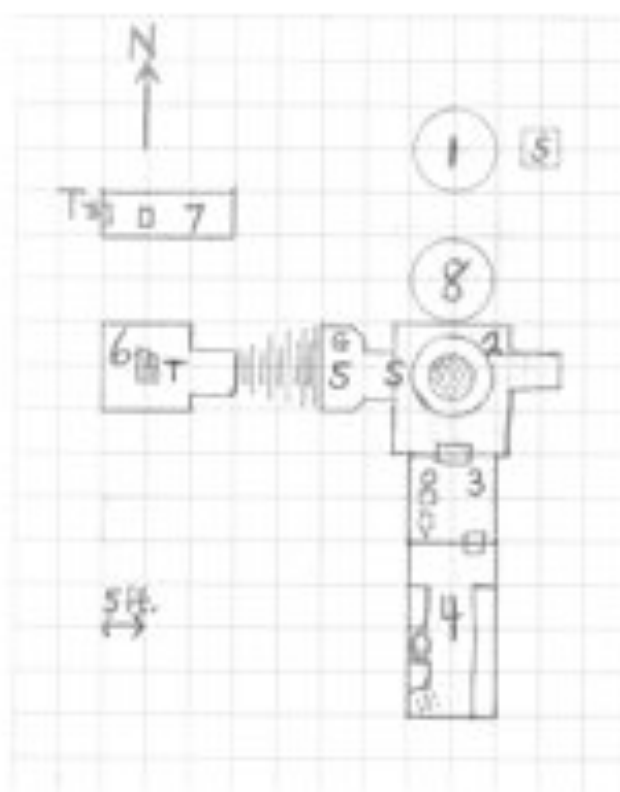


The Clockwork Crypt – Level 1



Lighting: Magically lit glyphs illuminate each room (equivalent to moonlight).

Background: The clockwork crypt is the final resting place of Findle Cyweyk Etcheviade, an eccentric gnomish tinker and musician. The complex lays concealed beneath a wordious, musical water fountain in the pastoral city of Wellspring. This morning, the fountain didn't seem to be functioning properly. Several pipes alternately became clogged, then spewed slightly acidic blasts of water, injuring several onlookers. The fountain was shut down and a low level group of adventurers was called in to investigate the disturbance and clean out the waterworks.

Unknown to the community, Findle's crypt, containing his secrets and treasures is hidden within, awaiting those clever enough to solve the tinker's tricks and traps.

(The fountain is fed from a springhouse located several hundred feet away and slightly uphill. Channels carry water to the fountain and beyond to two watering troughs a hundred yards to the south of the fountain. The water continues, flowing over a large (10' x 30'), inclined slide slab set in another trough where city folk can wash their laundry. The water is then used to irrigate parks and gardens in other parts of the city. Only the fountain and its substructure are used in this adventure.)

Legend

S – Secret Door G – Clockwork Gnome
T – Trap

Room Key

- Fountain:** A gleaming cascade of slotted pipes in copper, bronze, and brass, surrounded by a low wall of flagstones. One flagstone, hinged, opens to reveal a series of valves that varies the water patterns and songs produced by the fountain. Rotating one of the fountain's pipes (currently out of alignment and slightly off-key) causes a 5' x 5' paving stone on the east side of the fountain to slide aside, uncovering a spiral staircase going down 15 feet.
- Collection Pool:** The circular staircase ends in a room beneath a web of pipes and valves that forms the fountain's substructure. A 5-foot wide pool occupies the center of the room and collects any water dripping down from the plumbing above. The walls of the pool gently slope up to a 3-foot wide walkway. A closed door is located on the left (south) side of the room. (A secret door resides in the west wall.) **Monsters:** Two ooze neaphts were trapped in the pool when the fountain shut down. They are not happy about it and attack immediately.
- Workshop:** This 10' x 10' room contains various tools for cutting, bending, and threading pipe. A small anvil sits on the right side of the room with a small stone trough and an empty wooden bucket next to it. A door occupies the left side of the opposite wall. **Treasure:** magical anvil – any metal placed on the anvil can be heated on command (as the spell), yet the anvil remains cool to the touch. The command word, "ignus," is inscribed on the bottom of the anvil. **Trap:** Moving the anvil uncovers a magical glyph on the floor (explodes for moderate frost damage in a 5' radius).
- Supply room:** The door from the workshop opens onto a long supply closet 10' x 20'. The room contains several shelves, racks, and crates filled with various gears, belts, chains, pipes, pulleys, work clothes, and a few tools. A small pile of broken and discarded equipment has been swept into the far right corner. **Monster:** A gutter-snipe hides amongst the cast offs and will attack the last character leaving the supply room, if it gains control of the character, it will try to escape to the city above as quickly as possible.
- The secret gnome:** Opening the secret door activates a magical voice which says, "Enter Findle's clockwork crypt and learn the tinker's secrets, if you're worthy and if you dare, lest the crypt become your own!" The secret door in Room 2 opens onto a 5' x 10' corridor that ends at a slightly expanded landing. At the end of the corridor, a stone stairway slopes downward. Above the stairwell, etched into the wall are the words, "Watch your step." A bronze sculpture of a gnome (G) stands on the right side of the corridor, just prior to the stairway. His small, outstretched short sword points the way down the stairs. **Trick:** Carved on the vertical surfaces of each step are the words, "This Side Up!" but the words and arrow are upside down. Anyone will notice the inscriptions if they turn around and look at the stairs from somewhere on or past the staircase. The sculpture is actually a clockwork winch system. Anyone examining the gnome can activate the mechanism with a successful disable device skill check, causing the gnome to raise its sword arm. As it does so, the stairway pivots 90 degrees upward, becoming a stairway up instead of down. Anyone on the stairs will be thrown back for minor damage. In the upright position, the stairway ends at the "Watch your step" wall. The wall is an illusion. The winch is also activated by a pressure plate (T) in Room 6.
- False crypt:** The stairway ends at a short hallway that extends 5' to a doorway, which opens onto a 10' x 10' room. At the center of the room is a marble casket capped with a gnome carved in bas-relief. The casket rests on a pedestal of interlocking gears. Leaning against the base of the pedestal are a large brass bound tome with three ornate locks and a small chest of jewels and gold coins. **Trap:** Immediately in front of the pedestal is a pressure plate that causes a large slab of granite to slide into the doorway, trapping all within. Anyone struck by the stone suffers 8d6 points of damage and is pinned beneath it. The staircase leading down to the crypt rotates 90 degrees upward, becoming a stairway up instead of down. The book only has writing on the first page, which reads, "Greedy foils, Welcome to your final resting place." The jewels and gold coins are cut glass and brass coins.
- True crypt:** Stepping through the illusory wall, the characters see a marble gnomish sarcophagus standing against the far wall in this 5' x 15' room. **Treasure:** 10' into the room, on a single wooden table can be seen the following: a battered leather bound tome, a sheaf of scrolls, a small silver hammer, and a pouch with 15 assorted gems spilling out of it. The tome contains all of Findle's clockwork designs and copious notes granting a character a +10 skill bonus on creating or disabling clockworks. The scrolls are a collection of the gnome's musical compositions (of little value). The hammer has an enchanted +1 combat bonus. **Trap:** Anyone damaging or attempting to open the sarcophagus (T) will trigger a pit trap covering the entire floor that drops everyone into the false crypt for minor damage before closing back up, trapping the tomb robbers.
- Cistern:** A large cistern is set into the ground north of the fountain. Water released from the cistern provides the hydraulic pressure to power the various traps and other clockwork mechanisms in the complex.