

# THE TYRANNY OF PANHEAD VEETWIN

THE NEW PLANT MANAGER, PANHEAD VEETWIN, HAS FIRED ALL THE GNOMES AT THE BARLEY HAVERSON BICYCLE FACTORY. TIME TO SMASH HIS AUTOMATED HORRORS!

## A. VESTIBULE

ENTRYWAY AND SMALL COAT CHECK ROOM ON THE WEST SIDE. A TRIDRONE WITH A SMILE PAINTED ON ITS FACE WAITS TO ACCEPT YOUR TRAVELING CAPE. IT WILL DEFEND THE GARMENTS IN ITS CARE TO THE DEATH. CHECKING THE POCKETS OF THE OTHER COATS OFFERS 10 CP AND 3 SP.

## D. FABRICATION

A BRONZE POLE THAT MAKES UP PART OF THE MACHINERY NEAR THE DOOR ARCS WITH ENERGY. ANY PC WEARING METAL ARMOR THAT MOVES WITHIN 20' OF THE POLE MUST SUCCEED ON A DC 12 DEX SAVE OR TAKE 1D6 LIGHTNING DAMAGE. THE BRONZE POLE CAN BE USED AS A JAVELIN OF LIGHTNING.

AT THE FAR END OF THE ROOM, A QUADRONE SUPERVISES AS 4 MONODRONES WORK TIRELESSLY ATTACHING WHEELS AND HANDLEBARS TO THE PAINTED FRAMES. THEY WILL CONTINUE WORKING UNLESS GIVEN AN ORDER BY A SUPERIOR, BUT THEY WILL DEFEND THEMSELVES IF DIRECTLY ATTACKED. THE QUADRONE WILL ORDER THE MONODRONES TO ATTACK ANYONE WHO DISRUPTS PRODUCTION, BUT WILL NOT ATTACK UNLESS ALL 4 MONODRONES UNDER IT'S COMMAND ARE DEFEATED, AND UPON REACHING HALF HEALTH WILL SURRENDER AND BEG FOR ITS 'LIFE'.

## E. PAINT-SHOP

NOXIOUS FUMES FILL THE AIR. ANY CREATURE THAT BREATHES MUST SUCCEED ON A DC 12 CON SAVE OR BE DEBILITATED BY HIDEOUS LAUGHTER FOR 1 MINUTE REPEATING THE SAVE EACH TURN AND BECOMING IMMUNE ON A SUCCESS. A TRIDRONE DISTRACTEDLY FLIRTS WITH A MONODRONE, WHILE 3 OTHER MONODRONES APPLY DECALS AND PAINT TO THE BICYCLES. THEY WILL CONTINUE WORKING UNLESS GIVEN AN ORDER BY A SUPERIOR, BUT THEY WILL DEFEND THEMSELVES IF DIRECTLY ATTACKED. IF ANYTHING DISRUPTS ITS FLIRTATIONS, THE TRIDRONE WILL ATTACK, ORDERING THE 3 WORKING MONODRONES TO JOIN THE FIGHT. IT WILL ACCEPT ATTACKS OF OPPORTUNITY TO INTERPOSE ITSELF BETWEEN HOSTILES AND THE MONODRONE IT WAS FLIRTING WITH, AND WILL DEFEND THIS MONODRONE TO THE DEATH.

## B. HALLWAY

8 MONODRONES SPACED EVENLY DOWN THE HALL STAND AT ATTENTION. IF THEY BECOME AWARE OF ANY HOSTILITIES, THE 2 CLOSEST TO THE FRAY WILL LEAVE THEIR POST TO REINFORCE THEIR ALLIES. IF THEY DON'T RETURN IN 1 MINUTE, THE NEXT 2 WILL TRAVEL TO THE SAME DESTINATION OF THE ORIGINALS, AND SO ON UNTIL ALL 8 ARE EXPENDED.

## C. VISITOR'S CENTER AND GIFT SHOP

A TRIDRONE STANDS PATIENTLY BEHIND THE COUNTER READY TO ASSIST ANY CUSTOMERS. IT WILL DEFEND THE CASH BOX TO THE DEATH AGAINST ANY IT CATCHES TRYING TO STEAL. A DUODRONE RESIDES JUST INSIDE THE DOORWAY, AND WILL ACCEPT 1 SP PER GUEST TO GIVE A TOUR OF THE FACTORY. SHOULD A FIGHT HAPPEN WHILE IT IS GIVING A TOUR, IT WILL STOP AND WAIT PATIENTLY FOR THE CONFLICT TO END, THEN WILL RESUME ITS TOUR FOR ANY SURVIVING PATRONS. IT WILL NOT FIGHT UNLESS DIRECTLY ATTACKED.

## G. ADMINISTRATIVE OFFICES

4 MONODRONES SIT AT DESKS FILING PAPERWORK. ON TOP OF ONE OF THE DESKS IS A SPELL SCROLL OF HASTE. PANHEAD VEETWIN, THE PENTADRONE TASKMASTER MOVES ABOUT THE ROOM COMMANDING THE MONODRONES TO WORK HARDER. IF THEY ARE PREVENTED FROM DOING THEIR WORK BY ANY MEANS INCLUDING BEING ATTACKED BY THE PCs, PANHEAD WILL COMMAND THEM TO IGNORE IT AND CONTINUE WORKING. ONCE PANHEAD IS DEFEATED ALL OTHER MODRONS IN THE FACTORY WILL IMMEDIATELY CEASE HOSTILITIES AND CHEER FOR THE PCs.

## F. SHIPPING

2 DUODRONES PACK THE BICYCLES INTO BOXES WHILE 2 MONODRONES WORK TOGETHER TO FLY EACH BOX TO THE TOP OF A TALL STACK. ROLL A D6 FOR EACH ROUND THE PCs SPEND IN THE ROOM. ON A 5 OR 6 THEY DISTURB ONE OF THE PRECARIOUS STACKS AND ALL CREATURES WITHIN 10' MUST MAKE A DC 12 STR SAVE OR BE RESTRAINED, REPEATING THE SAVE EACH ROUND, SUCCESS RESULTING IN FREEDOM. A FIRST-AID KIT IN THE ROOM CONTAINS A RACK OF 4 HEALING POTIONS.

