

IN SUPPORT OF EXTRA LIFE 2019, WE'RE pleased to present the following adventure scenario. *Infernal Machine Rebuild* can be run as a standalone adventure or connected to last year's *Lost Laboratory of Kwalish*.

A fallen clock tower holds components from an ancient artifact. Upon discovery of the components, competing agents look to launch expeditions to uncover additional components scattered across distant places—and times. The now-lost Temple of Moloch and the construction site of the legendary Tomb of Horrors are two of those locations. However great the risks, finding the components demands the effort, for whoever does so can reassemble the fabled *Infernal Machine of Lum the Mad*!

This adventure is designed for five characters of 5th to 10th level.

BACKGROUND

Eons ago, a planar craft of unknown origin crashed within the Barrier Peaks. The scholar Kwalish would later find this craft, converting it into his laboratory and studying its technology to fuel his own experiments. However, Kwalish was not the first explorer to do so.

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A NOTE FROM THE D&D TEAM

Starting in 2017, the D&D team has added several projects to the DMs Guild in support of Extra Life (including *One Grung Above*, *The Lost Kenku*, *The Turtle Package*, and last year's *Lost Laboratory of Kwalish*). Funds raised from their sale went to this extremely worthy cause—and for 2019, you'll find even more projects made available on the DMs Guild throughout the year.

As part of these efforts, it's our privilege to contribute the following adventure to the cause. We hope you enjoy *Infernal Machine Rebuild*. And you have our sincere thanks for your support of Extra Life and Children's Miracle Network Hospitals.

Earlier expeditions also chanced upon the crash site, and although most parties perished while delving through the craft, a few managed to recover rare objects never conceived by even the greatest minds of this world. Many of these objects were subsequently lost over time—and most resulted in the deaths of their owners along the way. But a few persisted, controlled by those able to glean some partial understanding of their operation.

Among the most important of these relics was the planar craft's central command console, used to guide

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its flight through space and time. Legend of this object grew as it fell into the hands of a warlord and came to be known as a most powerful artifact: the *Infernal Machine of Lum the Mad* (so named after its last owner). Yet with the defeat of Baron Lum, his *Infernal Machine* was said to have been destroyed as well.

Currently, the archdevils Zariel and Bel both have designs on rebuilding Lum's infernal machine. Zariel is the present master of Avernus, the first layer of the Nine Hells. Bel is the deposed former master of that layer. But to rebuild the infernal machine, both devils require a number of missing components—former control buttons vital to the machine's operation. Zariel and Bel have both planted agents in the world, tasking those agents with finding adventurers to track down and claim these components. Once the *Infernal Machine of Lum the Mad* is complete, whichever devil controls it plans to use the machine to claim final dominion over Avernus.

ADVENTURE SUMMARY

While journeying through fey woods, the characters must choose whether to help a trio of (supposed) dryads or a unicorn, with each faction blaming the other for the woods' corruption. Either way, the characters come across a fallen clock tower containing a strange set of magical components, which appear to manipulate time within a localized area.

Discovery of these components leads to an invitation to meet one of two agents: Lynx Creatlach or Sir Ursas. Both are in competition with each another to collect all such missing components, in order to reassemble the *Infernal Machine of Lum the Mad*. Each agent pledges to use the *Infernal Machine* against devilish forces plaguing the world—but each secretly plans to give it to their own patron archdevil. Both ask for the characters' help, looking to hire them to undertake expeditions to retrieve the missing components.

Once the characters are involved, they are provided the resources to travel to two legendary locations of the past to recover the *Infernal Machine* components believed to be there. First is the Tomb of Horrors, in the period while the infamous dungeon is still under construction. There, they meet the tomb's architect, Moghadam, who oversees the site with an iron hand. The second location is the Temple of Moloch in the same era. The temple is run by Moghadam's chief rival, Thessalar—the inventor of the thessalhydra and many other grotesque monsters, including the owlbear.

The characters must navigate the perils of both locations, manipulate time, and manage untrustworthy agents to return with as many of the missing components as they can. And even then, they must contend with the agents who hired them, and ensure that a completed *Infernal Machine of Lum the Mad* does not fall into the wrong hands!

WHO'S WHO

This adventure explores two locations of the distant past, and as such, features artifacts and figures from the deepest history of D&D.

The demilich Acererak and his tomb are familiar from 1978's original *Tomb of Horrors* and 2017's *Tomb of Annihilation*. But this adventure also features Tarnhem, Acererak's balor father, and Moghadam, the tomb's architect, both of whom first appeared in the era of 1998's *Return to the Tomb of Horrors*.

The Temple of Moloch derives from the sample dungeon map appearing in the first edition *Dungeon Masters Guide* of 1979, and includes the famed statue of Moloch featured on the cover of the first edition *Players Handbook* from 1978. This version of the dungeon features Thessalar, a figure rumored to have created many of the game's strange monsters—including the thessalhydra, which appeared in the first edition AD&D *Monster Manual II* and 2019's *Stranger Things Starter Set*.

As for the centerpiece of the adventure, the artifact known as the *Infernal Machine of Lum the Mad* first appeared as the *Machine of Lum the Mad* back in 1976, in original D&D's *Supplement III: Eldritch Wizardry*. But of course, you are free to modify or swap out any of these elements of D&D canon with artifacts and NPCs more relevant to more recent official storylines, or for better resonance with your own home campaign.

RUNNING THE ADVENTURE

To run this adventure, you need the D&D fifth edition core rulebooks—the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*.

Most of the monsters that appear in the adventure are from the *Monster Manual*, along with a number of creatures from other books (including *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes*) plus a number of new creatures and NPCs. For easy reference, all the stat blocks for the creatures in the adventure can be found in appendix B. When a creature's name appears in bold type, that's a visual cue pointing you to its stat block in that appendix. Full information on creatures from the *Monster Manual*, *Volo's Guide to Monsters*, and *Mordenkainen's Tome of Foes* can be found in those books.

Spells and equipment mentioned in the adventure are described in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide*. Where new spells and magic items appear in the adventure, the text directs you to their descriptions in appendix C.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

ADVENTURE HOOKS

You can bring the characters into this adventure in any way that makes sense for your campaign. Make use of any of the following suggestions, or use them as inspiration.

LOST LABORATORY OF KWALISH

You can make use of this adventure in conjunction with 2018's Extra Life adventure *Lost Laboratory of Kwalish* in one of two ways. If you want to use *Infernal Machine Rebuild* as a prelude to *Lost Laboratory of Kwalish*, the conclusion of this adventure can involve the characters learning that one of the functions of the *Infernal Machine* leads to Kwalish and his hidden laboratory, thought to be within the Barrier Peaks.

As a continuation of *Lost Laboratory of Kwalish*, you can use the legendary inventor as a replacement for this adventure's agents, Lynx Creatlach and Sir Ursas. Kwalish has long researched legends about the missing components of the *Infernal Machine* scattered across the world. Reaching out to the characters, he tasks them with recovering the missing components, with Lynx Creatlach and Sir Ursas serving as rivals along the way. Kwalish can then send the characters out to investigate the manor of one or both agents, wanting to know how far along each agent is in their reconstruction of the *Infernal Machine*.

BALDUR'S GATE: DESCENT INTO AVERNUS

If you're playing through or using events from *Baldur's Gate: Descent into Avernus* in your campaign, you might tie that campaign to this adventure in a number of ways.

To enter Candlekeep in *Baldur's Gate: Descent into Avernus*, the characters need a book or scroll that isn't already in the library's vast archives. The hags in chapter 1 of this adventure possess just such a scroll, which the characters hear about as rumors that lead them to the fey woods. Alternatively, once in Candlekeep, Sylvira Savikas or one of the monks might ask the characters to investigate the corruption of the fey woods as a side quest.

The hags of chapter 1 might also be in contact with Mad Maggie. Instead of working for either agent, the characters could be tasked with collecting the missing components for Mad Maggie's outpost. And if the characters are already in Avernus, Lynx Creatlach and Sir Ursas might be operating more openly, and could task the characters with collecting the missing components directly for Bel or Zariel.

DRAGON HEIST OR DUNGEON OF THE MAD MAGE

As a continuation of *Waterdeep: Dragon Heist*, Volo or Laeral Silverhand could ask the characters to investigate a corrupted fey wood located in the nearby mountains. Or one of the missing components might be found in the Vault of Dragons, with the various factions of *Waterdeep: Dragon Heist* replacing the agents in this adventure.

You might choose to place chapter 4's Temple of Moloch somewhere in Halaster's dungeon of Undermountain, whether as part of this adventure scenario or as part of a *Waterdeep: Dungeon of the Mad Mage* campaign.

CHAPTER 1: THE UNICORN AND THE HAGS

Traveling through fey woods, the characters find themselves surrounded by dangerous, corrupted trees. "Rescued" by a trio of hags disguised as dryads, the characters might choose to help them rid the woods of a supposedly evil unicorn. Alternatively, they might meet the unicorn—actually a good creature under assault by the hags that needs their help to fight back. Either way, they encounter a fallen clock tower holding mysterious magical components that can alter the flow of time.

CHAPTER 2: AN INVITATION EXTENDED

Two agents, Lynx Creatlach and Sir Ursas, compete to hire the characters onto an expedition. Both seek additional components to rebuild the fabled artifact, the *Infernal Machine of Lum the Mad*—and are looking to history to find them. The characters choose which of two legendary locations in the ancient past to use as the starting point for their search for the components.

CHAPTER 3: CONSTRUCTION OF HORROS

Traveling to the distant past, the characters explore a version of the Tomb of Horrors still under construction. To obtain the missing components, they must contend with the tomb's architect, Mogh-adam, and disrupt the evil ceremony that keeps a powerful balor imprisoned.

CHAPTER 4: TEMPLE OF MOLOCH

The characters explore the ancient Temple of Moloch, also known as the laboratory of Thessalar, creator of numerous monsters. To obtain the components, they must contend with Thessalar, his lizardfolk guards, and the temple's monstrous denizens.

CHAPTER 5: FINAL SHOWDOWN

The characters return to the present with any components recovered. The agent who receives the components installs them in their framework for the *Infernal Machine of Lum the Mad*, while the other agent launches a raid to seize the machine. The characters are forced to determine who retains possession of this powerful artifact.

CHAPTER 1: THE UNICORN AND THE HAGS



WHICHEVER HOOK YOU CHOOSE, THE ADVENTURE begins while the characters are traveling through a remote fey wood. If *Infernal Machine Rebuild* is played in combination with *Lost Laboratory of Kwalish*, this could be part of the thick band of woods surrounding the pass leading into the Barrier Peaks, known to be infused with the power of the Feywild. The High Forest in the Forgotten Realms campaign setting, the Svalich Woods in Barovia, or Xen'drik in Eberron also make excellent starting points.

BACKGROUND

A large section of a fey-infused woodland has fallen under the control of a coven of green hags. Using dark gardening techniques, the hags have grafted myconids into the trees of the wood, creating dangerous hybrids and a spreading corruption.

Opposing the hags' evil is a female unicorn named Banrion. After years of skirmishes, the hags have driven Banrion to an isolated pinnacle of rock. This pinnacle stands among the ruins of an ancient city that once housed the *Infernal Machine*, until Baron Lum the Mad discovered and claimed it for himself. A fallen clock tower still holds some of the machine's components, which retain enough power to manipulate time.

WHO DWELLS HERE?

In addition to mundane animals, these woods are populated by numerous fey creatures (including dryads, pixies, sprites, and satyrs). These fey have taken sides in the conflict between the unicorn and the hags, with those corrupted by the hags having gained control over the woods.

THE THREE MOTHERS

The three **green hags** are intent on capturing the unicorn, Banrion, and corrupting the entirety of the woods. Over time, they have taken on characteristics of certain animals. Mother Stag, their leader, has enormous

HAG COVEN

Three hags form a coven, which results in heightened power. For higher-level characters, run the hags with their coven benefits to make a hard encounter. For lower-level parties, consider removing the coven's Shared Spellcasting. This feature is something the hags gain only after capturing Banrion.

If Banrion joins the fight against the hags, consider providing them a few additional allies to help balance things out. Such allies might include an additional **redcap** alongside Olitor, or a **myconid sovereign** from the hags' garden.

antlers growing from her head, on which she hangs herb pouches, charms, and dozens of lit candles. Mother Skunk has wide, white streaks in her long black hair. Mother Mole can hardly see, and constantly sniffs the air to find her way about.

Whenever they are encountered, the hags disguise themselves with illusions, making them resemble kindly dryads with their featured animal characteristics.

The trio's hag eye is carried by a **redcap** named Olitor, who uses it to spy on their behalf. Olitor is likewise disguised as a small, disheveled satyr.

BANRION THE UNICORN

As the guardian of the fey woods, the **unicorn** Banrion has grown weary in her losing battle against the hags, and remains effectively confined to the rocky plateau that is her lair. She defends her home forcefully, and assumes that any characters approaching her position are the hags' hired sellswords.

THE FEY WOODS

The characters' journey through the fey woods takes them through the following locations. There is no map for this section of the adventure, so you are free to place these locations anywhere and to use any appropriate forest battle maps for combat.

DANGEROUS PATHWAYS

As the characters travel deeper into the woods, they find themselves traversing winding pathways that seem to slowly close in from all sides. At the place where the hags' corruption begins to take hold, the plants have become living traps. Read or paraphrase the following to set the scene:

Your path through the woods descends along a ridgeline, with the trees crowding together under a dense canopy above. The ground is littered with fallen nuts. Tree trunks are coated in thick patches of fungus, and a musty smell fills the air. Yet despite the rising gloom, vivid sunbeams still shine between the trees.

SUSPECT FEY

At the edge of the corrupt woods, a successful DC 12 Wisdom (Perception) check spots a number of corrupt fey (**sprites**, **pixies**, and **satyrs**) watching the characters' progress. If the check is 14 or higher, or if any character with a passive Wisdom (Perception) score of 14 studies the fey after they've been spotted, the fey appear mean and grubby. The fey run off if they are noticed, shouting with barely disguised menace to "enjoy our sunny woods."

SINISTER SUNBEAMS

At some point, the hags attempt to trap the characters—so that they can then facilitate their rescue. To do so, they cause the sunbeams shining through the trees to subtly shift around the characters. A successful DC 14

Intelligence (Nature) or Wisdom (Perception) check notices that the sunbeams are moving in an unnatural way.

HAZARDS AND HINDRANCES

The sunbeams act as tripwires, which can trigger a number of possible hazards. Choose from the following (or make up your own effects) depending on your preferred style of play.

Treant Beatdown. Any movement causes the characters to automatically cross a sunbeam, which awakens Grandfather Oak. This corrupted treant has several myconids grafted onto its body. Grandfather Oak uses the **treant** stat block with the following change:

- The treant has the following action option: **Pacifying Spores (3/Day).** The treant ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 17 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The treant attacks using its Animate Trees action to add even more danger to the fight. After 3 rounds of combat, Mother Stag approaches and pretends to drive the treant away. See “Offer of Help” below.

Perilous Exploration. As the party continues on through the woods, the characters must succeed on three DC 14 group Dexterity checks to avoid crossing the sunbeams. Each character gains a +2 bonus to their check if a ranger or druid is with the party. A failed check triggers a random effect. Roll a d4 to determine the effect, which targets the character or characters with the lowest check:

1. Heavy, spiked nuts the size of mace heads fall from the trees, dealing 2 (1d4) bludgeoning damage.
2. Arboreal fungus releases a cloud of toxic spores in the area. The character must succeed on a DC 12 Constitution saving throw or take 3 (1d6) poison damage.
3. Arboreal fungus releases a cloud of confusion spores. The character must succeed on a DC 12 Constitution saving throw or have disadvantage on the next ability check they make.
4. A torrent of falling spiked nuts and both types of spores assails the character.

Stopping to rest does not forgo the need to make a group check, as the sun moves across the sky and the sunbeams shift around. If the characters move through the woods at night, the moonbeams function in the same way.

After the third group check, Mother Stag arrives to “assist” the characters. See “Offer of Help” below.

A Friendly Voice. Olitor the redcap (wrapped in the illusion of a diminutive satyr) appears, and warns the characters about the dangers of the sunbeams. He asks them to wait for Mother Stag, who arrives shortly thereafter.

The shifty Olitor tries to engage the characters in conversation, wanting to learn as much about them as possible. Any character who touches Olitor, or who succeeds on a DC 16 Intelligence (Investigation) check while watching him carefully, notices details that give

I CALL GORGON SPIT!

The hags are not to be trusted, and characters (not to mention players) are often wise to be suspicious even at the best of times. You can adjust the encounters with the dryad-hags according to the players’ reactions as you see fit. For example, if the characters are too wary to follow Mother Stag back to the cottage, she can make her appeal immediately and give them the bridle and the crowns in the woods. Or if the characters travel to the cottage and suss out the hags’ true nature, the hags might try to threaten the characters into capturing Banrion, or claim that the unicorn is a greater evil—one that might destroy the woods if left unchecked. Especially if the hags’ story of Banrion being an evil unicorn seems too unbelievable, the hags can claim that Banrion is a nightmare in fey disguise.

Seeing through the hags’ illusions without touching them requires a successful DC 20 Intelligence (Investigation) check. But a character who touches one of the hags does not automatically sense that the creature’s form is false. The hags’ clothing, their hair, and features such as Mother Stag’s antlers are all real. Only by touching a hag’s skin can a character detect a difference between the illusory form and the real creature beneath it—and the hags attempt to prevent such contact.

If the characters attack and destroy the hags, the cottage can contain a crude map indicating the location of the clock tower bridge if the characters are likely to seek out such a mysterious site on their own. Or one of Banrion’s fey servants (a satyr, a knightly sprite mounted on a stirge, and so forth) can be patrolling the area around the hag’s cottage, and will invite the characters to meet Banrion in gratitude for them dealing with the hag threat.

the illusion away. If detected in this way, Olitor claims to have pressing business and departs.

OFFER OF HELP

At some point, Mother Stag arrives on the scene, playing the part of a helpful dryad. Read or paraphrase the following:

You hear the sound of a singing voice approaching, heralding the arrival of an elderly dryad bearing the features of a stag. Enormous antlers grow from her head, on which hang innumerable herb pouches and charms, as well as dozens of lit candles set on the antlers’ points.

“I am Mother Stag,” the dryad says. “Please do not think unkindly of our woods.” As she walks toward you, she easily steps through the troublesome sunbeams without fear. “Things here were not always this way, and it troubles me that good travelers should suffer in a place they should instead find tranquil.”

Mother Stag offers to lead the characters to her tree cottage for soothing tea and a brief respite from their weary journey. As long as they journey with her, Mother Stag’s power keeps the nefarious magic of the sunbeams at bay. She also admits that if the characters are willing, she would like to ask them for much-needed help.

Change of Plans. If the characters decide to not accompany Mother Stag to the cottage—or if they attack and kill her before the offer is even made—they can