

AGE 12+



GENIUS OF MADNESS

Face the evil kept inside the mad transmuter and artificer's lab at Pipe Town.

5E COMPATIBLE ADVENTURE

INTRODUCTION	2
Running The Adventure	2
Story Overview	2
About Pipe Town	2
About Herberwer's Den	2
About The Rat King and Herberwer	2
About The Trail	3
Adventure Hooks	3
PROLOGUE	3
THE ELEVATOR CABIN	3
HERBERWER'S DEN	4
The Toxic Fumes	4
The Open	4
Shed One	4
Roleplaying The Mad Staff	5
Shed Two	5
Shed Three	6
T1. Machine Room	6
T2. Prep Room	7
T3. Herberwer's Laboratory	7
ROLEPLAYING HERBERWER	8
EPILOGUE	8
WHAT'S NEXT	8
APPENDIX A: NPCs AND MONSTERS	9
APPENDIX B: MAPS	11

The master's beacon has guided the party to the edges of Pipe Town, the ratfolk's home, where the mad scientist Herberwer has been experimenting on captured specimens and some of their body parts. Unknown to the heroes, they are closer to finding the missing scion Burroughs, but they will need to enter Herberwer's den of traps and madness, and survive it.

INTRODUCTION

Welcome to *Genius of Madness*, a 5e compatible RPG adventure by Cast n Play. Although it is a one-shot, it belongs to a saga by Cast n Play.

RUNNING THE ADVENTURE

Genius of Madness is a 5e adventure meant for four to six 12th level player characters. The adventure takes place in Herberwer's secret den, the place where he carries out his experiments.

- Fun is the ultimate goal. Never forget that.
- As a Game Master, you know your players better than anyone. Make your decisions accordingly.
- You have the last word. This adventure is a guide, but you can improvise as you see fit.

STORY OVERVIEW

Genius of Madness plot is as follows:

- Mansol's scion Burroughs was captured by ratfolk as she searched for the Aludel of Tesebus and taken to Herberwer, who started experimenting on her.
- Herberwer is a transmuter and artificer who fled certain execution in the capital and made his way to the Belowground where he met the Rat King and started to work for him, and created the Reapers, some of Pipe Town's fiercest warriors.
- Unknown to the transmuter, Burroughs noticed that he had a chain linked to the aludel, something he claimed he found as his den was being built.
- Consumed by duty, Burroughs managed to escape her captivity by freeing Herberwer's latest, and grandest creation, the Kalivan, which caused an explosion that released poisonous fumes that killed many workers and drove the rest mad.
- The surviving staff haunt what remains of the den, attacking and killing intruders and sometimes each other.
- The master's beacon glowed and guided the party to a cabin on the outskirts of Pipe Town's suburbs. The shack is inside a fence in an empty field, and it is the entrance to Herberwer's den.

ABOUT PIPE TOWN

Located inside a colossal cavern lies the ratfolk's abode, Pipe Town, a place built with remains found in the area mixed with all the materials they scavenge from the surface. The site is split into two by a round pit that separates the small but more advanced center from the larger suburbs that spread throughout most of the cave, except for an area to the east where a lake of toxic waste is located.

Herberwer's den is located beyond this lake on the fringes of the suburbs, away from prying eyes, the perfect spot where the mad genius and his henchmen can operate without being disturbed.

ABOUT HERBERWER'S DEN

The den's entrance is a single cabin inside a fence on the outskirts of Pipe Town's suburbs. Squads of ratfolk carrying captured specimens or sludge use it to deliver the "goods" required by the mad Herberwer. The cabin is an elevator that descends 160 ft. into another cave where the actual den, made up of three ample horizontal sheds, is located.

Each one of the sheds serves a different purpose for Herberwer's plan. Parts of the den were damaged after the explosion caused by the freed Kalivan, and the destruction brought about by the staff that went mad and turned on the other survivors. One of the sheds is where the sludge is stored, cleaned, mixed, and prepared for the experiments. The second one houses all the kidnapped specimens, and it is where the staff tests and readies them before moving them to the third and final shed where Herberwer carries out his experimentations, slicing his captured models and then injecting them with his sludge serum in the hopes of creating a new and more potent creature.

Some of the den's security measures and traps are still active, as are some survivors who will attack anyone on sight.

ABOUT THE RAT KING AND HERBERWER

Herberwer is a transmuter and artificer who fled from Lyria -the empire's capital- before his execution was to take place. His wandering led him to Thamarya, and then to the Belowground, where he was captured by the Rat King, who immediately recognized the condemned's powers, and made a deal with him. Pipe Town's ruler promised the transmuter unlimited resources, and his freedom in exchange for an army of super soldiers. Under this agreement, the den was built in the suburbs, far from prying eyes, and Herberwer was given a constant flow of sludge and specimens for his research.

All was running smoothly until Burroughs was captured and brought to the den, where the scion realized she was closer to her goal and escaped, destroying parts of the den in the process.



ABOUT THE TRAIL

The magical artifact linked to the missing scion points to a shady cabin encircled by a fence in the outskirts of Pipe Town, indicating that Burroughs must have passed through there, but why?

ADVENTURE HOOKS

For this adventure consider the following character hooks:

Still on the clock. “Our mission is not over, not until we find Burroughs.” The party has not found the missing scion yet.

Follow the light. The beacon’s glow is stronger and clearly points in that direction, which means that Burroughs passed through here.

PROLOGUE

The beacon Mansol gave you began to glow brighter as you descended the shaft after Ursang Bardiya’s tomb. The descent lasted half a day, and it led to the most extensive cave yet, home to a sprawling city that could only be Pipe Town. Howbeit, instead of pointing toward the sprawl of homes and structures, the artifact pointed past a lake of toxic waste and towards a cabin inside a barbed-wire fence.

There’s no doubt that Burroughs, the missing scion, must be inside...

THE ELEVATOR CABIN

The cabin’s interior is empty except for a mechanism in the middle with five ivory levers. The cabin is an elevator that descends into another cave.

The walls are made of two different kinds of polished wood, divided by a strip of mirror that runs all around the walls. The moment all the PCs enter the cabin, the door closes and cannot be opened by any means. A successful DC 23 Wisdom (Perception) reveals that everything reflected by the mirror behave like normal except for the levers, which always remain in the same position and that position is the one that activates the elevator. For each incorrect combination the PCs enter, activate a trap.

Roll the following table to determine what kind of trap is activated:

Elevator Traps

D6 Attack

- Static disco.** A gap in the ceiling opens, and a crystal disco ball descends into the room and shoots energy rays. All creatures inside the room must roll a successful Constitution saving throw DC 18 or start turning to stone. The ray works like the flesh to stone spell.
- Tendrils from the gaps.** Tendrils of shadow sprout from cracks in the wood and lash out against all living creatures. All PCs must succeed a DC 19 Constitution saving throw or take 8d8 necrotic damage.
- Ashes to ashes, dust to dust.** The cabin ceiling starts to glow with a strange green as bursts of energy rays descend on all creatures located below. A successful DC 17 Dexterity saving throw permits a creature to dodge the beams. Any creature that fails takes 10d8 damage, and if the damage reduces its hp to 0, its body becomes a pile of fine gray dust.
- I had it in the tip of my mouth.** A cloud of orange dust fills the cabin’s interior for an instant and then disappears. All creatures must succeed a DC 19 Intelligence saving throw or lose the ability to cast spells for 1d6 hours.
- Born to lose.** A high-pitched violin tune appears to come from the outside. A feeling of impotence starts to build up as the sad notes continue. All PCs must succeed a DC 19 Charisma saving throw or have all combat rolls and skill checks done with disadvantage for 1d4 hours.
- Party’s On.** The groove to dance possesses all as a drum beats in the distance. A successful DC 17 Constitution saving throw is required to avoid dancing for 30 minutes nonstop.

When the PCs enter the correct combination, the cabin vibrates for some seconds, followed by the sound of gears starting to rotate as the apparatus commences to function. Moments later, the floor decouples from the structure and begins to descend into a cave where Herberwer’s den is located.

The cabin reveals its true purpose after the last lever is placed in its correct position. Gears are set in motion as the floor decouples, and it starts to descend like a platform. Not even the machines in Thamarya’s port feel as advanced as this one as it moves smoothly in the shaft. Why would a cabin be a secret elevator? What purpose could it serve?

HERWEBER'S DEN

The mad genius' den is built inside a cave and made up of three long sheds in the shape of rectangular warehouses. The elevator stops just at the start of the cave, and except for a secret exit known only to Herberwer, it is the only way out of the den. In front of the elevator is a mountain of corpses made up of the staff who turned on each other after the toxic fumes drove them mad.

To the left and right of the bodies are the two first sheds where the staff worked and prepared everything to be sent to the third shed where Herberwer carried out his work. It is only possible to enter the third shed via the other two because the entrance was destroyed after the explosion caused by the escaped Kalivan. The sheds are an example of ratfolk technology, with numerous mechanisms and air vents running along the walls, and machines carrying out tasks. Although the features could be considered advanced, on closer inspection, it is clear that many of the sections are made up of different materials that were somehow glued or stitched together, the craftsmanship being coarse but highly functional.

The place is lit by dim light bulbs that struggle to keep working, and most of the den has clear signs of damage caused by the fighting that took place; there are blood and body parts scattered everywhere.

THE TOXIC FUMES

What strange place is this? That is the question.

The elevator stopped in another cave, one with three structures and lit by strange crystal spheres connected via some wires. The odor of the place is strange, not causing disgust, but potent and even harmful to the nose, a mixture of sulfur, acid, and flesh. Just in front lies an intimidating sight, a mountain of bodies, all covered in blood and mutilated in one way or another in the most savage manner.

When the Kalivan was released, it destroyed some containers that had sludge mixed with other dangerous substances. Some exploded, but some combined with the ambient, poisoned some of the staff, and drove others insane. Although most of the fumes have dissipated, enough remain that they can harm any creatures moving about the den without any protection.

For every 30 minutes exposed without any countermeasures, creatures take 3d6 toxic damage, and have their Dexterity reduced by one.

This last effect builds up until they exit the den or apply some countermeasure.

THE OPEN

Guts and blood everywhere, something terrible happened here.

The three sheds take up most of the den's space; however, a considerable open area is located between the three sheds. The elevator stops just at the start of the open space, and just before a mountain of corpses begins, the result of staff going mad after toxic fumes were released and they turned on one another.

The area extends and finishes in front of the third shed, whose gate was destroyed by the Kalivan after being released by Burroughs. It must be noted that there are two watchtowers guarding the final shed, one on each side that launches an attack on any creatures that approach it.

Mountain of corpses. The bodies of thirty staff workers are stacked up like a mount. A successful DC 16 Intelligence (Investigation) check shows that some of them died because of poisoning whilst others show wounds made by weapons, including brutal bite marks.

Ratfolk. If any PCs are searching in the mountain of bodies, a successful DC 17 Wisdom (Perception) check reveals that the majority of the bodies belong to humans and gnomes, but there are three that belong to ratfolk. If they search the ratfolk, who were killed with weapons, they find the following items: 1d4 *gas masks* (which cancel the fumes effect and other gas type attacks), four *ratfolk glue paste* (works the same as a Greater healing potion) and one *specimen contract* which reads: "Payment of 100 gp per specimen on delivery. They must be unspoiled and unharmed."

Watchtowers. Further down the area, just by the third shed's two wings, are two watchtowers. They are automated fire turrets. When the explosion occurred, some of the staff ran and were gunned down by the towers. Any creature within 120 ft. of the shed will be targeted by the towers. A successful DC 20 Dexterity saving throw is needed to avoid the 4d6 fire damage.

SHED ONE

The gate that leads to the shed is stuck ajar; its surface is covered in blood and scratches. The shed is 18 ft. high and topped with a roof made of red tiles. The walls are made from thin but strong metal that reassembles wood. Many tubes and vents cross the walls.

The smell of sludge emanates from the inside; it is concentrated and far more potent than average. As you approach the gate, you come across marks on the ground that indicate that something heavy was taken inside.

Situated on the west side of the cave lies the first shed which is 320 ft. long. The structure was designed to receive cargos of sludge which would be poured inside an enormous container, from where they would be put into barrels, which would then be placed in a massive pneumatic tube from where the air would carry them into the third shed.

Most of the work in this shed was carried out by humans or gnomes inside their cargomechas, machines built for heavy lifting and work.

When the toxic fumes were released after the explosion, many filtered into this area, driving one pilot mad along with a pair of artificers, who turned on the others and killed them. The shed is divided into two sections, with the loading area taking 90% of the surface and a small mezzanine where the pneumatic tube begins. A large copper container and dozens of sludge barrels are located at the start of the loading area, while the remains of three cargomecha are scattered in the middle.

Four **mad staff gnomes** are hiding in the mezzanine, while one **cargomecha** is hiding at the end of the loading area, and will launch a surprise attack once the PCs are in range.

Development. The staff will fight ferociously until they are destroyed. They cannot be persuaded or intimidated, and they are immune to charm and other similar effects.

Treasure. Located between the barrels of sludge are the following items: two *mechanical crossbow* +3 with 20 ammunition, two *gasmasks*, one *tinker's tools*, and one *alchemist's supplies*.

Pneumatic Tube. The tube's hatch is located on the edge of the mezzanine. A successful DC 23 Strength check is needed to lift the hatch. When the hatch is opened, the pump creating the air will stop working. The tube's interior has a diameter of 15 ft. and leads to the third shed.

ROLEPLAYING THE MAD STAFF

The staff that survived had their brains altered by the toxic fumes; their aggressivity was raised until they behaved no better than a rabid dog.

They are still capable of complicated tasks and thought; it's just that they are possessed by an insatiable lust for violence. Some of them will believe that they are doing their victims a favor and will compliment them on their dying or their own display of violence.

SHED TWO

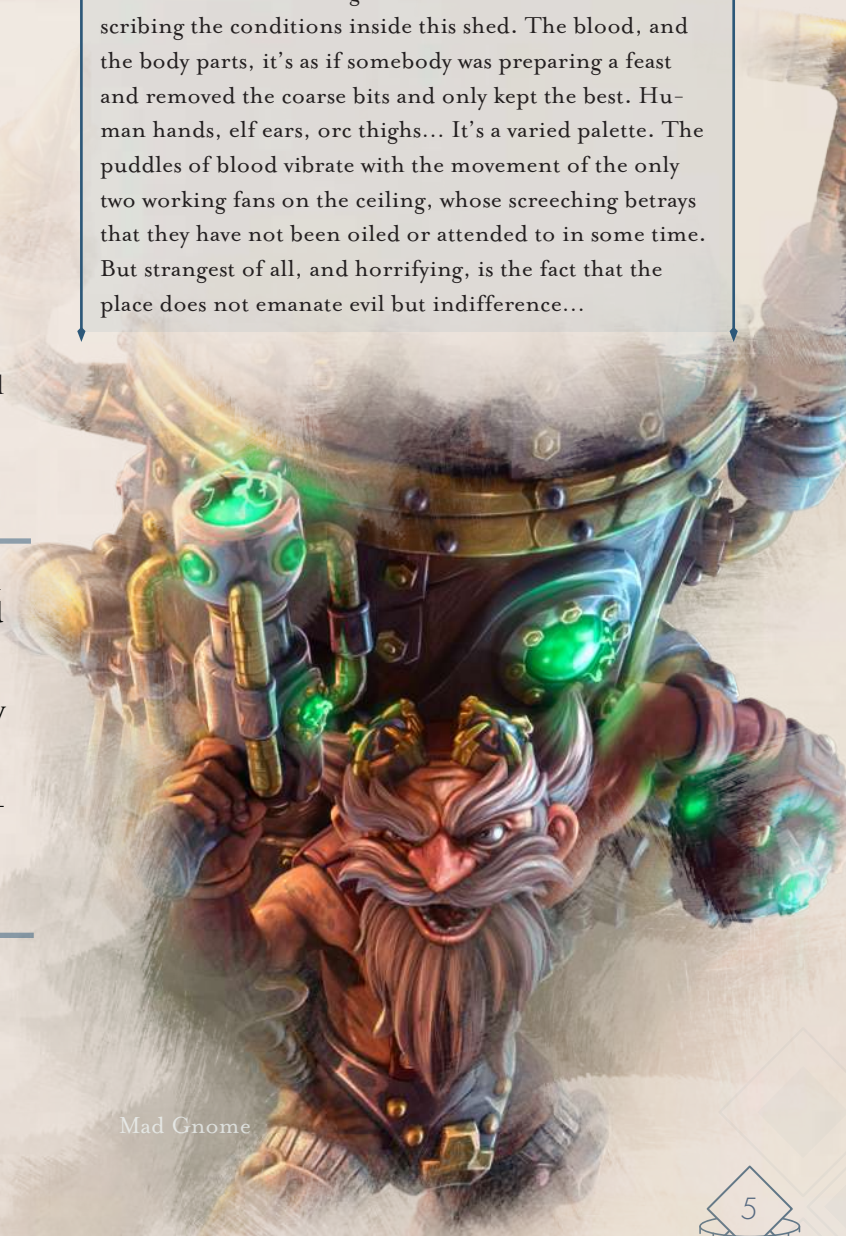
On the eastern side of the cave stands the second shed. It is the same size as the first one and has a mezzanine with an enclosed bridge leading to the third shed.

The creatures captured by the ratfolk were kept here in a cell area and then taken to a preparation room where they were stripped naked, oiled, sedated, and placed on a wheeled stretcher which moved through a track right into Herberwer's shed. As with the other shed, the mezzanine occupies 10% of the area, and is reached through a ramp with tracks for the stretchers on the right side of the shed.

The left and central sections house the cells, a rejections room, a storage room, and a small operating room for the staff, who were allowed to "toy" with some rejected or discarded specimens.

The cells make up the left section and are all made of bars which makes everything inside visible. A passage separates the left section from the central one, where the operation, preparation, and storage rooms are. Unlike the cells, these have doors. This shed also had its portion of carnage, with signs of violence like destroyed furniture, blood, and body parts scattered all over.

Abattoir is the first thing that comes to mind when describing the conditions inside this shed. The blood, and the body parts, it's as if somebody was preparing a feast and removed the coarse bits and only kept the best. Human hands, elf ears, orc thighs... It's a varied palette. The puddles of blood vibrate with the movement of the only two working fans on the ceiling, whose screeching betrays that they have not been oiled or attended to in some time. But strangest of all, and horrifying, is the fact that the place does not emanate evil but indifference...



Mad Gnome

Spike Trap. This trap is located inside the storage room and activates once a creature steps in the middle of said room. This triggers a mechanism causing spikes to discharge from the ground inside the room and the passage. The spikes have a +13 bonus to hit and cause 2d12 piercing damage. The spikes return to their original position after being discharged and only strike again if another creature steps inside the storage room.

Saw Trap. On the right section of the shed are numerous stretchers that can be locked into tracks that cross the passage, the ramp leading to the mezzanine, and exit the shed via the bridge.

A stretcher will automatically start to move by itself if placed on the tracks. If the PCs get on the stretcher, it takes them safely up the ramp and straight across the enclosed bridge and into shed three. However, if any PC tries to move down the passage in any other way, a set of deadly saws will burst out and damage any creature standing on the ramp. The saws have a +16 bonus to hit, and cause 4d10 slashing damage.

Creatures. There are four **mad staff cyborgs** hidden underneath the dead captives in two of the cells. They are waiting for the PCs to get in the area between the operating room and the last pair of cells before they attack. When the cyborgs begin their attack, one of them will call three other **mad staff cyborgs** that were seemingly lying dead on the two beds in the operating room.

Treasure. Inside the preparation room are the following items: one *dessicated ogre fist* which if worn like a glove grants +2 Strength, two *obsidian scalpels* +2 (1d6 slashing damage and damage done by them can only be healed after a long rest), 1d4 *Superior healing potions*, and one *living brain* worth 1000 gp.

SHED THREE

The final shed is Herberwer's laboratory which, after the explosion, can only be accessed via the pneumatic tube in shed one, or the enclosed bridge in shed two, with each leading to a different section of shed three. This shed is slightly larger than the rest, and its orientation is towards the cave's entrance. If the PCs enter through the pneumatic tube, they arrive at the machine room, where the barrels are collected and placed inside a complicated machine that filters the sludge, and mixes it with other substances for Herberwer's quest to create new frankenstein-like creatures for the Rat King. The second room is Herberwer's prep room, where his four personal aides receive the stretchers from shed two with the specimens and prepare them based on the artificer's instructions. The third room is the actual laboratory, and can be accessed from either the machine room or the prep room.

TI. MACHINE ROOM

The bubbling and array of colors are childlike, similar to an infant's game where they pretend to be a powerful inventor or a magic-user.

Although the room's walls show damage from the explosion, the machine still works as the bubbling and mixing of liquids continues without supervision. Without a doubt, it must be one of the most advanced apparatus in the Belowground or Thamarya.

The room houses the machine that cleans and purifies the sludge before mixing it with different substances and then carries it to the final tank, where it's poured into different bottles depending on what the sludge was combined with. The bottles in the final section are separated into three kinds: one labeled A, one B, and another C, each representing a different substance. There's a large door on the right side of the wall which leads to the laboratory.

Development. The machine works perfectly, although there's no labeling explaining what each section does nor what the sludge is being mixed with. Each of the other substances, a, b, and c, are a cocktail of Herberwer's own creation. A successful DC 18 Intelligence (Investigation) check reveals that the bottle's contents do not kill if drunk, and alter the drinker in some unknown way.

Bottle Effects

Label Attack

- | | |
|---|--|
| A | Mutated legs. The thighs and leg muscles become firmer, so much that it looks unpleasing to the eye. Any creature that drinks from this has their Dexterity increased by 2 but their Charisma reduced by 1 permanently. A <i>greater restoration spell</i> or similar can remove this effect. |
| B | Muse of the gods. The body shakes as the muscles and bones redistribute, making the creature more attractive. Any creature that drinks from this has their Charisma increased by 2 but their Constitution reduced by 1 permanently. A <i>greater restoration spell</i> or similar can remove this effect. |
| C | Not quite there yet. A substance still in the experimental phase. Target becomes invisible for 1d6 hours. The effect works the same as the <i>invisibility spell</i> . |



T2. PREP ROOM

If the PCs did not use a stretcher to cross into Herberwer's shed, skip the following narration.

The stretcher strolls jerkily through the enclosed bridge. Although the bridge's base is made from rock, it is circled by a thick white cloth, the purpose of which is unknown.

The end of the tunnel is marked by a large white curtain which moves as the stretcher goes past.

As it does so, a white light blinds you, and it takes some seconds to adjust as you find yourselves in a white room.

Everything is white, perfectly sterile except for...

The stretchers from shed two would move along the tracks until they reached the room and stopped next to the prep table. This room is where Herberwer's aides would prepare the specimen, stripping it, giving it herbs for the upcoming pain, and oil it before taking it to the laboratory. The room is lit by sterile white light bulbs, and most of the contents are destroyed: shelves, tools, while the aides' four dead bodies lie on the ground. Kalivan killed everyone in this room before returning to the laboratory.

Development. The master's beacon will glow brighter than ever in this room. The four bodies have been torn to pieces. If any of the PCs decides to inspect them, a successful DC 21 Intelligence (Investigation) check reveals that one of them is holding a mutilated elven female hand which is Burroughs'. It was cut no more than 24 hours ago, and it looks fresh, which is bizarre.

Treasure. Lying on the ground is a glittering golden chain. The chain has been broken in half and is 3ft long. A detect magic spell reveals that powerful unknown magic emanates from it, while a successful DC 24 Intelligence (Arcana) check unveils that the chain is thousands of years old and the magic emanating from it belongs to a people that were thought to be a myth, the Polis of Ettruz.

T3. HERBERWER'S LABORATORY

The lightbulbs go on and off, on and off, like a repeating melody, and make a ticking sound as they do so. Coming from the laboratory's center is the sound of something dripping, but the poor lighting and the toxic fumes make it impossible to tell what it is.

In the center of the laboratory stands Herberwer's operating table, where he experimented with thousands of specimens, trying to create the perfect soldier for the Rat King.

However, the mad genius had also been working on a side project for himself, the Kalivan, a large creature that Herberwer hoped would become the perfect predator. The beast harbored a deep resentment against the artificer and was kept in chains while Herberwer discovered a way to break its will.

Burroughs, who was going to be experimented on and who had her hand cut recently by the assistants, quickly picked up on this and managed to break the Kalivan's chains, who then went on a rampage, killed all the aides, and destroyed some sludge bottles, which caused the explosion that left a crater on the south of the laboratory, and released the fumes that spread throughout the entire cave. Meanwhile, Burroughs took advantage of the pandemonium and escaped into Herberwer's bunk hidden behind the bookshelves.



Development. Herberwer is lying on the operating table. His body is cut in half and filled with syringes; being kept alive and tortured by the creature for as long as possible. The **Kalivan** is invisible, and can climb walls like a spider. It is watching the PCs as they enter the laboratory and will attack them with advantage. It will attack until destroyed; its resentment of other living creatures is too great.

Herberwer. The artificer lies dying on the table. If the party lose their battle against the Kalivan, the mad genius will laugh at the success of his creation, a deadly predator which he can recreate with ease and erase many kingdoms with an army of them. The loss of blood is making him delusional. If any of the PCs mention Burroughs, he will curse the bard, and blame her for his downfall, saying that she caused his demise and: "She saw the golden chain, and her eyes began to glow.

She asked me where I got it. As the den was built, I told her that I had found a shaft that descended to a cold place. That's where I found it, but that I dared not explore, for only oblivion lies there. It is not meant for living beings". After uttering these words, madness will consume the artificer, and he will ramble about his creatures until he dies. He can be healed, but the madness is beyond any help.

Exit. On the penultimate bookshelf from left to right is a false book that, when pulled, opens a gap between the shelves that leads to Herberwer's bunk. A small chamber with a bed, desk, and a copper hatch leading to the shaft Herberwer mentioned. The hatch is open. Any PCs close to the shelf can roll a DC 21 Wisdom (Perception) check. A successful one reveals that a breeze is coming from behind the shelf. Regardless of that, the master's beacon will glow even brighter when closer to the bookshelves.

ROLEPLAYING HERBERWER

The artificer is moribund and enjoying his last moments of clarity as he descends into incoherence. The more he speaks, the more the words become incomprehensible and without purpose.

EPILOGUE

When the book is pulled, an opening appears that leads to a small bunk where Herberwer slept and lived when not working. His abode was built just on top of the discovered shaft, which he managed to keep hidden from all, including the Rat King.

Although the idea of exploring had occurred to him, fear kept him from descending again.

There's nothing else in the bunk, and the rest of the cave is a dead end. The only way forward is by descending the hatch, which Burroughs did after discovering the chain, convinced that the artifact that her master Mansol had ordered her to find was down there.

A sinister sound akin to whistling erupts from the opened hatch. It is not loud; on the contrary, it is low, which is what is most disturbing. Had it not been for Herberwer's words about the fearful place, you would have not heard the sound, but once one is aware of it, it is as loud as the breath of a dragon burning down a city, which is impossible. What lies down there, and why would the missing scion go by herself?

Milestone. All surviving players reach 13th level.

WHAT'S NEXT?

Where does the hatch lead and why was it of interest to Burroughs?

- What kind of artifact is Burroughs looking for, and why does Mansol want it so badly?
- Where does the hatch lead and why was Herberwer so afraid to explore further?
- Does the Rat King know what has happened in Herberwer's den?
- Did the transmuter create other Kaliban's or was it one of a kind?
- Even after having her hand cut off, the scion continued on with her mission. Why is she so loyal?



APPENDIX A: NPCs AND MONSTERS

CARGOMECHA

Large construct, Lawful neutral

Armor Class 20 (Natural Armor)

Hit Points 136 (16d10+40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	22 (+6)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities Poison, psychic.

Condition Immunities Charmed, exhaustion, frightened, paralyzed, petrified, poisoned.

Senses Darkvision 60 ft., passive Perception 14.

Languages Common.

Challenge 8 (3,900 XP)

Siege Monster. The cargomecha deals double damage to objects and structures.

ACTIONS

Multiattack. The cargomecha makes three claw attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.



Cargomecha

MAD STAFF CYBORG

Medium (gnome), chaotic evil

Armor Class 18 (Studded Leather)
Hit Points 81 (12d8+23)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +6, Cons +4, Wis +3.
Condition Immunities Frightened.
Skills Perception +3, Stealth +8.
Senses Darkvision 120 ft., passive Perception 14.
Languages Common, Ratfolk.
Challenge 4 (1,100 XP)

Fume Madness. The gnome has advantage on saving throws against being charmed, and magic cannot put it to sleep.

Sludgепack. Being within 5 feet of a hostile creature or attacking at long range doesn't impose disadvantage on the gnome's ranged attack rolls. In addition, the sludgethrower ignores half cover and three-quarters cover when making ranged attacks.

ACTIONS

Multiattack. The gnome makes two ranged attacks.

Sludgethrower. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. Hit: 12 (2d8 + 4) fire damage plus 11 (2d10) acid damage.

KALIVAN

Huge monstrosity, chaotic evil

Armor Class 17 (Natural Armor)
Hit Points 171 (15d12+67)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	21 (+5)	9 (-1)	12 (+0)	5 (-3)

Saving Throws Wis +5, Cha +2.
Skills Perception +6.
Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks.
Damage Immunities Damage Immunities poison.
Condition Immunities Frightened, necrotic, poisoned.
Senses Darkvision 80 ft., passive Perception 16.
Languages Common.
Challenge 13 (10,000 XP)

Keen Senses. The Kalivan has advantage on Wisdom (Perception) checks that rely on smell or sight.

Regenerate. When Wawet reduces a creature to 0 hit points with melee attack on its turn, Wawet can take a bonus action to move up half its speed and make a bite attack. The Kalivan regains 14 hit points at the start of its turn. If the Kalivan takes acid or fire damage, it regains only 7 hit points at the start of its next turn. The Kalivan dies only if it is hit by an attack that deals 10 or more acid or fire damage while the Kalivan has 0 hit points.

Rampage. When the Kalivan reduces a creature to 0 hit points with melee attack on its turn, the Kalivan can take a bonus action to move up half its speed and make a bite attack.

ACTIONS

Multiattack. The Kalivan makes five attacks: one with its bite and four with its claws.

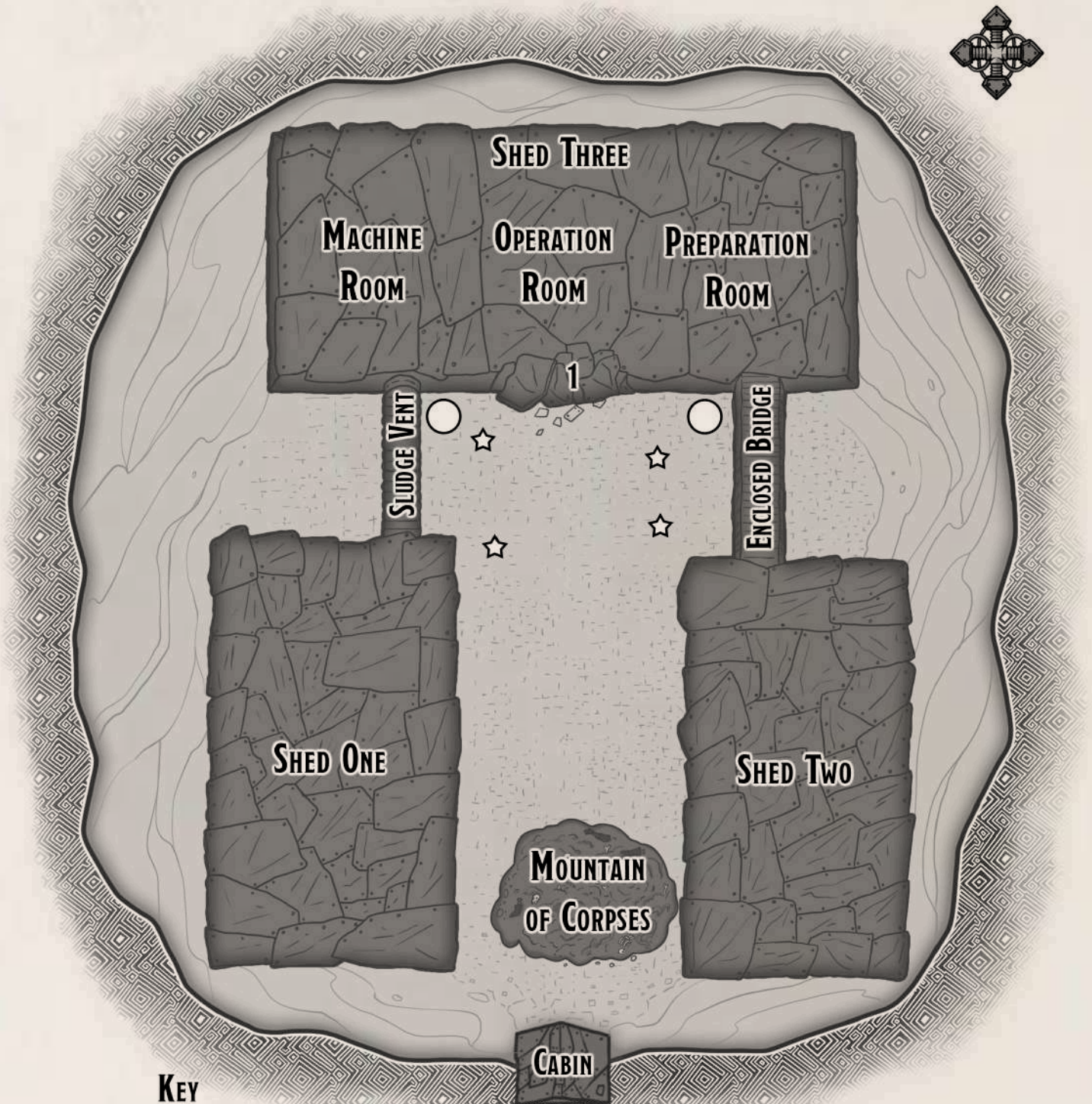
Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 10 (1d8 +6) piercing damage plus 7 (1d10 +2) poison damage.

Claw. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 16 (3d6 +6) slashing damage.

Whirlwind of Claws. Each creature within 10 feet of the Kalivan must make a DC 19 Dexterity saving throw, taking 50 (9d10) slashing damage on a failed save, or half as much damage on a successful one.



HERBERWER'S DEN



KEY

- 1 = DESTROYED GATE
- = WATCHTOWERS
- ☆ = SCIENTIST BODIES

SHED ONE

SHED ONE



□ = 10 FEET



KEY

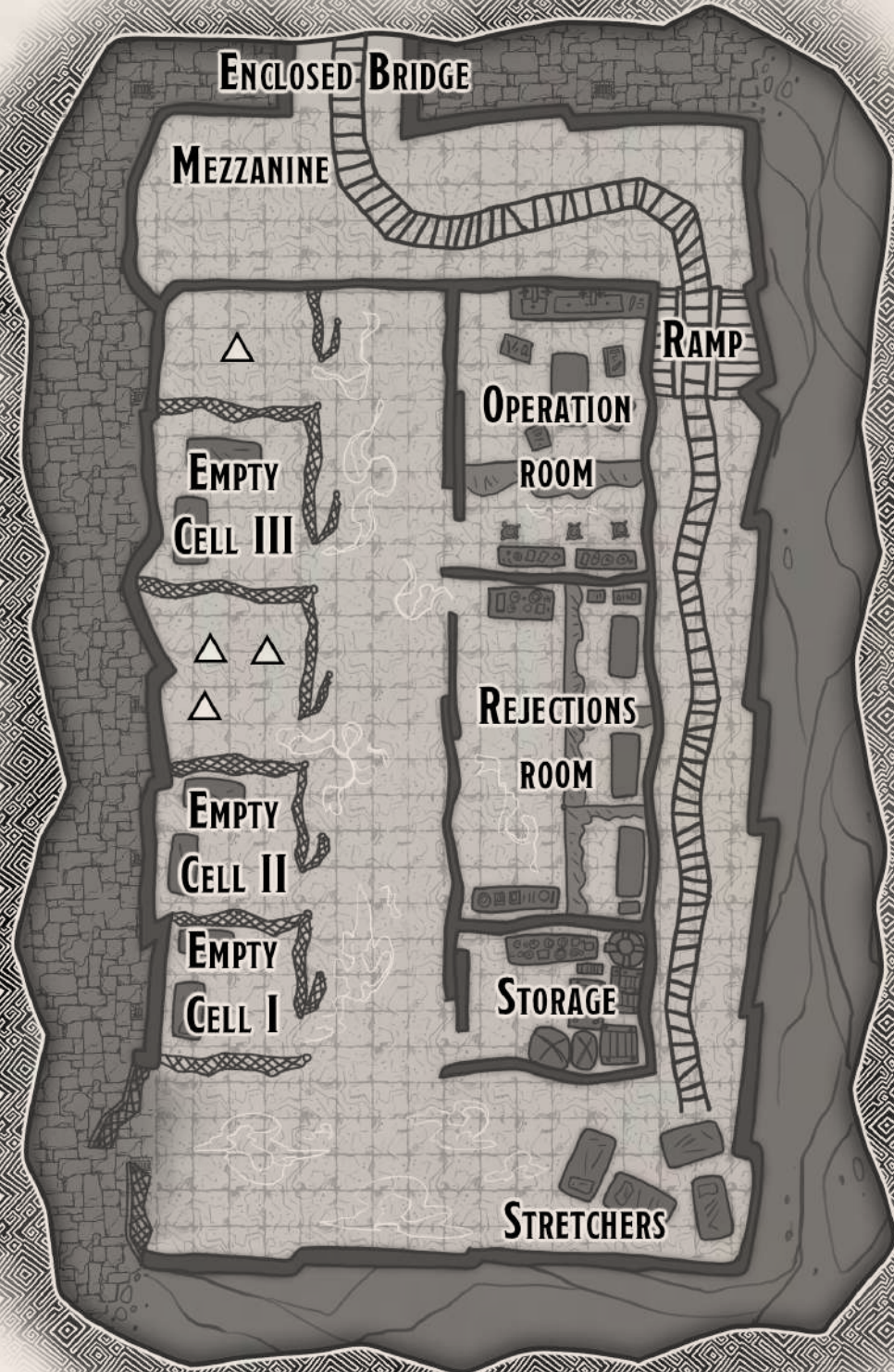
- △ = ENEMY MECHA □ = DESTROYED MECHA
- = SLUDGE BARRELS
- ☆ = GNOME ARTIFICERS

SHED TWO

SHED TWO



☐ = 10 FEET

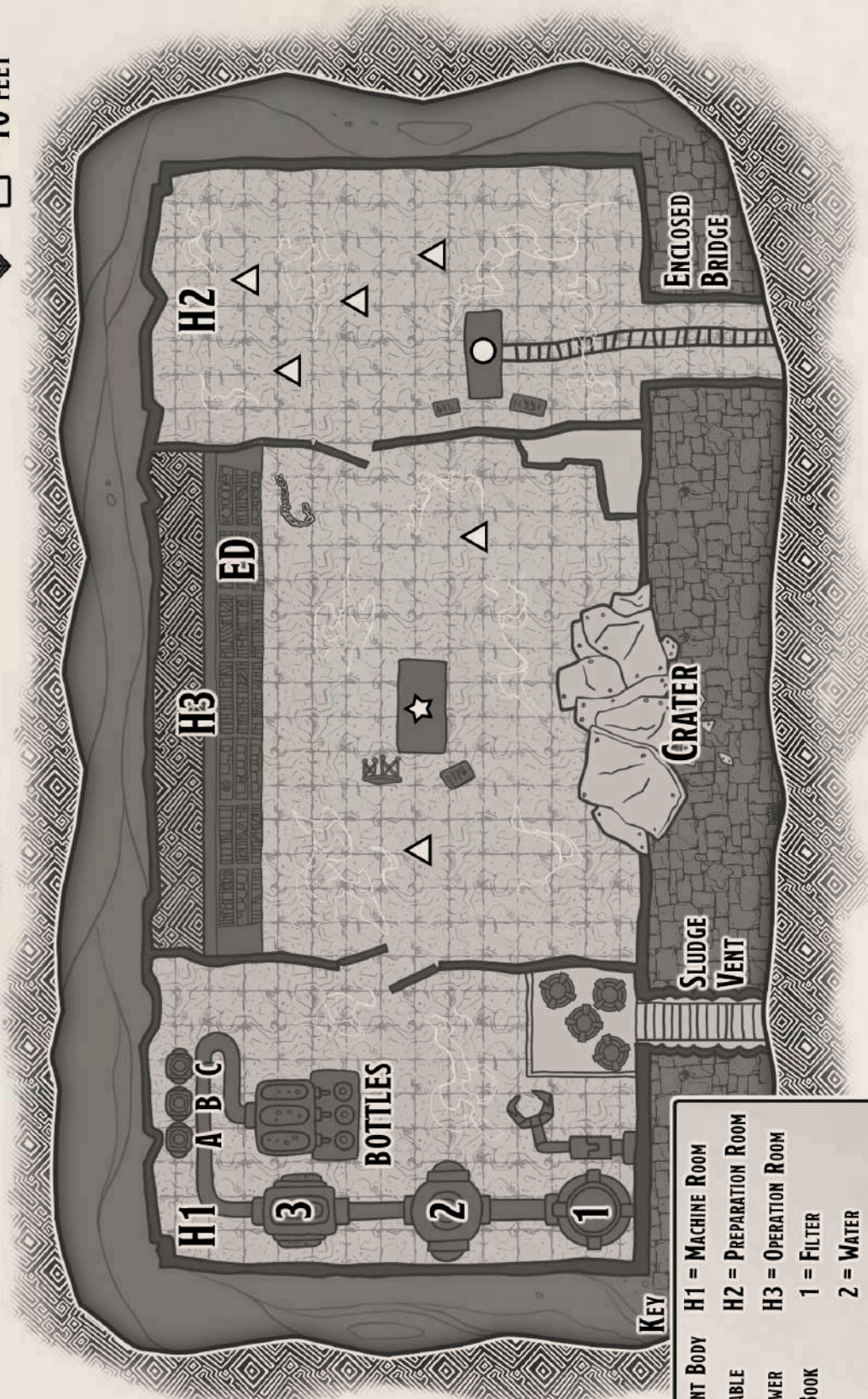


KEY

△ = DEAD CAPTIVE

SHED THREE

SHED THREE HERBERWER'S LABORATORY



KEY	
△	ASSISTANT BODY
○	PREP TABLE
☆	HERBERWER
ED	FALSE BOOK
H1	MACHINE ROOM
H2	PREPARATION ROOM
H3	OPERATION ROOM
1	FILTER
2	WATER
3	MIXER



Adventure Designers

M. Jerome, Isabella Del Castillo, Alex Zaragoza, Adrián Rodríguez, Daniel Tonalli, Jos González, Carlos Calleja, Ulises Padilla

LEGAL INFORMATION

This product is compliant with the Open Game License and is suitable for use with the 5th Edition Rules System.

Cast n Play and their associated logos are trademarks of AZN CAST N PLAY, S.A. DE C.V.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, graphics, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content is not included in this declaration.)

Open Game Content: The Open content in this product includes all the rules, spells, and abilities.

OGL License

Permission to copy, modify and distribute the files collectively known as the System Reference Document 5.1 ("SRD5") is granted solely through the use of the Open Gaming License, Version 1.0a. This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that License before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself. The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the Conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of Spells or items), places, Underdark, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, EverChanging Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tartarian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, Beholder, gauth, Carrion Crawler, tanar'ri, baatezu, Displacer Beast, Githyanki, Githzerai, Mind Flayer, illithid, UMBER HULK, Yuan-ti.

All of the rest of the SRD5 is Open Game Content as described in Section 1(d) of the License. The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Genius of Madness, 2022, AZN Cast n Play, S.A. DE C.V. All right reserved.