

VALLEY OF THE MACHINES



et between the mighty peaks of the Horn Mountains lies the lush *Valley of Golems*. Though teeming with life, the valley's most unusual feature is the presence of hundreds of metal golems that wander through its landscape, performing small and apparently useless tasks.

The people of the valley have discovered that capturing the docile golems provides them with magical components to use or sell to passing traders.

A month ago, however, a group of raiders marched on the towns of the ridge with golems under their control and declared themselves masters of the valley. Those who tried to resist were captured but in secret the towns have sent out word asking for help.

The party is tasked by the leaders of the ridge to stop the raiders. They have traced their hideout to ruins hidden in the jungle.

This is a short D&D adventure for 3-6 characters of 2nd or 3rd level. • Payton Swick [2022 CC Attribution](#)).

THE RUINS

A huge structure once stood in this secluded area, but all that now remains are crumbling moss-covered walls. The back of the ruin extends into the mountainside through a strange triangular gateway. The cries of imprisoned townsfolk echo into the jungle from a large wooden cage but are nearly drowned out by the carousing of raiders who dance about bonfires near the outer wall.

Avoiding most of the drunken raiders is not difficult, but the gateway is actively **guarded by three raiders and two golems**. It's possible to sneak by the defenders, trick them, or defeat them in combat. The prisoners' cage has a simple padlock, and they may be able to help.

Every golem here and in the rest of the map has a magical triangular crystal in its chest. Having at least one will be necessary for the Bridge Room.

Golems will not attack anyone unless their assigned activity is interrupted.

THE ANTECHAMBER

Through the archway lies a set of large metal doors that seal the entrance to the mountain, but they have been pried open with heavy tools that still litter the area. Inside is an antechamber whose walls are lined with rusted metal statues. Flickering light from torches hastily jammed into several statues reveals another large metal door on the far side of the room. An unmoving statue stands before it.

The statues are inanimate but spooky. **The large door is sealed.** When someone approaches the door, the statue will scan them and say, "PERSON NOT RECOGNIZED. ACCESS DENIED."

On either side of the chamber are **two doors** which hang ajar on damaged hinges.

One door leads to a room that contains a docile golem endlessly pouring water from one massive copper urn into another. Hidden inside one of the urns is a magic shield that grants resistance to lightning damage.

The other door leads to a room whose ceiling has partially collapsed. It requires strength to **move the debris** enough that someone can enter. Inside it is dark but there is a hole in the ceiling opening into to a **crawlspace that leads to the Ladder Shaft Alpha**.

LADDER SHAFT ALPHA

The crawlspace abruptly ends in a vertical shaft with damp and smooth metal walls punctured by bare wires that emit a dangerous-sounding hum. A surprisingly cold breeze flows up from an opening fifteen feet down.

The walls in this shaft **are electrified** and will injure anyone touching them, but it is relatively easy to drop down a floor which leads to the **Marching Room**.

MARCHING ROOM

In the dim glow of ancient machines, the shadowed bulk of a golem stomps in an endless circle between dripping rivulets of water and the wreckage of shattered workbenches.

This dark room has broken workbenches and shattered glass. A docile golem marches endlessly in a circle in its center. A second vertical shaft leads upwards on the room's far side that goes to **Ladder Shaft Beta**.

LADDER SHAFT BETA

Small yellow-painted metal handholds lead upwards in this rusted vertical shaft. A shattered machine of some kind partially blocks the passage to the next floor and emits a shower of sparks every few seconds.

Climbing past the sparks without taking damage requires **timing and dexterity** or **sufficient intelligence** to disable the power. On the next floor is a partially collapsed laboratory which has **a hole in its far wall**. The hole drops down to the **Art Room**.

ART ROOM

Torchlight reflects from a large triangular door that looks identical to the one at the ruin's entrance. Miniature sculptures of golems are set on small pillars all around and each sculpture holds its arms in a different gesture. A strange cage-like device stands in the center.

This is the room on the other side of the sealed triangular door in the **Antechamber**. The door can **easily be opened** on this side with a lever. The cage is an **elevator that goes down to the Bridge Room** but will only operate if a person standing on it **poses like the downward-pointing sculpture**.

BRIDGE ROOM

A golem stands in this hallway turning a large metal wheel back and forward again. As the wheel turns, a heavy iron beam extends and retracts from the wall over a river of ice-cold liquid.

The river is **dangerous liquid nitrogen**. It requires **timing and dexterity** to jump onto the bar to get across safely or the golem must be disabled when the bar is extended. On the far side is a sealed door that leads to **The Factory** but can only be opened by **inserting a triangular crystal** from one of the many golems.

THE FACTORY

A huge circular room set with humming machines is lit by a few functional magical chandeliers on the ceiling. Metal pillars of different heights spiral around the outside just below a high filigree balcony. On a raised dais in the center stands a partially-constructed golem surrounded by mechanical arms. Hushed voices argue from above.

The room holds many machines including one that looks like a coffin. Reaching the balcony requires leaping or climbing up the pillars.

The voices belong to **Hallie Firemane and her brother Harris** who, together with **Erik Duskroot**, discovered this factory. The twins do not like Erik's viciousness.

THE FINAL BATTLE

While they are in the factory, Erik Duskroot will open a hidden door into the Factory floor. When he sees intruders, he will jump into the coffin-machine and seal it shut.

The machines will hum to life and finish construction of the **master golem** on the dais. **Erik's consciousness will be transferred into the golem and it will attack**. As the cables attached to the golem are cut, machines in the room will **ignite and eventually explode**.

After the golem is defeated, the factory will be quickly consumed by fire. Dodging debris and escaping requires **strength or dexterity**.

VALLEY RAIDER

Medium humanoid

Armor Class 12; Hit Points 10; Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 16 (+3) | 10 (+0) | 12 (+1) | 12 (+1) | 10 (+0) |

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 7 (1d6 + 3) slashing damage.

VALLEY GOLEM

Medium construct

Armor Class 15; Hit Points 25; Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 10 (+0) | 17 (+4) | 6 (-2) | 10 (+0) | 8 (-1) |

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 9 (1d8 + 4) bludgeoning damage.

MASTER GOLEM

Large construct

Armor Class 18; Hit Points 90; Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|---------|---------|---------|
| 20 (+5) | 6 (-2) | 17 (+4) | 13 (+1) | 16 (+3) | 10 (+0) |

Cables. Three cables attached to the golem. Each has an AC of 16 and 5 HP. If a cable is cut, the golem suffers 30 lightning damage and machines around the room ignite into flames.

Legendary Actions (3/turn). Immediately after another character's turn, the golem can make a Slam attack or use Quake.

Actions

Multiattack. The golem can make two Slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 14 (2d8 + 5) bludgeoning damage.

Bolt. Each creature in a 60 ft. line must make a DC 15 Dexterity save, taking 21 (6d6) lightning damage on a failure or half damage on a success.

Quake. Each creature in a 10 ft. radius must make a DC 15 Dexterity save, taking 12 (2d8 + 2) bludgeoning damage on a failure or half damage on a success.