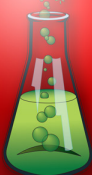


# Vapors of Colossal Death

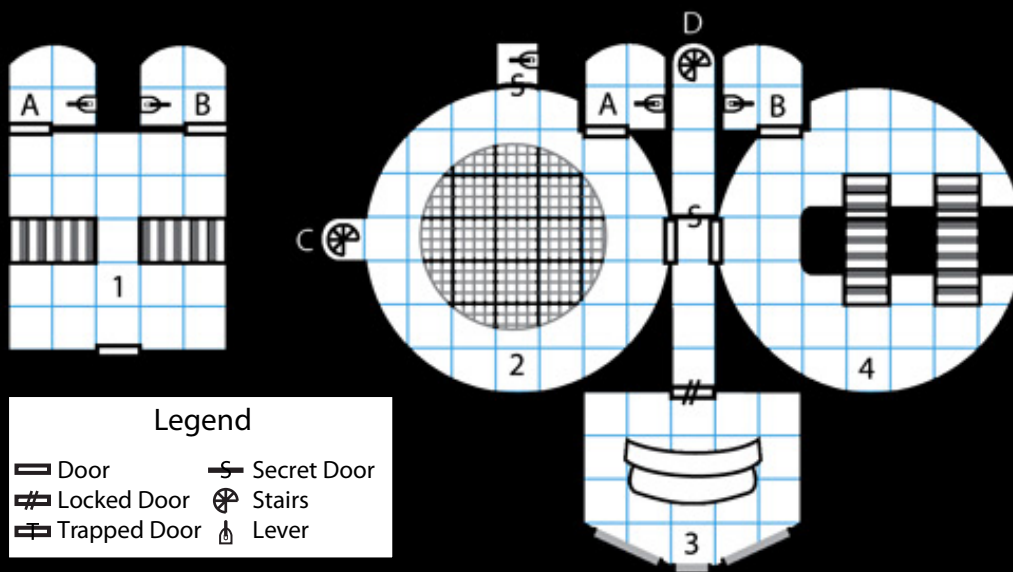


Lighting: Well Lit  
via glowing tubes  
embedded in walls

Random Encounters  
1. d8 Fire Mephits  
2. d4 Water Mephits  
3. d8 Zombies  
4. d6 Skeletons  
5. d4 Giant Spiders  
6. 1 Ghost

## Background

This dungeon is actually the insides of a giant automaton created by an ancient, ruined civilization. Steam powers this giant colossus and it is obtained through the exploitation of captured elementals. An air elemental whose composition is a rare flammable, but toxic gas, escaped from area 6 and killed the crew by poisoning them. The poisonous gas also has necromantic properties...



### Legend

- Door
- Secret Door
- Locked Door
- Stairs
- Trapped Door
- Lever

## 1. Sacrum Cavity

This metal room is dominated by the exposed quarters of two massive bronze cogs that protrude from the center of the east and west walls and the floor. Behind the cogs are two operation elevators that require the appropriate knowledge check to engage the levers.

8 Skeletons armed w/ pipe wrenches  
- 8 gp, 12 sp, 2 useable wrenches

## 2. Boiler Room

A large grate covers the majority of the floor of this rusting room. The grate covers a shallow hollow with dozens of nozzles that point up. A hidden panel on the north wall conceals the shut off valve. If this valve is not turned off by the PCs, the entire grate will be ablaze once they contain the gas elemental in area 6. The fire heats the water which is stored in tank above this room.

5 Fire Mephits

## 3. Observation Deck

Three massive windows on the southern walls probably had a commanding view at once time. Now they are half buried under dirt and covered with grime. The brightly polished bronze bench is strangely out of place sitting in the center of this corroding iron chamber.

6 Tiny Clockwork Golems  
- Brasso Polish

## 4. Generator Room

A massive generator towers in this room. It has two giant gears that half protrude from the floor and spin in opposite directions once the fires are burning in the boiler room. Two enormous valves can be turned with wrenches to release the steam pressure and stop the generator from turning. A large pool of oil blocks the path to the valves.

1 Huge Black Pudding (Oil)  
- Observation Deck Key

## 5. Fuel Pump

The door leading to this room is trapped. PCs who fail to disable the trap suffer moderate lightning damage from a 10' burst of stored electricity. Inside the room are two levers that when pulled simultaneously will open the containment unit for the poison gas elemental that is loose in this room. When the containment unit opens, a vacuum will suck the elemental inside and the doors will seal. This ignites the furnace in the boiler room, causing anyone within 10' of the grate in area 2 to suffer heavy fire damage.

1 Medium Air Elemental (Poison)

## 6. Difference Engine

A giant clockwork and steam contraption extends down from the ceiling ending in a terminal that faces four switchboards on the western wall. Mounted in between two greasy windows on the south wall is corroded brass plaque (that explains how to turn off the colossus).

2 Wraiths  
- Librum Steam Mechanica