

A broken factory. If the PCs can repair it, they gain a useful robot ally.

1. Central Hallway [simple metal, geometric patterns] **Glowing Screen** [embedded in wall, touchscreen] **Open Chute** [shaped like a smiling mouth]

“Craft your very own Auto! Please deposit 100lbs of materials in the chute.”

After the materials are deposited, “Please wait in the Lounge while your Auto is created”. The doors to **2** and **8** open.

2. Lounge table [10ft high, 27 legs, screen set in the top] **Chairs** [tall, awkward sharp corners] **Pipe** [dripping a dark liquid, tastes like coffee oil] **Off-Key Music**

After several minutes the screen on the table lights up and starts blaring annoying alerts. Roll d6 to determine what is broken. Then the maintenance door swings open...

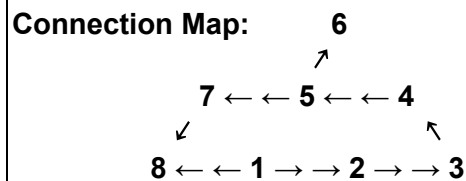
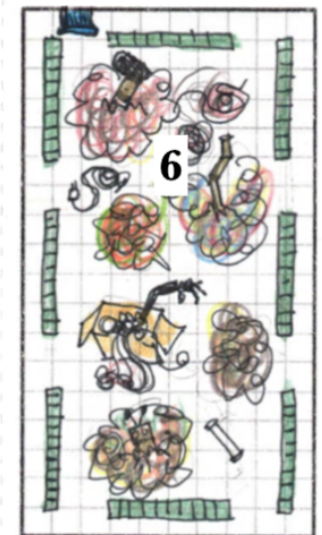
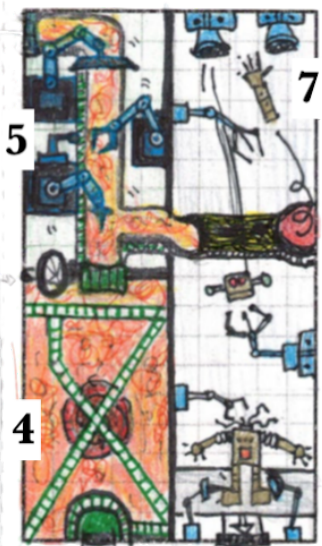
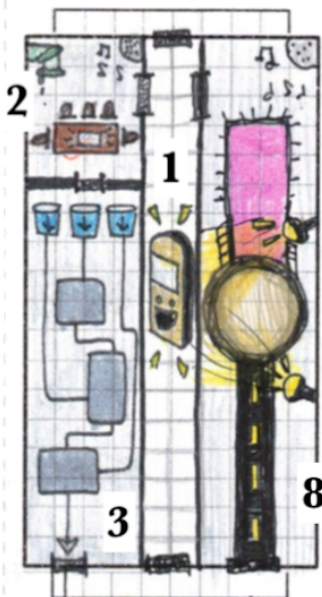
- 1 - Transfer Chutes are blocked.
- 2 - Furnace valve is stuck.
- 3 - Molding arms are misbehaving
- 4 - Assembly Chamber malfunction.
- 5 - Trash Dump broken.
- 6 - Roll twice more.

3. Transfer Chutes [5ft wide, gravity shifts smoothly to keep stuff moving] **Transfer Rooms** [intersections between chutes, Big numbered button on the ceiling]

WORKING: All the chutes are open and flowing freely, in direction of the arrows.
BROKEN: gravity fluctuates dangerously. Large furry slugs keep pressing the buttons in the wrong order (HD3, DAM d6)
FIX: Push the 3 numbered buttons in order.

4. Furnace [blinding smoke, stifling heat] **Two Catwalks** [thin, 20ft height difference, only one leads to Valve] **Release Valve** [end of catwalk, 10ft tall revolving circle]

WORKING: Valve opens regularly every few minutes to release heat.
BROKEN: Valve fused shut from outside.
FIX: enter furnace, open the release valve. Either requires incredible strength, engineering knowledge, or a large time investment in a hot, blinding room.



5. Molding River [river of molten sludge, winding through room] **3 Robot Arms** [stiff quick movements]

WORKING: The Arms dip in sludge, mold robot parts, then toss them to Assembly.
BROKEN: Arms are crusted in sludge, erratic jerky movements.
FIX: Scrub away the crust. Avoid the jerky, quick movements of the arms, don't fall in the river of hot molten sludge.

6. Trash Tilt [6 inches of detritus and crap, hard to move around] **Walls** [along the edge of the roof, 4ft high]

WORKING: When the roof is full the walls retract and the entire roof tilts 75 degrees and dumps the contents over the side.
BROKEN: Roof lifts up once every hour, but most of the trash has merged together into a Trash Golem, clinging to the roof.
FIX: Get to roof, defeat Trash Golem.

Trash Golem (HD 10, DAM d8+2)
 Each Hit Dice is a clump of garbage. When the roof tilts all “defeated” clumps fall off.

7. Assembly Chamber [no gravity] **Conveyor Belts, Launch Pads**

WORKING: Complex dance of precision the robot parts are launched into the air and assembled in zero-g.
BROKEN: Previous malfunctions smashed together a Jealous Robot that keeps grabbing parts and attaching it to itself.
FIX: Defeat the Jealous Robot.

Jealous Robot (HD 6, DAM d10)
 Grows +1 HD every turn as it keeps grabbing parts to attach.

8. Pickup Room [shiny lights, announcer rapidly reading terms and conditions]

“Auto” is a competent and sturdy hireling. Almost all damage can be repaired with 8 hours charging in sunlight. Negotiate with your table in regards to its functions.