holds 3 large vats of acid, along with a variety of flasks and potions. Contains 1 Goblin Alchemist and 3 goblin servants. The Alchemist will throw exploding potions, and will attempt to break the vats of acid when players are nearby, covering them in acid. The Alchemist holds a small brass key, and the shelves of the room contain several potions and poisons, along with alchemical ingredients.
- Neck Door:** This door has a difficult lock to pick, but has two small keyholes, which can be unlocked by using 2 of the brass keys from area 5, 14, or 16.
- Control Room:** This room is filled with levers, wheels, and pulleys that control the Iron Beast. Contains the Goblin Warchief and 5 goblin controllers. The controllers can use the controls to move the entire room, knocking unprepared creatures to the ground or crashing into the walls. The Warchief has 2 magic items and moderate monetary treasure, along with a key to room 13. Defeating the Warchief stops the threat of the Iron Beast.