



Ufelmia's Membership Fee

Ufelmia the Tinkerer has been paying her membership fees to the **Artificer's Guild** in **fragile gold**! This metal looks genuine but becomes brittle under direct sunlight. The **Guild** is furious! Their **debt collector** was sent to her tower and hasn't returned so a party of adventurers is needed to recover the **20,000 crowns** **Ufelmia** owes. They are promised a cut of **10,000 crowns**.

The tower is a stout edifice made of disorganised stone, with brass tubes, quartz lenses and a wealth of arcane machinery seemingly bursting out of every crevice. A menagerie of **Automatons** roams the halls and attacks anyone who they believe interferes with **Ufelmia's** belongings. She has also begun to experiment with living matter...

If the party approaches the tower in plain sight, **Ufelmia** will see them from a window and retreat to her **PANIC ROOM (8)** from where she will taunt the PCs through the sophisticated system of acoustic tubes which amplifies her voice and makes it seem to come out of every wall.

Ufelmia's taunts: "I hope you last longer than the last one they sent!", "Have you met my darling birds? They love having visitors for dinner.", "Try not to make a mess, airheads!".

7. AVIARY

A host of angry **Cyborg Birds of Prey** with red glowy eyes are locked in cages. The air stinks of animal. The space is mostly open to the elements, and a walkway leads to a small parapet, from which the surroundings can be seen.

The floor is scattered with feathers and bags of birdfeed. One bag is smaller than the others and contains **1d10 rubber seeds**. When consumed, they grant **immunity from falling damage for 1d6 minutes**.

5. BEDROOM

Locked from the outside. Stuffy room with clothes scattered on the floor. The bedside table has a mug with a sip herbal mixture left at the bottom (**gnomish nettle infusion**). If the drinker has a small build, they fall into a **magical sleep for 1d8 hours**.

Inside a desk drawer there is **300 crowns** worth of jewelry and a **key** to the **VAULT (4)**.

3. LIBRARY

Musty smell, bookshelves arranged every which way, dim amber lighting from a fading glow-sphere.

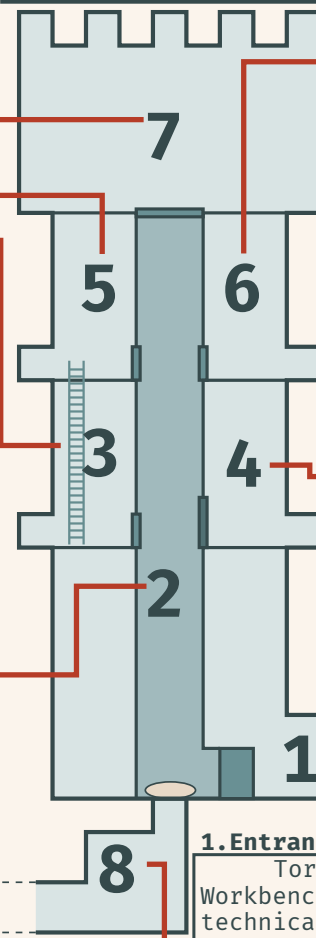
A display cabinet shows a black **orb** in a stone bowl. The air inside undulates due to an incantation that keeps the cabinet warm. Opening it will scorch everything within three feet for 1d6 damage as the incantation dissipates. At room temperature, the orb unfolds like a crumpled parchment. Heating up the parchment makes it crumple back up into an unbreakable orb.

A ladder leads to the **BEDROOM (5)**.

2. HELICAL STAIRCASE

Faint light seeps the gaps in a wooden lattice trap door in the ceiling far above leading to the **AVIARY (7)**. Stone steps with no hand rail spiral up to the higher landings.

The bottom floor is adorned by an **ivory disc** circled by runes. Magic users can discern the runes for "Speed", "Travel", and "Caution". This disc can be passed through, but only at vertiginous speed (jumping from at least **LIBRARY (3)** height). The disc leads to the **PANIC ROOM (8)**.



6. LABORATORY

Bubbling sounds emanate from the alembics and various vats lining the wall. There is a **fume hood** filled with delicate tools and lenses. It can identify any **magical organic matter**.

The vats contain birds at different stages of development, but one of them hosts a completely naked man, the **Guild's debt collector**. The last thing he remembers is being knocked unconscious by an **mechanical goblin**. He can tell the adventurer's about the **fragile gold**.

4. VAULT

Heavy metal door with a keyhole. Inside, there are three chests. One of the chests contains **40,000 crowns** made of **brittle gold**. The other chests are also filled with coin, but upon opening, they become **2 Fragile Gold Golems**, aggressive towards the one who released them.

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1. Entrance Hall

Torch lighting, faint whirring sounds. Workbenches line the walls, littered with technical drawings, crumbs, and metal parts. Mail is scattered near the door with numerous warnings from the **Guild**. Piles of robot parts are dotted about, possibly hiding automatons. There is a **HELICAL STAIRCASE (2)** in the middle of the room.

One workbench has the top half of a dwarf automaton called **Nedalin**. He runs out of power after answering 1d8 questions.

8. Panic Room

Ufelmia waits on a divan for the adventurers to leave or be captured by her automatons. She speaks into a brass tube which sticks out of a wall. There is nothing to break the fall if someone jumps in without taking precautions.

Here, she keeps her valuables. There is a chest of drawers containing the debt collector's belongings: **elegant clothes**, a **spellbook**, and a **wand of freezing**. There is also **one small magic item** belonging to Ulfemia. A treasure chest containing **jewels** and **real gold coins** totalling **30,000 crowns**.

A tunnel leads to a secret exit at the foot of a gnarled tree 200 yards away. The opening is hidden behind illusory roots.

Every 10 min roll 1d6

1. Wandering monster
2. **Ufelmia** taunts the PCs
3. Automaton noises
4. **Nedalin** reboots with a clean memory, says hello
5. Bird noises from the **AVIARY (7)**
6. Nothing happens

Other characters

1. **Ufelmia** is an artificer gnome with an **invisibility potion**. She is defenseless without her minions.
2. **Nedalin** is an unfinised dwarf automaton, loyal to Ulfemia but very credulous (he was born yesterday).
3. The **Guild's Debt Collector** is a powerful wizard, but will not exit the **LABORATORY (6)** without clothes on.
4. The **Cyborg Birds of Prey** are semi-mechanical creatures grown in the vats of the **LABORATORY (6)**.
5. The **Fragile Gold Golems** are lumberous but deadly. They do not know of their weakness to daylight.

Wandering monsters (1d6)

1. 1d4 Mechanical dwarf warriors
2. Mechanical human butler
3. 1d2 Mechanical elven archers
4. 2d6 Mechanical goblins
5. 1d4 Murderous Birds of Prey
6. Semi-mechanical ogre