

THE ALCHEMIST'S REPOSE

By Ben Milton
[youtube.com/questingbeast](https://www.youtube.com/channel/UCqUgk1234567890)
[patreon.com/questingbeast](https://www.patreon.com/questingbeast)
questingbeast.itch.io

The hulking, robotic constructs in this dungeon have [Function] and [Target] tags. A construct's function is built into its structure and cannot be changed, but its target is set by means of a rectangular metal punchcard slotted into its head. If a PC removes that card, the construct will shut down. These punchcards can be slotted into any functional construct, allowing players to reprogram them.

Construct appearance
 [Destroy]: Armored. Huge hammer. Patrols its route and responds to noises.
 [Repair]: Dozens of arms with every imaginable tool. When not in the workshop, it roams looking for its target.
 [Retrieve]: Like a huge walking tin can. Places retrieved objects in its belly and then transports them to the library. Covered in magic resistant runes.

Punchcard appearance
 [Alchemist]: Gold. Etching of the four elements.
 [Constructs]: Steel. Etching of a gear.
 [Cracks]: Copper. Etching of a broken wall.
 [Elves]: Platinum. Etching of a tree.
 [Intruder]: Silver. Etching of crossed swords.
 [Punchcards]: Electrum. Etching of a punchcard.

Every 10 minutes, or whenever the PCs make noise, roll a d6 to see what shows up. 1: d6 feral fungal elves. 2: Construct with an [Intruder] punchcard.

