

# The Mechanus Lock

An encounter for 4-6 adventurers of 3rd level. By Paul Compton

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The party must pick a lock – *from the inside!* The lock is magically protected, located adjacent the plane of Mechanus and guarded by **Modrons**. The inside of the tumbler appears to be a long, narrow, high chamber. Set in the ceiling 60' from floor level are four brass dome-shaped buttons 5' diameter that must be forced upwards into their recess, in a specific order. When each button is successfully pressed upwards, it snaps into place with an audible click and the whole chamber turns one quarter of a 90-degree turn with an abrupt *jolt*. This may dislodge any climbers; see table. The room starts as a vertical shaft and ends as a flat plane. When the fourth button is pressed the exit to the strong room springs open.

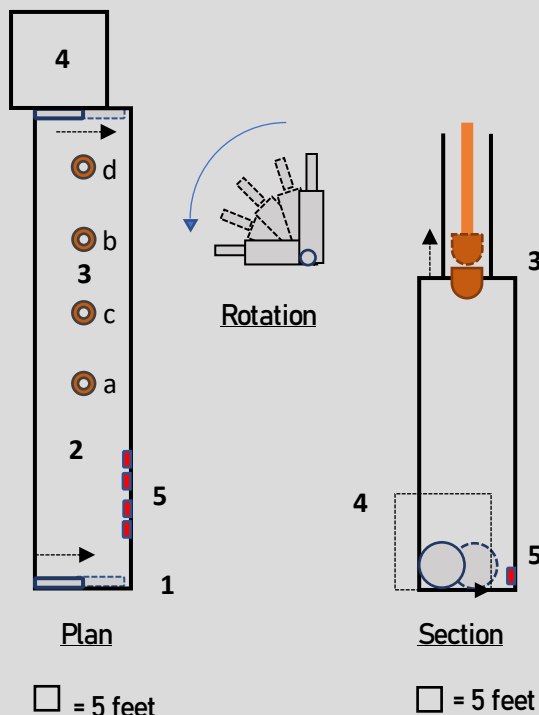
- Entrance.** Circular entrance portal covered by a sliding metallic plate 20' across. When the party enter the main chamber the door slides shut behind them. Sealed with an Arcane Lock, strength (athletics) DC 24 to re-open manually/ AC 18, 200hp to break through from inside.
- Main Chamber.** A long, narrow, high chamber made of a metallic substance. The casing of the lock is 20+ feet thick on all sides and highly resistant to damage (AC 18, 200hp to penetrate 1 foot). Surface is rough cast and can be climbed (see table).
- Cylinder pins.** Visible from below are the 4 brass-coloured domed buttons 5' across. To drive them into their recess is AC 14, HP damage threshold 20. Combine simultaneous attacks to exceed the threshold. If the pin is not part of the correct order (a-b-c-d), it will pop out again after a few seconds.

## 4. Exit to strong room.

Mirror image of the entrance at 1. Magically sealed and opened only by lifting the 4 pins. When the last pin clicks into place doors 1 and 4 slide open. Strong box fixed to the centre of the floor, 5' metallic cube with a lid that lifts off, 4 buttons one on each corner that have to be pressed simultaneously to release the lid harmlessly, otherwise an articulated metal cable with stats of a **Giant Constrictor Snake** slides out from an opening in the casing and attacks the party. DC 16 intelligence (investigation) check reveals the correct way to open the lock. Strong box contains treasure: 400gp plus 4 x items from Magic Item Table B and a hook for the next stage of the adventure!

## 5. Portals

**Modron** guards enter from the plane of Mechanus. Circular 5' diameter, glowing purple with red edging. Portals are 2-way: this is a gate to Mechanus. Four **Quadrone**s enter when first button clicks home.



Angle		Climbing		Jolt	
		Climb DC	Speed, under control	DC to maintain grip	Effect of fail save
Cliff	90	20	Quarter, up or down	20	Fall to bottom, 1d6 damage/ 10'
Very Steep	78	16	Half, up or down	16	Fall to bottom, 1d6 damage/ 10'
Steep	45	12	Half up, double down	12	Slide to bottom, no damage, fall prone
Moderate	23	0	Normal	No effect	
Flat	0	0	Normal	No effect	