

RUSTING GEARS' PLEA

The dungeon breathes with a sickly, metallic scent, dominated by the relentless hiss of the Corrosive Rain. Towering, rusted gears groan within crumbling chambers, partially submerged in pools of viscous, acidic sludge, while intermittent bursts of the storm reveal glimpses of intricate clockwork mechanisms and decaying control panels.

HOOKS & RUMORS

- A Scavenger elder, Silas Geargrind, whispers of a hidden blueprint detailing a stabilizer for the Gears, but demands a substantial portion of any recovered components – a test of diplomacy.
- Reports surface of a surge in the Corrosive Rain's intensity coinciding with tremors deep within the dungeon; investigating reveals a partially activated weather-control relay.
- The Scavengers claim a rogue Gear unit, designated "Chronos-7," retains a coherent memory fragment suggesting a solution to the storm, guarded fiercely by automated defenses.
- A band of desperate miners seeks to hire adventurers to clear a particularly virulent patch of Corrosive Rain, promising a share of the salvaged, chemically-treated metal.
- A cryptic message etched onto a fallen gear hints at a sabotage plot by a rival Scavenger clan, aiming to accelerate the Gears' decay for complete control of the surrounding ruins.

RANDOM EVENTS (D6)

1	Rainstorm Surge	The Corrosive Rain intensifies dramatically, flooding a section of the Echoing Cisterns and triggering a chain reaction of collapses. Players must quickly navigate the rising sludge and avoid being...
2	Phantom Echoes	Faint, ghostly projections of the Gear's creators appear briefly, reliving fragmented memories of the disaster. Players gain a cryptic clue about the Rain's origin but are momentarily stunned.
3	Scavenger Patrol	A heavily armed patrol of Scavengers arrives, seeking to secure a valuable component from the Workshop. Players must decide whether to engage in combat, bribe the patrol, or evade them entirely.
4	Steam Leak	A massive steam leak erupts from a ruptured pipe in the Workshop, creating a hazardous steam cloud. Players must find a way to contain the leak or risk being incapacitated by the scalding steam.
5	Temporal Distortion	A localized distortion in time causes brief flashes of the dungeon's past. Players witness glimpses of the automated weather system in its prime and its subsequent collapse.
6	Corrosive Bloom	Patches of vibrant, bioluminescent fungi suddenly sprout within the Echoing Cisterns, absorbing the Corrosive Rain and creating temporary safe zones. However, the fungi are highly unstable and will...

LOCATIONS

The Gear's Lament

A cavern choked with a greasy, metallic haze hangs heavy in the air, illuminated by the sickly gr...

Echoing Cisterns

Water drips incessantly from the ceiling, creating an echoing resonance throughout the cavern.

Silas's Workshop

A surprisingly organized space amidst the decay, filled with intricate tools and salvaged compone...

Salvager's Cache

The chamber is dominated by a massive, partially disassembled Gear its exposed workings reveal...

ENCOUNTERS (D6)

1	Guardian Golem	A hulking, rusted golem powered by a fractured gear rises from the sludge, attacking on sight. It's vulnerable to focused blasts of steam from the Workshop, but the Corrosive Rain weakens its metal armor. Players can utilize pillars for cover or attempt to disable the golem by targeting its exposed power core. Failure results in heavy damage.
2	Scavenger Ambush	Three Scavengers, led by "Rattles" Thorne, attempt to ambush the party while they investigate the dripping pipes. They wield makeshift tools and utilize the ledge for cover, employing ranged attacks with salvaged crossbows. Negotiation or stealth can avoid combat, but failure leads to a chaotic skirmish.
3	Silas's Plea	Silas begs the players to help him secure a rare "Stabilizer Core" from the Golem, claiming it's vital to the Gears' survival. He offers a share of recovered components in exchange, but his trustworthiness is questionable – he's actively misleading them. A successful intimidation check reveals his desire to hoard the core for himself.
4	Corrosive Surge	A sudden, intense burst of the Corrosive Rain floods the entrance chamber, triggering a localized collapse. Players must quickly find cover or risk being buried under falling debris and sludge. The event reveals a hidden alcove containing a partially intact weather gauge.
5	Cogsmith's Warning	An elderly, partially mechanized Cogsmith, "Bolt," appears, ranting about the dangers of disrupting the Gears. He provides cryptic warnings about the Rain's origins and the consequences of tampering with the dungeon's core. He demands a complex puzzle solved to access his knowledge.
6	Scavenger Dispute	A heated argument erupts between Silas and his younger lieutenant, "Spike," over the fate of a newly discovered Stabilizer Core. Players must choose a side, attempting to mediate or exploit the conflict for their own gain, impacting the Scavengers' future actions.

TREASURE

Stabilizer Core — A pulsating crystal orb containing a fragment of the original weather system's energy. It can temporarily suppress the Corrosive Rain, but prolonged use drains its power. Requires a complex calibration procedure.

Resonance Hammer — A heavy hammer crafted from a salvaged gear, capable of generating sonic vibrations. It can shatter brittle materials and disrupt mechanical systems. Has a chance to trigger a localized resonance that damages the user's hearing.

Chronometer Gears — A set of intricately crafted gears, radiating a faint temporal distortion. They can be used to briefly rewind time in a localized area, creating tactical advantages but with unpredictable side effects.

Salvaged Schematic — A detailed blueprint of the original weather automation system, revealing the catastrophic failure that led to the dungeon's creation. It's written in a complex combination of mechanical diagrams and archaic language.

NPCS

Silas Thorne: A grizzled, pragmatic Scavenger leader, obsessed with securing valuable components. He's driven by survival and a ruthless ambition, willing to betray anyone to achieve his goals. He's hoarding the Stabilizer Core and actively misleading the party.

Bolt, the Cogsmith: A frail, almost entirely mechanized Cogsmith who once maintained the Gear's systems. He's riddled with regret for his role in the failed weather automation project and desperately wants to prevent a repeat catastrophe. He's knowledgeable but increasingly erratic.

Rattles Thorne: Silas's ruthless lieutenant, a young Scavenger eager to prove himself. He's driven by a desire for power and will readily follow Silas's orders, even if they're morally questionable. He's adept with ranged weapons and enjoys inflicting pain.

Wren, the Tinker: A quiet, observant Scavenger who specializes in repairing and modifying machinery. She's disillusioned with the Scavengers' greed and seeks a way to restore the Gears without exploitation. She offers technical assistance but is hesitant to trust anyone.

PLOT RESOLUTIONS

The adventurers could attempt to stabilize the Gears using the Stabilizer Core, potentially ending the Corrosive Rain...

The adventurers might negotiate with Silas Thorne, securing a substantial share of recovered components, but risk his...

The adventurers could sabotage the Scavengers' efforts to dismantle the Gears, bolstering the Gears' stability but ea...

The adventurers might align with Bolt, the Cogsmith, deciphering his cryptic warnings and gaining access to forgotten...

The adventurers could choose to exploit the Corrosive Rain's instability, triggering a collapse to uncover a hidden c...

