

Total Party Kill

HANDBOOK VOL. 2

PROMO: ATTACK OF THE MECHAGOBLIN

5E COMPATIBLE



WRITTEN BY
Steven Gordon

PRODUCED BY
2CGaming

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work July be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content July only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms July be added to or subtracted from this License except as described by the License itself. No other terms or conditions July be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents July publish updated versions of this License. You July use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You July not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You July not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson. END OF LICENSE

© 2CGaming, LLC. All Rights Reserved. Any reproduction or unauthorized use of the material herein is prohibited without the express written permission of 2CGaming, LLC. or its representatives.

Total Party Kill **HANDBOOK** VOL. 2

PROMO: ATTACK OF THE MECHAGOBLIN

WRITTEN BY
Steven Gordon

.....
PRODUCED BY
2CGaming, LLC.

2CGAMING



ATTACK OF THE MECHAGOBLIN

ENCOUNTER LEVEL

5 (Scales 3 to 9)

TERRAIN TAGS

Exterior, nature, travel

FAVORS

Area of effect abilities, long-range attacks, sorcerers, warlocks

FOILS

Circle of the moon druids, rogues

ENCOUNTER WEIGHT

Heavy

CREATURES

1x mechagoblin

EXPERIENCE

XP: 6,000xp (5,000xp from creatures, 1,000xp for creature synergy)





SUMMARY

Have your players stopped being afraid of goblins? Do they think the small, vicious creatures are little more than a pack of puny thieves? It's time to remind them that there's a reason goblins have survived for so long in a dangerous world. Every few generations, a tinkerer is born amongst the goblins. Given time and resources, this tinkerer may create something truly incredible. Something scared villagers have dubbed... the mechagoblin.

ENCOUNTER WEIGHT

This is a tough fight. The sheer number of creatures involved makes it difficult for the players to lock down the enemy and avoid taking damage, and the mechagoblin is packing a lot of power in its many attacks. It's also fast for a creature its size, making retreat challenging.

BEHOLD, MECHAGOBLIN!

You can set this encounter just about anywhere, but we'll provide a forest clearing as a default location. This encounter works best while the party is traveling, either in the morning after they finish a long rest, or at night if they've had an uneventful day of traveling. You want them to be at full strength when they face the mechagoblin. The following text will set the scene:

Another day on the road, another night in a makeshift camp. Your usual routine is interrupted by a strange, high-pitched sound. It sounds like a whistle, blown continuously, and it's getting closer. As the sound grows steadily louder, you hear and feel thumping in the earth beneath you.

At this point, you can give the players a few rounds of preparation— “what do you do?” No more than two or three rounds. They'll likely want to make some skill checks; Perception are History good choices. Beating DC 15 reveals that the source is mechanical in nature, DC 20 will tell them the massive size of the approaching construct

and let them discern the chanting of goblins. When they have made as many preparations as you'll allow, read the following text to start combat:

You hear a cacophonous crack as a tree not so far away from you is knocked down, and the clanking of metal announces the arrival of a tall, bipedal machine. This monstrosity is coated in atrociously vibrant pinks and greens and armed with Spinning Blades, a catapult, and what looks like a massive whisk. Goblins cling to its surface, pulling on ropes and chains, somehow making this contraption move. They laugh with glee as they set eyes on you, and begin to chant, “Metal gob, metal gob, metal gob!”

TERRAIN

The forest clearing doesn't have any noteworthy terrain, but the party's campsite or preparations might give them some opportunities for stealth. Otherwise, you have enough to keep track of during this encounter with all the goblins running around.

TACTICS

The mechagoblin has a strict order to its multiattack ability. First, it uses its Goblin Catapult on any distant targets that look slow. Heavily armored characters are good candidates. Then, it moves closer to and attacks anyone that looks physically weak with its Destructo-Whisk 9000, preferring characters like wizards and rogues. Next, it attacks the nearest character with its Spinning Blades. It should target a different character from the one hit by the Destructo-Whisk. Finally, it will use its Elemental Capacitor on the same target it hit with the Goblin Catapult, giving the goblins advantage on their attacks for one round.

Once the mechagoblin is reduced to below half of its maximum hit points and begins venting steam, it does its best to end its turn next to as many characters as possible. It doesn't care if this also roasts a few goblins. The mechagoblin fights until it is destroyed.

The goblin minions are very straightforward. They all act on initiative count 20. During this collective turn, they look for the nearest enemy, run at it, and attack. They repeat until they're taken down. If the mechagoblin is destroyed, any remaining goblin minions run, fleeing the battle.

TREASURE

The mechagoblin has a variety of valuable components: gold wires connecting its various components, sapphire gemstones used as focusing lenses, and original pieces of goblin artwork decorating its armor. All told, your

USING VERY WEAK CREATURES

Goblins are not much of a threat to a party of level 5 adventurers. As such, we're going to borrow some tricks from 4th Edition, the black sheep of the family. We're going to run the goblins as Minions. Minions have one hit point, deal a fixed amount of damage when they hit, and when they would take half damage from an attack or spell, they instead take no damage. This allows spells like *burning hands* to take care of a large number of them, but any that succeed on their saving throw will survive, preventing it from being a guaranteed kill. If your players start asking about this (for example, if they hit a goblin for 1 damage and it falls over dead), tell them the goblins that survive a hit are just playing dead, hoping for a chance to sneak away later.

When running the battle, the goblin minions will all act on initiative count 20. Handle all of their movement first, then decide how many goblins are going to attack each player. Once you've picked their targets, start with one player and roll all of the attacks against them, then move on to the next. This will keep the fight moving at a good pace.

players can sell the parts of the mechagoblin for 2,600 gp, but doing so is likely to attract a fair bit of attention. Otherwise, equipment from the goblin minions isn't worth hauling back to town. A group that does so can sell each item for 1 cp.

PLOT HOOKS

Is this an isolated incident? Or is this just the beginning? An army of mechagoblins would pose a threat to even a well-defended city. Who built the mechagoblin—a gnome, a goblin tinkerer? Is the creator inside the mechagoblin, or is it piloted by someone else, or autonomously? Perhaps it's piloted by a human, an orc, or some other non-goblin who wants to rally the goblins for their personal gain. They may have stolen it from the goblins and are taking it for a joyride across the plains when they run into the party. There's a lot you can do with a big, clunky piece of goblin machinery. Don't be afraid to get a little silly.

If you want to run with this plot even more, you can make the heart of the mechagoblin a valuable item. Something that could be used to craft a powerful magic item for the party, something to advance the plot, or something to build them their own giant construct. It might also just serve as an extra infusion of cash if they sell it to the right buyer.

CHANGING THE FLAVOR

The ridiculousness of this encounter is justified by the goblins, so if you change the goblins to something else (unless it's evil gnomes or kobolds), you might also want to make the mechagoblin something less funny. Any sort of large construct will work fine. You can also make the encounter even more hilarious by playing up the sporadic function of the mechagoblin. Consider giving it advantage one round and disadvantage in the next round, or just rely on your descriptive abilities to really sell how ramshackle this construct is.

SCALING BY LEVEL

EL 3 (-3,000 XP) - The Goblin Catapult now launches only two goblins. Reduce the mechagoblin's hit points to 76, its Armor Class to 17, and decrease the damage of all attacks by one die (for example, the Spinning Blades should deal 2d6 + 6 instead of their normal 3d6 + 6). This is still going to be a very tough fight a party of 3rd level characters, so unless you have very tactically minded players who are going to be smart about this engagement, you should also pair it with the easier tactics below.

EL 7 (+2,000 XP) - The mechagoblin can target two characters with its Spinning Blades and its Elemental

Capacitor. It gains the Magic Resistance trait, giving it advantage on saving throws against spells and other magical effects. The goblin minions deal 8 damage per hit instead of 5. Level 7 brings 4th level spells, and there are some potent ones in there. Additionally, this encounter no longer foils wildshape druids, as their attacks in animal form count as magical at this level, allowing them to bypass the mechagoblin's resistances.

EL 9 (+5,000 XP) - Make the same changes as EL 7. The mechagoblin gains legendary actions. It has three per round, as normal, and can choose from the following options: Spinning Blades, Destructo-Whisk 9000, or Goblin Catapult (Costs 2 Actions). It also gains three uses per day

MECHAGOBLIN

Huge construct, unaligned

Armor Class 19 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	15 (+2)	16 (+3)	12 (+1)

Saving Throws Str +9, Con +7, Wis +6

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Goblin

Challenge 8 (5,000 XP)

TRAITS

Vulnerable Components. When the mechagoblin suffers a critical hit, it must make a Wisdom saving throw against a DC of 10 or half the damage dealt, whichever is greater. On a failed save, it has disadvantage on all attack rolls until the end of its next turn.

Flawed Design. When the mechagoblin is reduced below half of its maximum hit points, it begins to break down, venting hot steam from its chassis. Any creature that enters a space within 5 ft. of the mechagoblin for the first time on a turn or starts its turn there takes 7 (2d6) fire damage.

ACTIONS

Multiattack. The mechagoblin makes four attacks in the following order (one of each): Goblin catapult, Destructo-Whisk 9000, Spinning Blades, Elemental Capacitor.

Goblin Catapult. The mechagoblin targets a point within 60 ft. that it can see and launches four goblins that all land within 5 ft. of that point. If there is already a creature in any of those spaces, that creature must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) bludgeoning damage and be knocked prone. On a successful save that creature can move 5 ft. to an unoccupied space without provoking opportunity attacks.

Destructo-Whisk 9000. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the target must succeed on a Strength saving throw against DC 15 or be trapped in the whisk, becoming restrained. As an action the target can repeat the Strength saving throw, freeing itself on a success. Freed creatures drop 10 ft. to the ground, taking falling damage as normal. While a creature is restrained by the whisk, the mechagoblin can only use this attack against that creature, automatically hitting and dealing 15 (2d8 + 6) bludgeoning damage.

Spinning Blades. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Elemental Capacitor. *Ranged Spell Attack:* +7 to hit, range 60 ft., one creature. *Hit:* 13 (3d8) lightning damage, and the target begins glowing until the end of the mechagoblin's next turn. While glowing, attack rolls against the creature have advantage, it has disadvantage on Dexterity (Stealth) checks, and gains no benefit from being invisible.

of Legendary Resistance, allowing it to turn a failed saving throw into a successful one. Rather than add complexity by bringing in a second mechagoblin, we upgrade the original model to give it legendary actions. This keeps it challenging even for a level 9 party.

SCALING BY TACTICS

Easier - Spread out the goblins' attacks as much as possible. Never attack the character restrained by the Destructo-Whisk, and avoid using the Elemental Capacitor on characters surrounded by goblins. There's not much more to it than that, all this encounter does is attack the players, so the more you spread out the damage, the easier it will be.

Harder - Use the mechagoblin's Spinning Blades to attack the character restrained by the Destructo-Whisk. Have the goblins pile their attacks more deliberately on characters with a low armor class. Don't be afraid to have the mechagoblin back off periodically, throwing out goblins to cover its retreat.

Lethal - This is a nasty way to play it, but you're here for a lethal encounter so that's what you'll get. Have the mechagoblin focus its attacks on one character. Once that character is restrained by the Destructo-Whisk, the mechagoblin can attack them with its Spinning Blades and use the Elemental Capacitor. Then it retreats, hopefully leaving a few goblins in its wake. Its speed of 40 ft. means it can keep up these hit and run attacks while staying out of the reach of melee characters until it finishes off whoever it grabbed.

GOBLIN MINION

Small humanoid (goblin), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 1 (minion, see below)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

TRAITS

Minion. The goblin has one hit point, its attacks always deal a fixed amount of damage, and it acts on initiative count 20 (losing ties). When the goblin succeeds on a saving throw and would take half damage, it instead takes no damage.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 slashing damage.