

THE ALCHEMIST'S REPOSE

By Ben Milton

youtube.com/questingbeast
patreon.com/questingbeast
questingbeast.itch.io

The hulking, robotic constructs in this dungeon have [Function] and [Target] tags. A construct's function is built into its structure and cannot be changed, but its target is set by means of a rectangular metal punchcard slotted into its head. If a PC removes that card, the construct will shut down. These punchcards can be slotted into any functional construct, allowing players to reprogram them.

Construct appearance

[Destroy]: Armored. Huge hammer. Patrols its route and responds to noises.
[Repair]: Dozens of arms with every imaginable tool. When not in the workshop, it roams looking for its target.
[Retrieve]: Like a huge walking tin can. Places retrieved objects in its belly and then transports them to the library. Covered in magic resistant runes.

Punchcard appearance

[Alchemist]: Gold. Etching of the four elements.
[Constructs]: Steel. Etching of a gear.
[Cracks]: Copper. Etching of a broken wall.
[Elves]: Platinum. Etching of a tree.
[Intruder]: Silver. Etching of crossed swords.
[Punchcards]: Electrum. Etching of a punchcard.

Every 10 minutes, or whenever the PCs make noise, roll a d6 to see what shows up. 1: d6 feral fungal elves. 2: Construct with an [Intruder] punchcard.

