

# The Clockwork Conspiracy

## A D&D 5th Edition Victorian Steampunk Adventure for Characters Level 2-4

### Adventure Background

In the smoke-shrouded industrial city of Gearshire, steam-powered automatons work alongside human laborers, airships drift between towering factory chimneys, and the wealthy elite live in brass-and-crystal mansions high above the soot-covered streets. This is a world where magic and machinery blend seamlessly, where clockwork familiars assist wizards and artificers craft wonders that defy the imagination.

But beneath the gleaming gears and polished brass, a sinister plot unfolds. The city's most brilliant inventor, Professor Cornelius Steamwright, has disappeared, and his revolutionary automaton designs have begun appearing in the hands of criminals and revolutionaries. Meanwhile, a series of seemingly random accidents at major factories suggests someone is sabotaging the city's industrial heart.

The party finds themselves caught between corporate espionage, revolutionary politics, and mad science as they uncover a conspiracy that threatens to tear Gearshire apart. With steam-powered street gangs, rogue automatons, and a mysterious figure known only as "The Brass Baron" pulling strings from the shadows, the heroes must navigate the treacherous world of Victorian steampunk intrigue.

**Central Mystery:** Professor Steamwright discovered that several factory owners were using illegal and dangerous working conditions, including experimental procedures on workers. When he threatened to expose them, he was kidnapped. Now his inventions are being used to both silence witnesses and fund a revolution against the industrial elite.

### Adventure Hooks

- **Factory Incident:** The party witnesses an "accident" at a textile mill and realizes it was sabotage
- **Missing Person:** Professor Steamwright's assistant hires the party to find her missing mentor
- **Constabulary Commission:** Inspector Brasscog recruits the party to investigate the recent surge in criminal automaton activity
- **Personal Stakes:** A party member has connections to either the working class districts or the industrial elite

### Chapter 1: Welcome to Gearshire

#### The City of Steam and Steel

**Gearshire Overview:** Built around the convergence of three rivers, Gearshire rises in terraced levels from the crowded Undergear district near the waterfront to the gleaming Brass Heights where the wealthy industrialists live. Massive steam pipes run alongside every street, providing power and heat to the city's countless machines. The air is perpetually filled with the sound of turning gears, hissing steam, and the rhythmic pounding of factory hammers.

### **The Five Districts:**

**Brass Heights** (Upper Class): Elegant mansions with brass fixtures and crystal windows, private airship docks, exclusive clubs where industrialists plan their next ventures. Clean streets are swept by steam-powered cleaning machines.

**Cogwheel Commons** (Middle Class): Respectable townhouses for skilled workers, small shops selling mechanical devices, public steam trams, and the famous Gearshire Academy of Mechanical Arts.

**The Foundry** (Industrial Center): Massive factories producing everything from simple clockwork toys to complex automatons, warehouses filled with raw materials, and the great Steam Central Station where coal-powered trains arrive hourly.

**Sprocket Square** (Working Class): Crowded tenements housing factory workers, street vendors selling quick meals to laborers, taverns where workers gather after long shifts, and the headquarters of the emerging Workers' Union.

**The Undergear** (Poor/Criminal): Ramshackle buildings built around the massive steam pipes, illegal workshops producing questionable mechanical devices, black market dealers, and the hideouts of various criminal gangs.

### **Key NPCs and Initial Encounters**

#### **Inspector Reginald Brasscog** (City Watch)

- AC 16 (Chain Mail + Brass Reinforcement), HP 45, Speed 30 ft.
- **Appearance:** Middle-aged human with magnificent mustache, brass-buttoned uniform, mechanical left arm (old injury), monocle with multiple lenses
- **Manner:** Methodical, speaks in clipped sentences, constantly cleaning his mechanical parts
- **Equipment:** Steam-powered pistol, mechanical notepad, clockwork bloodhound companion

**Initial Meeting** (at a crime scene): *"Ah, civilians. Normally I'd ask you to move along, but these aren't normal circumstances. Third factory 'accident' this month, and my mechanical analysis suggests deliberate sabotage. The perpetrator left calling cards—these brass gears with revolutionary slogans etched on them. You look like individuals who might notice details others miss. Interested in Queen and compensation?"*

### **Professor Eliza Cogwright** (Steamwright's Assistant)

- AC 12, HP 22, Speed 30 ft.
- **Appearance:** Young woman in practical leather apron over brass-buttoned dress, goggles pushed up on forehead, tool belt with numerous small devices
- **Manner:** Brilliant but scattered, speaks rapidly when excited, unconsciously tinkers with small mechanisms while talking
- **Equipment:** Portable toolkit, experimental devices, small clockwork familiar (mechanical raven)

**Desperate Plea:** *"You must help me! Professor Steamwright vanished three days ago, right after he discovered something terrible about the factory owners. His workshop was ransacked, but whoever did it missed his secret compartment—I found these documents about illegal worker experiments! The constabulary won't listen because the factory owners have too much influence. Please, he's like a father to me!"*

### **Information Eliza Provides:**

- Professor Steamwright was investigating worker safety violations
- He discovered evidence of mechanical implants being forcibly installed in workers
- Several workers have disappeared after complaining about dangerous conditions
- His latest invention, the "Liberator Automaton," was designed to protect workers

### **Madame Gearanna Brasswell** (Factory Owner)

- AC 14 (Studded Leather + Brass Plates), HP 38, Speed 30 ft.
- **Appearance:** Elegant woman in her fifties, elaborate brass jewelry, mechanical corset that enhances her posture, artificial left eye that glows with inner light
- **Manner:** Sophisticated but ruthless, speaks in cultured tones while making veiled threats
- **Equipment:** Ornate steam pistol, mechanical bodyguards, extensive network of informants

**If Approached Directly:** *"Professor Steamwright? A brilliant but naive man who didn't understand the realities of industrial progress. Sometimes advancement requires... difficult choices. Workers who cannot adapt to modern methods must be helped to adapt, or replaced with those who can. I'm sure he's simply taken a sabbatical to reconsider his position."*

## **Chapter 2: Investigating the Conspiracy**

### **Scene 1: The Sabotaged Factory**

**The Brasswell Textile Mill:** A four-story brick building with massive steam pipes running up its sides. Normally bustling with activity, today it stands silent with emergency crews cleaning up from the latest "accident."

**The Crime Scene:** *The main factory floor is a maze of overturned machinery and scattered brass gears. A massive steam loom lies on its side, its complex mechanisms twisted beyond repair. Scorch marks on the floor suggest an explosion, but the pattern seems too precise to be accidental. Workers huddle in small groups, whispering nervously and casting suspicious glances at anyone who approaches.*

### **Investigation Opportunities:**

#### *Investigation DC 12:*

- The explosion came from inside the machine, not external sabotage
- Someone with mechanical expertise planted a small device in the loom's gear assembly
- Fresh tool marks suggest the sabotage happened within the last day

#### *Investigation DC 15:*

- The brass gears left behind are made from a specific alloy used by only three workshops in the city
- The explosive device was professionally crafted, not the work of an amateur
- Hidden compartment in the machine contained documents about worker medical experiments

#### *Perception DC 14:*

- Several workers have obvious mechanical prosthetics that don't match their claimed injuries
- Subtle surveillance devices are hidden throughout the factory
- One worker is signaling to someone outside through a coded window display

### **Worker Interviews:**

#### **Thomas Gearwright** (Factory Worker)

- AC 10, HP 11, Speed 30 ft. (reduced due to mechanical leg)
- **Appearance:** Thin man in his thirties, obvious mechanical prosthetic left leg, nervous demeanor
- **Manner:** Fearful, looks around constantly, speaks in whispers

*"Can't talk here... too many ears. Meet me at the Brass Kettle tavern after shift change. There's things happening here that ain't right. Workers going missing, coming back... different. And those new automatons watching us all the time."*

#### **Information Thomas Provides** (if met privately):

- Workers are being forced to undergo "safety improvements" (mechanical implants)
- Those who refuse tend to have accidents or disappear

- Strange experiments are conducted in the factory basement after hours
- A mysterious figure called "The Brass Baron" has been recruiting dissatisfied workers

## Scene 2: The Underground Workshop

**Location:** Hidden beneath the Undergear district, accessible through a secret entrance in an abandoned clockwork shop.

**The Workshop Description:** *The underground space hums with activity as dozens of workers—both human and mechanical—labor over complex devices. Steam pipes run along the ceiling, providing power to numerous workstations where automatons are assembled, weapons are crafted, and revolutionary pamphlets are printed on mechanical presses. The air smells of oil, metal, and determination.*

### Key Discoveries:

- **Revolutionary Planning:** Maps of Gearshire with factory locations marked for sabotage
- **Stolen Designs:** Professor Steamwright's automaton blueprints, modified for combat
- **Worker Testimonies:** Dozens of accounts of forced mechanical modifications and dangerous experiments
- **The Brass Baron's Orders:** Documents revealing the true scope of the conspiracy

### Encounters in the Workshop:

#### Modified Workers (Revolutionary Sympathizers)

- 4 **Commoners** with mechanical enhancements (AC 12, +2 to one ability score)
- Not inherently hostile, but will defend the workshop if threatened
- Can be convinced to cooperate with successful Persuasion (DC 15)

#### Prototype Combat Automatons

- 2 **Animated Armor** using Steamwright's modified designs
- Powered by steam, vulnerable to cold damage
- Programmed to protect the workshop but not pursue fleeing intruders

#### Workshop Foreman - "Brass Jack"

- AC 15 (Studded Leather + Mechanical Limbs), HP 32, Speed 30 ft.
- Former factory worker who lost both arms in an "accident"
- Now leads the technical aspect of the revolution
- Can provide crucial information if convinced the party isn't working for the factory owners

**Brass Jack's Information:** *"The Professor ain't kidnapped—he's helping us willingly! Saw what they were doing to workers and decided to fight back. But something's gone wrong. The Brass*

*Baron's got his own agenda, and it ain't just about worker rights anymore. Professor's locked up in the old Cogsworth Mansion, but it's a trap—the Baron's using him as bait."*

### **Scene 3: The Factory Basement Experiments**

**The Hidden Laboratory:** Below Brasswell's factory lies a secret medical facility where workers are subjected to experimental mechanical modifications.

**Laboratory Description:** *The basement has been converted into a sterile medical facility that belongs more in a mad scientist's nightmare than a textile mill. Operating tables with brass restraints line the room, surrounded by arrays of mechanical limbs, artificial organs, and strange devices that seem to blend magic with technology. Glass tubes filled with preserving fluid contain examples of "successful" modifications, while disposal chutes suggest the fate of less fortunate subjects.*

#### **Evidence of Crimes:**

- Medical records showing forced surgeries on unwilling workers
- Contracts selling "modified workers" to other factories
- Correspondence between factory owners discussing expansion of the program
- Plans to create an army of mechanically enhanced laborers with built-in obedience controls

#### **The Mad Doctor - Dr. Nigel Steamheart**

- AC 13 (Unarmored Defense + Agility), HP 45, Speed 30 ft.
- Brilliant but unethical surgeon who performs the modifications
- Genuinely believes he's improving humanity through mechanical enhancement
- Has replaced his own heart with a steam-powered device

**Dr. Steamheart's Monologue** (if confronted): *"You don't understand the vision! Humanity is weak, inefficient, prone to fatigue and emotion. But with proper mechanical enhancement, we can create perfect workers—strong, tireless, obedient. The Professor called it abomination, but I call it evolution!"*

#### **Laboratory Encounters:**

- **Modified Guards:** 3 **Thugs** with mechanical enhancements (+2 AC, +1 damage)
- **Experimental Subjects:** 2 **Commoners** who've been driven mad by forced modifications
- **Medical Automatons:** 2 **Animated Objects** (surgical tables) that attack when the alarm is raised

### **Chapter 3: The Brass Baron Revealed**

#### **The True Conspiracy**

**The Brass Baron's Identity:** Lord Percival Cogsworth, a seemingly respectable industrialist who publicly supports worker rights while secretly funding both the factory experiments AND the revolution against them.

#### **His Master Plan:**

1. Create worker unrest through dangerous factory conditions and forced modifications
2. Provide weapons and support to revolutionaries, making himself seem like their ally
3. Allow the revolution to succeed initially, destroying his business rivals
4. Reveal himself as the "savior" who will bring order, installing himself as the city's supreme ruler
5. Use Professor Steamwright's technology to create an army of obedient mechanical workers

**The Professor's Role:** Steamwright initially cooperated with the revolutionaries but discovered the Brass Baron's true agenda. Now he's being held prisoner and forced to complete his automaton designs for Cogsworth's private army.

#### **The Cogsworth Mansion**

*Approaching the Mansion: Lord Cogsworth's estate sits on a hill overlooking the city, its brass and crystal architecture gleaming even through the perpetual smog. Mechanical peacocks patrol the gardens, steam-powered fountains create intricate water displays, and clockwork servants can be seen through the windows. But something feels wrong—the usual staff activity seems subdued, and several windows are boarded up.*

#### **Mansion Defenses:**

- **Mechanical Sentries:** 4 **Guard Drakes** reskinned as brass-plated guard dogs
- **Automated Defenses:** Steam-powered turrets that function as **Light Crossbows** with automatic loading
- **Servant Spies:** Clockwork maids and butlers that serve as surveillance network
- **The Garden Maze:** Topiary maze with moving walls powered by underground steam pipes

#### **Investigation Opportunities:**

- **Servants' Quarters:** Locked rooms reveal the human staff has been replaced with automatons
- **The Workshop:** Private facility where Cogsworth has been forcing Professor Steamwright to work
- **Communications Center:** Brass speaking tubes connect to revolutionary cells throughout the city
- **The Vault:** Contains evidence of payments to both factory owners and revolutionary leaders

## Confronting Lord Cogsworth

### Lord Percival Cogsworth (The Brass Baron)

- AC 17 (Elegant Mechanical Armor), HP 75, Speed 30 ft.
- **Abilities:** Charismatic leader with extensive mechanical enhancements
- **Equipment:** Steam-powered arm cannon, personal shield generator, command codes for all automatons
- **Tactics:** Prefers to let his mechanical minions fight while he coordinates from safety

**The Villain's Reveal:** *"Ah, the meddling adventurers arrive at last! I do hope you appreciate the elegance of my plan. Create a problem, provide the solution, and emerge as the hero. Soon, Gearshire will beg me to restore order, and I'll graciously accept—along with absolute authority over the city's industrial future."*

### Cogsworth's Offers:

- Attempts to bribe the party with positions in his new order
- Claims he's the only one who can prevent the city from tearing itself apart
- Argues that his vision of mechanical workers will eliminate poverty and suffering
- Threatens to activate hidden automatons throughout the city if opposed

### The Final Battle:

- **Phase 1: 4 Prototype Combat Automatons** (use **Animated Armor** stats)
- **Phase 2:** Lord Cogsworth joins battle with **Steam Cannon** attacks (2d8 fire damage, DC 15 Dex save)
- **Phase 3:** Cogsworth's mechanical armor malfunctions, reducing his AC but giving him desperate strength

## Chapter 4: Resolving the Crisis

### Multiple Resolution Paths

#### Path 1: Expose the Truth

- Gather evidence of Cogsworth's manipulation of both sides
- Present proof to city authorities and revolutionary leaders
- Unite workers and honest factory owners against the real enemy
- Requires strong evidence and successful social encounters

#### Path 2: Direct Confrontation

- Storm the mansion and defeat Cogsworth in combat
- Rescue Professor Steamwright and shut down the automaton army
- Risk collateral damage but provide immediate resolution



- Straightforward but potentially costly approach

### **Path 3: Sabotage and Subterfuge**

- Infiltrate Cogsworth's organization and turn his resources against him
- Reprogram his automatons to serve justice instead of tyranny
- Use his own communication network to coordinate with allies
- Requires technical skills and careful planning

### **Path 4: The Revolutionary Alliance**

- Work with legitimate revolutionaries to expose Cogsworth's manipulation
- Help create a new system that protects workers without destroying the city
- Negotiate between opposing factions for long-term peace
- Most complex but potentially most rewarding resolution

### **Rescuing Professor Steamwright**

**The Professor's Condition:** *Professor Steamwright appears to have aged years in just days. His hands shake from exhaustion, his eyes dart nervously around the room, and he speaks in rapid, fragmented sentences. But his brilliant mind is intact, and his determination to stop Cogsworth burns fiercely.*

#### **Professor Steamwright's Information:**

- Detailed knowledge of all Cogsworth's automatons and their weaknesses
- Location of hidden factories where mechanical workers are being mass-produced
- Codes that can shut down the entire automaton network
- Plans for beneficial technology that could truly improve workers' lives

**The Professor's Request:** *"My inventions... they were meant to help people, not enslave them. Please, help me destroy what I was forced to create, and then... then we can build something better. Technology should serve humanity, not replace it."*

### **Stopping the Automaton Army**

**The Central Control Room:** Hidden within Cogsworth's mansion, this chamber contains the master control system for all automatons throughout the city.

**Control Room Description:** *Banks of brass switches, steam-powered calculation engines, and communication tubes create a command center that would be impressive if it weren't so sinister. Red lights indicate active automatons throughout the city, while green lights show those standing by for orders. A massive map of Gearshire dominates one wall, marked with the locations of every important building and the automatons assigned to each.*

#### **Shutdown Options:**

- **Master Override:** Professor Steamwright can shut down all automatons, but this requires 10 minutes of uninterrupted work
- **Selective Shutdown:** Individual automaton groups can be disabled more quickly (1 minute each)
- **Reprogramming:** With successful Arcana checks (DC 16), automatons can be turned against Cogsworth
- **Physical Destruction:** The control room can be destroyed, but this causes random behavior in all automatons

## Chapter 5: Extended NPCs and Locations

### Additional Supporting Characters

#### Captain Victoria Steamheart (Airship Captain)

- AC 16 (Studded Leather + Brass Reinforcement), HP 52, Speed 30 ft.
- Independent airship captain who smuggles supplies to the revolutionaries
- Can provide aerial reconnaissance and transportation
- Has a personal grudge against factory owners who killed her husband in a workplace "accident"

*"The view from up here shows the whole picture—the fancy districts getting cleaner while the workers' areas get more polluted. Someone's got to even the scales."*

#### Clockwork Charlie (Automaton with Personality)

- AC 14, HP 25, Speed 30 ft.
- One of Professor Steamwright's early experiments in artificial consciousness
- Serves as comic relief but also provides important insights
- Can interface with other mechanical devices and understand their "thoughts"

*"QUERY: Why do humans create servants and then treat them as enemies? OBSERVATION: This seems... inefficient. SUGGESTION: Perhaps Charlie can help humans and automatons work together?"*

#### Inspector Helena Gearwright (Thomas's Daughter)

- AC 15 (Chain Shirt + Mechanical Enhancements), HP 34, Speed 30 ft.
- Rising star in the constabulary who suspects corruption in the force
- Torn between duty to the law and protecting her father
- Has been investigating the conspiracy independently

*"The law is supposed to protect everyone, not just those who can afford brass buttons and steam carriages. If the system is broken, maybe it's time to build a better one."*

### Detailed Location Descriptions

**The Brass Kettle Tavern** (Working Class Gathering Place) *A warm, noisy establishment where the air is thick with pipe smoke and the smell of hearty stew. Mechanical musicians play popular tunes while patrons argue about working conditions, politics, and the latest factory accidents. The bartender is a former factory worker who lost his leg in a loom accident and now serves as an informal information broker for the working class.*

**Gearshire Academy of Mechanical Arts** (Educational Institution) *An impressive building where the next generation of engineers and artificers learns their trade. Professor Steamwright taught here before his disappearance, and his colleagues are worried about both his fate and the implications of his research. The Academy's workshops contain examples of beneficial mechanical technology that could improve life for everyone.*

**Steam Central Station** (Transportation Hub) *A massive terminal where coal-powered trains arrive from across the realm, bringing raw materials and taking away finished goods. The station is also a hotbed of political activity, as workers from different cities share stories and organize collective action. Cogsworth has placed several automatons here to monitor "subversive" activities.*

**The Undergear Markets** (Black Market District) *A maze of temporary stalls and permanent shops built around the massive steam pipes that power the city. Here, desperate workers sell their possessions, criminal organizations fence stolen goods, and revolutionary sympathizers distribute illegal literature. The constant noise and steam provide cover for clandestine meetings.*

## **Chapter 6: Steampunk Elements and Atmosphere**

### **Technology and Magic Integration**

**Magical Machinery:** In Gearshire, magic and technology work together seamlessly. Steam engines are powered by fire elementals, clockwork devices are animated by minor enchantments, and communication systems use a combination of mechanical engineering and divination magic.

### **Common Steampunk Elements:**

- **Steam-Powered Vehicles:** Carriages, trains, and airships all run on steam power
- **Mechanical Prosthetics:** Lost limbs are replaced with brass and steel alternatives
- **Clockwork Servants:** Automatons perform household and industrial tasks
- **Brass and Copper Aesthetic:** Everything is decorated with gleaming metalwork
- **Industrial Pollution:** The city is perpetually shrouded in smoke and steam
- **Class Stratification:** The wealthy live above the smog while workers breathe polluted air

### **Atmospheric Details:**

- Street lamps that ignite themselves at dusk using clockwork timers
- Mechanical street sweepers that clean the roads while making rhythmic clanking sounds
- Steam-powered message tubes that carry communications between buildings

- Vendors selling hot food from steam-powered carts
- The constant background noise of industrial machinery
- Fashion that incorporates goggles, brass buttons, and practical leather

## **Combat Modifications for Steampunk Setting**

### **Environmental Hazards:**

- **Steam Vents:** Sudden releases of superheated steam that deal fire damage
- **Mechanical Hazards:** Exposed gears, spinning wheels, and moving pistons
- **Unstable Structures:** Buildings weakened by industrial pollution and vibrations
- **Toxic Air:** Areas with concentrated industrial fumes that cause poisoning

### **Steampunk Weapons and Equipment:**

- **Steam Pistols:** Firearms powered by pressurized steam instead of gunpowder
- **Clockwork Crossbows:** Self-loading crossbows with mechanical timing systems
- **Brass Knuckles:** Enhanced with spring-loaded mechanisms for extra impact
- **Steam-Powered Tools:** Mechanical devices that provide bonuses to relevant skill checks

## **Chapter 7: Multiple Endings and Consequences**

### **Ending 1: The Reformed City**

**Requirements:** Successfully expose Cogsworth's conspiracy and unite the opposing factions.

**Resolution:** Gearshire establishes new laws protecting workers while maintaining industrial prosperity. Professor Steamwright becomes the city's chief technology advisor, ensuring that mechanical innovations benefit everyone rather than just the wealthy.

**Long-term Impact:** The city becomes a model for other industrial centers, showing that progress and worker welfare can coexist. The party gains allies throughout the reformed government and industrial sector.

**Rewards:** 300 gp each, steam-powered equipment, permanent residence in the reformed city, ongoing opportunities for adventure in the steampunk setting.

### **Ending 2: The Revolutionary Victory**

**Requirements:** Support the worker revolution and help overthrow the industrial elite.

**Resolution:** The workers take control of the factories and establish a more egalitarian society. However, the transition is chaotic, and some beneficial technologies are lost in the upheaval.

**Long-term Impact:** Gearshire becomes more democratic but faces economic challenges as it rebuilds its industrial base. The party is honored as heroes of the revolution but must help deal with ongoing instability.

**Rewards:** 250 gp each, revolutionary medals, support from worker organizations, access to experimental technologies developed by freed inventors.

### **Ending 3: The Steampunk Status Quo**

**Requirements:** Defeat Cogsworth but fail to address the underlying social problems.

**Resolution:** The immediate threat is ended, but the fundamental issues between workers and factory owners remain unresolved. New conflicts are likely to emerge in the future.

**Long-term Impact:** Sets up future adventures dealing with ongoing social tensions. Some improvements are made, but deeper structural problems persist.

**Rewards:** 200 gp each, gratitude from both sides (but no real power to implement changes), some steampunk equipment, ongoing tension in the city.

### **Ending 4: The Brass Baron's Triumph**

**Requirements:** The party fails to stop Cogsworth or is defeated in the final confrontation.

**Resolution:** Cogsworth successfully implements his plan, becoming the de facto ruler of Gearshire. The city becomes a dystopian nightmare where mechanical workers replace humans and dissent is ruthlessly suppressed.

**Consequences:** If the party survives, they become part of an underground resistance movement. This ending sets up a campaign focused on liberation and rebellion against technological tyranny.

## **Appendix A: Quick Reference Materials**

### **Steampunk Equipment**

#### **Steam Pistol**

- *Ranged Weapon (Martial)*
- Cost: 250 gp, Damage: 1d8 piercing, Range: 40/120 ft
- Properties: Ammunition (steam cartridges), loading
- Special: Deals +1 damage to creatures vulnerable to fire

#### **Clockwork Crossbow**

- *Ranged Weapon (Martial)*

- Cost: 150 gp, Damage: 1d8 piercing, Range: 100/400 ft
- Properties: Ammunition (bolts), automatic loading
- Special: Can fire every round without reloading for 6 shots

### Brass Knuckles of Impact

- *Melee Weapon (Simple)*
- Cost: 50 gp, Damage: 1d4 + 1 bludgeoning
- Properties: Light, spring-loaded mechanism
- Special: +1 to attack rolls due to mechanical assistance

### Mechanical Tool Kit

- *Artisan's Tools*
- Cost: 100 gp, Weight: 8 lbs
- Special: Steam-powered tools provide advantage on relevant crafting checks
- Includes: Various mechanical implements, small steam engine, fuel for 10 uses

### NPC Quick Reference

**Inspector Brasscog:** Law enforcement contact, provides official support and information

**Professor Eliza Cogwright:** Technical expert, provides exposition and quest motivation

**Lord Cogsworth (Brass Baron):** Main antagonist, manipulates both sides of the conflict

**Professor Steamwright:** Victim/ally, provides crucial technical knowledge when rescued

**Thomas Gearwright:** Worker representative, provides ground-level perspective on the conspiracy

### Investigation DCs for Steampunk Elements

- **Mechanical Devices** (Investigation): DC 12 basic, DC 15 complex, DC 18 masterwork
- **Steam Technology** (Arcana): DC 10 common, DC 13 advanced, DC 16 experimental
- **Industrial Processes** (History): DC 11 general knowledge, DC 14 specific techniques
- **Worker Conditions** (Medicine): DC 12 obvious problems, DC 15 subtle issues, DC 18 deliberate harm

### Random Steampunk Encounters (d8)

1. Steam pipe rupture blocks the street, requiring detour or repair
  2. Runaway clockwork carriage needs to be stopped before it causes accident
  3. Mechanical street performer draws crowd, provides cover for pickpockets
  4. Factory whistle signals shift change, streets suddenly fill with workers
  5. Airship makes emergency landing, crew needs assistance with repairs
  6. Automaton malfunctions and asks party for help returning to owner
  7. Steam-powered street cleaner goes haywire, spraying water everywhere
  8. Revolutionary pamphleteer distributes anti-establishment literature
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## Adventure Credits

- **Design:** Victorian steampunk adventure blending technology, mystery, and social commentary
- **Estimated Play Time:** 6-8 hours across 2-3 sessions
- **Recommended Party Size:** 4-6 characters
- **Level Range:** 2-4

**DM's Notes:** This adventure works best when the steampunk elements enhance rather than overshadow the core D&D experience. Emphasize the social tensions and moral complexities of the industrial revolution. The technology should feel wondrous but also dangerous, reflecting the real-world impact of rapid industrialization. Encourage players to engage with the ethical questions raised by the conflict between progress and human welfare.