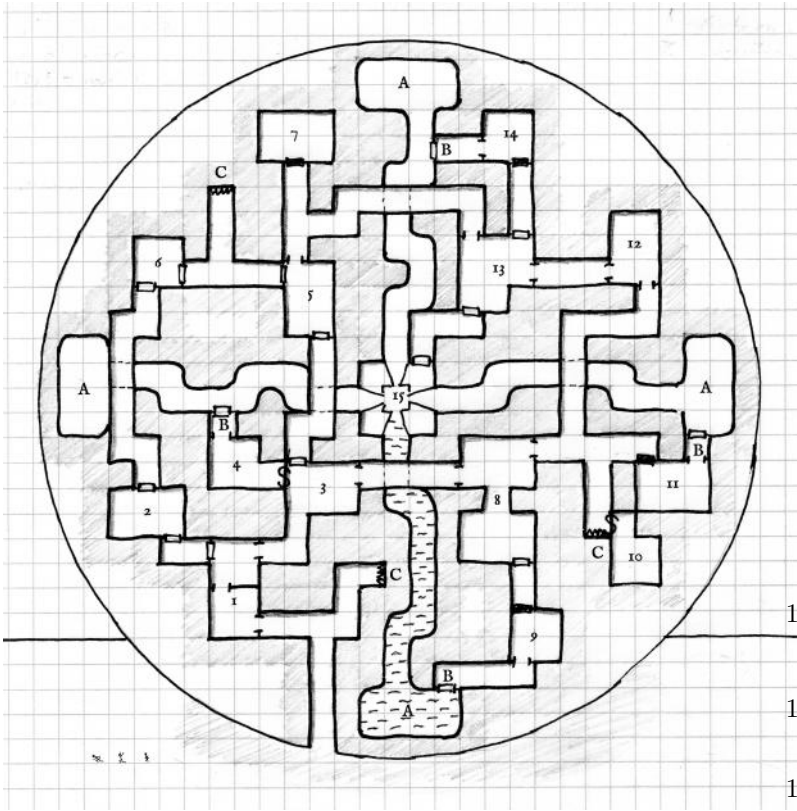


The Sphere of Avantarr

By John Nash

<https://creativecommons.org/licenses/by-sa/4.0/>

The sphere of Avantarr has rolled across the crystal plains, crushing everything it encounters, for hundreds of years. Now it veers towards the town of Grushfold and someone needs to stop it (or steer it onto Feldton, no one likes that place).



This is a vertical map. Each square is 10'. Walls are metal and covered in hand holds. **A:** Water cisterns. **B:** Water tight inspection hatches. **C:** Wall/floor spikes.

The sphere moves by pumping water into one of four cisterns. Opening an inspection hatch in the lower half of the sphere, floods that section of the sphere, stopping the sphere from moving until Clockwork Skeletons refill the cistern.

Rotation

Every 20 minutes (or when inconvenient for the PCs) roll 1d4.
1: Rotate the dungeon 90° clockwise. 2: Rotate the dungeon 90° anticlockwise. 3: Flip 180°. 4: Nothing.

Wandering Monsters

2 in 6 chance every 2 turns.

1d6	Monster
1	1d3 Giant Black Widow Spiders spinning webs
2	1d10 Stirges returning to roost
3	1d10 Giant Bats hunting stirges
4	1d4 Clockwork Skeletons clearing webs
5	Giant Bat caught in a Giant Spider web
6	1d4 Clockwork Skeletons attacking 1d10 Stirges

Key

- Web covered room. Pulling or cutting the webs attracts the spiders from area 3.

- Locked metal cage suspended by chains in centre of room. Contains an egg sized, finely cut diamond.
- 6 Giant Black Widow Spiders** lurking. Loud, rhythmic banging can be heard from area 8.
- 4 Clockwork Skeletons** putting silver bearings into the top of a metal canister, only for them to fall out through a hole in the bottom.
- 9 Giant Bats** roosting on the walls.
- Sealed metal tank mounted on a gimbal so that its outlet tap always points down. Purple crystal bowl strapped to the side of the tank.
Tank contains acid. Bowl is magically acid proof.
- Locked. Stacked canisters of oil. One canister contains a gold sextant.
- Cart horse sized, brass gears mesh together, blocking centre of chamber. One gear tooth missing, providing brief, periodic opening.
- Locked. Piles of incomprehensible machine parts.
Heap of diamond bearings hidden at bottom of the pile.
- Series of pigeon holes containing rolled up blueprints.
One hole contains a scroll of spells.
- Locked. Malfunctioning, spinning **Clockwork Skeleton**.
- Spare mechanical arms strapped into shelves.
- Avantarr the Clockwork King** sitting on a gyroscopic throne. **4 Clockwork Skeletons**.
- Locked. Leaking oil pipe. Floor and walls slick with oil.
Standing on a loose floor plate ignites the oil with a spark.
- 10' long loop of punched tape, feeding into a pump. Water pipes run from pump to cisterns.
Punch tape is entangled and no longer feeds into the pump. Untangling it causes the sphere to return to its previous path across the plains.
Doing 20 hp of damage to the pump stops the sphere, but summons 6 Clockwork Skeletons to fix it.

Monsters

Clockwork Skeletons - Brass spider like skeletons with 3 pairs of arms and no legs.

Avantarr the Clockwork King - Undead skeletal remains entombed in brass of armour. Speaks in a reedy monotone, like a one note pipe organ.

Obsessed with preserving the sphere as a monument to his greatness. Mood depends on the sphere's current orientation.

Orientation	Mood
↑	Benevolent
→	Paranoid
↓	Hostile
←	Demanding