

Instant Encounters: The Steampuffnhackadoo Incident

We give you a ready-made encounter to just insert into you 5E game. You just add the adventure!

This encounter can be inserted any road encounter while your favorite PCs are traveling through or near a forest.

Encounter Scenario: The PCs are approached by a panicked trio of gnomes begging for help with stopping an out of control lumberjacking machine running wild, destroying anything in its careening path.

As the PCs are traveling or camping in or near a wooded area

A wild hooting cuts the air and from the trees a trio of wildly running and screaming gnomes come running towards you. "It's Loose!" screams one gnome. "It's chopping and hacking everything in sight!" bellows the next. "The steampuffnhackadoo has got ta be stopped!" cries the last, as the gnomes tumble at your feet.

(GM)

The three gnomes – Gomerscrew, Coppercobble, and Springwizzer – hastily tell the PCs that they were out testing their latest invention: the STEAMPUFFNHACKADOO, a steam powered golem, covered in buzz saws and battle axes designed as an automated lumberjack. While setting up for the test, the gnomes made a few last minute adjustments when the golem activated, went crazy, and began, hacking, hewing and buzz-cutting anyone and anything in its path. Just as the gnomes managed to convey this information read the PCs the following.

A cloud of black smoke comes rolling out of the trees, along with a mechanical choir of chugging, buzzing and clacking sounds. You try to make sense of what is coming: a lumbering, multi armed behemoth, looking to be cobbled together from three potbellied stoves, a weapons rack, and an armorer's shop. One of the gnome's screeches "the Steampuffnhackadoo will kill us all!" As if on cue, the massive automaton gives a low rumble. The eyeholes in the helmet that serves as its head glow with a fiery blaze. A puff of black smoke pours out the stovepipes and the automaton comes stomping forward, spidery weapon arms lashing and chopping.

(GM)

The steampuffnhackadoo is uncontrolled and will attack any creature that it can find. The gnomes will do their best to cower behind the PCs for as long as possible. If the PCs try and fight the steampuffnhackadoo the gnomes (see stat blocks) will do their best to help.

Threats: (1) Steampuffnhackadoo (see stat blocks)

Ending the Encounter

As the steampuffnhackadoo gives a last gurgling chug, the fire fades from its helmeted eyeholes, it shudders and then topples into a heap of scrap metal.

Reward

The gnomes are grateful for the PCs help and will offer them one of the **Springdoodle Crossbows**, and any combination of (10) of the following items: Acid vials, Alchemist Fire flasks, Antitoxin vials, or Tinker's Tools.

Stat Blocks

Rock Gnome Wrencher

Small humanoid (gnome), any

Armor Class 12

Hit Points 10 (3d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	14 (+2)	12 (+1)	9 (-1)

Skills Any (2) Tool Sets +4, Arcana +4, Investigation +4

Senses darkvision 60ft; passive perception 11

Languages gnomish, common

Challenge ½ (100 XP)

Tinkerer's Edge. The gnome has advantage on attacks and saving throws against any kind of constructs.

ACTIONS

Tinkerers Wrench. Melee Weapon Attack +2 to hit, reach 5ft, one creature. Hit 2 (1d6-1) bludgeoning damage.

Springdoodle Crossbow. Ranged Weapon Attack: +4 to hit. Range 80 ft./320 ft., one target. Hit 6 (1d8 +2) piercing damage.

Steampuffnhackadoo

Large construct, unaligned

Armor Class 20 (natural Armor)

Hit Points 95 (10d10 +40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	18 (+4)	6 (-2)	10 (+0)	1 (-5)

Saving Throws STR +7

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities fire, poison, psychic

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

Senses blindsight 120ft (blind beyond this radius); passive perception 10

Languages understands common, but can't speak

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the steampuffnhackadoo can move up to its speed towards a hostile creature that it can see.

Antimagic Susceptibility. The steampuffnhackadoo is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the ice sculpture must succeed on a Constitution saving throw against the caster's spell DC or fall unconscious for 1 minute.

Siege Monster. The steampuffnhackadoo deals double damage to objects and structures.

ACTIONS

Multiattack. The steampuffnhackadoo makes four melee attacks

Battleaxe. Melee Weapon Attack +7 to hit, reach 5ft, one creature. Hit 9 (1d6 +5) slashing damage.

Greataxe. Melee Weapon Attack +7 to hit, reach 5ft, one creature. Hit 11 (1d12 +5) slashing damage.

Long Axe. Melee Weapon Attack +7 to hit, reach 10ft, one creature. Hit 11 (1d12 +5) slashing damage.

Buzz Saw. Melee Weapon Attack +7 to hit, reach 15ft, one creature. Hit 18 (3d8+5) slashing damage.

Buzz Saw Sweep (Recharge 5-6). The steampuffnhackadoo makes a single Buzz Saw Attack that targets all creatures in reach.

REACTION

Gout of Steam and Flame. As a reaction when the steampuffnhackadoo suffers damage it lets a 10ft, burst of heated steam and flames in every direction. Any creature in the area must succeed on a Dexterity saving throw DC 12 or suffer 7 (2d6) fire damage.

New Item

Springdoodle Light Crossbow. Cost: 100gp; damage: 1d8 piercing; weight: 8 ls.; properties: Ammunition (6) bolt clip (range 80/320), heavy, two-handed, requires loading after 6 shots.