



DUNGEONLANDS

MACHINE OF THE LICH QUEEN



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE

DISCLAIMER

Dungeons and Dragons is not reality. The GM sets a scene in a fictional realm and the players play characters in it. Repeat after me, *"I am not my character. I cannot do the things that my character can do because he is a fictional character in a fictional universe."* Don't try to fly just because your character can fly. Don't kill anyone just because your character is a master of the Scottish claymore. Roleplaying is meant to be fun, but comes with serious responsibilities.

THANK YOU

"It has been a long time coming, and everyone on the Dungeons and Dragons team knows it. There were a few false starts, a couple of delays, a change of team members. In the end, though, we found a story to tell here, a set of encounters that should knock your players' socks off. Thank you to all the Kickstarter backers for sticking with us and giving us the time to do this right.

That said, we appreciate your thoughts and feedback - please email hello@savagemojo.com if you have any comments for the team.

Happy Suzeraining!

-MMK

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THE LEGEND OF THE RAT KING

BY KEVIN ANDREW MURPHY

I did not know if she was rich or poor. I still do not, even if I now comprehend the concept. Few of my kind understand such things. Only hungry or not. Food or not.

I do know that she was very young. So was I. I lived with my mother and my many brothers and sisters in the cracks of an old garden wall. Food was plentiful and we were happy.

Then came the earthquake. The wall collapsed. My mother and family were crushed.

Her mother and family were as well. They were lunching in the wall's shade, and then, abruptly, they weren't.

Her name was, and still is, Ayravn, even though she has gathered many other names and titles since. My name? I was too young to remember what my mother and family called me, or much of the language of my folk. But on that day Ayravn named me Mouseling or Ratling which, over time, as she accrued names and titles, years and respectability, became Mouse King or Rat King.

All I know is that we had both gone off as we should not have: she, because children are expected to abide by their mothers; I, because the garden was sometimes frequented by the cat. But the cat was aged, and neither Ayravn nor I were being particularly naughty, for we had gone no further than an ancient apricot tree, drawn to it by the season and our mutual love for the fruit.



We were both too young to climb, but windfalls were plentiful. I, with my sensitive nose, immediately discerned which were ripest and best. Ayrawn saw my interest in one particularly luscious fruit and snatched it up from before my twitching nose, then tore the apricot in two. She magnanimously offered me the half with the worms. Those were delicious protein in addition to the sweet fruit, and I ate them first.

After we shared another such fruit, she picked me up and set me on her knee. I was frightened enough to bite her, but my teeth then were tiny, only enough to raise a prick of blood, and Ayrawn was kinder then. "Naughty Mouseling!" she cried, sticking her finger in her mouth. I sat there, shivering in terror as I looked up at how huge she was, far bigger than the cat. Then her face softened and she offered me another half of an apricot, this one jeweled with a drop of her blood in place of worms.

I sniffed, my whiskers twitching, but it smelt good. I accepted her offering and licked the blood.

That was our first communion.

Then came the earthquake. At first there was just a mild shaking. I thought my new friend was shifting, and I steadied myself on her knee with my paws. But then I saw the apricot tree swaying above her, the sun flashing through the leaves like a sequined scarf on a dancer's hip beneath a tattered green veil. Then apricots began to rain down.

While I am now quite conversant with the ways of man, the sights of the souk and caravanserais, back then all I could see was that fruits as big as me were falling and any one of them could have been my death.

Ayrawn shielded me with her own body, protecting me as a branch let loose a basket's worth of apricots. She cried out, then she cried a word which she cried and cried again until she was hoarse: "Mama!"

At last the shaking stopped and she stood, rising from the pile of fruit to see that the world we both had known had changed in an instant.

I clung to the folds of her robe as she ran, clutched and hid as I have so many times since, watched and learned.

Gone was the old wall. In its place lay a pile of earth and tumbled stones, the whole hillside above having given way, burying those at the bottom. Ayrawn's mother was gone. My mother as well. Both, gone.

The shade of the old wall had gone from a peaceful resting place to an exceedingly peaceful and final resting place.

Ayrawn cried and cried, tearing at the earth and tumbled stones, begging for her mama to come out. I slipped free from her robes and did likewise, searching through the cracks for the tunnels I knew and the familiar scents. But it was no use.

But rats are survivors, and practicality and survival are instinct. I stood atop one stone and told Ayrawn, "I miss my mama too, but I am hungry."

She paused her crying and looked at me. "Did you speak, Mouseling?"

I paused. "I guess so. I spoke before." I shivered. "I'm just hungry. And cold. If you picked me up, I could warm myself in your robe. You must be hungry too. It's far for me to scamper, but if you carried me back to the apricot tree, there's enough fruit for both of us to eat, and I'll show you the ripest ones."

Ayrawn nodded gravely. "Mama said the green ones would make me sick." More tears started on her cheek, then she rubbed them away and picked me up.

We dined on bounty such as kings and princes dream of, but could not enjoy it, so great was our loss. Ayrawn wrapped herself in her robe and fell asleep at the foot of the old apricot tree while I nestled into the folds of her robe near the nape of her neck and tried to imagine myself snuggled safe with my mother and siblings.

The next morning, we awoke to our world transformed. Ayrawn understood me. I understood her. She told me that later she had thought maybe she was dreaming, or perhaps it was one of the stories her mama had told her about talking animals, but while she had talked to animals before, this was the first time one had ever talked back.

Though neither of us understood the metaphysics yet, she had become a witch and I was now her familiar.

But that was not important to us at that moment. What mattered was this: we were both very young and suddenly alone in the world but for each other. I cried for the loss of my mother as she did for hers. Our joined tears strengthened our kinship and our bond.

After surveying the horror that was the tumbled earth, Ayrawn began to pick her way up the switchback path and tumbled stairs of the terrace. We explored the house, or what was left of it. The cat, though wicked, must have been sleeping on the rear porch when the stone urn tumbled atop it. Ayrawn cried but privately I rejoiced while the ants and centipedes did as well at the bounty.

No one else was left alive save a scraggly old parrot in a wicker cage who hung from a hook above one of the upper balconies and cried aloud his terror. "*Rawk! Bandits attacking the caravan! Bandits attacking the caravan! Scoundrels and scalawags! Beware! Beware!*"

He said nothing else, not even when Ayrawn located the pole used to take his cage down and released him. She avoided being bitten by the bird's sharp beak so did not work the blood charm to gain herself a second familiar.

The foolish bird fluttered about for a few days, repeating his warnings, then was gone.

Fruit grew throughout the garden, though mostly the apricots and a few early plums. The melons in the melon bed were months from ripeness, and while I could easily find enough to eat for myself, my new friend was very hungry by the time the lovely lady came to the garden bearing a basket of dates.

"Anyone?" she called. "Are there any survivors?"

Hers was the first human voice Ayrawn had heard since the earthquake, and she did not yet know the perfidy and treachery that humans are capable of.

"Me!" Ayrawn called. "I'm here!"

The woman looked at her with wonder and delight. She was tall and stately, attired in the rich garb of the handmaid from a wealthy house or the pampered second-wife of a lesser merchant, her skin exotic gold like the nomads to the east, her hair done up in a cascade of black curls perfumed with civet musk. "Are you alone?" she asked. "Where is your mother, child?"

"There!" Ayrawn pointed to the tumble of stones and began to cry.

She could make no more sensible explanation, but none was needed. The lovely lady took in the pile of tumbled bricks and earth, nodded gravely, and placed her hand on Ayrawn's head. "Hush, little one. Hush. How old are you? Three? Four? No matter. There are many little girls who have lost their parents, but then again, there are many parents who have lost their children, and we shall have to make do as best we can. Are you hungry? I found some dates in the next garden, and I can see that you've been surviving on apricots." She wiped the mixture of tears, dirt, and pulp from Ayrawn's face with the edge of her scarf. "Help me gather up the best and then I will take you back to camp and we'll see if we can find anyone to take you. What is your name, child?"

"My mama calls me Ayrawn."

"After the great queen, no doubt." She smiled. "It's a bit grand a name for such a small girl, but I expect your new parents will give you another name. Or they won't. None of my concern." She considered. "You will call me Elnielle."

Ayrawn nodded, and while she helped Elnielle gather apricots, I crawled into the folds of Ayrawn's robe near her ear. "I do not trust her," I squeaked. "She smells of cats."

"We have a cat, silly," Ayrawn whispered, then added, "or did. But Twalee never talked to me."

The earthquake may have killed one cat, but unfortunately, it had not killed all of them.

Once the apricots had been gathered, Elnielle rewarded Ayrawn with a few too bruised to keep and some crumbs of hard cheese to sustain her, then led her back to the city proper: Avashim, the Great and Golden, City of Souks and Storytellers, Crossroads of Relic.

Avashim had fallen, most horribly and most literally. Her tiled buildings lay in ruins, the grand mosaic towers cast down, all save for a handful. Those stood crooked with awkward gaps, like mourners who had nothing in common save the departed and now, after the funeral, wished nothing more than to go their separate ways and never speak of this again.

But the Grand Souk had fared better. Her stalls and pavilions had been fashioned of cloth, meant to be struck and transported as needed, cleared for parades and the like. So, except for the occasional wounded or maimed one staggering about, and the few towers listing in the background, it might have been any given day. Or at least this was remarked on countless times by the merchants, travelers, and citizens who had been lucky enough to be in the market when the earthquake struck, like a charm repeated to ward away the horrors surrounding them or even the few walking among them.

Ayrawn was considered one of the lucky ones as well, for she was also completely unhurt by the earthquake, at least physically. "I was in a garden myself," Elnielle informed her, "the inner courtyard of a great house. I had long thought there was no escape, even before the earthquake, the locks too sturdy, the guards too numerous." She gave a cruel smile. "Fortunately my master kept a great quantity of rope, of the very finest quality. I had not thought that the instrument of my bondage would be the means of my escape, but here we are."

Where we were was inside a tent with a half-dozen other orphans. "Don't bother to struggle." Elnielle bound Ayrawn's hands and feet tightly. "My master was a man of peculiar vices, who went masked and nameless even within his own house, and I learned to tie ropes with supreme skill. You'll



be sold to the same slavers who once sold me. If you are fortunate, you'll grow up to be pretty. If you are extremely fortunate, you may be bought by a master who allows a slave to earn coin and one day buy her freedom. That was not the case with me, but I prayed daily to Mulcimber that he visit misfortune upon my master so I might profit in turn. An earthquake was more than I expected, but ah well. It worked."

"Who's Mulcimber?" Ayrawn asked as Elnielle twisted a gag.

"A great shaitan," the former slave answered coldly, "the Voice of the Ill Wind and Patron of Delight in the Misery of Others. My master had a most particular shrine, and my pain was a daily offering." Her perfect mouth deformed into an ugly scowl. "My master likely died in the quake, his suffering over too quickly, but then again, he often

liked to visit his wine cellar. I prefer to imagine him trapped there, with nothing to drink save wine and no companions save the rats to gnaw his corpulence in his drunken sleep, no one to wonder what his name might be much less care what secret he hid behind his masks and mysteries."

She tied the gag, adding, "Sleep well. The slavers will be by to collect you and the others tomorrow."

The other children ranged in age from a boy of perhaps six to a girl of fourteen, all of them bound and gagged and lashed to tent stakes driven deep into the dirt tight enough to hold camels.

Ayrawn was terrified. I could feel it as strongly as I had felt my own terror when she had first picked me up. But she had saved me and was more than my friend now. She was my blood-kin and I would do whatever I could to save her.

All I had was my teeth. All I had was what we needed.

The ropes of Elnielle's late or trapped master were tough but sweet sisal. I chewed through them, strand by strand, until Ayrawn's wrists were free. She then set to unworking the cords on her ankles. They seemed impossible, but unraveled quickly when the right cord was pulled.

The tent was dark and the other children were asleep. "Let me look, Ayrawn," I told my friend. A rat's eyes are well suited to dim illumination, and I went to the flap, peeking my nose out into the larger tent. Elnielle sprawled upon an immense pile of wealth looted from the city, carpets and tapestries, bolts of brocade shot through with gold, tigerskin rugs and leopardfur stoles. It was small wonder that she smelt like a cat.

Nearby a brazier gleamed, cracks of crimson glowing amidst the gray ash of the coals, illuminating a small table holding an ebony triptych just above, a portable shrine of the sort travelers carry for when a town has no temple to their patron saint or god. This one, however, was for the worship of a shaitan, the foul Mulcumber, Lord of Misfortune and Schadenfreude, his twisted black limbs limned in gold leaf, his slyly gleaming blood-dark eyes represented by a matched pair of garnet cabochons.

I scurried to the main tent flap and peeked out, seeing only the quiet night in the souk in the earthquake-ravaged city.

I went back to Ayrawn, hiding in the darkness, but didn't need to tell her what I had seen. Somehow she already knew. Then in my mind, I heard her voice: *Well done, Mouseling.*

She lifted me to my customary place in the folds of her robe then slipped out into the main tent. Elnielle slept, a jug of palm wine still clutched by one hand. Ayrawn regarded her for a long while, then turned to the brazier and the shaitan's shrine.

She gazed upon it for a longer period, the garnet eyes winking in the light of the coals.

Ayrawn then nodded, coming to a conclusion. The brazier's tripod had been wrought in the traditional manner, three iron rods placed through and linked to an iron ring at their midpoint, making a three-legged stand below and a three-armed holder above to bear the bronze basin – stable but easily collapsed for storage and transport. She grasped the rods where they passed through the ring and carefully lifted. The charcoal brazier was a heavy thing for a small child, but Ayrawn was determined, and when the basin began to tip, risking it dropping its coals, she ran. Ayrawn then tripped over the head of a tigerskin rug, spilling the burning charcoal headlong into Elnielle's face, the hot bronze bowl as well.

The coals blazed with flame, catching the greasy cat-piss pomade Elnielle had used to perfume her curls. Sweet civet incense mixed with the acrid stench of burning hair. Elnielle shrieked, then shrieked more as blood welled up from her abdomen, pierced where the tripod's three prongs had impaled her. The metal bars had folded up as Ayrawn had fallen, allowing her full weight to drive the tips in, a trio of small spears.

It may not have been a mortal blow, but combined with the spreading fire and the blinding coals, it was more than enough.

Ayrawn stood, stumbling to the table and supporting herself. The shaitan's shrine fell upon

its back. With a *click* and a *clack*, its two panels fell shut and latched, changing its appearance to nothing more than an anonymous shrine of plain ebony, the mark of a wealthy but tasteful traveler.

Ayrawn took it and ran for the flap of the tent, stumbling out into the starlit street as the burning courtesan screamed horribly behind her and the tent wall caught fire.

Then a beam of light shone down, the moon showing through a gap in the clouds. The light illuminated a man leaning on a spear at the end of the avenue.

Ayrawn ran to him. “The others!” she said. “The small tent, there! Please! Help them!”

The larger tent was already in flames, but the smaller one attached to it, where Ayrawn had been held, was still untouched. The guard called to other refugees and merchants and cut a door in the far side.

As Ayrawn and I found out later, all of the children had been spared. None found their way into the hands of the slavers who arrived the next morning.

The slavers were most displeased. They collected either Elnielle or her remains. Necromancers would allow them to vent their displeasure either way.

I taught Ayrawn to live as a rat, to hide in the shadows, stealing food where it would not be missed and avoiding cats such as Elnielle. Ayrawn, in turn, fed me, both with food from her plate and drops of her blood, learning as she did the lessons of witchcraft from Old Maugh.

Maugh, like Elnielle, was another cat, but of a different sort. Some cats grow old and pampered, too tired and lazy to mind the rats and mice who

steal from their food dish and later too blind to see them even if they did. Maugh was such a one, a well paid crone who, before the earthquake, had run a fashionable stall in the souk selling love charms to maidens who desired the affections of a particular man and curses to those who wished to be rid of unwanted suitors.

For the more moral, she also dabbled in white magic: divinations to find true loves, lost keys, and the like. But mostly the magic Maugh dealt in was gray: spells to restore marital ardor, fire it, or quell it to something manageable for both parties, glamours to appear more handsome or fetching, even small transformations to increase or decrease one’s natural assets to whatever was fashionable at the moment or one found personally pleasing.

But such were spells for the times of peace and plenty. In a time of death and want, customers were less discerning of who they took for companionship, or why, and consequently less needy of Maugh’s wares. There were some, certainly, who suddenly came into great wealth, offering her looted treasures both mundane and magical in exchange for her services, but what Maugh truly needed was food. But if one small girl can steal enough for herself, she can also steal enough for herself, an old woman, a rat, and a cat.

Maugh’s old cat, Nariana, was equally old and blind. “I found her as a kitten,” Maugh explained as she tended her cauldron one night, “along with my witchcraft, just as you found yours and your ‘Mouseling.’” She added a pinch of dark green powder to the stew she’d made from the brace of woodcocks Ayrawn had purloined from a pole outside a hunter’s tent. “A cat is a superior familiar in all ways, but Nariana is now on the last of her

nine lives. When she dies, so shall I, or when I die, so shall she. But not just yet. Taste?"

She raised her dark cherrywood spoon from the pot long enough to cool and offered it to Ayrawn. The girl tasted, and I, through our shared bond, tasted as well. The stew was savory but sweet with the apricots the witch knew we both loved, but sweeter yet with an herb Ayrawn proudly identified. "More anise?"

"The flavor will develop as it stews, and you are almost right, but not quite: The herb you taste is fennel. Closely related but not the same."

"Fennel. I will remember."

"Good. See that you do. It makes little difference for cooking but much for magic."

Ayrawn did not like to have gotten the answer wrong, but was more troubled at the other information the witch had revealed. "Will I die when Mouseling dies?"

"Perhaps," Maugh allowed, stirring the pot slowly, "but likely not. A woman's span is nine times a cat's, but a cat has nine lives, so if a cat-witch is prudent, it works out much the same, so on the whole, Nariana and I are well matched."

She pointed her spoon to where she knew I liked to hide in Ayrawn's collar. Maugh's eyes were filmed with cataracts, so she could not see, but a witch is nothing if not canny. "A rat, however, lives a far shorter span. One day your Mouseling will die, and you, Ayrawn – if you survive, which you probably will – will go back to being an ordinary little girl with only the memory of your time as a witch. Unless..." She trailed off dramatically.

"Unless what, Grandmother Maugh?" Though they were no blood relation, Maugh found the fiction of kinship a convenient one, and after the

earthquake, none would have questioned the old witch if she adopted a stray child as her helpmeet anyway.

Grandmother Maugh stroked her old cat and pronounced, "The main trouble with a rat is also its virtue – they are common and almost interchangeable. But for the remedy, what is necessary is a particularly complicated ligature, part of the magic of cords. Do you know how to tie a knot, little rat-witch?"

"My mother taught me," Ayrawn said, then added, "though Elnielle was far better at it."

"Elnielle was a fool," Grandmother Maugh pronounced, "or at very best, an idiot savant or amanuensis for one more cunning. Magic is worked with knots from the moment the midwife ties the umbilical cord to when the embalmer sews the winding sheet shut and knots off the final thread. Those knots Elnielle's masked master had her tie were not just methods to pain as sacrifice for his patron shaitan, but spells themselves, I'd wager. Would that I could but run a few of them through my fingers, divine which of the monkeypuzzle charms he was binding..." She stroked Nariana hard until her aged and blind familiar made a noise in protest.

Maugh stopped. "But that is of no matter at the moment. What does matter is that one of those intricate ligatures may be used to bind life to life, and ropes and cords are not the only things which may be knotted. Your rat has a very long tail. If it displeases you that your Mouseling has only one life, well then, the simplest remedy is to get him another. And the simplest way to accomplish that is to find a young rat, tie their tails together, and grant your Mouseling a second span of years."

“What happens to the other rat?”

Grandmother Maugh shrugged. “It depends on how the witch wishes it to be. Once the knot is tied, you may tie more, weaving the rats’ flesh together, making a rat with two heads, or even just one head but twinned spirits. And you do this as often as necessary, for as I did not mention, there is also the possibility that your rat dies but you do not, or at least not as quickly, your life bleeding out to prolong his.”

“Then we should both live just as long,” Ayrawn said, “just like you and your cat.”

“Yes,” Grandmother Maugh agreed, “but you are young, and while you might not regret it now, I assure you that you would when your midlife became its end. And even before then, there are other complications if your Mouseling lives beyond his allotted span....”

“Other complications?” Ayrawn echoed.

“Your life, if you continue the bond, sustains his. He will become more human in both mind and countenance. A fine thing for a familiar as such things go, but all magic has a price, and this exchange is not so fine for the witch, for she in turn will grow more ratlike in both appearance and thinking. Indeed, there are even witches who have meshed their beings so closely with their familiars that they have become one and the same, warty old crones who are indistinguishable from humanoid toads, warlocks who are as much apes as men, hunched and hairy.” Grandmother Maugh tasted the stew one more time, smacking her lips, then placed the lid on the cauldron and left it to simmer, as Ayrawn gazed at her, nodding gravely but staring in horror. “Fortunately your Mouseling is young so you have time to consider this.” Grandmother

Maugh patted her on the head. “Now be a dear and go out and fetch us something to drink. The stew will still be a time, and I would fancy a cool sherbet.”

Maugh knew charms to allow a witch to pad as silently as her cat. They were remarkably similar to those to let one sneak about as unnoticed as a rat, but she had taught Ayrawn those as well. We slipped out and went to purloin the requested sherbets from the fruit-water seller.

Years passed. Ayrawn grew in both learning and height. I, however, grew old, just as the old witch had predicted. Not so old as to die yet, but soon.

No doubt you have already read the tale of how my mistress saved me by means of the witch’s charm of the Necklace of Nine Ladders.* The histories of the great mages are widely known, especially those who rise to the level of the Mages’ Council. Moreover, since Ayrawn’s history became interwoven with that of Horarion, the flamboyant conjurer and caller of djinn, you’ve doubtless heard her history again retold as part of Horarion’s exploits and his time at the Mages’ Citadel, as well as the lives and legends of Ranalek the Terrible, Sarlenio the Scrivener, and Fyl Veaulyn, the Dread and Macabre, the Necromancer Nonpareil.

I shall not tell the tale again. Suffice it to say that, after Grandmother Maugh’s sad but inevitable death, Ayrawn ascended to the Citadel of the Mages, gaining sponsorship and, in time, a seat on the council. She learnt many things she would need when the time became right, not least the true name of the angel, Anat, and the necessary knowledge of alchemy and the arcane to

* See the [Necklace Of Nine Ladders](http://www.suzerain.info) page at www.suzerain.info to read this story.



craft a puzzle box, a device that could be infinitely reconfigured to serve near-infinite purpose.

Ah, the puzzle box....

Horarion the conjurer became Ayrawn's lover and taught her how to construct pleasure palaces for spirits to trap them, and while he personally favored urns and inkwells, lamps, and sometimes seal rings with intricately carved gems, a cage or a coffer was equally traditional. So Ayrawn studied her infinitely reconfigurable device and found which cables to pull to make it a puzzle box of peculiar purpose. With a twist, the pretty box in her hand could be turned from a spirit's pleasure palace to a frightful murder castle, savaging and torturing the spirit trapped within, and even, via the soul magics taught by Fyl Veaulyn, cutting it apart into its component parts.

This is the fate that Ayrawn devised for Mulcimber, the shaitan of the ebony shrine she had gained long ago. Ayrawn had divined, via her horoscopes and cleidomancy, the divination by keys depending from the ribbons of a book, that the author of the earthquake which had killed her mother was indeed Mulcimber, Shaitan of the Ill Wind, and she wished to hear him scream.

Scream he did. Long and loud as Ayrawn stripped him apart into his components, sifting his memories for knowledge that revealed itself to her by means of twisting keys and the spinning planets of the jeweled orrery, torturing him until his true name fell away from his common one.

The first she bound into her puzzle box, becoming the ghost in the machine, the genius of her clockwork contrivance which served her as it amused her, giving her answers as she needed, but inevitably incomplete ones, for Hell is only a portion of creation, and even the wisest shaitan is not all-knowing.

The husk of Mulcimber was left as a great hulk, with crimson skin and glowing eyes, horns and fangs, but a mocking shadow of what he had been, a rude brute who did not know who Ayrawn was, why she tortured him, or even that she had done it a thousand times before, the demon who naturally stood as tall as a tower shrunk down to the size of an ushabti figurine, able to rest in the palm of her hand and be decapitated, dismembered, and reconstituted with just a few twists of the puzzle box – and with a few more, wrung like a red pepper for a few drops of fiery ichor. Ayrawn placed this unholy nectar on her tongue, savoring the shaitan's pain as the stolen power gained her a few years of life, turning some of her gray hairs back to black

even as it made her squirm with pleasure to literally taste sweet revenge.

Mulciber, formerly the Shaitan of Delight in the Misery of Others, might have once appreciated the irony, but was now no longer in the position to remember what he was, or had been, for every time she reformed him, Ayrawn granted him a new fictive history from the shaitan's old store of a thousand lies and deceptions.

And then the storyteller came, Trismaya, she who was even more famed for her lies than Mulciber and all the other demons and devils, shaitans and deevs, of all the Hells put together.

I will not relate to you Trismaya's full tale either. No doubt you have read or heard it elsewhere*. It is well known and she likes to tell it. She even tells it to me oftentimes. But like a storyteller's tales or Mulciber's memories, it's a little different each iteration.

It is enough to say the coming of Austra the fire deity was prophesied so Trismaya came to Ayrawn. Three other companions were gathered: Mabharo, the monk who was once a monkey, plaything of the trickster god Pingalu and visitor of all the gods; Tianet of the Wilds, the greatest huntress of our realm, who had slain at least two of every beast in it; and Dorhendr, the Grieving Guard, sentinel of the Great Necropolis, tasked with remembering the names of all the honored dead. Together they helped my mistress create a pocket realm in the Maelstrom, the Isle of Paxectel, treasury of the wonders of our realm's first age, the age which ended with the coming of the goddess Austra.

My mistress, Ayrawn, then dealt with all of them save Trismaya, arranged their deaths or placed them in suspended animation as she saw

fit. A mage learns suspicion, and death is less of an imposition than it might be if you do not possess a convenient means of resurrection.

Trismaya, however, divined the truth, or at least enough of it to be inconvenient.

"You only know half the story," Ayrawn told her wearily. "I have valid reasons for what I have done and for what I will do."

"Every villainess is the heroine of her own story," Trismaya spat.

My mistress looked at her, a madwoman in a harlequin's particolored coat, and sighed. "A simplistic moral for children in the marketplace, Trismaya. Come, we are adults here. We both know that the gods deal out cruelties on a whim and never have to answer for them save to other gods, and yet few have the nerve to paint them as villains, or even more charitably look at them as the same as mortals, only more powerful, with their own foolishnesses and frailties."

She smiled then, a lopsided, twisted grin, part cruelty, part regret, all Ayrawn. "Think of Mabharo. He was happier a monkey, and yet his trickster god thrust humanity upon him. And uplifting animals to men? Well, that is an easy trick for gods, but a far more difficult one for men, even mages. But if some god has left a miracle just lying about..."

She gestured then, a mage's flick of the wrist, dismissing an enchantment so old as to be fossilized. "This is my Mouse King, the oldest and most trusted of all my servants. He has been with me when no others were, and long have I wished to reward him with a gift befitting his loyalty. Now I can." She gestured again and I felt the magic

* This is the tale at the start of the Tomb of the Lich Queen book.

unfold, the divine blessing formed on a whim by the monkey god Pingalu. Now it touched me and I felt myself unfold, rising up into the form of a man.

Ayrawn smiled, then reached out and touched my cheek, still hairy but now with a fine black beard. "I will still call you my Mouse King."

She then performed two conjurer's gestures. The first brought the corpse of Mabharo to her, shrinking and dwindling now that the divine blessing had been withdrawn, soon leaving nothing more than a dead monkey lying curled within the cowl of a man's empty cloak. The second gesture conjured a flask to her hand, an aventurine phial. "Behold," Ayrawn instructed with the tone she used when addressing new pupils, "the Mithridate, the sovereign antidote for all poisons, even the juice of Ignatius seeds." She pried open the monkey's jaws and dispensed the phial's golden drops inside, then commanded, "Mabharo, awake!"

The monkey did.

Ayrawn picked the monkey up out of the hollow of the cowl, explaining to Trismaya with the same dry pedantic tone Fyl Veaulyn had once used to instruct her, "A name, even a common one, holds a portion of the soul, like a wax seal holds the image of the ring that made the impression." She then turned to me. "Since you are now a man, you will be in need of a familiar if you are to become a warlock." She presented me with the groggy monkey. "You should also claim Mabharo's clothes, as he shan't be needing them anymore."

I did as my Ayrawn suggested. It was odd not having a tail, but I still had hands, and far more dexterous ones than I'd had before. I donned Mabharo's old clothes and held the monkey into the crook of my arm where I had liked to rest when I had been a rat.

Trismaya stared at Ayrawn. "You can't just play god!"

"Seriously?" My mistress stared back. "We just birthed a whole world from the Maelstrom with our only template being a monkey's dream, stuffed it with all the wonders of our home realm, and that is your complaint?" She rolled her eyes, then shaped her fingers into the Mudhra of the Sleeping Curse and pointed to Trismaya. "Sleep, madwoman. Visit the minions of your spider goddess. I'm certain some of them came with us and She spies on us still."

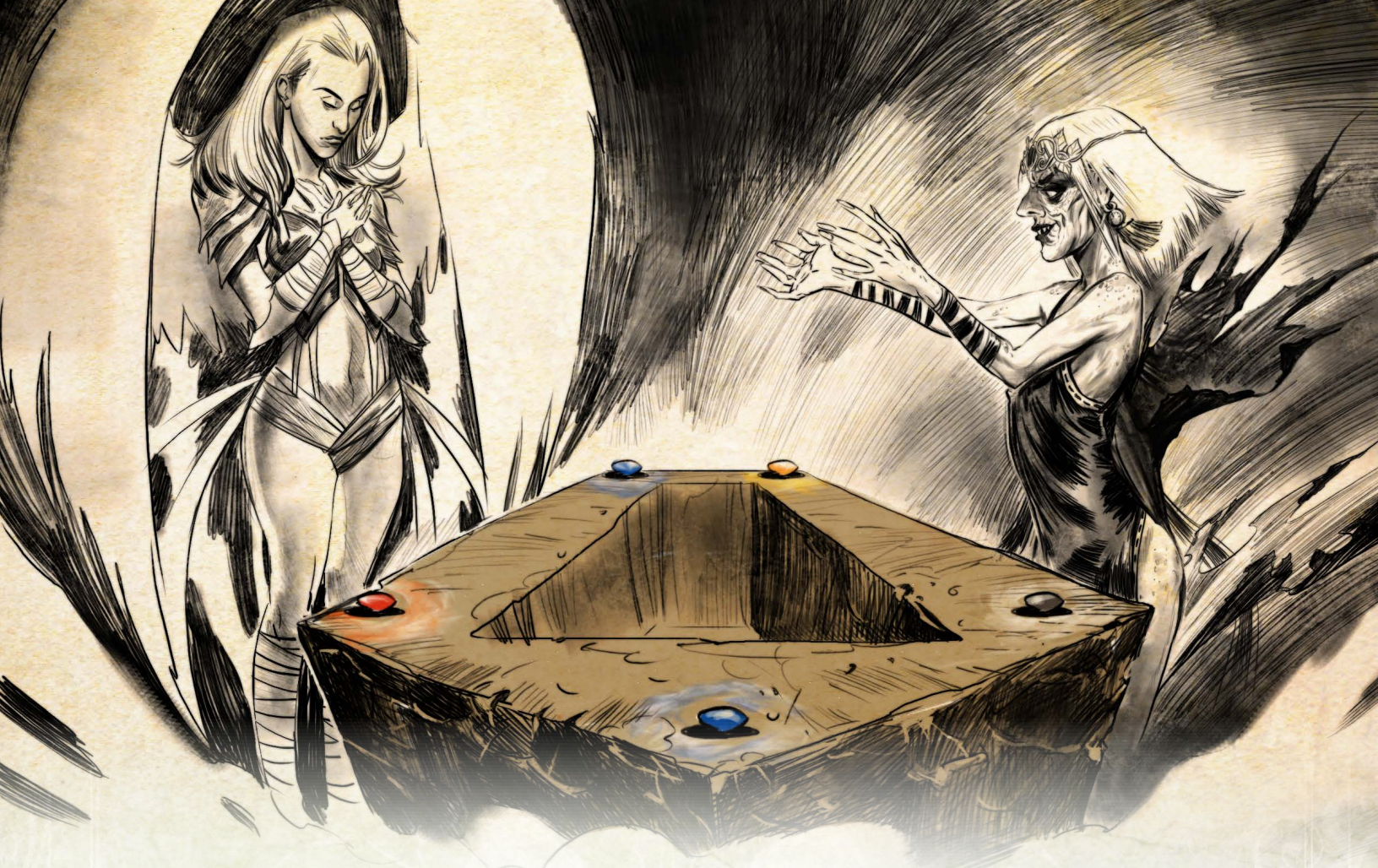
Then to me, she confided, "I would not worry about the monkey god, Mouse King. Even if Pingalu did survive the coming of Austra and were to follow us here, like as not He would just be amused. Tricksters often appreciate a good trick."

"What shall we do now?" I asked.

"Watch and learn," she instructed. "I have made divinations and auguries, consulted with spirits, and Trismaya's mad tale has supplied more pieces of the puzzle than I had before. But it is time to make the final inquiry. If I am wrong, I may be damned, and if I am right, even more so. But I will have my answer, my vengeance, and possibly my satisfaction. And so may you."

So saying, she took the path that led to the basement of the palace that was to be, one of the many possible configurations of the puzzle box she had trapped Mulcimer in and empowered with the other fragments of his infernal soul.

In the heart of the palace lay a five-sided chamber, and in the center of that chamber sat a pentagonal column with five indentations in the shape of tears. One by one Ayrawn placed jewels into them: the amber tear from Mabharo's rosary,



the bloodstone tear from Tianet's bow, the jet tear that hung as pendant from the pommel of Dorhendr's greatsword, and the moonstone tear that until late the mad storyteller Trismaya wore as the central pendant of her necklace of moonstone beads.

Finally, Ayrawn doffed her own circlet and removed the tear of lapis lazuli from the bezel in the brow, the gem of wisdom the angel Anat had shed and gifted her years ago.

Ayrawn then began her incantation and invocation, reaching across worlds until, at last, a golden light took shape and the angel Anat stood before her.

Anat's wings were singed, and she appeared in a weakened condition. "You have been dealing with Austra," Ayrawn stated.

"It would be better if I were back," Anat gasped hurriedly. "You have made Paxectel a repository of all that was worthy in your world? Good. You have done well, Ayrawn. You have fulfilled my hopes for you. But let me go! I must return to the battle!"

"Why?" Ayrawn asked calmly. "I'm certain some other god or demon is leading the charge in your absence. Perhaps one of them will kill Austra."

"No!" the angel cried. "She is but a babe! Much good may come of her! Innocence must be protected!"

"Well then," Ayrawn pronounced, "you have already failed, Anat, for mine was not. My Mouseling's was not." She gestured for me to stand beside her, now a man dressed in Mabharo's clothes and the purloined blessing of Pingalu with the monkey god's former subject, Mabharo, now a monkey again, curled in the crook of my arm.

My Ayrawn let the angel look at me, her beautiful but harried face obviously trying to fathom what she saw, then Ayrawn declared, "Austra is your child."

The angel gasped and turned her blazing eyes upon her. "*Why do you think that!?*"

"Apart from you not denying it?" Ayrawn inquired. "Very well then, Anat, Angel of the Fair Wind and Serendipitous Delights. You hold many titles, but one thing I know you are not is an angel of prophecy. Yet nonetheless, you knew of Austra's coming when almost no other gods did. Your five tears, each granted to one who could supply one fifth of my world's treasures to the otherworldly archive of Paxetel? That did not happen by mere coincidence, or even the most delightful bit of serendipity.

Angels cry tears for mortals right and left, but while my story was sad, it was hardly remarkable. But it was what you needed when you needed it, and the tear you shed was not for me and my plight, or even for my innocent kindness with the foolish parrot or the other orphans, but for yourself, a jewel borne of your guilt and grief for what you had done and your joy and hope that you might possibly set matter right...even if a few unworthy souls get burnt along the way."

"No soul is unworthy," Anat whispered. "Any may be redeemed."

"Hypocrite!" Ayrawn accused. "You yourself just praised me for saving all that was worthy of my world, including the names and thus a portion of the souls of the famed and consequential that Dorhendr brought. But it's mere semantics to pronounce what is left in that doomed land 'less worthy' rather than 'unworthy.' You left them to

burn, and what could be more unworthy than that? While I'm certain you'd rather that no soul get destroyed, if you have to choose between them and your own child?" Ayrawn glared, but her patron angel gazed down at her with sad silence. "I thought as much. Tell me, did you ever seek to find my mother's name? I am well accomplished in necromancy, and while not the greatest, amongst the best. But even Fyl Veaulyn, the Dread and Macabre, she who instructed me in the deathly arts, would be unable to raise a shade by intoning 'Mama!'"

"I am sorry," Anat whispered. "So many died in the earthquake brought about by the foul Mulcimber..."

"Yes," Ayrawn agreed angrily, "they did. But one thing Fyl Veaulyn taught me was that if you wish to kill someone, it is best to make it look like an accident. And not do it yourself. Following the same principle, if you need an orphan for a prophecy, it's better to make an assortment so you may take your pick. And while you would never dirty your angelic hands, the child's father..."

"No!" cried Anat.

"No' what?" echoed Ayrawn. "You would that I rather not speak your secret, or you deny that Mulcimber is the one who fathered Austra upon you?" Ayrawn paused and steeled herself for what she was to say next. "Do not worry. I neither know nor care to know the sordid particulars. Seduction, rape, even incest – none of these are novel for mortals and even less so for the gods. But a fire goddess powerful enough for Her birth to incinerate gods and their followers alike, not to mention half a world? It would take the powers of Heaven and Hell united for that. A tryst between the Angel of the Fair Wind and the Shaitan of

the Ill Wind? With Ninat, the Weaver of Dreams, Goddess of Spiders and Prophecy, serving as midwife to hide your secret and feeding just the right dreams to her favorite dreamer, Trismaya the Mad, to gather your tears together and manipulate five children of prophecy to ameliorate some of your sorry errors?”

“*It is true,*” Anat admitted at last, tears of golden light rolling down her angelic cheeks. “*Please, let me go save my child. All is not lost.*”

“No,” Ayrawn agreed, “but I give better odds for the survival of my mother’s soul if Austra perishes, so you shall stay.”

“She is a goddess!” cried Anat.

“And I was a little girl who loved her mama,” Ayrawn countered, “but she was nothing to you, and just so, your daughter is nothing to me.”

“You cannot keep me!” Anat roared. “My tears were shed for a purpose, and now that that purpose is done, they can only hold me for so long!”

“Fortunately they are not the only talismans I possess,” Ayrawn countered. “Amongst the books I brought with me were those of Sarlenio the Scrivener, my late mentor and master, and amongst his books was this.” Ayrawn produced a stained breviary, opened it to a well thumbed page, and pronounced the true name written there.

Anat froze.

“That is not the only name I know,” Ayrawn continued, putting the breviary away. “I know another, though the common one will suffice. Mulcumber? Send in Mulcumber...”

The gears of the clockwork puzzle box shifted and turned, the orichalcum cables pulling the monkeypuzzle knots as the clockwork labyrinth assumed a new configuration, the Great Machine

rotating the room. A wall became an archway, and through the great arch ducked a demon with scarlet skin and burning eyes, the brutish husk left behind once most of the mind and power of Mulcumber, Shaitan of the Ill Wind, had been drained to become the core of the Great Machine.

“Arena mistress,” growled the demon, “is this the one I should fight? Or torture?”

“Not quite yet,” Ayrawn chided. “Patience. First she must be prepared. Entomb her in that sarcophagus, emplace the shackles, then allow me to adjust the tubes so I might force-feed her some inconsequential souls and harvest her essence in turn, extending my life and power, as befits a lich queen...”

Mulcumber the demon chuckled, the memory of having once been the Shaitan of Schadenfreude, Devil of Delight in the Misery of Others, no doubt tickling the back of his mind. The gears of the Great Machine clicked and chuckled as well, bells chiming in the distance, a sound very like demonic laughter as the sarcophagus arose from the floor, Anat’s tears set into its surface. The panels unfurled like the petals of a clockwork flytrap.

“I will relish your essence,” Ayrawn told Anat while the paralyzed angel gazed at her with pleading eyes. “I have for some years been vampirizing a demon – I won’t say which – and that may be the cause for my current cruelty. But an angel’s essence? I’m certain the taste is divine.” Ayrawn mused. “Though I don’t know if it will do much for my humanity or sympathy, given the angel in question.”

“She will not fit, mistress,” the husk of Mulcumber complained. “How should I make her fit? Remove her head?”

“Just her wings,” Ayrawn advised, “but keep them pretty. Angel feathers make fine quills for scrivening, and I may find some use for the rest. I want to keep her alive, if barely. But make her sing, Mulciber. I want all the worlds now and forevermore to hear her pain, to know even a fraction of the pain she has caused me....”

Ayrawn then turned to me, placed a hand on my bearded cheek, and stroked my moustache like she used to stroke my whiskers when we were both very young. “Am I too cruel, my Mouse King?”

I looked at the paralyzed angel as the cored and lobotomized remnant of her demon lover fitted her into the Great Machine that held the other portion of the shaitan’s soul. He tore off one wing then the other, then wrapped Anat in razor-edged shackles, turning the screws until she screamed in agony then twisting them tighter until her cries became almost like music, for agonized though they were, they were still an angel’s voice.

“No,” I admitted at last. “My mother and brothers and sisters were all crushed due to her machinations. She neither realized nor cared what she did.”

“You were beneath her,” said Ayrawn, “as was my mother. As was even I until I suited her purpose. But now you are more, and so shall I be soon enough.”

The angel, trapped in the machine, singing her agonized lament, cried tears that flowed like rivulets of golden light and collected in a crystal reservoir to one side of the sarcophagus. Ayrawn turned a tap, dispensing the angelic liquid into a goblet below, then raised it to her lips and took a sip.

She smiled for the first time in years. Crow’s feet crinkled at the corners of her eyes then faded away as years fell from her face, wrinkles and age spots alike fading, her gray locks turning black again as she resumed the countenance of a maiden in her first blush of youth.

Ayrawn drank more, glowing for a moment with a golden light, but grew no younger. Then she looked at the remnant of the shining ambrosia in her cup and offered it to me.

Even as the sarcophagus sank into the floor, transporting the angel to the very core of Ayrawn’s Great Machine, I took a sip. It tasted like blood and the nectar of apricots on a warm summer day many years ago.



PAIN AND LOSS

Machine of the Lich Queen is the second part of a great dungeon-delving trilogy. Heroes, assembled from all corners of the universe, enter the Lich Queen's realm through a portal and find themselves trapped, drawn down into the tomb below her Island of Paxectel, and into an ever-shifting maze of deadly encounters.

The whole place is one giant trap. The tomb is run by the Great Machine below it, a sentient engine whose job it is to grind down the heroes, assess how powerful they are, and either slice them up for spare parts or drain them of their heroic essence, feeding the Lich Queen in her palace far beneath the island.

If they run the gauntlet and survive, though... resourceful heroes might make it down past the tomb level and into the Great Machine itself. That's where the Rat King waits for them.

BEGINNING THE ADVENTURE

Machine of the Lich Queen runs a bit differently than the first module. The tomb level was more random since it's designed as a meat grinder where the heroes are supposed to feel as if they won't survive, possibly running into the same rooms they've already explored.

There's more structure in the machine level because, while there were story lines throughout the *Tomb of the Lich Queen* module, they were less plot-driven than this one. After all, many of the NPCs encountered were lost and trapped like your heroes were. That made it easier for those characters to be encountered in any order and the

I WAS WONDERING...

Given this is the second part of a trilogy, we assume you're familiar with the material from *Tomb of the Lich Queen* and we won't repeat any of it here. The same things that were true there, like our advice on using Hero Points from the *Advanced Player's Guide* for instance, are true here too.

All the answers to your questions lie in one of four places: right here in these pages, in *Tomb of the Lich Queen*, in your core Pathfinder books, or at www.savagemojo.com on our forums. Feel free to ask anything you want.

encounters still played out with similar results. The machine level still shifts around but there's some structure to it, and as the heroes work their way towards the Lich Queen's palace they'll get a greater sense of the plot going on.

Dungeonlands map tiles are a great tool in running this module, and you can choose to use them in a few different ways. The machine level still reconfigures itself and parts move like a gigantic mechanism, rooms moving and intermeshing as it goes about its business. As such, it's possible to use all of the encounters as part of a randomly-generated dungeon by simply mixing up the tiles and running the encounters in that order.

This time around, though, there are certain encounters the heroes should meet in order, to stop the narrative becoming confusing for your players and much more challenging for you to run. As the Dungeonlands trilogy advances, they'll get more depth to the story and we want that to come across.

What's recommended is that you only randomize some of the encounters to retain a sense of mystery: use the ten encounters from Parts 1 and 2 in the order in which they're presented. Mix up the encounters in Part 3 and place zero, one or two of those encounters between each story encounter (decided randomly or by your choice, it's up to you). Describe the grinding and motion of the entire level between encounters, just as happened with the tomb level above, but only when the heroes are entering or leaving an encounter from Part 3.

This ensures the key encounters happen when they should. And any time your group has a few minutes spare, throw a wandering monster at them. The machine level is a bustling hive of activity....

WANDERING MONSTERS

Just as with the tomb level, the Great Machine has all manner of nasty encounters just wandering around, hoping the heroes are unlucky enough to get their number on the following chart. And just as with the tomb level, each of these critters is detailed at the end of the book, in the denizens section.

Encounters in this adventure can range a bit on power level, as can the average party level of the group playing it (this chart assumes an Average Party Level of 17). That's pretty normal for a module like this. With that in mind though, the following table includes Easy (APL-1), Average (APL), Challenging (APL +1), Hard (APL +2), and Epic (APL +3) entries for each result. This allows you to easily scale the encounters and have more responsive results.

For wandering monsters roll 1d20+1d8, add the dice together, and consult the chart below.

Format = Die Roll - Creature Name
CR - (Encounter type x number of creatures encountered)

02-08 None

09 Cleaners CR 11 (Easy x1, Average x16, Challenging x20)

10 Coldfingers CR 15 (Easy x2, Average x3, Challenging x4, Hard x6, Epic x8)

11 Engineers CR 15 (Easy x2, Average x3, Challenging x4, Hard x6, Epic x8)

12 Flickermentals CR 7 (Easy x16, Average x20)

13 Gas Trolls CR 9 (Easy x16, Average x20)

14 Great Vessel CR 20 (Epic Only x1)

15 Living Madness CR 18 (Challenging x1, Epic x2)

16 Living Receptacles CR 12 (Easy x4, Average x6, Challenging x8, Hard x12, Epic x16)

17 Patchwork Castoffs CR 8 (Easy x16, Average x20)

18 Profane Spheres CR 10 (Easy x8, Average x12, Challenging x16)

19 Quicksilver Panther CR 20 (Epic Only x1)

20 Razor Guardians CR 10 (Easy x8, Average x12, Challenging x16)

21 Sludgers CR 18 (Challenging x1, Hard x2, Epic x3)

22 Soul Suckers CR 15 (Easy x2, Average x3, Challenging x4, Hard x6, Epic x8)

23 Spinerrattes CR 16 (Challenging x1, Epic x2)

24 Steel Bones CR 8 (Easy x16)

25 Sticky Bobs CR 18 (Challenging x1, Epic x2)

26 Tech Hounds CR 12 (Easy x4, Average x5, Challenging x8, Hard x12, Epic x16)

27 Tormented Screammers CR 14 (Easy x2, Average x3, Challenging x4, Hard x6, Epic x8)

28 Roll twice and use both! This is an old school killer dungeon, after all!

PART I: ENEMIES AND ALLIES

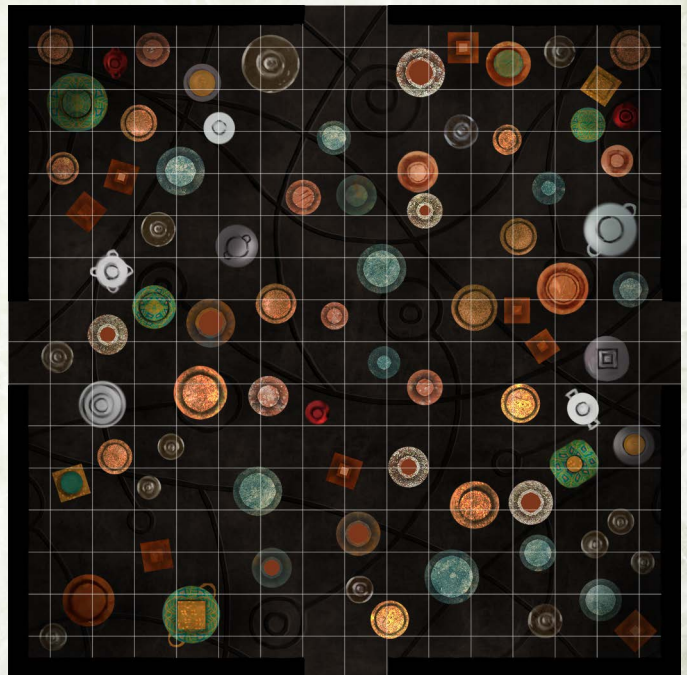
In the first part of the story, the heroes must overcome the Rat King and his minions. The Rat King claims dominion over a portion of the Great Machine's inner workings. He was once the Lich Queen's rat familiar, but more recently she cast him aside. Transformed by exposure to the eldritch energies surrounding his mistress, the Rat King both loves and hates her. He uses as much guile as he does terror to coerce the beings inhabiting the sections closest to his lair to serve his will, which is how he has carved out his own little empire within the machine level of the dungeon.

Shortly after the heroes enter the machine level, the Rat King knows about it. He won't directly engage them but his minions skulk about and keep eyes on them. Rather, he lets the various minions under the Great Machine's control soften the heroes so when he eventually has an audience with them his position will be all the stronger. These agents stay out of sight as much as possible, but they help lead the heroes on in order to lure them deeper into the Rat King's domain... albeit after they've been roughed up quite a bit.

While the heroes are exploring the machine level, they have the Rat King's many followers for company. The presence of an enormous number and variety of mice and rats, both magical and mundane, is obvious to even the most casual observer; what they're unlikely to notice, unless they can gain the confidence of a verger, is the presence of intelligence hidden within the rodent population. Even if the heroes could miss the

rodent infestation, the vergers throughout the complex not only notice, they are practically obsessed by it. As the Great Machine's chosen, the vergers are the foot soldiers in the war between it and its hated nemesis. It loathes the Rat King because of the disruption he's capable of creating, and the damage his rat minions cause.

ENCOUNTER I: HUSK ATTACK



In a particularly dark section of the level, the heroes are confronted with something so vile that it should revolt them entirely and also serve as a sign of the fate that awaits them if they fail to escape.

A fallen and forgotten hero who braved the dungeon approaches the group. The body's movements are jerky. The unnaturalness of the thing should bother the heroes, but otherwise there are no other effects from the creepiness of the husk save those that come from its abilities.

LIGHT-HUNGRY WALLS

The materials used in the walls, floors, and ceiling absorb light in such a way that it even saps the brightness cast by magical light sources. Treat the area as being under the effect of an empowered *deeper darkness* spell at caster level 20. In addition reduce the duration of all light-based spells and effects by 1d4 rounds (minimum 1).

What the heroes may not readily notice is that the body doesn't belong to the husked creature. It is inhabited by a shadow. In fact, if the heroes manage to shine enough light, which is difficult to do given the light-absorbing properties of the area, they see there are several jars containing what look like tenebrous forms.

These are trapped shadows that have also been husked and are stored in various containers. Some appear to be kept in canopic jars while others are in glass, clay, ceramic, or metal containers. If there is a scheme to the material and shape of the container, it's impossible for anyone to discern outside of the Lich Queen and her Great Machine.

While the majority of the shadows are the souls of mundane victims of the Lich Queen, there are several supernatural creatures that have been turned into shades and kept in their tortured state in their various prisons. Each is tormented by a single thought: the desire to have a corporeal form once again. The Great Machine has at times poured several shadows into a single body. This tortured process is often carried out in the Husk Production and Repair Facility (see Encounter 19).

The Great Machine uses a variety of methods to ensure the shadows can't escape by giving them two options: stay in their prisons or inhabit whatever corporeal body it wants to place them in, often with multiple shadows sharing the same body.

A trap in this room involves darkness and the shadowy creatures in the various containers, some of which should be more fragile than others. As for the shambling husk and the shadows within, destroying the body probably should kill most of the shadows outright. If none of the containers get damaged, there should be a shadow or two that survive the destruction of the husked body, then attempt to free some of the other trapped shadows to increase their chance of survival.

The Shadow Web: A complex trigger involves magically enhanced shadow (hard to detect given the design of this room and the nature of the light-absorbent properties found in its walls). Several crisscross lines of magically enhanced shadow filter across the heroes' path and above their heads. Hidden in the darkness of the ceiling are several jars with shadow creatures inside.

The whole room is a spider's web of these shadowy beams. There's room to pass through if only those beams could be seen somehow (*detect magic*, *arcane sight*, and *true seeing* all grant a hero +5 to their Ref Save). A hero unlucky enough to break one of these beams sends a mystical pulse to the attached jar, or if the hero's really unlucky, jars. Once that signal reaches the clamp holding the jar in place, it drops the jar, smashing it and releasing the shadowy beast on the heroes. Once the shadow being or beings are released they attack the heroes, and perhaps even free more of their imprisoned brethren.

Shadow Beam Trap CR 7 XP 3,200**Type** magic; **Perception** DC 31; **Disable Device** DC 31**EFFECTS****Trigger** touch (shadow web); **Reset** automatic**Effect** spell effect (as *summon monster VI* [variant], releases 1 greater shadow or 1 shadow demon)

Shadow Web Trigger - each time a hero enters a new square within this room he must make a DC 30 Reflex save or break a beam, activating the trap. When attacking another square, if a hero rolls a natural 1, 2 or 3 on his attack roll, he breaks a beam and activates the trap.

This encounter should be a confined tense one for the heroes, because they need to be careful: wild swings from weapons, or wrong footing in combat will break line after line and pour more bad guys out of the broken jars.

The Great Machine is quite capable of rounding up the shadow prisoners once they've disposed of the heroes, or at least inflicted enough damage to be telling. It also makes use of any dead heroes as husks for even more shadows, since this is part of the Lich Queen's experimental labs.

As for the original shambling husk, the good news is that it's completely keyed to those magical beams allowing it to pass freely around the chamber and engage the heroes, or to go about its day-to-day tasks without triggering the trapped jars.

The husk is in the Great Machine's direct control; the pent-up shadows are not, nor are they allied with the Rat King. Most are tortured and likely driven mad by their captivity. The Rat King and his minions know this, but they use the darkness and the husk to wreak havoc on their foes.

Alternatives: With the husk literally at war with itself, this presents some interesting and unique opportunities for encounters that involve

the shadows inside it. One of those shadows could break loose and once free from the husk's central mass, it can either attack the heroes or try to release other shadows to aid it. The shadow may also flit from the husk and attempt to cause issues for the heroes further into the machine level's inner workings. This could be a prolonged encounter as the heroes explore deeper and deeper into the level.

Perhaps the shadow even attaches itself to one of the heroes and can now only be detected when someone spots there's something terribly wrong with their companion's shadow.

Perhaps the shadow can influence the hero somehow and make him question his judgment or lead his companions into dangerous areas of the dungeon....

Husk Creature**CR 8**Variant Unhallowed Shadetouch
Greater Shadow**XP 4,800**

CE Medium undead (extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +13**DEFENSE****AC** 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge, +2 vs good creatures)**hp** 58 (9d8+18)**Fort** +5, **Ref** +8, **Will** +7; +2 vs good creatures**Defensive Abilities** incorporeal, channel resistance +2; **Immune** undead traits**OFFENSE****Speed** fly 40 ft. (good)**Melee** 2 claws +11 (1d8 plus 1d4 Str)**Special Attacks** create spawn (as per shadow), strength damage**STATISTICS****Str** —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15**Base Atk** +6; **CMB** +11; **CMD** 24**Feats** Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); **Racial Modifiers** +4 Stealth in dim light (−4 in bright light)

Languages Common

SQ husk visage

Gear none

SPECIAL ABILITIES

Strength Damage (Su) Each husk creature's claw attacks deal 1d4 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Husk Visage (Ex) A husk creature is composed of partially real shadowstuff, lending it a fragile physical form that presents the aspect (although not the abilities) of the body into which it is infused. Treat the husk as a corporeal creature with Con and Str of 10 each until reduced to 46 hp, which destroys the physical form, leaving only the shadow that inhabited it. A hero can make

a DC 20 perception check, to notice the tendrils of shadow leaking from the husk's eyes and other orifices.

Shadetouch Shadow (Su) Shadetouch shadows are infused with partially real shadowstuff from the Shadow Plane. They treat the Shadow Plane as their home plane (and thus gain the "extraplanar" subtype on the Material Plane). A shadetouch shadow lacks the typical shadow's incorporeal touch - instead, it possesses two physical claw attacks that each deal hp damage on a hit, in addition to the normal amount of Strength damage.

HUSK CREATURE

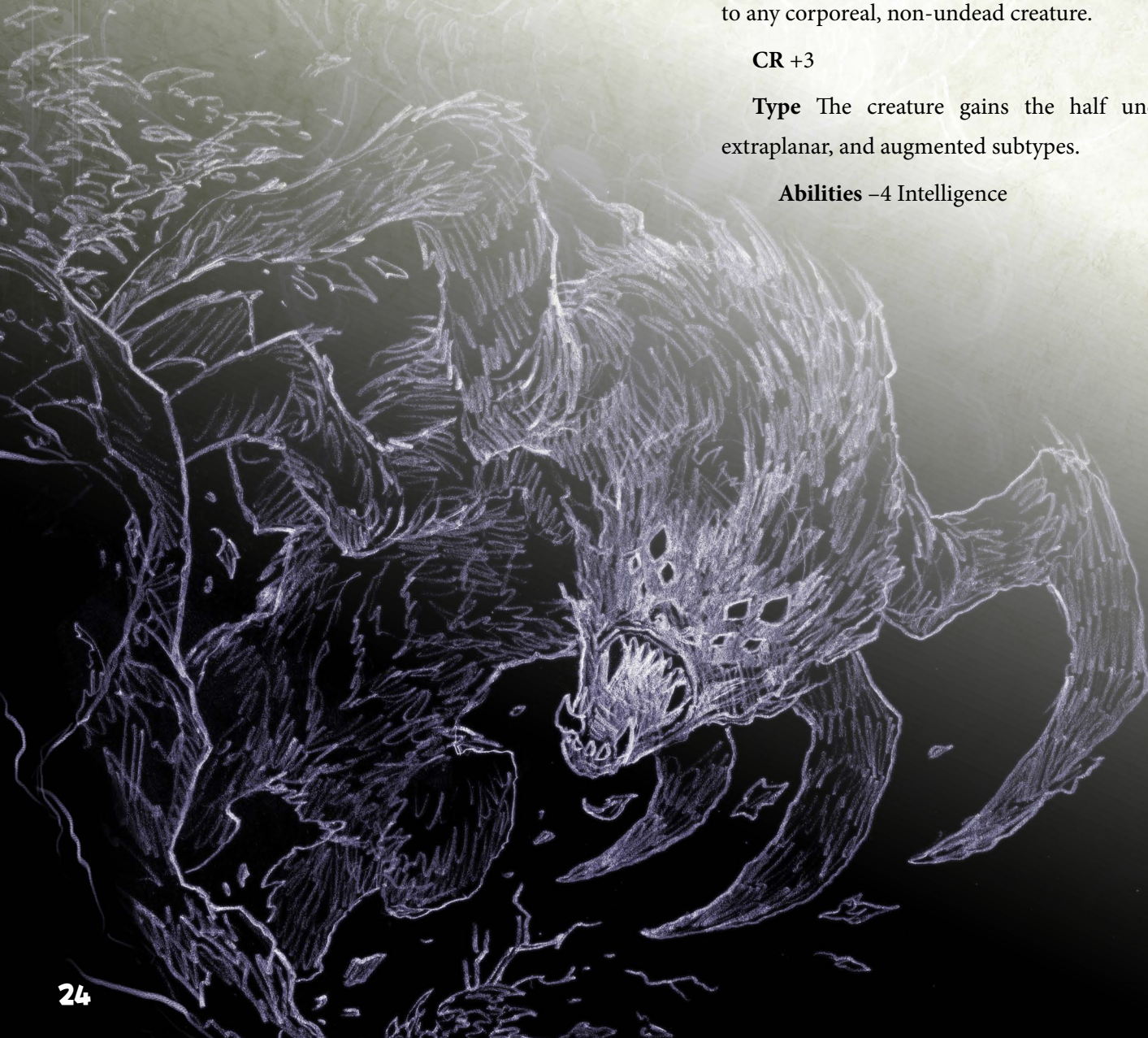
Here is a quick and dirty template for creating whatever type of husk creatures your evil mind requires. Be vicious and creative.

Husk creature is a template that can be applied to any corporeal, non-undead creature.

CR +3

Type The creature gains the half undead, extraplanar, and augmented subtypes.

Abilities −4 Intelligence



Special Attacks A husk creature retains all the special attacks of the base form and gains the following:

Strength Damage (Su) A husk creature's attack deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Special Qualities A husk creature retains all the special qualities of the base form and gains the following:

Respawning (Su) When a husk creature is reduced to 0 hp it collapses and 1d3 shadows (*Pathfinder RPG Bestiary*) rise from the remains.

HALF UNDEAD SUBTYPE

Pathfinder RPG Advanced Race Guide

Half-undead races are strange or unholy fusions of the living and the undead. A half-undead race has the following features:

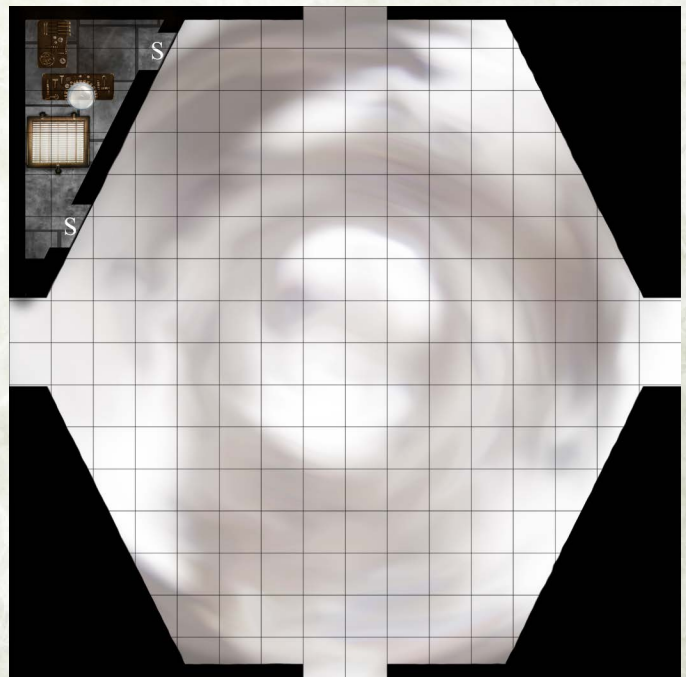
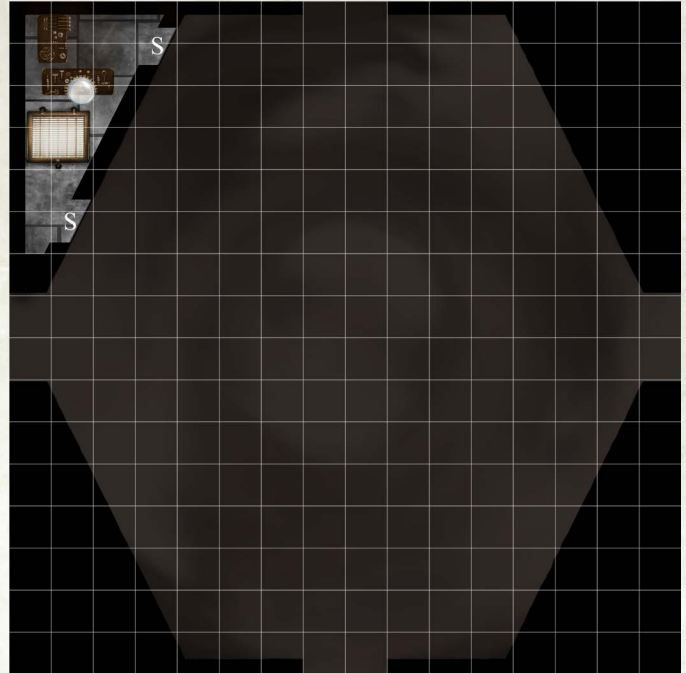
Half-undead have the darkvision 60 feet racial trait.

Half-undead gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Half-undead take no penalties from energy-draining effects, though they can still be killed if they accrue more negative levels than they have Hit Dice. After 24 hours, any negative levels they've gained are removed without any additional saving throws.

Half-undead creatures are harmed by positive energy and healed by negative energy. A half-undead creature with the fast healing special quality still benefits from that quality.

ENCOUNTER 2: THE HARNESSSED SUNS



In many ways, this encounter is the polar opposite of the first, but this is a misconception the Rat King and his followers use to their advantage. The room begins quite dark and is designed to be reminiscent of some of the gloomier sections of the tomb level above.

The Rat King's followers who control this region have a powerful tool at their disposal. They use magical bullseye lanterns to blind intruders - the light is so bright that anyone who catches sight of it suffers from visual impairment ranging from temporary blindness to distracting afterimages that hinder combat.

The assailants' tactic isn't to hide their presence; rather they mimic the movements of other creatures before using the lights to blind their victims. If the lanterns don't prove to be enough to stop their quarry, the attackers flood the entire room with light that seems to come from every surface, instantly blinding anyone whose eyes aren't closed or wearing special blackout goggles (kept in the same hidden storage area as the lanterns).

Strobe Trap CR 4 **XP 1,200**
Type mechanical; **Perception DC 27**; **Disable Device DC 27**

EFFECTS

Trigger manual; **Reset** automatic

Effect burst of intense light (+15 CMB against targets' CMD to perform a dirty trick causing the dazzle condition); multiple targets (all targets within the encounter area)

The switch that lights the room is also in the space that is flooded with the light, so it affects the person who throws the switch. The Rat King's followers work in groups so that after the light has been shut off again, the affected individual can be guided out of the room while the rest of the followers close in on their prey. Since they can melt away, many of the minions feel no fear of reprisal from anyone caught in this trap.

A device known as the Eclipse Engine is used to moderate the amount of light that floods the chamber, but the Rat King's followers rarely use it

Darkness: The area is under the effect of a permanent *darkness* spell at CL 20.

Mirrored Walls: The walls, floor, and ceiling are polished to a mirror finish, giving heroes a -10 penalty on their CMD to resist dazzling attacks and on saves to avoid light-based or blinding effects. Additionally, due to the reflective nature of the walls, spells with the light descriptor, and all other light-based effects, are empowered as per the metamagic feat. When such a spell is cast in this chamber, all creatures in the room must succeed at a DC 25 Fortitude save or be dazzled. Casting these spells here also suppresses magical darkness for 1 round.

and few of their number are aware of its existence. The room's true purpose is for alchemical mixtures and experiments that require specific amounts of light to trigger or energize the components used by the Great Machine elsewhere. The Rat King's followers stumbled upon the switch and the lanterns after watching a husked servant use them on different occasions.

The mechanism for the Eclipse Engine is sophisticated and well hidden. Under the right lighting conditions, it becomes clear that the room is polished to a mirror surface and with the Eclipse Engine in use, it's easy to see that the main light sources come from two spheres near the ceiling that shine with the power of twin suns. The Eclipse Engine is a complex shielding system that keeps the light from flooding the room needlessly and ruining some of the more sensitive alchemical mixtures.

Light generates heat. It might not be fire, but it still causes damage and anyone who can control the Eclipse Engine also has the ability to manipulate the heat output of the device. The Eclipse Engine has the capacity to be directed as a ray. The intense focus created by the engine is devastating.

Eclipse Engine **CR 8**
Empowered Flame Strike Trap
XP 2,400

Type magic; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger manual operation; **Reset** manual

Effect Spell effect (*flame strike*, 13d6 damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 10-foot-radius cylinder); this effect can be controlled so that only liquids (including potions) are adversely affected.

The control room is carefully hidden (Perception DC 35). If the heroes can reach it, they can try to wrest control of it and end the threat of the Eclipse Engine. The device may be of use to them in the future, but that depends on how much time they're willing to spend tracking down some alchemical mixtures in one of the random areas.

Tactics And Minions: There are seven flesh golem minions who are fodder, with a clockwork mage and the two engineers for a bit of a challenge. What should be the focus here is the tactics they use to make the heroes' lives a living hell: full exposure light pulses, lots of darkness in between, etc. The light is as much a weapon as it is a shield to batter the heroes. Once each obstacle is broken, the challenge becomes easier and more frustrating as the heroes realize they've been struggling against creatures a lot weaker than them.

Creature Of Light: Due to the nature of the Great Machine and the room itself, there's a lot of light and heat here for bad guys to play with,

and that means some great trap concepts to spring on the heroes. Consider the idea of a light/heat monster that can't be attacked by regular means and can only be stopped when the heroes find the hidden control room, along with the Eclipse Engine. Inside this chamber is a tricky little device that has two brass man engineers operating it. There's a crystal ball that shows a view of the main room and a couple of consoles festooned with gears, levers and other important control mechanisms.

A fell beast in a cage under the control room is the system's template. The device converts the monster's image, via mirrors and other devices, and displays it in the chamber itself – an image made of concentrated heat/light, an illusion that can burn and blind and moves just like the real monster. The engineers sit back and control this projected image to harass and injure heroes while other minions attack as well. In the right (wrong) hands, this little chamber is a devastating and tricky encounter to deal with.

Then, when the heroes find the control room and the two small engineers realize their time is up, they hit the "Emergency Release" button that opens the top of the cage, allowing the real monster out. They'll try to escape while one very angry fell beast jumps up and lashes out at anybody in the control room.

Flesh Golem **CR 7**
Flesh Golem (*Pathfinder RPG Bestiary*)
XP 3,200
hp 79

Clockwork Mage **CR 9**
Clockwork Mage (*Pathfinder RPG Bestiary 4*)
XP 6,400
hp 102

BRASS MAN ENGINEER

Brass men are very tough physical opponents and difficult to stop. Typically a brass man begins combat by spitting molten brass on the closest opponent before moving into melee where it attacks with its huge greatsword or its powerful fists.

Brass Man Engineer **CR7**

Tome of Horrors Complete

XP 3,200

N Large construct (extraplanar, fire)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 23, touch 9, flat-footed 23 (+0 Dex, +14 natural, -1 size)

hp 85 (10d10+30)

Fort +3; **Ref** +3; **Will** +3

DR 10/adamantine; **Immune** construct traits, fire, magic

Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft.

Melee 2 slams +15 (2d8+6), or large greatsword +15/+10 (3d6+9)

Space 10 ft.; **Reach** 10 ft.

Special Attacks spit molten brass

STATISTICS

Str 23, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +17; **CMD** 27

SPECIAL ABILITIES

Immunity To Magic (Ex)

A brass man is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals electricity damage slows a brass man (as the slow spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the brass man and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the brass man to exceed its full normal hit points, it gains any excess as temporary hit points. A brass man gets no saving throw against fire effects.



Spit Molten Brass (Ex)

Once every 1d4 rounds (and no more than five times per day), a brass man can spit a stream of molten brass in a 30-foot line; 6d6 fire Reflex for half (DC 15). The save DC is Constitution-based.

FELL BEAST

The body of a giant bear, the claws of a manticore, the hide of a yeti, a really bad attitude, and terrible table manners - the Great Machine was obviously in an experimental phase when the fell beast was created!

Fell Beast**CR 15****XP 51,200**

Large monstrous humanoid

Init +10; **Senses** darkvision 60 ft.; Perception +18**DEFENSE****AC** 28, touch 16, flat-footed 21 (+6 Dex, +1 dodge, +12 natural, -1 size)**hp** 230 (20d10+120)**Fort** +14, **Ref** +18, **Will** +12**Defensive Abilities** ferocity; **SR** 26**OFFENSE****Speed** 30 ft.**Melee** bite +24 (2d6+5) and 2 claws +24 (3d6+5)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 5d6+7)**STATISTICS****Str** 21, **Dex** 22, **Con** 22, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +20; **CMB** +26; **CMD** 43**Feats** Acrobatic, Blind-Fight, Catch Off-Guard, Cleave, Dodge, Great Fortitude, Improved Initiative, Lunge, Multiattack, Power Attack**Skills** Acrobatics +26, Climb +15, Fly +6, Intimidate +23, Perception +18, Stealth +20, Swim +15**SPECIAL ABILITIES****Ferocity (Ex)** A fell beast can fight without penalty even while disabled or dying.**Fell Beast of Light****CR 17****XP 102,400**

Large outsider (elemental, fire)

Init +10; **Senses** darkvision 60 ft.; Perception +18**DEFENSE****AC** 28, touch 16, flat-footed 21 (+6 Dex, +12 natural, +1 dodge, -1 size)**hp** 230 (20d10+120)**Fort** +14, **Ref** +18, **Will** +12**Defensive Abilities** ferocity; **DR** 10/magic; **SR** 28;**Immune** fire**Weaknesses** darkness powerlessness**OFFENSE****Speed** 30 ft.**Melee** bite +24 (2d6+5) and

2 claws +24 (3d6+5)

Space 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 5d6+7)**STATISTICS****Str** 21, **Dex** 22, **Con** 22, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +20; **CMB** +26; **CMD** 43**Feats** Acrobatic, Blind-Fight, Catch Off-Guard, Cleave, Dodge, Great Fortitude, Improved Initiative, Lunge, Multiattack, Power Attack**Skills** Acrobatics +26, Climb +15, Fly +6, Intimidate +23, Perception +18, Stealth +20, Swim +15**Creature of Light Template**

“Creature of Light” is an inherited template that can be added to any corporeal living creature (referred to hereafter as the base creature). A creature of light retains all the base creature’s statistics and special abilities except as noted here.

CR: HD 3 or less, as base creature; HD 4 to 8, as base creature +1; HD 9 or more, as base creature +2.

Size and Type: The base creature’s size remains unchanged. Its type changes to outsider and it gains the elemental and fire subtypes. Do not recalculate the creature’s Hit Dice, base attack bonus, skill points, or saves.

Defensive Abilities and Weaknesses: A creature of light is an elemental creature and has all the traits of the elemental and fire subtypes.

It retains all the defenses and weaknesses of the base creature and also gains the following if the base creature already has one or more of these special qualities, use the better value):

Damage Reduction: A creature of light with 4 to 8 HD gains damage reduction 5/magic; if it has 9 or more HD, it instead gains damage reduction 10/magic. A creature of light’s natural attacks are treated as magic weapons for the purposes of overcoming damage reduction.

Immunity To Fire: Creatures of light are immune to fire.

Darkness Powerlessness: While in total darkness, the creature is staggered and cannot attack. If it is an area of *deeper darkness*, it is stunned until it leaves the area of effect.

ENCOUNTER 3: THE SOURCE



Can a place reek of water? In the Lich Queen's dungeon it seems it can. The heroes' sense of smell is assaulted by an overwhelming amount of moisture. The signs of seepage are so strong that there should be a body of water somewhere. The walls and ceiling glisten so much that the lack of an identifiable source should be a clear sign that something about this situation isn't normal. Where's the water coming from and where's it going? None of the wetness seems to be moving in any discernible direction.

With so many visual clues in the area, sound should also be a great source of unease for the group. The occasional drip from the low ceiling, the swoosh of something moving down a nearby pipe or a steady gurgle nearby can all be useful tools in your arsenal when bringing this room and its encounters to life.

The water is actually part of a water elemental that has been turned into a husk. The Great

Slippery Floors: Slippery floors increase the DC of Acrobatics checks by 5.

Ambient Sound: The background noise of splashing water in this room increases the DC of Perception checks by 5.

Areas Of Fast Moving Water: Heroes must make a successful DC 15 Swim check or a DC 15 Strength check to avoid going under. On a failed check, the hero takes 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades).

Note: Make sure to familiarize yourself with the drowning rules in the Pathfinder RPG Core Rulebook.

Machine has let it retain enough of its intellect to be a formidable opponent, yet the Rat King has found a way to subvert the Great Machine's control of the water elemental enough to procure an alliance of convenience if not outright benefit for both; he provides it with a sacrificial victim when needed and the water elemental stays out of the Rat King's personal quarters.

The elemental keeps itself dispersed in this area not only to hide its presence, but also to keep the location of its replenishing source a secret. The advantage to this is that the elemental can attack opponents from any direction while minimizing the amount of harm that can be done to it. After all, are the victims striking the creature or water that it has drawn into the room?

It can use the many pipes that flow through the machine level to transfer itself quickly from one pipe to another. It can also use them to unleash a

greater body of water on its victims, changing the water level of the room suddenly and providing a dangerous encounter for even the most seasoned of heroes.

Flooding Room

CR 8

XP 4,800

Type mechanical; **Perception** DC 20; **Disable Device** DC 28

EFFECTS

Trigger manual (the elemental); **Onset Delay** 1 round; **Reset** automatic

Effect Rushing water (targets directly in areas of rushing water are knocked prone and take 8d6 bludgeoning per round, DC 24 Reflex negates); room fills completely with water in 10 rounds (water increases in depth by 1 foot every round)

The husked water elemental uses the room to its advantage and does what it can to terrorize its victims by any number of attacks, the most dreaded being a sphere of water that surrounds the victim's head. Unfortunately for the water elemental, this attack also exposes it to attacks from its victims, but there are few things as horrifying as drowning in the middle of a room while remaining mostly dry and upright. No matter where such a victim goes in this area, the water elemental can maintain contact with the globe of water encasing the victim's head. Other than defeating the elemental, the clearest way to break free of this trap is to leave the area.

The rock that makes up this area's surfaces is porous and filled with fissures. This gives the husked water elemental more places to hide and carry out its attacks against the heroes when they arrive. (+10 circumstance bonus to stealth). Add to this the pipes that run through the space in all directions and the water elemental can appear from virtually anywhere.

The initial water elemental attack surprises the heroes unless they succeed on a DC 35 Perception check.

The Machine's Enforcer: The elemental retreats if they deal too much damage, but not because it's afraid of being killed. It has been defeated many times and brought back. However, if an opponent proves to be too powerful to kill initially, the husked water elemental retreats long enough to regain its strength. It knows it can strike the heroes again, anywhere pipes run through the machine level (which is most of it).

Since it has intelligence enough to reason, it may well adopt this strategy right from the start. If the group looks as though they're pretty badass, the water elemental may well decide to pick them off one by one or attempt to weaken them by cutting off their potential pathways.

It may also decide to find another body of water and lurk there until the perfect opportunity for it to strike comes around. Treat it like an intelligent foe, an expert in guerrilla tactics. As the adventure goes on, you'll know you've done your job right if the players start to build up a personal grudge against this enemy and its ambushes!

The Houdini Variant: If you want to alter the construction of the elemental's area a little, it's possible to create a very nasty water-based drowning trap that's triggered by a pressure plate on the floor. Any Perception rolls need to be pretty high to spot it and if they fail to avoid the trap, one of them is going for a quick drop and a sudden stop... right into an empty vat under the floor. The vat soon fills with water (and the water elemental) from a linked pipe, requiring several successful tests of strength to break out, or some ingenious team effort from the hero's companions.

ENCOUNTER 4: THE LOST LIBRARY



Machine's Enforcer

CR 10

XP 9,600

Husk huge water elemental

N Huge outsider (augmented, elemental, extraplanar, half-undead, water)

Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 13, flat-footed 16 (+4 Dex, +1 dodge, +8 natural, -2 size)

hp 95 (10d10+40)

Fort +11; **Ref** +11; **Will** +3

Defensive Abilities elemental traits, half-undead traits; **DR** 5/—;

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +15 (2d6+7 plus 1d6 Strength damage)

Space 15 ft.; **Reach** 15 ft.

Special Attack drench, vortex (DC 22, 10–60 ft.), water mastery

STATISTICS

Str 24, **Dex** 18, **Con** 19, **Int** 2, **Wis** 11, **Cha** 11

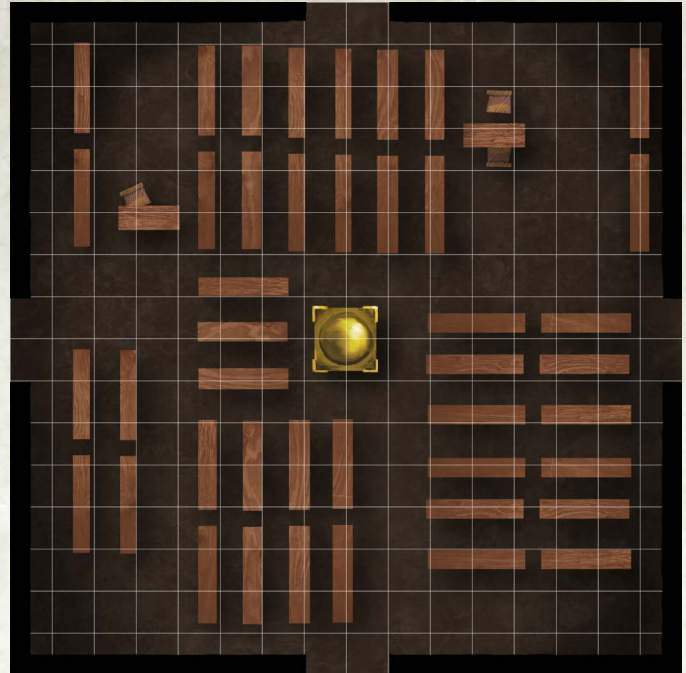
Base Atk +10; **CMB** +19; **CMD** 34

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Power Attack

Skills Acrobatics +11, Perception +13, Stealth +11, Swim +5

Languages Aquan

SQ Respawnng



Books found in the lost library contain a treasure trove of information, but it would be a fool's errand for the heroes to spend a lot of time here. That's because it's as much a temptation as it is a good source of information. Most of the books here are treatises on various magical practices that were considered lost for all time, but the sheer amount of knowledge is too much for any one person to process in a lifetime, let alone while in the Lich Queen's dungeon.

What will be of most use for the heroes are the scattered clues in some of the books that hint at the themes and purpose of the rooms of this level. The things they learn may help them survive....

Entropic Field: The books and scrolls are surrounded by an insidious entropic effect. Without the proper command phrases or the curator's gloves to bypass the time barriers around the collected works, the victim decays, advancing one age category immediately. A Ref save, DC 30,

allows the hero to pull back from the field, avoiding the advance in age but still taking the negative level. While inside the field the tomes are immune to normal and magical attack. To safely access the volumes, the heroes need enchanted gloves worn by the curators. The effects of the enchantments that preserve the books do not affect the gloves, or anyone wearing them.

The Time Winds: After the first hero touches the entropic field, the time traps activate. To simulate the variety of traps that draw on the time winds we present a single trap with a keyed 1d12 table. Whenever a hero touches a book, or moves more than ten feet, they have a chance of activating one of the effects below. This does not happen until the first time the room's entropic field is touched. Successful disable device checks neutralize the Time Winds in one square for 1d4 rounds. To disable an effect for the rest of the encounter the heroes must do so at the clock (instructions in the trap description).

The following actions all have percentile chances of triggering a time effect:

- Entering a new square – 10%
- Movement of more than ten feet – 25%
- Casting transmutation spells – 50%
- Touching a book – 100%
- Hero attacks the books or the clock - 100%

The room is silent when the heroes enter, except for the constant tick-tock rhythm of a mechanical clock. In fact, it seems to be a central piece in the library's collection, the lone sentinel in the middle of the room. The traps in this space are tied to the clock and all involve time dilation and distortion. Some of these are also keyed to taking books off shelves (see the Time Winds below).

The books kept here might not be those the Lich Queen has a need to call upon much, but that doesn't mean they're left unprotected. The security is designed to hinder would-be trespassers but not destroy any of the precious books. As such, the defenses are passive uses of time.

Some of the time elements are based on the words in the ancient tomes themselves, transmitting information across time. There are details which might be useful outside of the Lich Queen's dungeon should the heroes survive, but such knowledge should be rare or very specific. The tomes not only hold an account of the history of the universe, but they also have details on very esoteric subjects that might be useful to practitioners of the arcane and theurgic arts.

(The actual contents and their effect on knowledge rolls or spells is left up to you to craft as best suits your campaign.)

Books Are Always First: Monsters here should include the Rat King's minions but also ghouls and vergers from the *Tomb of the Lich Queen* who act as custodians of the library (assuming you have that adventure and have played through it before getting into the machine level of the Lich Queen's dungeon). However, this is not an area for a straight-up brawl with lots of enemies. The books ooze magic, the clock messes with time itself, and any fight to get access to these precious words is likely to be a little... strange.

Magic is a wonderful, terrifying and often unpredictable thing. When you bring so many books into one place you create a web of mystical fields that interplay and interact. It's rather like dropping a collection of magnets into a bowl and watching what happens. The clock acts as a focal point and all traps adhere to the theme of time.

The Time Winds

CR 16

XP 25,600

Type magic; Perception DC 34; Disable Device DC 30 (per square)

EFFECTS

Trigger location **Reset** automatic **Bypass** curators' enchanted gloves or command phrase

Effect Each time this trap is triggered, roll 1d12 and consult the table below for the effect; the hands of the clock whirl forward or backward to the hour of the number rolled.

Negating: Setting the hands of the clock to both point at the same number on its face while casting *dispel magic* will allow heroes to negate the effect associated with that number for the duration of the encounter. For example, if a hero sets both hands to point at the two and casts *dispel magic* on the clock, it negates Erase From Time. The clock itself exists partially outside of time and is immune to physical attacks.

1 - Temporal Distortion (18d6 nonlethal damage + fatigue, DC 23 Will save for half damage + no fatigue); multiple targets (all targets in 10-foot-radius burst).

2 - Erase From Time (vanish completely from time for 1d4 rounds, DC 30 Fort save to negate). This effect functions as the Oracle revelation of the same name.

3 - Time Loop (hero must repeat the exact actions taken in the prior round, 5-foot radius, Will DC 30 negates) Time itself flexes with the hero in its grip, as he relives the past few moments once more.

4 - Awash In The Alternates (gain the confused condition for 1d4 rounds, no save) The hero becomes confused as he's bombarded by visions of alternate time streams.

5 - Memories Of The Future (spell effect; unconscious condition for 1d4 rounds, Will save DC 28) The hero is overwhelmed by visions of possible futures. These visions have the same effect as an *augury* spell for the hero affected, but only if he failed to save.

6 - Unmoored From Time (hero's speed is randomized for 1d4 rounds. Each round before the hero's initiative roll 1d4x10 feet for the amount of movement change. Then roll 1d6, 1-3 subtract from movement rate, 4-6 add to movement rate. If this results in a negative movement rate, the hero remains still.)

7 - Not So Fast (spell effect; slow, atk +20 ranged touch, Fort DC 23 negates after 24 hours) EVERYTHING seems to speed up around the hero as his personal time slows in relation to the rest of the room.

8 - Lost Potential (2 points of ability damage to a random ability) Formative events in the hero's past are changed.

9 - The Lesser Path (spell effect; energy drain, atk +18 ranged touch, 2d4 temporary negative levels, DC 23 Fort save negates after 24 hours) Something changes in the hero's past, leaving him less capable in the present day. If he survives, the changes slowly fade.

10 - Frozen In Time (spell effect; variant time stop, 1d4+1 rounds, atk +22 ranged touch, DC 25 Will save negates) Heroes subject to this effect are treated as "others" as defined in the *time stop* spell. This means they are invulnerable to attacks and spells. Any items held, carried, or worn by the hero cannot be moved or affected. They are also completely unaware of the passing of time and their surroundings.

11 - Mirror, Mirror (change gender as per the *girdle of opposite gender*, DC 25 Fort save negates after 24 hours) One tiny change occurs in the hero's past, at the moment of conception.

12 - Temporal Burst (advance one age category taking only the penalties, DC 30 Fort save negates after 24 hours) The winds of time buffet the heroes, robbing them of years.

The Devouring Book: Under the ever-present ticking of the clock, a book - recounting events from a previous age of existence - falls off right before the heroes' eyes. If they look at the open pages, they're ensnared in the trap before they can even bat an eyelid. Transported inside the book to relive this previous age, it retells the story of the Lich Queen's early years (see the fiction at the beginning of this book - if you've skipped that, go ahead and read it. It won't eat you... probably).

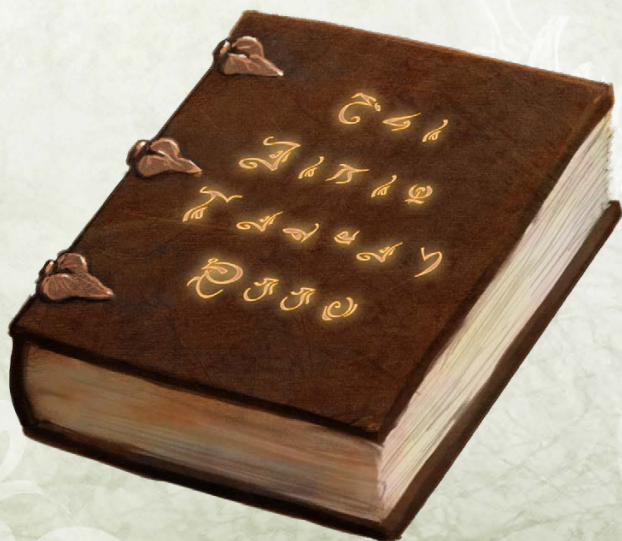
Pick your favorite scene from the Lich Queen's tale and dump the heroes in the middle of it. The reality inside the book should be dangerous, and if a hero dies while searching for powerful truths inside the book? Well, this is an "old school killer dungeon". He dies for real and is devoured by the

book's magic to nourish it. When the group gets out, they'll find the book's a bit thicker than they remembered before, with the last pages smelling of fresh ink.

To get out of the book's recreation of history, the heroes need to slay the young Lich Queen. Since that significantly breaks the flow of historical events, the book's reality falls apart and the heroes are ejected back into the library feeling like their skin's been rubbed raw by rough old paper.

We recommend the book hurl itself at the heroes' feet just when they're being chased by some seriously dangerous opponents. As such, it's a haven as well as a trap. Temporarily safe, they'll soon wish they were back after meeting the young Lich Queen and facing her down. Then they reappear just where they left, but with their pursuers a few paces closer.

A smart hero might shout, "Here! Look at this!" and hold the book up for the enemy to see, letting them get sucked into the book. Then the hero would see the book get thicker and thicker as it consumes the enemy, leaving the heroes perfectly safe. But who knows how your heroes will deal with the situation.



Young Lich Queen

CR 11

Female human witch 12, *Pathfinder RPG Advanced Player's Guide*

XP 12,800

CN Medium humanoid (human)

Init +5; Senses Perception +13

DEFENSE

AC 23, touch 16, flat-footed 17 (+5 Dex, +1 dodge, +4 armor, +3 natural)

hp 109 (12d6+54)

Fort +7, Ref +9, Will +11

OFFENSE

Speed 30 ft.

Melee +3 *defending cold iron dagger* +10/+5 (1d4+4/19–20)

Special Attacks hexes (evil eye, flight, hoarfrost, infected wounds, misfortune, nails, prehensile hair)

Spell-Like Abilities (CL 12th; concentration +15)

At Will—*feather fall* (self only)

12 minutes/day—*fly* (self only)

1/day—*levitate* (self only)

Witch Spells Prepared (CL 12th; concentration +19):

6th—*greater dispel magic*, *mass suggestion* (DC 23), *mass suggestion* (DC 23)

5th—*cure critical wounds*, *major curse*^{UM} (DC 22), *summon monster v*, *teleport*

4th—*black tentacles*, *cure serious wounds*, *dimension door*, *enervation*

3rd—*bestow curse* (DC 20), *bestow curse* (DC 20), *bestow curse* (DC 20), *hostile levitation*^{UC} (DC 20), *stinking cloud* (DC 20), *suggestion* (DC 20)

2nd—*cure moderate wounds*, *detect thoughts* (DC 19), *detect thoughts* (DC 19), *hold person* (DC 19), *summon monster ii*, *web* (DC 19)

1st—*burning hands* (DC 18), *cause fear* (DC 18), *charm person* (DC 18), *cure light wounds*, *mage armor*, *obscuring mist*

0 (at will)—*arcane mark*, *daze* (DC 17), *detect magic*, *read magic*

STATISTICS

Str 13, Dex 20, Con 17, Int 24, Wis 17, Cha 16

Base Atk +6; CMB +7; CMD 23

Feats Accursed Hex, Combat Casting, Craft Wondrous Item, Destructive Dispel, Dodge, Split Hex, Toughness

Skills Acrobatics +10, Appraise +10, Bluff +7, Craft (alchemy) +12, Diplomacy +9, Disguise +6, Escape Artist +9, Fly +14, Handle Animal +6, Heal +9, Intimidate +5, Knowledge (arcana) +22, Knowledge

(engineering) +12, Linguistics +10, Perception +13, Sense Motive +11, Sleight of Hand +8, Spellcraft +21, Stealth +11, Survival +12, Swim +7, Use Magic Device +18

Languages Abyssal, Aquan, Auran, Common, Draconic, Ignan, Terran, Undercommon

SQ patron spells (vengeance)

Combat Gear *potion of blur, potion of cure serious wounds (2), potion of displacement, wand of lightning bolt (CL 10)*; **Other Gear** +3 *defending cold iron dagger, amulet of natural armor +3, cackling hag's blouse, ring of spell turning, candle (3), chalk, ink, inkpen, portable altar, spell component pouch*

SPECIAL ABILITIES

Deliver Touch Spells Through Familiar (Su)

The young Lich Queen's familiar can deliver touch spells for her.

Empathic Link With Familiar (Su) The young Lich Queen has an empathic link with her Arcane Familiar.

Familiar Bonus: +2 to Fort saves. The young Lich Queen gains the Alertness feat while her familiar is within arm's reach.

Speak With Animals (Ex) The young Lich Queen's familiar can communicate with animals similar to itself.

Speak With Familiar (Ex) The young Lich Queen's can communicate verbally with her familiar.

Feats From Other Sources

Pathfinder RPG Ultimate Magic, Ultimate Combat

Accursed Hex -Feat

Prerequisites: Hex class feature

Benefit: When the Young Lich Queen targets a creature with a hex that cannot target the same creature more than once per day, and that creature succeeds at its saving throw against the hex's effect, she can target the creature with the same hex a second time before the end of her next turn. If the second attempt fails, she can make no further attempts to target that creature with the same hex for 1 day.

Normal: The young Lich Queen can only target a creature with these hexes once per day.

Destructive Dispel

Prerequisites: Ability to cast dispel magic or greater dispel magic, caster level 11th.

Benefit: When the Young Lich Queen successfully makes a targeted dispel check against an opponent, that opponent must succeed at a Fortitude save (DC equals the DC of the spell used to dispel) or be stunned until the start of her next turn. If the save succeeds, the opponent is instead sickened until the start of her next turn.

Split Hex

Prerequisites: Witch level 10th.

Benefit: When The young Lich Queen uses one of her hexes (not a major hex or a grand hex) that targets a single creature, she can choose another creature within 30 feet of the first target to also be targeted by the hex.

Hexes

Pathfinder RPG Ultimate Magic, Advanced Player's Guide

Cackle (Su) A witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune hex, or misfortune hex caused by the witch has the duration of that hex extended by 1 round.

Evil Eye (10 rounds, DC 23) (Su) The target takes a -4 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round.

Flight (Su) At 1st level, the witch can use feather fall at will and gains a +4 racial bonus on Swim checks. At 3rd level, she can cast levitate once per day. At 5th level, she can fly, as per the spell, for a number of minutes per day equal to her level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. This hex only affects the witch.

Hoarfrost (DC 23) (Su) The target is rimed with a shell of frost needles that slowly work their way into its flesh (Fort save negates). The target turns pale and blue, and takes 1 point of Constitution damage per minute until it dies, saves (once per minute), or is cured. Break enchantment, dispel magic, remove curse, and similar spells end the effect. If the target saves, it is immune to this hex for 1 day. This is a cold effect.

Infected Wounds (DC 23) (Su) The target's wounds become infected (Fort save negates). The target takes 1 point of Constitution damage per day. After the first day, the target may save once per day to cure the infection. This is a disease effect.

Misfortune (2 rds, DC 23) (Su) The witch can cause a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Nails (Su) The witch's nails are long and sharp, and count as natural weapons that deal 1d3 points of damage. These attacks are secondary attacks. If trimmed, the witch's nails regrow to their normal size in 1d4 days.

Prehensile Hair (Su) The witch can instantly cause her hair (or even her eyebrows) to grow up to 10 feet long or to shrink to its normal length, and can manipulate her hair as if it were a limb with a Strength score equal to her Intelligence score. Her hair has reach 10 feet, and she can use it as a secondary natural attack that deals 1d3 points of damage (1d2 for a Small witch). Her hair can manipulate objects (but not weapons) as dexterously as a human hand. The hair cannot be sundered or attacked as a separate creature. Pieces cut from the witch's elongated hair shrink away to nothing. Using her hair does not harm the witch's head or neck, even if she lifts something heavy with it. The witch can manipulate her hair a number of minutes each day equal to her level; these minutes do not need to be consecutive, but must be spent in 1-minute increments.

The Young Rat King CR —

Rat Familiar

XP —

AC 22, touch 14, flat-footed 20 (+2 Dex, +8 natural +2 size)

hp 69

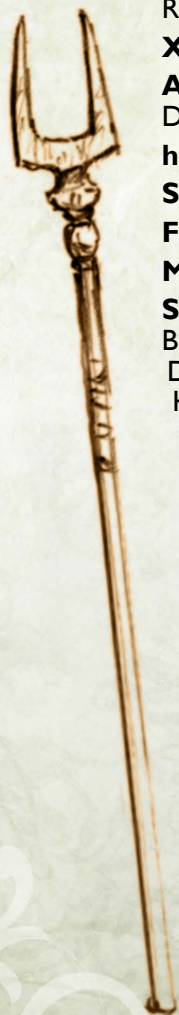
SR 20

Fort +5, Ref +7, Will +11

Melee bite +10 (1d3-4)

Skills Acrobatics +11, Appraise +3, Bluff +0, Climb +10, Diplomacy +3, Disguise -1, Escape Artist +6, Fly +16, Handle Animal -1, Heal +7, Linguistics +3, Perception +15, Sense Motive +10, Sleight of Hand +5, Spellcraft +12, Stealth +23, Survival +10, Swim +15, Use Magic Device +8; **Racial Modifiers** +4 Stealth

Familiar Qualities Alertness, deliver touch spells, empathic link, improved evasion, scry on familiar, share spells, speak with master, speak with rats, spell resistance



ENCOUNTER 5! AUDIENCE WITH THE RAT KING



This encounter is pivotal in deciding the chance of success in defeating the Great Machine. The Rat King can be a powerful ally or a deadly foe. After all, he's been crafty enough up to this point to give the heroes a tough time. If the heroes couldn't make it this far, well then the Rat King clearly has no use for them in his own schemes.

Assuming they proved their worth in the tests they've been through, they clearly have value... but are also dangerous. The Rat King remains cautious either way. He learned so much from Ayrawn as her familiar, and by having unrestricted access to her lost library.

When the heroes encounter the Rat King, a thousand rats are in the chamber too (5 rat swarms, and 6 advanced large dire rats). The Rat King is seated on his throne and surrounded by his personal guard, the minions who are always close at hand. These are the most formidable of his

minions though, as you'd expect (3x ratfolk fighter 12, 3x ratfolk rogue 12).

In a fight they're a distraction and a first line of defense, but the Rat King is a powerful sorcerer in his own right. While his guards keep the heroes occupied, he can freely use his powers to cut them down. When the heroes approach his throne for an audience, he exudes confidence in his own abilities.

This is the chance for the heroes to finally meet the person responsible for some of the trouble they've faced over the course of the dungeon. Tensions might be high, especially if any heroes died along the way. If the heroes make the attempt to negotiate and potentially befriend the Rat King, they may find they have a powerful ally on their side rather than a continued threat (see *Negotiating With The Rat King* below). He even possesses knowledge about the Lich Queen and the Great Machine that can make their battles against both a lot easier.

IN COMBAT

The Rat King casts *mass bull's strength* on his Elite Guard, the dire rats, and as many of the swarms as possible. During combat he makes good use of his Reach Spell feat, dodging from shadow to shadow while raining spells down upon the heroes.

Rogues of the Elite Guard activate their *rings of invisibility* and move in for sneak attacks and trip maneuvers.

Fighters of the elite guard start with bow attacks and then move in to attack with their flaming spiked chains.

The Rat King not only knows what the heroes must do to defeat the Great Machine, but he also knows where to do it and how to manipulate it. What he can't tell them is the route to get there because of the shifting nature of the machine level. If the heroes negotiate with the Rat King and gain his confidence (Indifferent attitude), he tells them about the map room (see Encounter 6) and that it's somewhere close by, but he's not sure in which direction. Should they gain his trust even more (Helpful attitude), he tells them that the map room details the current layout of the dungeon, but he's never been able to gather more information because of the demon that patrols the area.

Furthermore, if the heroes make an ally of the Rat King (Friendly attitude), he not only fills them in on information pertaining to the lost library and where to find formulae and recipes useful in harming the Great Machine and weakening the Lich Queen, but how to use the various alchemical rooms to create those very concoctions.

If they win him over completely (Helpful attitude), he tells the heroes of his his love/hate relationship with the Lich Queen – she made him what he is, but also cast him aside in recent times....

Negotiating With The Rat King: Diplomacy check, DC determined by the Rat king's starting attitude - Hostile DC 30, Unfriendly DC 25, Indifferent DC 20, Friendly DC 15, Helpful DC 5. Apply bonuses and penalties to this roll as appropriate for the heroes' prior actions on this level; the rats see all! For instance, if the heroes have been killing lots of the Rat King's subjects while on this level, then a -5 or greater penalty would be in order.

To The Arena: What's not to like about fighting a few captured or summoned monsters in a grand arena...? Well, not so grand considering the rat-filled audience chamber where this takes place. Still, the concept is the same and the outcome can be used to influence the Rat King who loves a good gladiatorial contest. If the heroes are better at fighting than politics, let the Rat King suggest they show off their prowess for him. Each win improves their standing in his eyes.

This optional encounter is also a way for you to sneak in a particular monster - there's nothing quite like an arena for showcasing a new beastie or two. There are plenty at the back of this book as well as doubtless a few well-loved classics you have from elsewhere. It would be a pity if the heroes didn't get introduced to them at some point. Well, consider this "some point".



Since the Rat King has some control over this part of the machine level, he can easily bring various waves of monsters for the heroes to fight; perhaps changing the combat arena before his throne in subtle ways, providing a nice set-piece battle encounter for the heroes to get their teeth (and swords/spells) into.

There should be several waves of bad guy minions to kick things off, then as the battle progresses - using up the heroes resources perhaps - the waves get progressively tougher, until at long last the heroes get to face off against a specially chosen boss-style monster for a big finale and lots of epic confrontation. Have the arena include increasing amounts of deadly features like moving walkways, vanishing floors, spiked walls and magical blasts, all triggered by the Rat King's intimate knowledge of how to force the Great Machine to do what he wants.

The *Pathfinder Core Rules* and *Game Mastery Guide* both contain extensive material for pursuing the arena option. Traps, Hazards, and Terrain are all subsections that you can use to layer as much complexity into the encounter as you want.

When they accept defeat or succeed in the final fight, the heroes get to approach the throne and be justly rewarded. In the case of the Rat King and rewards, he looks more favorably on them in regards to any proposed alliance they might make, his attitude shift being greater if they've put on a better show in the arena.

Any alliance comes with just one condition: the heroes have to destroy Mulciber the demon.

The Rat King

CR 15

XP 51,200

Human sorcerer 16

N Medium humanoid (human, augmented)

Init +8; Senses darkvision 90 ft.; Perception +18

DEFENSE

AC 27, touch 18, flat-footed 22 (+4 Dex, +1 dodge, +9 armor, +3 deflection)

hp 138 (16d6+80)

Fort +13, Ref +13, Will +15

SR 15

OFFENSE

Speed 30 ft.

Melee +3 brilliant energy cold iron dagger +14/+9 (1d4+6/19-20) and

masterwork silver dagger +12/+7 (1d4+2/19-20) or the rat king's quarterstaff +10/+5 (1d6+6/1d6+4 plus 1d6 electricity)

Special Attacks shadowstrike

Spell-Like Abilities (CL 16th; concentration +21)

1/day—Enveloping darkness

Sorcerer Spells Known (CL 16th; concentration +21):

8th (3/day)—*frightful aspect*

7th (5/day)—*limited wish, power word blind, spell turning*

6th (6/day)—*chain lightning* (DC 21), *greater dispel magic, mass bull's strength, shadow walk* (DC 21)

5th (7/day)—*break enchantment, feeblemind* (DC 20), *shadow evocation* (DC 20), *teleport, wall of force*

4th (7/day)—*arcane eye, detect scrying, emergency force sphere, greater invisibility, shadow conjuration*

3rd (7/day)—*arcane sight, blink, deeper darkness, dispel magic, fireball* (DC 18)

2nd (7/day)—*bear's endurance, darkvision, eagle's splendor, fog cloud, protection from arrows, see invisibility*

1st (8/day)—*animate rope, burning disarm* (DC 16), *hold portal, mage armor, magic missile, ray of enfeeblement* (DC 16)

0 (at will)—*dancing lights, detect magic, ghost sound* (DC 15), *light, mage hand, message, prestidigitation, read magic, resistance*

STATISTICS

Str 16, Dex 19, Con 18, Int 15, Wis 16, Cha 20

Base Atk +8; CMB +11; CMD 29

Feats Armor Proficiency (Light), Bouncing Spell, Combat Casting, Dodge, Eschew Materials, Great

Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell, Reach Spell, Silent Spell, Toughness

Skills Acrobatics +15, Diplomacy +12, Escape Artist +11, Handle Animal +21 (+25 vs. rodents), Knowledge (Arcana) +14, Knowledge (The Great Machine) +7, Perception +17, Spellcraft +17, Stealth +16, Use Magic Device +11

Languages Common, Draconic, Rat Speak

SQ bloodlines (shadow), rodent empathy, shadow well

Combat Gear maximize metamagic rod, potion of haste, scroll of baleful polymorph, wand of cure serious wounds, wand of detect secret doors; **Other Gear** the rat king's chainmail, +3 brilliant energy cold iron dagger, the rat king's quarterstaff, masterwork silver dagger, bottle of air (2), bracers of armor +5, cloak of resistance +2, dust of sneezing and choking, ring of freedom of movement, ring of protection +3

SPECIAL ABILITIES

Rodent Empathy: The Rat King gains a +4 racial bonus on Handle Animal checks made to influence rodents.

Advanced Dire Rat **CR 1/2**

Advanced Dire Rat (Pathfinder RPG Bestiary)

XP 200

AC 18, touch 16, flat-footed 13 (+5 Dex, +2 natural, +1 size)

hp 7

Fort +5, **Ref** +7, **Will** +3

Melee bite +3 (1d4+2 plus disease)

CMB +1; **CMD** 16 (20 vs. trip)

Skills Climb +12, Perception +6, Stealth +13, Swim +13

Elite Guard Fighter (3) **CR 12**

Pathfinder RPG Advanced Race Guide

XP 19,200

Ratfolk fighter 13

N Small humanoid (ratfolk)

Init +8; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 25, touch 16, flat-footed 20 (+4 Dex, +1 dodge, +9 armor, +1 size)

hp 141 (13d10+65)

Fort +11, **Ref** +8, **Will** +6 (+3 vs. fear)

Defensive Abilities bravery +3

After The Rat King assumed human form, Ayrawn gifted him with the means to protect himself from both blows and magical attacks. The quarterstaff excels at dispelling ongoing effects and buffs on his enemies, while the chainmail also fortifies him against the magic of his foes.

The Rat King's Quarterstaff +3 *dispelling burst shocking burst ghost touch quarterstaff*

The Rat King's Chainmail +5 *mithril chainmail shirt of spell resistance (SR 15)*

OFFENSE

Speed 20 ft.

Melee +3 *flaming burst spiked chain* +22/+17/+12 (1d6+7 plus 1d6 fire)

Ranged +2 *nimble shot darkwood longbow* +23/+18/+13 (1d6+5/×3)

Special Attacks swarming, weapon training (bows +3, thrown +2, flails +1)

STATISTICS

Str 14, **Dex** 18, **Con** 16, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +13; **CMB** +16; **CMD** 29

Feats Agile Maneuvers, Blind-Fight, Combat Reflexes, Critical Focus, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Mobility, Point-Blank Shot, Rapid Reload, Spring Attack, Sure Grasp, Toughness, Weapon Finesse

Skills Acrobatics +17 (+13 jump), Climb +10, Escape Artist +9, Intimidate +7, Perception +11, Sense Motive +4, Swim +8; **Racial Modifiers** +2 Perception, rodent empathy

Languages Common, Rat Speak

SQ armor training 3

Other Gear +3 *breastplate*, +2 *nimble shot darkwood longbow*, +3 *flaming burst spiked chain*

SPECIAL ABILITIES

Rodent Empathy Ratfolk gain a +4 bonus on Handle Animal checks made to influence rodents.

Swarming (Ex) Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Elite Guard Rogue (3) **CR 12**
Pathfinder RPG Advanced Race Guide
XP 19,200

Ratfolk rogue 13

N Small humanoid (ratfolk)

Init +5; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 22, touch 14, flat-footed 19 (+8 armor, +3 Dex, +1 size)

hp 126 (13d8+52)

Fort +7, **Ref** +13 (+4 bonus vs. traps), **Will** +9

Defensive Abilities improved evasion, improved uncanny dodge, trap sense +4

OFFENSE

Speed 15 ft.

Melee +2 keen wounding silver shortsword +14/+9 (1d4+3/17-20 plus 1 bleed) and

+2 wounding dagger +14/+9 (1d3+4/19-20 plus 1 bleed)

Ranged +4 nimble shot seeking heavy crossbow +19 (1d8+4/19-20)

Special Attacks sneak attack +7d6 and 2 Str, swarming

STATISTICS

Str 14, **Dex** 20, **Con** 16, **Int** 14, **Wis** 16, **Cha** 10

Base Atk +9; **CMB** +13; **CMD** 25

Feats Acrobatic, Agile Maneuvers, Cartwheel Dodge, Iron Will, Tandem Trip, Toughness, Under And Over

Skills Acrobatics +22 (+26 to move through a threatened square or enemy's space, +14 jump), Appraise +10, Bluff +13, Climb +14, Diplomacy +5, Disable Device +22, Escape Artist +16, Fly +6, Heal +7, Perception +20 (+26 to locate traps), Sense Motive +16, Sleight of Hand +18, Stealth +27, Survival +7, Swim +12, Use Magic Device +16; **Racial Modifiers** +2 Perception, +2 Use Magic Device

Languages Common, Draconic, Rat Speak

SQ rodent empathy, rogue talents (bleeding attack, crippling strike, fast tumble, improved evasion, redirect attack, snap shot), trapfinding +6

Combat Gear +2 keen seeking arrows (50), *potion of cure serious wounds*, *potion of displacement* (2), *ring of invisibility*, *sniper goggles*, alchemical glue, alchemist's fire (2), antitoxin (3), smoke pellet (3), thunderstone;

Other Gear +5 shadow studded leather, +2 keen wounding silver shortsword, +2 wounding dagger (50), +4 nimble shot seeking heavy crossbow, greater hushing bolt (3), +3 bracers of armor, belt of tumbling, rogue's kit

SPECIAL ABILITIES

Rodent Empathy Ratfolk gain a +4 bonus on Handle Animal checks made to influence rodents.





PART 2: LORD OF THE EMPTY THRONE

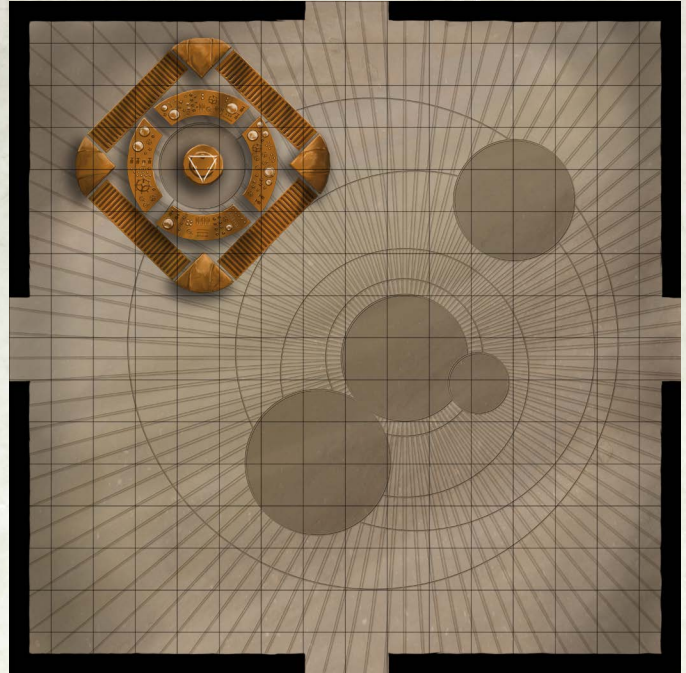
In this part of the adventure, the heroes seek a way to enter the heart of the Great Machine, where they must defeat its guardian and hopefully release the angel Anat from her eternal prison. Assistance in this task may come from an unlikely source - the demon Mulcimer, who the heroes probably faced once before in the *Tomb of the Lich Queen*.

Should the heroes have made an enemy of the Rat King, and/or injured or killed him, his minions, including any surviving members of his Elite Guard, will hinder them at every encounter until they have Mulcimer in their party. Increase the number of random encounters between those in this part, starting with the first encounter.

With Mulcimer though, the Rat King has enough problems on his hands with the Great Machine that he will avoid drawing attention from the demon. His minions back off and then it's just the Great Machine itself that the heroes have to worry about.



ENCOUNTER 6: THE MAP ROOM



If they're going to find the main control room, the heroes need to figure out roughly where they are and where they're going. The Great Machine may be able to reconfigure the positions of most of its rooms, but some locations are relatively fixed. If they can get into the Map Room and decipher its controls, they may be able to figure out how to get to the level's core.

The problem is, even if they know where the core is, they can't be sure how to get to it. They're going to need help from someone who truly understands the Great Machine. Fortunately, the vergers in the Map Room know the one person who might be able to help, if the heroes can find him.

There are relatively few traps in this location. That said, what this place does do is warp space in such a way that if you don't know the pattern, it's difficult to move through it to get to the control panel you want to reach. In part, this is how the Great Machine keeps anyone from trying to

reconfigure the rooms besides the vergers who help maintain its parts.

The vergers can be reasoned with, if a good argument can be made for their help, but the spatial warps in this region are so complex that anyone attempting to follow the routes the vergers relay to them must make an Intelligence check DC 25 to avoid getting caught in a distortion field.

Fail the check and it takes so long to get to the destination that by the time they make it, rollers or husks have been dispatched to intercept the intruders. Roll 1d4: 1 the enemy is already there, 2 the enemy arrives one round after the heroes, 3 the enemy arrives two rounds after the heroes, 4 the enemy arrives three rounds after the heroes.

After they've gotten past the weirdness of the spatial distortions, the heroes have to figure out the controls. That's no easy task, even with some instruction from the vergers (Use Magic Device DC 25, check takes 5 rounds), and very tough if the vergers aren't helping (use magic device, DC 35, check takes 10 rounds).

These controls won't give the heroes the ability to configure the rooms of the machine level, but they show the next few permutations the Great Machine is going to make. For once, the heroes will be able to map a route....

Problem is, there's no telling how long that configuration will last so they'd best get moving and keep moving fast.

While it's not necessary to unleash this beastie, it adds a new level of challenge to the Map Room, and heroes love a challenge, right?

When someone other than a verger starts to work the controls, they trigger the release of something we like to call the Warp Beast. Even the vergers are surprised – they didn't know the Great Machine keeps this extra layer of security.

A gigantic hound-meets-horse-meets-insect... thing, but instead of lean sinews it's heavily built with slabs of muscle and serious mass. This pan-reality being was spawned directly out of



nightmares, and the entire beast seems to shift and shimmer even when not moving, like there were hundreds of hounds all existing in almost the same space. This becomes more pronounced when it moves or attacks as it can look like it's moving in several directions at the same time but only ends up in one of them.

Warp Beast **CR 12**
XP 19,200

N Medium outsider (incorporeal)

Init +10; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 18, touch 18, flat-footed 11 (+6 Dex, +1 dodge, +1 deflection)

hp 184 (16d10+96)

Fort +11, **Ref** +18, **Will** +15

Defensive Abilities incorporeal; **SR** 23

OFFENSE

Speed 30 ft.

Melee 2 kicks +22 (2d10+8)

Spell-Like Abilities (CL 16th; concentration +16)

At Will—*dimension door* (DC 14)

3/combat—*dimensional anchor*, *hostile juxtaposition* (DC 15)

3/day—*teleport*

STATISTICS

Str —, **Dex** 22, **Con** 22, **Int** 12, **Wis** 16, **Cha** 10

Base Atk +16; **CMB** +22; **CMD** 34

Feats Agile Maneuvers, Dimensional Agility, Dimensional Assault, Dimensional Dervish, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Vital Strike

Skills Acrobatics +16, Climb +16, Disable Device +16, Knowledge (planes) +30, Perception +22, Sense Motive +17, Sleight of Hand +21, Spellcraft +6, Stealth +25, Use Magic Device +6

Languages Aklo

Space Race: Either in conjunction with the warp beast or independently, the spatial anomaly generator can also be turned into a nice little trap to harry the heroes. In this case there are several purpose-built generators that create bubbles of localized space distortion, almost invisible spheres

of energy that appear as nothing more than a slight heat-haze to the untrained eye, moving around randomly to bump and trickle around the chamber.

Whenever a hero touches a bubble, it has one of three random effects:

The hero is *slowed*, as the spell, at 20th caster level.

The hero is *teleported* to another random bubble somewhere else in the area.

A distortion elemental is summoned from its slumber, and distortion elementals are very cranky if they're woken....

The vergers and summoned creatures are keyed to the spatial distortions and ignore the random shifting effects, unless they wish to use a bubble to pop from one place to the next rather like the Warp Beast above. (This acts as a limited *dimension door* where both starting and ending points must be in the bubbles.)

Any hero who wants to try spotting one of these distortions needs to make a DC 20 Perception check. Use of detect magic provides a +5 circumstance bonus to the roll, as does arcane sight. True seeing makes them automatically visible. Success allows the hero to sense the changes in the environment. Those really wishing to try their luck can attempt to work out which bubble links to which bubble and use them like the creatures of the area do.

Elder Distortion Elemental **CR 12**
XP 19,200

N Huge outsider (elemental, extraplanar)

Init +14; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 27, touch 19, flat-footed 16 (+10 Dex, +1 dodge, +8 natural, -2 size)

hp 161 (17d10+68)

DISTORTION DAMAGE

Some attacks or abilities do distortion damage. This damage comes from the warping of reality's building blocks caused by the attack. Distortion attacks ignore all damage resistance and spell resistance. Distortion attacks are often coupled with Cha drain as they warp the physical aspect of the victim.

Fort +9, Ref +20, Will +10

DR 10/—; Immune elemental traits, distortion

OFFENSE

Speed fly 60 ft. (good)

Melee 2 slams +25 (2d8+6 plus 2d8 distortion plus 1d4 Cha drain)

Space 15 ft.; **Reach** 15 ft.

Special Attacks distortion attacks, distortion burst 4/day (DC 22, 9d6 plus 1d6 Cha drain)

STATISTICS

Str 22, Dex 31, Con 18, Int 10, Wis 11, Cha 11

Base Atk +17; CMB +25; CMD 46

Feats Cleave, Combat Reflexes, Command Undead, Dodge, Flyby Attack, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Finesse

Skills Acrobatics +30, Bluff +20, Fly +30, Knowledge (planes) +20, Perception +20, Stealth +22

SQ death throes

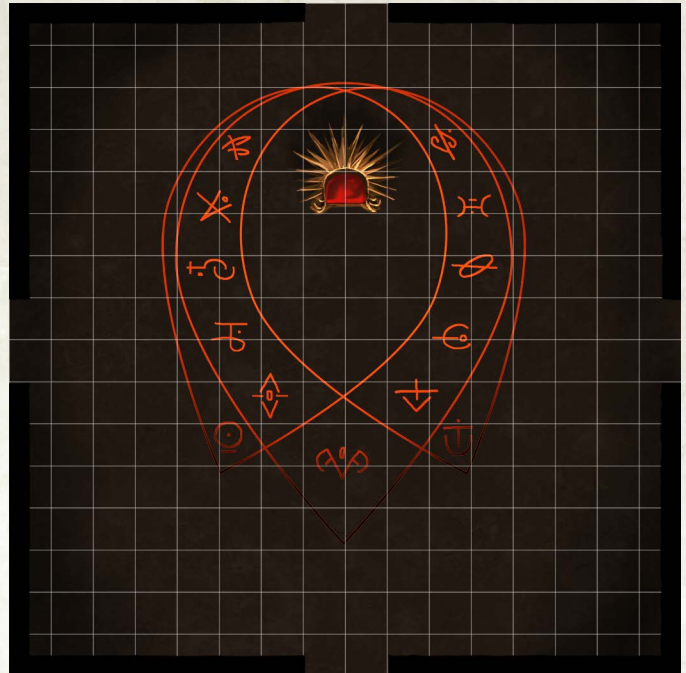
SPECIAL ABILITIES

Death Throes (Su) If the distortion elemental is killed, it explodes in a flash of swirling distortion that affects all within a 50-foot radius. Living creatures within the area take 8d8 points of distortion damage (Reflex DC 22 for half).

Distortion Attacks (Ex) The elemental's slam attacks are infused with distortion. The save DC is Constitution-based.

Distortion Burst (Su) A distortion elemental can channel distortion in a 30-foot radius for 9d6 points of damage. The elemental can use this ability a number of times per day equal to its Constitution modifier. The save DC is Constitution-based.

ENCOUNTER 7: SYMPATHY FOR A DEMON



Resurrected by the Great Machine, Mulcimber confronts the heroes once more, out for revenge. As before, he has no memory of how he got trapped here, but the Great Machine has allowed him to remember his defeat at the hands of the heroes as well as fragmented memories of his lost love and the fact that he hasn't returned to his home plane.

This has left him with two burning – and conflicting – desires: to find a way to escape and to await the return of his beloved. Of all the insidious tortures that the demon has suffered, this is perhaps the most nefarious. Mulcimber doesn't remember who his love is, only that he'll recognize her when he sees her. The demon's mind is irrevocably shattered by not only the Great Machine, but through the Lich Queen's machinations that stripped his intelligence in order to grant the machine sentience.

Here, the demon sits upon his throne, brooding. When he sees the heroes, he shakes uncontrollably in rage. His few memory fragments lead him to

believe the heroes are preventing him from being reunited with his beloved and are responsible for his continued entrapment in the dungeon.

He's as emotionally unstable as he is determined to destroy those he believes have prolonged his torture. Mulcumber will attack with the least provocation. At the same time, his mood swings from absolute fury to one of deep sorrow and that provides a way for the heroes to get Mulcumber to aid them in breaking the Great Machine, reaching the Lich Queen and rescuing Anat.

There are several ways to handle this encounter.

For one, the heroes can outright kill Mulcumber, but doing this only brings him back with even greater fury when it suits you most, hurting their chances of breaking the Great Machine.

Two, the heroes can try to negotiate with the demon, but they should be aware on some level that he hates them and will do anything he can to betray them at the most opportune moment.

Three, the heroes might have other ideas – roleplayers are an inventive bunch. Mulcumber's an interesting character, so let the players lead.

The demon's unaware of how important the heroes are to his own plans, so if they can show how they can help him escape this torment, he'll (warily) listen. This is risky as it involves the demon having to resolve his two conflicting desires, which may drive him to a greater fury and turn on the heroes for the suggestion alone. Diplomacy with a half-crazed demon shouldn't be easy.

The good news for the heroes is that they don't absolutely need Mulcumber. The Rat King can help them get a certain way towards the heart of the machine (see Encounter 5 above). The old verger known as The Mechanic (see Encounter 8 below)

can also help bypass some of the Great Machine's nefarious traps, avoiding a few of the optional encounters in Part 3. The more help they get, the easier you should make the path to the final Great Machine encounter (Encounter 10).

Now for the bad news – it's very unlikely that the heroes will be able to befriend all three, since they don't much like each other. Having Mulcumber makes the final encounter much easier but he can't neutralize or bypass encounters for the team like the Rat King or the old verger can.

Mulcumber will fight alongside the heroes if they can convince him that it's to his advantage to aid them at every opportunity. Otherwise, he might go with them but they have to fend for themselves while the demon looks on in amusement. Just because he lost most of his memories and intellect doesn't mean he's stopped delighting in watching others suffer.

MULCUMBER

CR 22

Unique demon

XP 614,400

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +17; **Senses** darkvision 60 ft., low-light vision, true seeing; **Perception** +40

Aura frightful presence (30 ft., DC 33)

DEFENSE

AC 38, touch 22, flat-footed 24 (+13 Dex, +1 dodge, +16 natural, -2 size)

hp 460 (20d10+260 maximized); fast healing 10

Fort +25; **Ref** +25; **Will** +15

Defensive Abilities ferocity; **DR** 10/cold iron; **Immune** electricity, fire, poison; Resist acid 15, cold 15; **SR** 33

OFFENSE

Speed 40 ft.

Melee 2 claws +38 (1d8+18), gore +38 (2d6+18), bite +38 (1d8+18), hoof +33 (1d8+9)

Space 15 ft.; **Reach** 15 ft.

Special Attack grab, pounce, powerful charge (gore, 4d6+18), rend (2 claws, 1d8+18), trample (1d8+18)

Spell-Like Abilities (CL 20th; concentration +33)

Constant—*true seeing*

At will—*dominate monster* (DC 32), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *power word stun* (DC 31), *telekinesis* (DC 28)

3/day—*heal*, *divine power*, *freedom of movement*, *mass inflict critical wounds* (DC 31)

1/day—*cloak of chaos*, *greater restoration*, *summon* (level 9, 1d4+1 demonlings)

STATISTICS

Str 46, Dex 36, Con 37, Int 14, Wis 28, Cha 36

Base Atk +20; CMB +40 (+44 grapple, +42 trip); CMD 63 (65 vs. grapple/trip)

Feats Dodge, Combat Expertise, Greater Grapple, Improved Feint, Improved Grapple, Improved Initiative, Improved Trip, Mobility, Spring Attack, Vital Strike

Skills Acrobatics +36, Bluff +36, Climb +41, Escape Artist +36, Intimidate +36, Perception +40, Sense Motive +32, Stealth +28; Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic; *telepathy* 100 ft.

SQ death throes, immeasurable vitality

SPECIAL ABILITIES

Death Throes (Su) When killed, Mulcimer explodes in a blinding flash of fire that deals 100 points of damage (half fire, half unholy damage) to anything within 150 feet (Reflex DC 32 half). The save DC is Constitution-based.

Immeasurable Vitality (Ex) Mulcimer has changed. For some reason unknown to him, he can take significantly more punishment. He gains maximum hit points per hit die.**The Past Has Secrets:** What happens if the Great Machine's power exerts itself on the chamber where the newly resurrected Mulcimer is, and warps reality enough to convince the demon he's back in the past... and does the same for the heroes? Suddenly they're in a whole different world and forced to encounter things that happened to them previously, but in different ways.

Encounters from the previous *Dungeonlands* module, *Tomb of the Lich Queen*, could be reworked here and approached differently, subtle changes for each hero based on what he did in the past – allowing the team to relive those decisions and change the outcome, only within the illusion that the Great Machine enforces on this chamber.

This encounter option gives each hero a moment to shine. By tapping into past events you get a chance to resolve old situations or reopen old wounds as you see fit, but each fleeting memoryscape should also have a clue to reaching Mulcimer's past, the goal for this encounter.

In each case the clue appears as a fragmented object that doesn't quite belong in that particular memory, or something that really sticks out if the hero makes a Perception check, DC 18. A torn and bloodied angel's wing, shedding feathers. A portable ebony shrine, cracked as if it had been in an earthquake. And so on. Read the fiction at the start of this book to get more ideas that might suit the illusions you create for each hero.

If the group can get to Mulcimer's own memories in this way, they break the Great Machine's hold over all of them and snap back to reality to find the Great Machine has used the time to bring forth foes to challenge them and the demon, thus forcing a temporary alliance and cementing the heroes' usefulness to Mulcimer in one go.



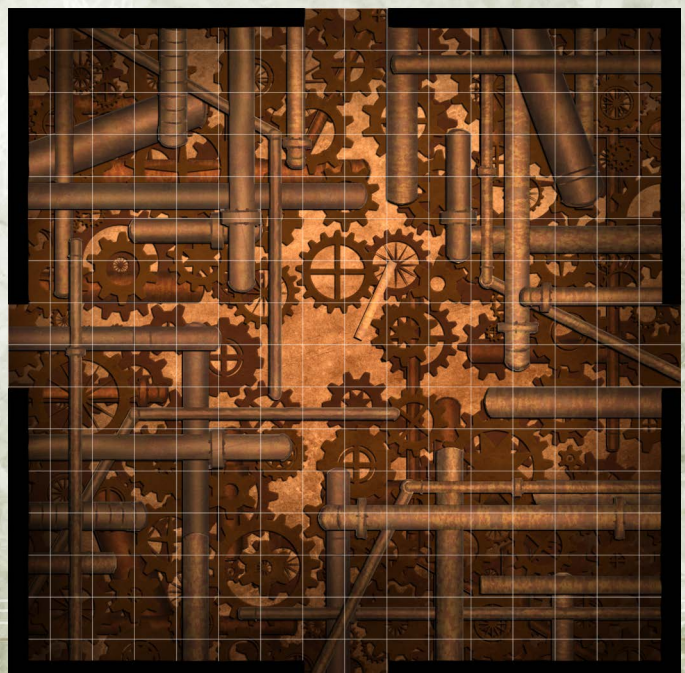
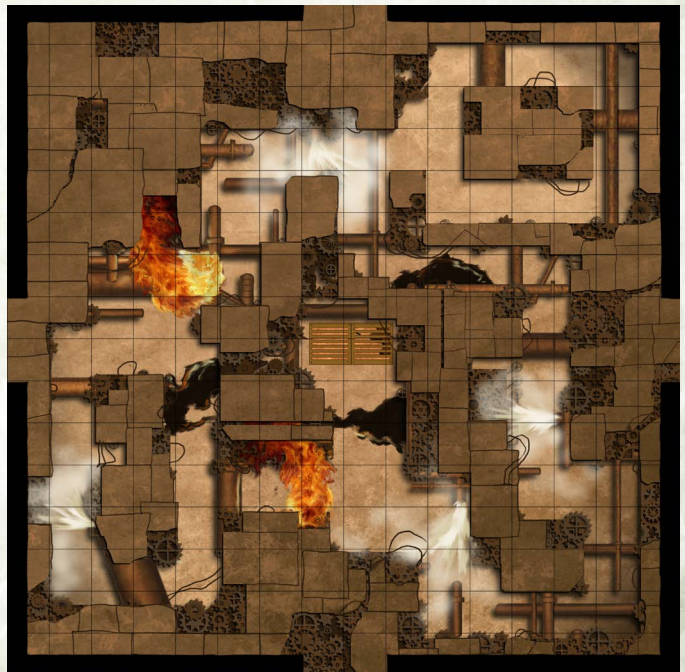
ENCOUNTER 8: THE MECHANIC

It's a little known fact that the Lich Queen's vergers are actually seeded from sentient mandrake stems. Here, an ancient verger who's so old he's almost entirely reverted to his plant... er, roots... rests in a private sanctuary, monitoring the machine level's operations and ensuring its continued health. He knows this will be his existence for all eternity unless someone can put an end to both the Great Machine and the Lich Queen.

The verger has an uneasy alliance with the Rat King that is one of necessity. He has realized the Great Machine's weakness - it doesn't have complete control over the water elemental (see Encounter 3 above). It isn't much, but it's all the verger has been able to manage to do to subvert the power the Lich Queen and her infernal machine's hold over him. The Rat King hasn't been able to use this information to help the verger yet, but now there are heroes who could help....

When the heroes encounter the mechanic, he will be fussing over some device or other that litters his living space. None of these gadgets functions reliably and most are likely broken. Shortly after the heroes enter, and before they've had a chance to speak to the old verger, a bell goes off. He stops tinkering and rushes over to a series of complicated switches and gears. He mutters to himself in an agitated tone as the alarm continues regardless of the series of switches he throws. It appears one of the gears won't budge.

Finally, he beats on the panel with a wrench and that causes the alarm to stop. Various other alarms





sound during the encounter, which mainly serve to interrupt the conversation. The heroes soon notice that each interruption causes the verger to forget the last part of their ongoing conversation.

If the heroes get in the verger's way, they irritate him, souring their relationship with him and probably losing his help. If they succeed in keeping him calm while an alarm goes off, then something bad happens to one of the machines and makes the verger all the more irate.

The impression should be that something is breaking down, whether it is the talks, the machines or the mental state of the ancient verger. The sense of entropy should be everywhere. As such, this is a very delicate situation for the heroes; they have to negotiate through the situation without upsetting the verger or losing their own patience.

One of the things that the verger may disclose if the heroes can win his favor, is what all of the contraptions and the various alarms, dials, switches, and so on are for. The majority of the items are designed to either ease the suffering of Anat, whom the verger has become smitten with, or to keep the Great Machine blind to what the verger has been able to do outside of its knowing.

As such, the verger can help the heroes in a multitude of ways, but he's unlikely to trust them if they keep interfering with his work. The verger is mistrustful of Mulcumber and if the heroes have him in their group, it will be all the more complicated to persuade the verger to support their quest. He knows the Lich Queen used Mulcumber's essence to give the Great Machine sentience so, to some extent, the Great Machine *is* Mulcumber the demon, and that makes the verger wary.

So, given this is a deathtrap dungeon, there's something missing from this picture, right? Well, yes and no. The old verger is earnest in his desire to put an end to the Great Machine and the Lich Queen's hold over him, but he's also a bit fond of the Lich Queen as well. Turns out, which the players may learn if they can gain his trust, that this verger has won the favor of the Lich Queen.

If it wasn't for her fondness for him, he never would have accomplished half of what he has so far in his plans to free Anat. It's entirely possible that Ayrawn is aware of his feelings for Anat and has been capitalizing on his ability to "ease" her suffering as a way to prolong the production of the angel's tears. What the old verger won't do is divulge anything that might jeopardize his fellow vergers, which includes how they move through the dungeon.

The Mechanic **XP 19,200**

CR 12

Verger expert 14

N Small humanoid (plant)

Init +3; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 22, touch 13, flat-footed 20 (+7 armor, +1 Dex, +1 dodge, +2 natural armor, +1 size)

hp 123 (14d8+42)

Fort +9, **Ref** +9, **Will** +13; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities hardy; **Immune** mind-affecting effects, paralysis, poison, polymorph, sleep, stun; **Resist** acid 10, electricity 10; **SR** 23

OFFENSE

Speed 20 ft.

Melee +2 *light mace* +12/+7 (1d4+1)

STATISTICS

Str 8, **Dex** 16, **Con** 16, **Int** 16, **Wis** 18, **Cha** 8

Base Atk +10; **CMB** +8; **CMD** 22

Feats Alertness, Catch Off-Guard, Deft Hands, Dodge, Great Fortitude, Lightning Reflexes, Master Craftsman

Skills Acrobatics +9 (+5 jump), Craft (armor) +15, Craft (locks) +18, Craft (traps) +22, Craft (weapons) +14, Disable Device +18, Escape Artist +8, Knowledge (dungeoneering) +20, Knowledge (engineering) +20, Perception +23, Sense Motive +10, Stealth +14, Use Magic Device +12

Languages Aklo, Common

Combat Gear alchemist's fire (2), antitoxin (2), smelling salts, tanglefoot bag (3); **Other Gear** *the mechanic's armor*, +2 *light mace*, dungeoneering kit (deluxe), gear maintenance kit, magnifying glass, wire saw (adamantine)

SPECIAL ABILITIES

Hardy (Ex) +2 to saves vs. poison, spells, and spell-like abilities.

Machine Woes: We've made the verger out to be a bit of a grouch, and rightly so with all these heroes tromping around his wonderful machine and getting in his way. But what happens if the machine room is beset by more problems than the verger can handle himself? In this case, the alarms and the flashing red magical lights that warn him of impending doom are indicators of too many problems beyond the mechanic's ability to handle on his own. With a reluctant sigh he asks the heroes for help and offers, in return, to give them a helping hand.

So the verger asks the heroes to go into the lower section of the room and enter a very dangerous, maze-like under-floor operations area. This complex sub-level of the main chamber is packed

THE MECHANIC'S ARMOR

Designed to keep him insulated from common hazards of working in the depths of the machine level, this +5 *leather armor* boasts both acid and electricity resistance. It is also covered in pockets and pouches, all filled with tools.

with machine parts and rife with environmental-based traps. There's the issue of hot oil, gushing steam and roaring flame to contend with as many of the machine's inner working pipes have small entropic ruptures on the surface. The heroes are armed with various tools of the verger's trade and sent into different sections of the maintenance maze and then given further instructions on how to fix the problems.

The Under Level

Ledges: Narrow ledges (12 inches wide or less) require those moving along them to make Acrobatics checks. Failure results in the moving hero falling off the ledge.

Rubble, Light: Small chunks of debris litter the ground. Light rubble increases the DC of Acrobatics checks in the area by +2.

Rubble, Dense: The ground is covered with debris of all sizes. A square containing dense rubble is considered difficult terrain. In addition, dense rubble increases the DC of Acrobatics checks by +5, Stealth checks by +2.

Dweomersink: Detecting a dweomersink requires a successful DC 20 Spellcraft check. An active spell brought into a dweomersink may be dispelled, and any spell cast inside a dweomersink is subject to an immediate counterspell (both as *dispel magic*, caster level 8th). The resulting release of magical energy inflicts 1d6 points of damage per spell level in a 5-foot burst centered on the bearer of the spell entering the area or the caster of a new spell (Reflex save DC 15 for half damage). If multiple overlapping bursts hit the same target, only the most damaging applies. Once a spell effect has survived a dispel attempt, it is not affected again unless it leaves and reenters the dweomersink.

Magic-Infused Alchemical Hazard: DC 25 Reflex save to avoid 4d6 acid, fire, or electrical damage, or a DC 25 Fortitude save if the magic deals cold, sonic, or force damage.

Negative Energy Field: Channeled negative energy (10d6 points of damage, DC 25 Will save for half) every round to all creatures within 30 feet of the triggering object as long as the triggering object is intact; 20d6 points of negative energy damage and 10d6 points of cold damage to any creature touching or passing through the area (no save; undead are healed by the negative energy and unaffected by the cold.)

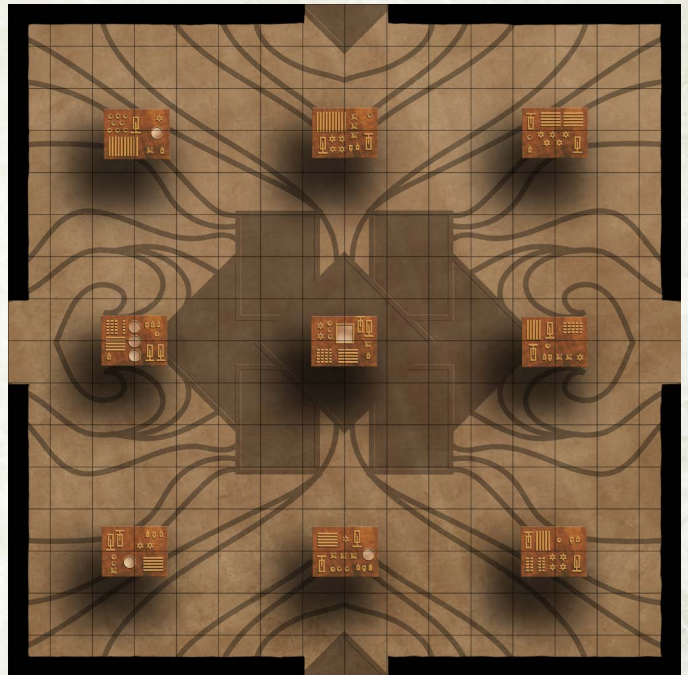
Random Alchemical Hazard: DC 20 Reflex save to avoid 4d6 acid, fire, or electrical damage; or a DC 20 Fortitude save if the device deals cold, sonic, or force damage.

The heroes can fix the damage slowly and there are sections of the machinery that need the heroes to work together to get past. Blocked passages where fire roars into the open space can be momentarily cleared with the help of a concealed valve in another room. A locked doorway can be opened if the heroes solve a small three switch puzzle in another area. A typical binary, 1-0-1 style mechanism prevents them from progressing into the lower areas of the sub-level and needs two groups to open it since the machine workings are damaged and the door simply closes unless a failsafe switch is thrown at the door's location.

The final area of the sub-level is a room full of whirring cogs and gears, where the true problem lies. A single elongated bronze machine part has come loose and is slowly grinding away at a big rotating cog. The heroes need to avoid the minor deathtrap parts that seek to cut them into little bits,

requiring three Reflex saves at DC 20, DC 23, and DC 26 to avoid. Once they can get that bronze part out of the way (CMB roll vs CMD 30, 4d6 damage and 2 Dex damage on a failure), the verger can look to replace it and by their actions in the sub-level they'll have won a new (somewhat grouchy) ally this day.

ENCOUNTER 9: LOCKDOWN



If the heroes can make it to this room and operate the controls, they can prevent the Great Machine from reconfiguring itself, making it possible to get to the core. There's just one hitch: trying to make sense of the insanely bizarre and complex controls.

The key problem with controlling the random shift of rooms is that the mechanism used to calculate room movement is hidden inside the housing of various control panels. For the untrained observer, it comes across as purely random and incalculable.

There is a pattern and the room is highly organized, however. The puzzle is to figure out which buttons, levers, dials, and so forth do what and then calculate the effects they have on other buttons, levers, gears, etc. in other control boxes.

One of the things the heroes hopefully learn is that while they can lock down some of the rooms from shifting, the complexity of the whole system makes it impossible to keep all of the rooms from moving about randomly. What this means is they can lock down rooms so they can eventually reach where they want (the core of the machine level, presumably), but there will be at least one intervening random room between the locked ones.

Locking down rooms will draw the attention of the Great Machine. While the vergers have the ability to lock in a sequence, they rarely do so. The more rooms the heroes manage to successfully lock down exponentially increases the chance that

husks and rollers will come to stop them. However, given that this room has a highly logical order to it, there is a sequence in the controls that can keep the Great Machine from retaliating.

Integrated Circuits: There's nothing inherently dangerous about this room. Nothing is here to threaten the heroes in any way except themselves. The various dials, switches, levers and buttons on the numerous consoles are the programming mechanisms that control the rooms' location and also are the keys to gaining access to override the algorithm long enough to reach the Great Machine's heart.

This is represented by three logic puzzles that grow in size and complexity for the heroes. If they fail any of the sequences, it triggers a response. The further they get in solving the puzzles when they fail, the greater the force the Great Machine sends to remove the threat.

Before the heroes start the first sequence, any random tinkering with the various controls won't trigger an alarm. It isn't until they start entering the first sequence (i.e. when they make a Use Magic Device or Knowledge (engineering) roll to operate it) that an armed response gets triggered. Once that occurs, the heroes have 1d4 rounds before company arrives.

This lets the heroes figure out enough of how some of the controls work to understand the clues.

First Sequence:

Entering the first sequence requires the following checks, which must be made by at least two different heroes.

Deciphering The Settings: Knowledge (engineering) DC 22 and Knowledge (arcana) DC 22 or Linguistics DC 26.

OPERATING HEAVY MACHINERY!

Since the workstations are designed for single operators the normal bonus to aid another is reduced to +1 and only one hero may offer aid to each operator at any point.

An Intelligence check (DC 25) by one of the heroes operating the controls allows a +2 circumstance bonus on all rolls in the sequence.

Unless otherwise noted, each check takes two full round actions. If all checks are successful each sequence takes six rounds.

Entering The Sequence: These rolls must be made simultaneously at two separate workstations by two separate heroes. Knowledge (engineering) DC 22 or Use Magic Device DC 24, or Linguistics DC 26.

Finalizing The Sequence: Completing the sequence requires a DC 22 Intelligence check.

If the heroes fail and trigger the first alarm it summons a minor response. One or two low-ranked bad guys show up, likely a husked creature or a pair. They poke around the immediate area and engage the heroes if they spot them in the vicinity. If the heroes hide, the response crew leaves after a couple of minutes and the alarm stops.

Of course if the heroes engage these servants of the Great Machine, you can upgrade the alarm status to the level 2 options and throw more bad guys at the heroes for being overly aggressive in a situation that might have been better with a modicum of stealth.

At the end of the alarm a verger might show up to make sure there's nothing wrong with the systems and prevent further tampering. This all depends on how threatened the Great Machine feels. If the heroes have been careful up till now, go easy on them for the first failure. If they've been fairly belligerent while inside the machine level then it's probably about time to push harder as the Great Machine upgrades its responses to the severity of the threat.

Second Sequence:

Deciphering The Settings: Knowledge (engineering) DC 25 and Knowledge (arcana) DC 25 or linguistics DC 29.

Entering The Sequence: These rolls must be made simultaneously at two separate workstations

by two separate heroes. Knowledge (engineering) DC 25 or Use Magic Device DC 28, or Linguistics DC 29.

Finalizing The Sequence: Completing the sequence requires a DC25 Intelligence check.

If the heroes fail, the Great Machine's acutely aware there's a threat. It sends two husked humanoids as scouts to begin with, testing and checking the area. Two vergers are dispatched to bring the situation under control and undo any tampering.

The Great Machine responds with more intense security if the heroes are detected. If this is the case then it sends additional units. 3-4 more husked servitors, 2 more vergers and a husked air elemental join the fray in an attempt to clean up. Destroying them buys the heroes time to tackle the controls again.

Third Sequence:

Deciphering The Settings: Knowledge (engineering) DC 28 and Knowledge (arcana) DC 28 or Linguistics DC 32.

Entering The Sequence: These rolls must be made simultaneously at two separate workstations by two separate heroes. Knowledge (engineering) DC 28 or Use Magic Device DC 31, or Linguistics DC 32.

Finalizing The Sequence: Completing the sequence requires a DC 28 Intelligence check.

If the heroes fail, the Great Machine now understands what's going on, who's in the control room, and what they're trying to do. It's not happy about it. It seals off all the exits and magically ports in a squad of husked servitors, mostly humanoid, drawn from the dead in the other rooms.

Next, two rounds later, it ports in 4 husked lightning elementals and at least one husked larger beast, a heavy hitter for the first wave response squad. The alarms are louder and more acute, requiring a DC 20 Fortitude save, to avoid disorientation that comes from such rapid and mind-bending sounds emanating from the walls, ceiling, floor and all around the chamber.

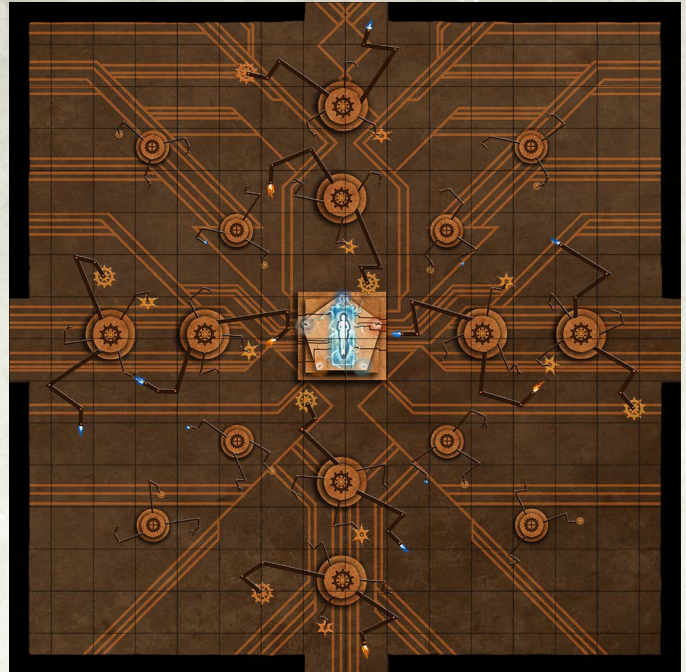
Success: Once the heroes succeed at the third sequence, it locks the control room and the core of the level in place. One random room (pick an encounter from Part 3) slides into place between the two, the only obstacle remaining. The party is almost at their goal – a reckoning with the Great Machine!

I NEED THEM STAT!

Where do you find stats for response squads like these, or others from places like the library (Encounter 4)? Well, you can tinker with variants of the husk using the template in Encounter 1, you can add critters from the denizen list at the end of the book and there's a lot in *Tomb of the Lich Queen* too. That's where you'll find verger stats, for instance. We assume you have a copy of the tomb level module since the heroes need to have played through that to enter the machine level of *Dungeonlands*.

We had to make a choice when putting this book together – if we put plenty of options into each encounter (which we wanted to do) then we knew we couldn't put every stat block in each time. It would make the book HUGE and bloat the price massively. That's not a thing that any of us wants. In the end we decided not to repeat material that's easily accessible elsewhere.

ENCOUNTER 10! MIND OF THE MACHINE



The heroes finally face off against the Great Machine itself. Success here will allow them to escape the Lich Queen's death trap and its inner workings, enter the twisted pleasure domain that is her palace, and seek to end her reign forever.

For the heart of the machine level, this room lacks many of the mechanical parts one would assume to find in a clockwork brain. There are armatures and pressurized valves for spraying alchemical mixtures that let the heroes know the machine is hardly defenseless, but where's the brain, the Great Machine itself?

Answer: the whole machine level of the dungeon is the Great Machine. It's a distributed sentience based on the mind of Mulcimer the demon.

The dominating feature of the room is the device that houses Anat and extracts her tears. It stands in the center of the room, a large open sarcophagus on a plinth with a stasis field around

Anat herself, plugged into various pipes that lead down into the floor. If the heroes have the old verger mechanic and/or Mulcimer in their ranks, they find it difficult to restrain them as they both rush over to Anat's side.

A direct approach is not what the group should attempt, however. Anat's prison is well defended and anyone trying to breach it gets a lethal surprise. The Great Machine is patient and methodical, so it waits until the most opportune time to use its defenses.

What the Great Machine does, here as throughout the level, is let others do its work for it. The heroes should expect very potent husks as well as rollers and reclaimers (you can find those in *Tomb of the Lich Queen*).

One of the unwilling allies of the Great Machine is the Rat King and his rodent followers. If the heroes haven't killed the Rat King, he makes an appearance here as if he were attempting to aid them. His goal is to kill Mulcimer, who he sees as the obstacle standing between himself and reconciliation with the Lich Queen.

Freeing Anat and replacing her with Mulcimer destroys the central device as the mind of the Great Machine is actually Mulcimer's. The mind cannot fight its own body and replacing Anat with the demon causes the Great Machine's mind to fight itself as it tries to re-enter the demon. This causes the central device to tremble violently, and this initial damage breaks the Great Machine beyond what even the vergers can repair.

Killing Anat while she's in the room's central device won't destroy the Great Machine, but causes it to stumble long enough to reveal the exit to the Lich Queen's palace. However, if Mulcimer is alive



when this happens, he's so enraged that he attacks everyone. The damage inflicted on Anat over the centuries is so severe that the Great Machine can't resurrect her. Thus, the main way to save Anat is to save Mulcimer and to have him replace her inside the central device – which he will gladly do to save the angel.

The Great Machine does everything it can to get in the way. It communicates verbally, physically, and with excruciatingly painful telepathy that it uses to distract the heroes while powerful servants come to its aid.

FAMILIAR RELATIONSHIP

The Rat King doesn't want to destroy the Great Machine, he just wants to regain the Lich Queen's favor and to return to her side as her familiar. This is an untenable situation for both the Rat King and the Lich Queen, but that's the tragedy of their relationship.

Baneful Telepathy (1/rd): The sheer power of the Great Machine's mind slams into the heroes as it taunts them. This attack does 2d6 nonlethal damage per round, Fort DC 20 negates. Heroes get a new save every five rounds at +1 to the prior DC. This is a constant effect.

This encounter is all about fending off waves of enemies while Mulcumber volunteers to take Anat's place. The old verger mechanic uses his devices to help ease Anat's suffering as he unplugs her and gets her out of the central device. And if the Rat King is still alive, he gets in the way by trying to kill Mulcumber at all costs. It should get interesting.

If Mulcumber isn't with the group, let the Great Machine taunt the heroes, saying that the only way of saving Anat is to have one of them willingly take her place. And if they choose not to? The only way forward would be to kill her. Removing her without plugging someone else in at the same time will kill her, so yanking her out of the device and running for the exit isn't an option.

If the old verger mechanic isn't with the group, tough mechanical checks are required to get Anat out and plug someone else in (whether Mulcumber or one of their party). A series of seven full round DC 35 Disable Device checks is required to perform the process. The heroes must succeed on five of the seven checks. On the third failure Anat dies while still attached to the device. Keep in mind that waves of minions will be trying to impede these attempts, with extreme prejudice.

After the main assault of the Great Machine's servants is repelled, the room's central device slides to one side and lowers to the ground, finally freeing Anat and leaving a space where someone else can

replace her. It also reveals the stairway down to the Lich Queen's palace, under the central plinth of the device.

The heroes can escape the clutches of the Great Machine, possibly followed by its dying psychic howl if Mulcumber replaced Anat. Whether the Great Machine lives or dies, whether Anat lives or dies, they're past the machine level of the dungeon and down to the most dangerous part... the *Palace of the Lich Queen* itself!

Up Close And Personal: If waves of critters from the machine level aren't enough for you, consider making this personal. Nothing says, "I'm going to crush you to a pulp," like the appearance of the Great Vessel (see the denizens section at the end of this book). Rising up from the ground like bad news on legs, the Great Machine has chosen to put its essence into a golem so fearsome that it should pose a serious problem, especially with all the other beasts and husks that are being summoned.

This is your classic boss fight against the Great Machine itself, all on a countdown to extinction. Every round have a glowing number appear on the Great Vessel's chest – 9, then 8, then 7.... When the number reaches 1, the Great Vessel stops very suddenly. The Great Machine's sentience has fled back into the dungeon. Any surviving husks or other servants also stop and look very worried for a moment. The heroes have one round free to do what they like – say goodbye perhaps – and the number changes to 0.

The Great Vessel explodes with such force that little in the room can survive the blast (10d6 bludgeoning + 10d6 fire + 10d6 force + 10d6 electricity damage, Reflex DC 35 for half damage).

And if they defeat the Great Vessel within the ten rounds? The countdown continues on its ruined body even though the sentience of the Great Machine has to retreat back into the dungeon. At least the heroes don't have it pounding on them as they try to deal with the room's central device.

If Mulciber replaces Anat in that time, the confusion within the Great Machine buys them enough time to run down the stairs to the palace level before the Great Machine dies and the machine level collapses.

If a hero replaces Anat, it takes the Great Machine some time to integrate him and the group can leave (perhaps one player will now be playing a weakened angel rather than his previous hero – as if by magic, they have exactly the same level of experience).

If they kill Anat, the heroes can flee down, probably with Mulciber attacking them in a berserk rage every step of the way.

AND ACTION!

For a real Hollywood ending we suggest a combination of the following standard hazards: burning geysers, cave in or collapse, electromagnetic fields and dweomersinks. If you're feeling nasty add in some negative energy fields and mnemonic crystals. Be theatrical, make liberal use of the rules for hazards that can be found in the *Core Rules* and the *Gamemastery Guide*.



PART 3: OTHER ENCOUNTERS

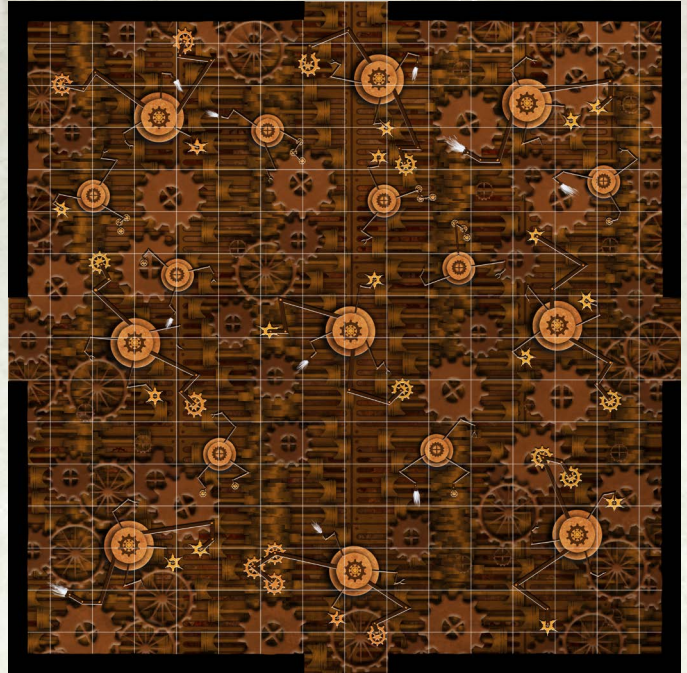
Many of the “trap rooms” the heroes encounter weren’t intentionally built as traps. Instead, they’re portions of the Great Machine that serve a purpose, but also present a serious hazard to unauthorized people passing through them.

Use these encounters to spice up the transitions between the ten main encounters in Part 1 and Part 2. If the heroes get a good relationship with the Rat King, he’ll make sure there are less enemies in these encounters by using his rat army to stall husks and vergers, for instance, giving the heroes a bit more breathing space.

If the heroes have a good relationship with the old verger mechanic, have him occasionally steer them one way or another, warning that it’s much farther if they go any other way – take one of the Part 3 encounters out of the way so the heroes progress a bit faster to the next story encounter.

As for Mulciber, well he won’t help the heroes until the final showdown and along the way he’s just likely to annoy them with his continuous sarcastic commentary and bursts of outrage... and that’s if they managed to make friends with him!

ENCOUNTER II: GRINDING GEARS



The Great Machine has many moving parts. This one is made up of a lot of gears and springs that ensure the other rooms move about as intended. They also ensure various armatures and apertures line up as needed for experiments, corpse collection, creation of new types of husks or rollers, and so on.

The Great Machine can sense the presence of intruders in this space and is quick to use the gears and springs to grind and chew their way through trespassers. Vergers are the only creatures allowed unrestricted access to this area.

Moving Through The Gears: This room is difficult terrain and costs double the amount of squares each move.

When Armatures Attack: Every round the heroes remain in this room they suffer the unforgiving nature of the gears. The gears attack on initiative count 12, with one attack from the

selections below aimed at each target. They target half the party members each round. There are no squares in this chamber that are out of reach for the armatures.

Grinding Gears: Treat this as a grappling attack by the Great Machine using the gears of the room (CMB +20). The damage varies according to which gears attack, roll 1d4:

Saw Blades 4d6 slashing damage and 1 bleed damage

Coolant Spray 6d6 cold damage

Metal Shaft 4d6 piercing and the target is pinned

Piston 8d6 bludgeoning and the target is dazed for one round

Melee / Ranged Attacks: Treat this as a normal melee or ranged attack by the Great Machine. The attack bonuses vary due to the variety of machinery being used:

Slammed Between Pistons 2 Atk +20 melee, 4d6 damage each; 12d6 damage + pinned if both hit the target

Flying Gears ranged atk +19, 1d4 gears per target, 1d6 damage and 1 bleed damage per gear

Capacitor Discharge Atk +18 melee, 4d12 electrical/x3; multiple targets (all targets in a 10-foot square)

Razor Springs melee atk +20, 3d8+3; multiple targets (all targets in a 20-foot-square)

This area is so dangerous that just moving through it means there's a good chance the heroes get caught up in the gear work. Not only do they need to stay on their toes, they have to watch how they move through this space.

Worse, the smell of metal and oil hangs heavy in the air. It's the aroma of gear golems hiding in the mechanism. These clockwork beings are composed of elemental metal and, like the metals they're made of, these beings are hard and unbending.

Ghost In The Machine: What happens when a previous adventurer is caught in the gears? His death forces his soul to inhabit part of the room's mechanism, and over time he becomes dangerously insane. This gear ghost is capable of possessing parts of this machinery room to do all sorts of harm to heroes who try crossing it.

Our not-so-friendly ghost can cause parts of the room to reverse direction, change course and become detached from the main mechanism. Imagine a gear that's possessed poltergeist-style, suddenly flying at the heroes and attempting to slice their heads off. Alternatively, a ghost can open potential routes for the heroes to travel down, hoping they'll take the bait and then get mangled as the ghost releases the springs and lets the gears close back to their normal configuration.

Such ghosts also act as the eyes and ears of the Great Machine, calling for gear golems to help out in a fight. Since gear golems can mesh with the main mechanism and slide through effortlessly, it'll be a tough fight.

Dealing with ghosts can be a pure combat encounter, but what's more fun is to let the heroes try and come up with different solutions for the problem. One of them involves communicating with the angry spirits and attempting to reason with them. If they can defeat a ghost in a non-combat situation, the ghost allows them access, especially if they promise to free him - by destroying the Great Machine, for instance, or just vandalizing the mechanisms in this room. That's easier said

than done though. The room is covered in gears and exposed machinery, so no matter how much the heroes destroy there's always a full complement ready to attack. It'll take something special to vandalize the mechanism enough to appease the ghosts.

If the heroes choose a more combat-orientated direction for this encounter, then have the ghosts manifest by pulling together parts of the room, forming a shell around themselves. This has the added advantage of looking pretty impressive, and forcing the heroes to fight in a deathtrap where everything is trying to kill them.

The errant machinery, whirring cogs and gears, rotating axles and rods all complicate the battle and make for some interesting encounter options. Having to make checks to keep from being turned into red jelly by the guts of the room all the time whilst they're fighting the ghosts is going to make for a pretty daunting and memorable encounter.

If the heroes somehow manage to destroy the mechanisms in this room, the ghosts are finally unbound and sent on to their just reward... or devoured by the Great Machine and used to make yet another horrible abomination. Such is life, or in this case, undeath.

Gear Ghost

CR 14

XP 38,400

Elf ghost sorcerer 13

NE Medium undead (humanoid, elf, incorporeal)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +24

DEFENSE

AC 26, touch 19, flat-footed 22 (+7 armor, +5 deflection, +3 Dex, +1 dodge)

hp 126 (13d6+78)

Fort +9, **Ref** +10, **Will** +14; +2 vs. enchantments, +4 vs. channeled energy

Defensive Abilities channel resistance +4, incorporeal, rejuvenation, undead traits; **Immune** sleep

OFFENSE

Speed 30 ft., fly 30 ft. (perfect)

Melee +3 *ghost touch speed quarterstaff* +13/+13/+8 (1d6+9)

Special Attacks bloodline arcana: fey, corrupting touch

Spell-Like Abilities (CL 13th; concentration +18)

8/day—*laughing touch*

Sorcerer Spells Known (CL 13th; concentration +18):

6th (4/day)—*antimagic field*, *greater dispel magic*, *mislead* (DC 21)

5th (7/day)—*dominate person* (DC 22), *teleport*, *tree stride*, *wall of force*

4th (7/day)—*black tentacles*, *dimension door*, *lesser globe of invulnerability*, *mass reduce person* (DC 19), *poison* (DC 19)

3rd (7/day)—*deep slumber* (DC 20), *dispel magic*, *explosive runes*, *lightning bolt* (DC 18), *suggestion* (DC 20)

2nd (7/day)—*blindness/deafness* (DC 17), *darkness*, *flaming sphere* (DC 17), *hideous laughter* (DC 19), *scare* (DC 17), *web* (DC 17)

1st (8/day)—*burning disarm* (DC 16), *entangle* (DC 16), *grease*, *mage armor*, *magic missile*, *obscuring mist*

0 (at will)—*bleed* (DC 15), *dancing lights*, *daze* (DC 17), *detect magic*, *ghost sound* (DC 15), *mage hand*, *prestidigitation*, *read magic*, *touch of fatigue* (DC 15)

Bloodline fey

STATISTICS

Str —, **Dex** 19, **Con** —, **Int** 12, **Wis** 18, **Cha** 20

Base Atk +6; **CMB** +10; **CMD** 26

Feats Arcane Blast, Arcane Shield, Armor Proficiency (Light), Death from Above, Dodge, Eschew Materials, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Skills Acrobatics +7, Bluff +11, Diplomacy +9, Fly +19, Intimidate +10, Knowledge (arcana) +8, Perception +24, Sense Motive +9, Spellcraft +12 (+14 to determine the properties of a magic item), Stealth +25, Use Magic Device +15; **Racial Modifiers** +8 Fly, +10 Perception, +8 Stealth

Languages Common, Elven, Undercommon

SQ elven magic, weapon familiarity, fleeting glance, woodland stride

Gear +3 *ghost touch lamellar (leather) armor*, +3 *ghost touch speed quarterstaff*

SPECIAL ABILITIES

Corrupting Touch (Su) All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts 14d6 damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save (DC 21) halves this damage.

Draining Touch (Su) The ghost died while insane or diseased. Its touch attack drains 1d4 points from any one ability score it selects on a hit. On each successful attack, the ghost heals 5 points of damage to itself. When a ghost makes a draining touch attack, it cannot use its standard ghostly touch attack.

Fleeting Glance (Su) For 13 rounds per day, the ghost can turn invisible as per *greater invisibility*. These rounds need not be consecutive.

Laughing Touch (Su) As a melee touch attack, the ghost can cause a creature to laugh uncontrollably for 1 round. A laughing creature can only take a move action but can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 24 hours. The ghost can use this ability 8 times per day.

Mechanical Malevolence (Su) The ghost can cast *animate objects* once per day per point of Int modifier as a standard action.

Gear Golem

CR 12

Variant clockwork golem (*Pathfinder RPG Bestiary 2*)

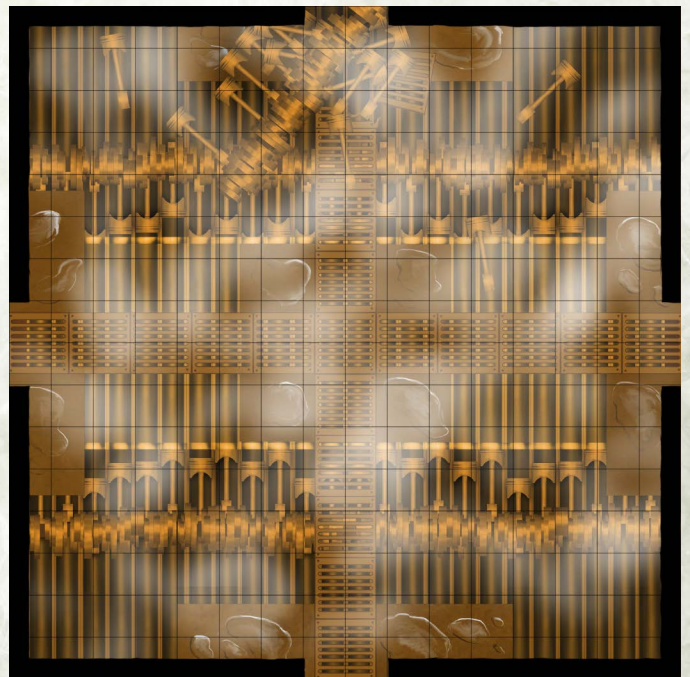
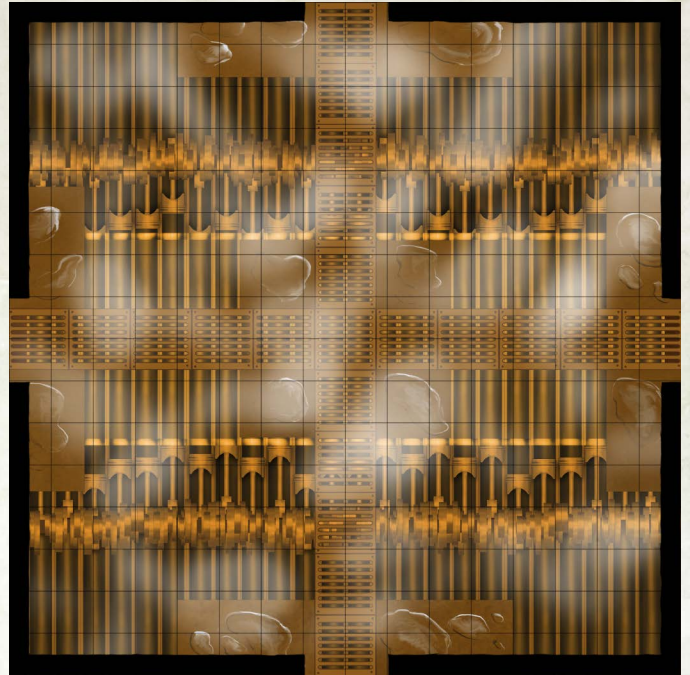
XP 19,200

hp 118

NEW SPECIAL ABILITIES

Unrestrained (Ex) Gear golems gain the benefits of *freedom of movement* (as the spell) while in this area, and are able to move through the machinery as though incorporeal.

ENCOUNTER 12: OSCILLATING PISTONS



What drives the gears and provides the power to move them? Pistons. Pistons driven by steam, that is. Release valves of all kinds are found throughout the room to keep the works from exploding with all that pent-up pressure that keeps the pistons in motion.

There are an inordinate number of steam elementals that have been pressed – quite literally - into service to keep the pistons working. None are happy to be here and if given a chance to escape through one of the valves, they do whatever they can to inflict their suffering on others. Should one escape (which will likely occur), they become momentarily stunned (1d4 rounds) until they recover their senses and realize what they've been subjected to, leading them to attack whomever is close at hand in the belief that they were responsible for the elemental's suffering. For steam elementals, use the variant water elemental template in Encounter 17.

A general malaise hangs over the piston room. The pistons move slowly; the steam elementals trapped in the pistons are desperate and defeated. Their lives have consisted of being crushed and pushing back against the weight of the pistons for so long that they know little else. When they begin to wear down, more steam and heat are pumped in from the auxiliary power chamber (see below), simultaneously expanding and crushing the steam elementals some more.

Heat And Humidity: Each hero must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check, -4 for wearing heavy clothing or armor of any sort) or take 1d4 points of nonlethal damage and become fatigued due to heatstroke. Penalties end when the hero recovers from the nonlethal damage he took from the heat.

Visibility: The steam obscures all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment (attacks by or against them suffer a 20% miss chance).

Enhanced Magic: Spells and spell-like abilities with the fire/water descriptors or that use, manipulate, or create fire/water (including those of the Fire/Water domains or the elemental [fire/water] bloodlines) are enhanced.

Gouts Of Steam: Once every three rounds a random hero will be targeted by a blast of steam from within the machinery (5d6 fire damage, Ref save 23 for half).

All of this steam makes the room unbearably humid and great gouts of steam periodically burn anyone inside. Here and there are puddles of water, which may make the heroes wary if they've encountered the husked water elemental from Encounter 3.

There's good reason for this. Sometimes the Great Machine has the husked elemental enter this area. After all, the water needed to pump up the steam elementals has to come from somewhere. There's plumbing that connects the Hidden Source room to the pistons so the water elemental can send water and travel here as needed. If the heroes can find out where the conduits are (Knowledge [engineering] DC 25), they can attempt to block access to the pistons (Disable Device DC 28 and Strength DC 25; the checks take 3 full round actions). Doing this makes it easier to get through this area (no automatic burn damage from the Gouts of Steam room descriptor), but expect one very angry water elemental to burst in and furiously attack.

Full Steam Ahead: In addition to the husked water elemental which can enter this area at the behest of the Great Machine, there's also the danger posed by the steam elementals. For this optional encounter have the water elemental attack the heroes as above, but any attack which misses damages a piston instead, and releases 1d4 steam elementals into the fray.

The steam elementals can't work out friend from foe; they might even attack each other along the way. Some of them will turn on the heroes and provide a formidable addition to the standard encounter.

Pay The Piper: This optional encounter happens a little later on, if the heroes come back here at any point in their adventure.

Nothing says you can't

WATER BLUES

What if the heroes already killed the husked water elemental? Well, the Great Machine needs water pumping, so it resurrects the creature. By now the heroes should be used to the idea that nothing stays dead for long in the Lich Queen's dungeon.

return to a room they saw previously, and in this case they need to get past the piston room to continue onwards. The problem is, they'll be confronted with a scene of mechanical carnage. Amidst the groaning pistons of this room there's been an accident which breached one group of pistons and caused the machinery to slam into a nearby doorway, the very way the heroes want to go. If the scene was a mess after their first time through, they're seeing the after-effects of their earlier visit. This has blocked the passage where they're heading, and the way on is totally impassable.

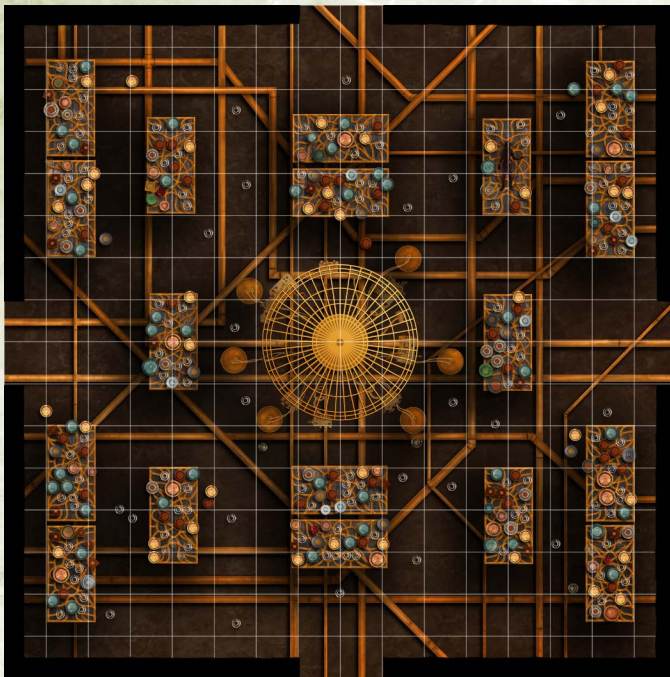
The only way is to travel through one of the bigger pipes that traverse the ceiling of the piston room and then cut a way out when they've navigated the maze of pipes and gone past the blockage in the corridor. Each move through the pipe counts as if it was 2 squares, and while squeezed in a narrow space, heroes take a -4 penalty on attack rolls and a -4 penalty to AC.

They face two challenges: First, there are vergers inside the piston room trying to tidy up. Second, there's likely to be a really, *really* angry water elemental inside the pipes.

This should be a great moment for an intense and very exciting encounter where the heroes are trying to scuttle through the piping and avoid being drowned by a malevolent husked creature.

To complicate matters even further, some pipes can also fill with other liquids or steam. So the heroes need to be on their toes as they navigate the complex maze; there should be plenty of valves and pressure hatches inside, some leading to dead ends, others releasing dangerous liquids, and even some drop off points that land them in hot water (literally).

ENCOUNTER 13: ALCHEMICAL CONDUIT ROOM



Upon entering this room, the heroes find themselves in what appears to be an oversized apothecary shop. There are jars and vials of every

make and style holding any number of compounds ranging from liquids to powders and everything in between. There's also an inordinate amount of copper and brass piping, scrollwork and fixtures throughout the room. Along the ceiling and walls there are also coils of wire with no obvious purpose.

There's evidence that perhaps implements used to mix compounds are attached to these lines, but nothing is prominent at first glance. The heroes might be able to determine where some of the equipment is stored in this room, but with the sheer amount of ingredients for alchemical experiments, they have to do a thorough search to find where any equipment suspended from these lines might be kept.

The secret of this room is that it's used to find the spark of life. Sure, it might essentially be a storehouse for explosives, acids, poisons, and curatives of unknown varieties, but this is the room the Great Machine uses for experiments dealing with the life force inherent in all beings. When they stumble on to the purpose of the room, it will prove to be a shocking experience for the heroes, literally and figuratively.

On one of the tables is a humanoid body. Its scorched skin makes it almost unrecognizable, but that should be the least of the heroes' concerns. One minute, the body is alive, the next it is dead. It twitches as a sizzling is heard in the air. This is the realm of the switch between the quick and the dead.

Hidden in the room is a troupe of lightning elementals. They not only aid the Great Machine in providing the spark needed to bring a body to life or provide the catalyst for some of the alchemical mixtures, they also live in the copper and brass that permeates the room. The metalwork

lets the lightning elementals move swiftly through the room with little to slow them down. As long as this metalwork remains intact consider all of the lightning elementals to have dimension door within the confines of the chamber, at will. This near-instantaneous travel allows them to attack intruders from multiple angles, which is fitting as the lightning elementals are as mercurial as they are swift. They leave little trace of their passing so long as they disperse themselves along the lines. If they gather enough of their energy to manifest, there is an audible sizzle and pop in the air.

Lightning Elemental **CR 7**
Huge lightning elemental (*Pathfinder RPG Bestiary 2*)
XP 3,200
hp 85

Legion Of Lightning: At the center of this room is, at first glance, what appears to be a large cage made of metal crisscrossed wires and festooned with various machine parts. It's very similar to a Faraday Cage, only rather than protecting the viewer inside the cage it acts as a conduit for this small troupe of lightning elementals to focus their power. Not only can they enlighten heroes who enter the room into the finer concepts of electricity and its harmful effects on living tissue, they can flood the cage with their power and trigger a magical combination which lets them join forces.

As the heroes probably watch a little curiously, the elementals will flock to the cage, hammer it with power and then vanish. Only to reappear moments later as a large conglomerate lightning elemental, a lightning gestalt that towers above the heroes and lashes the room with tendrils of whip-like lightning. There's lots of cool stuff in the nearby jars the heroes can use to fight the massive elemental and damage it, but it'll just heal

itself again and again by drawing power from 6 large copper-covered capacitors which are storing energy for the elementals.

The solution is to damage or discharge the capacitors in the room; once the elemental cannot heal itself any further it'll lose cohesion when "killed". This isn't the end of the beastie of course. It just splits back into the individual elementals and they'll be looking to harass the heroes even more.

The stuff in those alchemy jars can be used in both battles. There's a lot of powder here which'll be really good at grounding and discharging the elementals and it's going to have some kind of grenade-like damage, akin to throwing holy water over undead.

Lighting Gestalt **CR 16**
XP 76,800

Pulse-touched advanced variant elder lighting elemental, *Pathfinder RPG Bestiary 2, Suzerain*
N Huge outsider (air, elemental, extraplanar)
Init +15; **Senses** darkvision 60 ft.; Perception +25
Aura electricity (10 ft., 2d6 electricity)

DEFENSE

AC 30, touch 24, flat-footed 18 (+4 deflection, +11 Dex, +1 dodge, +6 natural, -2 size)

hp 198 (20d10+84)

Fort +19; **Ref** +26; **Will** +11

Defensive Abilities electrifying aura, elemental traits; **DR** 15/—; **Immune** electricity

OFFENSE

Speed fly 100 ft.

Melee 2 slams +27 (3d8+9 plus 2d8 electricity)

Space 15 ft.; **Reach** 15 ft.

Special Attack metal mastery, spark leap

Spell-Like Abilities (CL 20; concentration +25)

3/day—*ball lightning* (DC 20), *chain lightning* (DC 22)

STATISTICS

Str 28, **Dex** 33, **Con** 18, **Int** 10, **Wis** 14, **Cha** 20

Base Atk +20; **CMB** +26; **CMD** 47

Feats Blind-Fight, Combat Reflexes, Cleave, Deadly Finish, Dodge, Flyby Attack, Great Cleave, Great Fortitude, Improved Initiative, Improved Natural Attack (slam), Improved Overrun, Improved Pulse Armor ^{Pulse}, Improved Vital Strike, Iron Will, Lightning Reflexes, Mobility, Overwhelming Force ^{Pulse}, Power Attack, Pulse Armor ^{Pulse}, Spell Focus (evocation), Stutter ^{Pulse}, Toughness, Vital Strike, Weapon Finesse

Skills Acrobatics +31, Escape Artist +33, Fly +18, Intimidate +23, Knowledge (planes) +23, Perception +25, Stealth +25

Languages Auran

SQ hero points (5), pulse pool (16 points)

SPECIAL ABILITIES

Electrifying Aura (Su) A lightning gestalt's composition reaches out into the area immediate around it, shocking any creatures within 10 feet for 2d8 electricity damage (no save, whether it moves or they do). Creatures that strike the lightning gestalt or are struck by it also suffer 2d8 electricity damage. This aura also grants the lightning gestalt a +4 deflection bonus to **AC**.

Zap Undead: A bit of variety never hurt anyone, except for the heroes....

Remember that frazzled corpse? Well, now imagine if there are more corpses (seven to be exact) the next time the heroes pop into this chamber for a visit, and those corpses animate.

Normally, when heroes encounter zombies you can hear them drawing their swords and getting ready for a simple fight, right? Not in this case, because these “undead” have a bunch of wires and copper plates over their bodies where the Great Machine has been experimenting on

Capacitors (6): 50 hp, Hardness 10

Each capacitor can heal the lightning gestalt of 100 hp before it is depleted. If the capacitor gains the broken condition, it begins to lose 10 points of that reservoir each round. If brought to 0 hp the capacitor explodes doing 1d10 electrical damage for each 10 hp (round up) of charge it still possesses. The blast radius is 15'.

them. These “zombies” are actually electrified flesh golems, corpses fused with a lightning elemental to animate it!

Oh, and these “zombies” can fire bolts of lightning as a ranged attack, so it's not as simple as staying at range and peppering them with arrows.

Electrified Flesh Golem **CR 8 each**
XP 4,800

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 8, flat-footed 20; (-1 Dex, +12 natural, -1 size)

hp 79 (9d10+30); electricity heals

Fort +3, **Ref** +2, **Will** +3

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +13 (2d8+5 plus 1d6 electricity)

Ranged electrical blast +8 touch (4d6 electrical, 60 ft.)

Space 10 ft.; **Reach** 10 ft.

Special Attacks berserk

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +15; **CMD** 24

SPECIAL ABILITIES

Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity To Magic (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds (no save).

A magical attack that deals electricity damage breaks any slow effect on the golem (*hasting* it, as per the spell, if no slow effect in affecting the golem) and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

Electrified (Ex) Electrified golems are able to channel electricity into their attacks, as well as absorb electrical attacks to increase their speed. An electrified flesh golem's melee attacks deal 1d6 points of electricity damage in addition to their normal damage. The golem has the supernatural ability to generate a blast of electricity that strikes one creature within 60 feet. The golem must make a ranged touch attack; if it hits, the bolt deals 4d6 points of electricity damage. The golem can use this ability once every 1d6 rounds. It cannot use this attack on itself. Electrical attacks against the golem heal it just like a normal flesh golem and also *haste* it (as the spell) for 1 round per die of damage the attack normally deals.

Let's Go Shopping: Our heroes can find just about any alchemical items they desire in this room; the only problem is finding and collecting it without being fried by the lightning elementals. Each hero who takes a full round action to make a DC 17 Perception check, finds a random useful alchemical item. Here are a few examples:

Unguent of Revivification (*Pathfinder Campaign Setting*): Staves off the decomposition of dead flesh for 1d6 days. It cannot reverse decay that is already present and has no effect on the time limit for raising creatures from the dead. 2 vials.

Grease, Alchemical (*Advanced Player's Guide*): Each pot of this slick black goo has sufficient contents to cover one Medium or two Small creatures. If you coat yourself in alchemical grease, you gain a +5 alchemical bonus on Escape Artist checks, on combat maneuver checks made to escape a grapple, and to your CMD to avoid being grappled; this lasts 4 hours or until you wash it off. 3 vials.

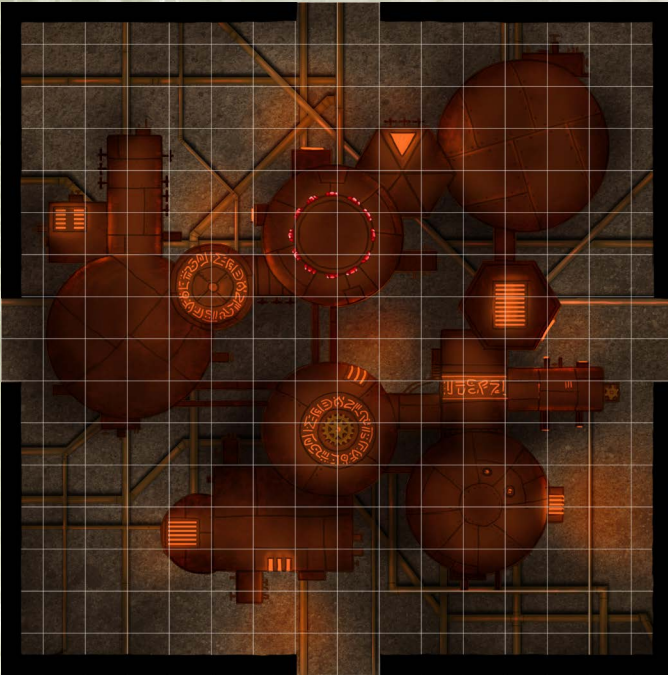
Ambrosia (*Advanced Race Guide*): Upon consumption, this heavenly elixir, brewed from holy water and blessed herbs, grants a +2 sacred bonus on saving throws against negative energy, energy drain, and death effects for 1 hour, including saves to remove negative levels. Ambrosia affects undead and evil outsiders as holy water. 2 vials.

Gel, Fire Ward: Creates a resistant barrier that protects heroes from fire or heat damage - the hero gains fire resistance 5. The gel burns away as it absorbs fire damage; when it absorbs a total of 20 points of fire damage, it's discharged. Fire ward gel counts as protection from energy for the purpose of stacking multiple fire protection effects. Multiple applications of fire ward gel do not stack; applying more while a dose is active merely resets the potential amount of fire damage absorbed to 20 points.

Liquid Ice (*Advanced Player's Guide*): Also known as "alchemist's ice," this sealed jar of crystalline blue fluid immediately starts to evaporate once opened. During the next 1d6 rounds, you can use it to freeze a liquid or to coat an object in a thin layer of ice. You can also throw liquid ice as a splash weapon. A direct hit deals 1d6 points of cold damage; creatures within 5 feet of where it hits take 1 point of cold damage from the splash.

Just remember, nothing spices up a shopping trip like deadly mayhem! Once the elementals start throwing around electrical effects spice things up with random explosions, *cloudkill* effects, and more. Especially evil DMs might even use the *wand of wonder's* random effect table for each missed fire or electricity attack. We'll leave it up to your conscience whether you're one of those DMs or not.

ENCOUNTER 14: AUXILIARY POWER CHAMBER



Once the heroes enter this chamber they find that electricity isn't the only power source the Great Machine uses.

The power here is provided by fire elementals, generating the heat needed to drive the steam of this room's giant engine. While there are steam elementals in the piston room (see Encounter 12 above), they don't generate all the power themselves. It's the fire elementals in this room who provide the power for the largest gears of the machine level. And, unlike many of the dungeon's residents, they love their job. In fact, they volunteered for it!

The Heat: Each hero must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check, -4 for wearing heavy clothing or armor of any sort) or take 1d4 points of nonlethal damage and become fatigued due to heatstroke. These penalties end when the hero recovers from the nonlethal damage she took from the heat.


Enhanced Magic: Spells and spell-like abilities with the fire descriptor or that use, manipulate, or create fire (including those of the Fire domain or the elemental [fire] bloodlines) are treated as though empowered, per the metamagic feat.

Upon entering this room, it may appear to the heroes as nothing more than an enormous furnace turned into a steam engine, boiler, and forge all at the same time. The design is so intricate that it can hurt to think about it too much. As such, any hero trying to understand the main mechanism suffers a -5 penalty Knowledge (engineering) and disable device rolls.

If a hero succeeds, the best he can figure is that somehow, through magic and technology combined, the whole thing works, using a dozen huge rubies around the main cylinder as part of the magic. The engine even magnifies the intensity of the fire elementals living here. This mechanism is one of the reasons the fire elementals agreed to come live in the Great Machine, as it allows them to burn materials they could never have dreamed of consuming otherwise.

While the heat is a constant presence, that shouldn't deter the heroes from entering this area. Yes, there are constant threats of flame coming from one outlet or another, but the sweltering heat isn't enough to kill them. In fact, it's just shy of being unbearable because the vergers occasionally need to come here to fix something or move through the room.

If the heroes leave the engine alone and leave quickly, the fire elementals let them go. The first time, at least. If they touch the engine, perhaps to claim the dozen huge rubies each worth a king's ransom, then the fire elementals get hot under the collar and give them more than a warm reception.



Greater Fire Elemental

CR 9

Greater fire elemental (*Pathfinder RPG Bestiary*)

XP 6,400

hp 123

Fire, Fire, Fire! If the heroes weren't tempted and wisely left, feel free to bring the same chamber back later in the adventure, but by then the Great Machine has given more belligerent instructions to the elementals and they're waiting for the heroes.

Facing elementals who are all fired up and spoiling for a fight is dangerous enough, but this chamber's much better with a few extra obstacles, all optional and dependant on your sense of mercy and decency. But why would you be running an old school killer dungeon as your adventure if you had either of those things, right?

The first obstacle is jets of flame and requires various checks to stay out of the way. If anyone fails, then he's going to get seriously crispy, and keep crisping until the flames are put out. The jets can be spotted as they begin to form, avoided that way or circumnavigated, but it's not easy to keep

an eye on the engine's nozzles while fighting fire elementals who, naturally enough, are immune to the fire.

Forged In Flame: It's here that the fire elementals come into their own. They work the whole room and have access to all the various toys

JETS OF FLAME

In order to create the right atmosphere scatter these three traps throughout the room to provide a variety of flaming obstacles.

Flame Strike Trap **CR 6**

XP 2,400

Type magic; **Perception DC 30**; **Disable Device DC 30**

EFFECTS

Trigger proximity (alarm); **Reset** none

Effect spell effect (*flame strike*, 8d6 fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder)

Fireball Trap **CR 5**

XP 1,600

Type magic; **Perception DC 28**; **Disable Device DC 28**

EFFECTS

Trigger proximity (alarm); **Reset** none

Effect spell effect (*fireball*, 6d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

Burning Hands Trap **CR 2**

XP 600

Type magic; **Perception DC 26**; **Disable Device DC 26**

EFFECTS

Trigger proximity (alarm); **Reset** none

Effect spell effect (*burning hands*, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)

they love, including a lot of byproduct like molten metal - when they get bored they like to destroy metal things the Great Machine sends down to recycle.

By pouring some of their essence into the forge they can whip up quick defenses made of molten metal. These are essentially small golems which can move swiftly about the room and regenerate in the jets of flame that frequently blast out of the engine. These golems will attack and harass the heroes, the front line grunts on the elementals' side of this battle.

Molten Golem **CR 7**

XP 3,200

N Small construct

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +9

Aura molten body (5 ft., 1d6 fire, DC 13)

DEFENSE

AC 24, touch 16, flat-footed 19 (+5 Dex, +8 natural, +1 size)

hp 60 (7d10+17)

Fort +7; **Ref** +10; **Will** +7

Defensive Abilities construct traits; **DR** 5/—; **Immune** magic

OFFENSE

Speed 30 ft.

Melee molten body +12 touch (1d8 fire)

Ranged molten lob +13 touch (1d6 fire)

STATISTICS

Str 19, **Dex** 20, **Con** —, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +7; **CMB** +10; **CMD** 25

Feats Great Fortitude, Improved Initiative, Toughness

Skills Acrobatics +12, Perception +9

SQ death throes, immunity to magic

SPECIAL ABILITIES

Death Throes (Ex) When destroyed, a molten golem detonates, dealing 5d6 fire damage to all creatures within 30 feet (DC 13 Reflex save for half damage).

Molten Body (Su) A molten golem's body is hot enough to melt stone. Anyone within 5 feet of a molten golem must make a DC 13 Reflex save or take 1d6 fire damage and their melee touch attack deals 1d8 fire damage. Anyone striking a molten golem takes 1d6 fire damage and anyone that grapples one takes 3d6 fire damage each round. In addition, a magma golem can lob flecks of molten metal at an enemy every 1d4 turns as a ranged touch attack and anyone striking the molten golem takes 1d6 damage, no save.

Immunity To Magic (Ex) A molten golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold damage slows a molten golem (as the slow spell) for 2d6 rounds (no save).

A magical attack that deals fire damage heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Vats: There are also vats full of molten material high above the heroes' heads. One of these can be used to make the heroes' life even more hazardous. It's going to hurt like hell when a vat drops on a hero's head - they're heavy. Oh, and a moment later the hero probably finds himself covered in molten metal. Ouch. His friends might also get splashed if they're nearby or try to help. Double ouch.

Vats From Above Trap

CR 11

XP 12,800

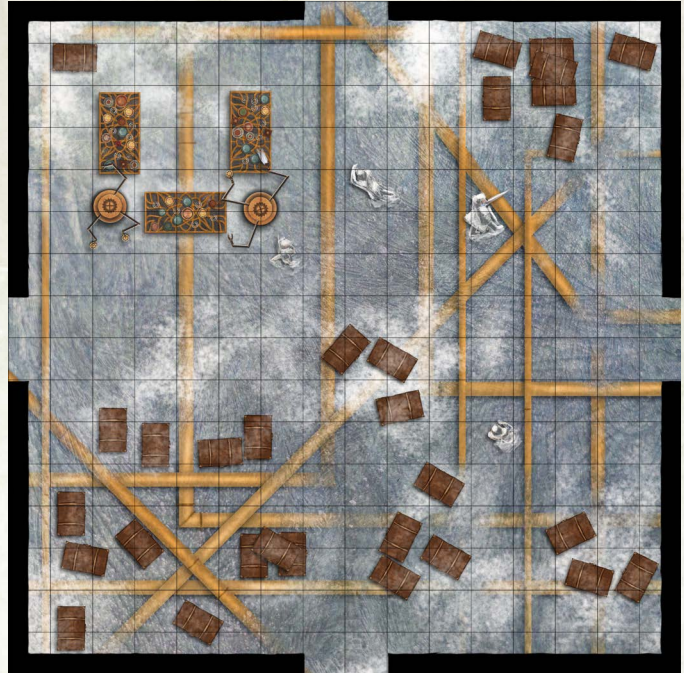
Type mechanical; **Perception** DC 25; **Disable Device** DC 29

EFFECTS

Trigger proximity; **Reset** none

Effect A vat of molten metal falls from the ceiling onto the heads of our hapless heroes (3d6 bludgeoning + 6d6 fire damage); DC 20 Reflex save for half; multiple targets (all targets in 10-foot square, targets 15 to 20 feet away take half damage or successful save negates); **Onset Delay** 1 round

ENCOUNTER 15: REFRIGERATION



One of the ways the Great Machine prevents overheating is through the ice elementals trapped here. They have no real say in the matter and are kept here as part of an unfair bargain the Lich Queen made with them.

For crimes against the collective, a few Z'udj have been exiled into this area by the rest of their number, but they rarely interact with the ice elementals and vice versa. It isn't a truce per se, but it sure does act like one. That said, there are a few territorial issues being played out between the two groups and a certain amount of paranoia has set in on both sides.

The Z'udj are the stars of Encounter 19 (and you can find their stats in *Tomb of the Lich Queen*). Here though they're in the background initially, sulking at being exiled by the other Z'udj, with the ice elementals busy around the place, bustling to various tasks.



The refrigeration room not only helps keep the Great Machine from overheating, it also acts as both cold storage facility and cryonic lab. Some of the numerous things that can be found here are pipes for water, which are used as part of the heat exchange system that keeps things at a steady temperature throughout most of the machine level.

This means the husked water elemental (see Encounter 3) can move freely about the place, though it mainly just controls the amount of water moving through the whole system. Combined with the cold storage area and the alchemical equipment for bitterly frigid experiments, the room seems to be unsure of its true purpose.

None of the ice elementals are happy to be sharing the space with the Z'udj or the thought that the water elemental can travel as it pleases. The result is a literal and figurative cold war being waged by all three parties. There is a lot of maneuvering between the groups to see who will ultimately

control the room, but for the most part, it's the ice elementals that really care about carrying on the conflict. The Z'udj are merely trying to keep out of the way while the Great Machine asserts its control through the husked water elemental and other husked beings that periodically enter the place to run experiments, mix a cryogenically-sensitive concoction, or access the cold storage area.

Somewhere along the line another group of four adventurers blundered into the chamber and got encased in ice, kept alive by some sub-zero alchemy. They stand around the room like giant ice cubes. The ice elementals consider it art.

Wow It's Cold!

This ice sheathed room deals 1d6 points of lethal damage per minute (no save), as well as 1d4 nonlethal if they fail a Fort save (DC 15, +1 per previous check). The thin layer of ice on everything means heroes must spend 2 squares of movement to enter a square, and the DC for Acrobatics checks increases by 5.

Enhanced Magic: Spells and spell-like abilities with the cold descriptor or that use, manipulate, or create cold effects (including those of the Cold domains or the Boreal bloodline) are treated as though empowered, per the metamagic feat.

Avalanche Elemental

CR 16

XP 76,800

Pulse-touched advanced variant elder ice elemental, *Pathfinder RPG Bestiary 2, Suzerain*

Huge outsider (cold, elemental, extraplanar)

Init +10; **Senses** darkvision 60 ft., snow vision; Perception +29

Aura frigid (10 ft., 2d6 cold, DC 24)

DEFENSE

AC 29, touch 15, flat-footed 22 (+6 Dex, +1 dodge, +14 natural, -2 size)

hp 230 (20d10+120)

Fort +17; **Ref** +19; **Will** +7

Defensive Abilities elemental traits; **DR** 10/—; **Immune** cold

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

Melee 2 slams +28 (4d8+10/19-20 plus 2d8 cold)

Space 15 ft.; **Reach** 15 ft.

Special Attack numbing cold (DC 25)

Spell-Like Abilities (CL 20; concentration +21)

3/day—*quicken*ed ice spears (DC 16), *empowered* cone of cold (DC 18)

STATISTICS

Str 30, **Dex** 22, **Con** 21, **Int** 10, **Wis** 11, **Cha** 16

Base Atk +20; **CMB** +32 (+34 bull rush); **CMD** 48 (can't be tripped, 50 vs. bull rush)

Feats Awesome Blow, Ability Focus (frigid aura), Cleave, Combat Reflexes, Dodge, Empowered Spell-Like Ability (*cone of cold*), Great Cleave, Great Fortitude, Greater Vital Strike, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Improved Pulse Armor ^{Pulse}, Iron Will, Lightning Reflexes, Power Attack, Pulse Armor ^{Pulse}, Quickened Spell-Like Ability (*ice spears*), Skill Focus (Perception), Titanic Blow ^{Pulse}, Vital Strike

Skills Escape Artist +28, Intimidate +24, Knowledge (planes) +23, Perception +29, Stealth +20, Swim +41

Languages Aquan

SQ hero points (5), ice glide, ice walking, pulse pool (15)

SPECIAL ABILITIES

Frigid Aura (Su) Any creature that enters within 10 feet of the avalanche elemental must make a Reflex save (DC 24) or be pushed outside the aura. This Reflex save must be made at the beginning of each subsequent round that the character remains within the 10 foot area. Either way, creatures within 10 feet of the ice gestalt take 2d6 cold damage upon entering the area or at the beginning of their turn.

Truce No Longer: The ice elementals are always on guard and suspicious since they believe it's only a matter of time before the Lich Queen has them husked. Unfortunately, despite the natural alliance the heroes should be able to strike up with the ice elementals, they get a chilly reception. Worse, in their paranoia the ice elementals decide it's time to

GOOD HERO, BAD HERO

The reason we give you options like deciding whether the frozen adventurers are allies or enemies is because each player group is differently skilled at each level. If they're really struggling, then a little NPC help can be most welcome. If it's a cake walk, well that's no fun for anyone. A little extra challenge is just what you need to set things right.

You're welcome.

act. The heroes have thrown the status quo out of whack, and the room plunges into a full three way conflict.

The Z'udj turn on the ice elementals. The husked water elemental attacks both in the hope of restoring some peace, and one cunning ice elemental stops the Great Machine from sending reinforcements by taking over the control systems and freezing the pipes, essentially breaking the heat exchange system. This forces the Great Machine to send its servitors scurrying around the machine level, trying to fix the resulting problems. For a while at least, they'll all be busy.

The heroes have a number of options. They can hightail it out of there, but that's tough since they're likely to be slowed by the chill conditions and everyone thinks they're an enemy.

They can attempt to mediate, but it'll take a lot to thaw relations between these factions.

Or they can become spies and assassins in the fight, taking a whole different direction and performing a valuable service for the various sides. They might decide to play everyone against each other and somehow reap the rewards which are on offer - all sides in the conflict have something to lose if the mechanism goes boom after all.

When the Great Machine gets involved and finally tries to calm things down, it sends in the big guns, which lets the husked water elemental get out, returning to its duties elsewhere while some seriously tough husks finally start to get the situation under control. Or so the Great Machine hopes. The heroes may have other ideas.

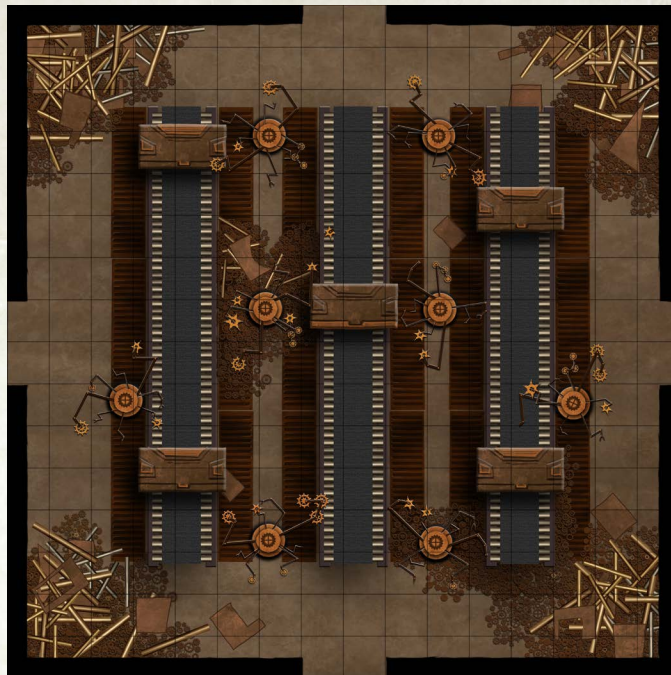
On Ice: What about the ice cube adventurers? There are four such figures and they can be there for good, or ill. If they prevail in the pitched battle,

the heroes can try to free them. If the trapped adventurers are good-hearted souls, the heroes could find some useful allies. If they're not, then they might just be fighting a whole new enemy.

Need a quick Adventurer-cicle? Whether the iced adventurers turn out to be friend or foe you'll probably need some stats for them. If you don't have the time or inclination to build them from scratch the *Pathfinder RPG NPC Codex* is an excellent resource. Just pick a class and level and turn the page.



ENCOUNTER 16: ROLLER/ RECLAIMER ASSEMBLY



After all the trouble the rollers and reclaimers have likely given the heroes in the tomb level, they finally get a chance to put an end to the threat. It's not easy though; a vast array of machinery makes up multiple assembly lines that can create enough rollers and reclaimers to fix any damage the vergers haven't had a chance to take care of themselves. Throughout the room are piles of rollers and reclaimers in various states of assembly.

Rollers and reclaimers are made of interchangeable parts, and generally use the same version the heroes have been encountering throughout the Lich Queen's dungeon. However, at this point the rollers and reclaimers are being retooled to take advantage of the weaknesses the Great Machine has spotted during clashes between the heroes and these mechanical servants.

MODIFICATIONS

Here's a list of modifications you can use to customize the threat to the heroes. Each of these mods replaces the bleed ability on the reclaimers or the dispelling burst weaponry on the rollers.

Bane Weapons (Su) additional +2 to hit, +2d6 hp damage. (You choose the race of the bane effect to target particular heroes.)

Bleed (Ex) Special Attack bleed (1d6).

Constitution Damage (Ex) Special Attack 1d4 Con damage.

Dexterity Damage (Ex) Special Attack 1d4 Dex damage.

Dispelling Burst Weaponry (Su) Greater dispel magic (CL 18) on confirmed critical hit.

Energy Drain Su Special Attacks energy drain (2 levels, DC 22).

Intelligence Damage (Ex) Special Attack 1d4 Int damage.

Keen Weaponry (Ex) Threat range on (non slam) melee attacks is doubled.

Fortification (Ex) Defensive Abilities fortification (50%).

Paralysis (Ex) Special Attacks paralysis (1d4 rounds, DC 26).

Strength Damage (Ex) Special Attack 1d4 Str damage.

This area is a hive of activity as the Great Machine uses its assembly lines to churn out variants of rollers/reclaimers to take out the heroes. Most of the machinery is operating at breakneck speed to produce a new roller or reclaimer at an astonishing rate. The first few have already come off the assembly line and will engage the heroes. Another one will be made every 20 minutes unless the production lines can be stopped.

Reclaimer V2.0

CR 10

Variant alchemical golem, *Pathfinder RPG Bestiary 2*
XP 9,600

DR 10/adamantine or bludgeoning; **Immune** construct traits, magic

Special Attacks alchemy, bleed, splash

SPECIAL ABILITIES

Bleed (Ex) Every time the reclaimer deals damage in any way, it also inflicts 1d6 points of bleed damage. This replaces the bomb ability.

Alchemy (Ex) When a reclaimer strikes a foe, the attack has an additional random effect, chosen from the options below. The attack can do one of the following: deal 2d6 points of acid, cold, electricity, or fire damage; cause the target to become sickened (Fort DC 20 negates) or entangled (Reflex DC 20 negates) for 1d4 rounds; or inject a dose of poison (roll a d6 and consult the chart below). These save DCs are Constitution-based and include a +4 alchemical bonus.

- 1 - Drow poison
- 2 - Large scorpion venom
- 3 - Wyvern poison
- 4 - Giant wasp poison
- 5 - Deathblade
- 6 - Purple worm poison

(Poison descriptions can be found in the *Pathfinder RPG Core Rulebook*.)

Roller V2.0

CR 13

Variant iron golem, *Pathfinder RPG Bestiary*
XP 25,600

Melee slam +28 (4d10+16)

Special Attacks dispelling burst, trample (4d10+16, DC 30)

Armature Wars: To add to the confusion, assume the Great Machine is aware of the heroes as soon as they enter the area. The heroes are going to be assaulted by the armatures that are part of the assembly line. The Great Machine is going to use these devices to harass and injure (perhaps even kill) heroes as they attempt to get through this particular zone.

The first few attacks come as surprise ambushes - whirring and swinging arms attempt to grab, slice, pummel and otherwise damage the heroes. Add into this the rollers and reclaimers bursting out of various places to assault the heroes, and the whole area is suddenly transformed into a chaotic battlefield.

Some of the arms are capable of damaging heroes with high speed saw-like blades. Others can use fire-based attacks (blowtorches and the like). Then there are bolt guns that spit hot metal bolts at high speed. Claw arms hold heroes in place while other arms burn, fry, cut, slice and dice them into oblivion. Claw arms might also hold heroes in place so rollers or reclaimers can attack them with impunity. You have a lot of tools to inconvenience the heroes.

Have tongue-in-cheek fun by picking up a hero and placing him on a conveyor belt, bolting him to the conveyor and sending the hapless hero towards a squishy demise at the next part of the production line. Extra kudos to the player if he screams, "Help! Help!" like a silent movie actress tied to the railroad tracks, her doom fast-approaching as she thrashes back and forth.

Claw Armature

CR 13

Variant iron golem, *Pathfinder RPG Bestiary*

XP 25,600

Speed 0 ft. (stationary)

Melee claw +28 (2d10+16)

Special Defenses fortification (50%)

Special Attacks grab, pull (claw, 10 feet)

Blowtorch Armature

CR 13

Variant iron golem, *Pathfinder RPG Bestiary*

XP 25,600

Speed 0 ft. (stationary)

Melee blowtorch +28 (3d10 fire)

Special Defenses fortification (50%)

Bolt Gun Armature

CR 13

Variant iron golem, *Pathfinder RPG Bestiary*

XP 25,600

Speed 0 ft. (stationary)

Ranged bolt gun +17/+12/+7 (3d10)

Special Defenses fortification (50%)



ENCOUNTER 17: VERTICAL DUCT



Surely an open shaft that extends up and down an indeterminable distance means there's a possibility of escape, right? No, that would be too easy. What the heroes have come across is one of the huge ducts used to vent foul contaminants and some of the heat from the Great Machine's daily operations.

How deep is it? It's pretty much bottomless as far as the party's concerned and this may be either a "hole" in the Lich Queen's pocket realm or an extra-dimensional space that just makes it feel like there's no bottom. What the heroes are going to be interested in more than anything else is how to get across the duct when there's no clear path.

Trapped within vertical ducts like this are several types of airborne elementals. Most of the ducts have air elementals in them (see the *Pathfinder RPG Bestiary* for stats) but given some

of the experiments that rely on dust and smoke, elementals of those kinds can be found here too. None of the elementals are happy with this arrangement. They take out their frustrations on each other and anyone who gets in their way.

Fortunately, the segregation of the elementals is pretty easy for the Great Machine to handle without having to husk all of them. It probably doesn't hurt that some of the pipes bolted to the duct's rim are for water circulation and when the husked water elemental (see Encounter 3) goes by, it reminds these aerial elementals how good they've got it.

Getting across the duct is a challenge for many reasons. First, there are no clear paths from one edge to another. Second, not all of the air here is pure. Pockets of noxious fumes, dust, and smoke randomly bubble up. After all, this is a ventilation system. Third, the elementals are not keen on intrusions by anyone or anything. While they won't attack agents of the Great Machine out of fear of what might happen to them, they don't have the same qualms when it comes to heroes or the Rat King's animal allies.

Sudden updrafts courtesy of the air elementals help force the spent air and fouling gases out of the lower portions of the dungeon while also refreshing them. High above, contaminated air goes through a magic portal out to the edges of the pocket realm to be cleaned by the raging storms of the Maelstrom, but where it's located and how it operates is hidden behind powerful spells and the Great Machine's own manipulation of the space. There's no way out by climbing up. Heroes wishing to try need to succeed at a climb check, DC 25. Of course there is no destination to climb to....



Remember, the elementals are looking for a way out of this prison, but it's the frantic search that drives the refreshing of the air in the lower parts of the dungeon. They don't realize their frenetic actions are exactly what the Great Machine wants.

The Fan Trap: This encounter builds on the design of the vertical duct as a typical machine ventilation system, complete with a moveable killer fan assembly low down in the darkness below the heroes. They need to get across the duct and whilst they're doing so, a bunch of irritated air elementals decide to play a game of "dodge the fan", so they gather their power and begin to whirl around the blades while their friends move the fan upwards. The heroes are going to have to think on their feet to avoid being turned into hero salsa by this rotating assembly of very quick-turning blades.

FUMES AND VAPORS

Every 1d4 rounds the heroes must succeed on a DC18 Fort save or be affected by the fumes and random particles in the duct. On a failure roll 1d8 and apply the resulting condition to the hero for 1d4 rounds. Effects are cumulative.

- 1 - Blinded
- 2 - Confused
- 3 - Dazed
- 4 - Fatigued
- 5 - Nauseated
- 6 - Sickened
- 7 - Staggered
- 8 - Roll twice and apply both

Fan Trap

CR 12

XP 9,600

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; **Duration** special (while manned by elementals); **Reset** 2 rounds

Effect Atk +20 melee (7d8+3); multiple targets (all targets in the shaft); **Speed** 20'

Portal Time: The heroes also need to use all their wits to find and operate a hidden magic portal that will get them past the shaft alive. Worse, they're going to be battling elementals of different types for control once the elementals figure out what the heroes are up to. After all, this access portal could be used to escape, and any desperate prisoner dreams of that kind of payoff when they're incarcerated in a prison like the Lich Queen's machine.

The controls for the access portal are in two service areas on opposite sides of the shaft itself, each one presenting a challenge to the heroes. Make a climb check, DC 20 or higher, to navigate around the walls of the shaft. Working out the controls is a conundrum worthy of great minds (Knowledge [engineering] or disable device check, DC 30, each check taking four full round actions). Then, someone will need to be in each of the areas so that two keys can be turned at the same time, making the portal materialize.

What, the heroes don't have keys? Of course not. The Great Machine isn't that foolish as to leave those lying around unguarded. For that they'll need to either have great mechanical skills to bypass the keys (and they'll need to do that simultaneously in both service areas), or they'll need to beat up the key guardian in a larger service area that's a bit higher up. Some climbing of pipes may be required.

Bypassing The Keys: In order to bypass the keys two heroes must simultaneously succeed at either a DC 34 Knowledge (engineering) check or a DC 36 Use Magic Device check. It takes three full round actions to perform these checks.

Climbing The Pipes: Navigating the pipes takes at least half an hour, and each hero must make three DC 22 Acrobatics checks to avoid sliding down the pipes. If the heroes move at half speed they get a +2 circumstance bonus to their Acrobatics checks. Tying off ropes to help navigate gives another +2 equipment bonus to the check (this does not stack with the bonus from a climber's kit). If any hero fails one of these checks, allow him to make a Reflex save with the following results:

4 or less: Hero slides to the bottom of the pipes, taking 4d6 points of damage and 1d4 points of Dexterity damage from his injuries. This increases the number of Acrobatics checks needed by three.

5-9: Hero slides down the pipes, but catches himself, painfully, part of the way down. taking 2d6 points of damage and 1 point of Dexterity damage. This increases the number of Acrobatics checks needed by two.

10-19: Hero slides down the pipes taking 3d6 points of nonlethal damage and increasing the number of checks needed to climb by one.

20-25: Hero takes a short fall and bangs his head. 1d4 nonlethal damage and dazed for one round.

25+: The hero manages to hold on. This time.

The Key Guardian

CR 19

Clockwork goliath (*Pathfinder RPG Bestiary 3*)

XP 204,800

hp 214

VARIANT ELEMENTALS

The following inherited or acquired templates can be added to any elemental of the type noted in its listing (referred to hereafter as the base creature). It retains all the base creature's statistics and special abilities except as noted here.

Steam Elemental

Variant water elemental

CR Same as base creature

Type Gains the fire subtype

Speed fly 100 ft. (perfect maneuverability)

Special Attacks steamburn, whirlwind (replaces vortex)

Steamburn (Ex) A creature with the steamburn special attack deals fire damage, as burn, in addition to damage dealt on a successful hit in melee. Unlike burn, the target has no chance of catching fire due to the water content of the steam.

Dust Elemental

Variant air elemental

CR Same as base creature

Type Gains the earth subtype

Special Attacks flying dust

Flying Dust (Ex) Creatures caught in the elemental's whirlwind also gain the blinded condition. If they remain caught for more than three rounds, they also gain the sickened condition.

Smoke Elemental

Variant air elemental

CR Same as base creature

Type Gains the fire subtype

Special Attacks smoke

Smoke (Ex) A creature that breathes heavy smoke must make a **Fort** save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A creature that chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Smoke obscures vision, giving concealment (20% miss chance) to creatures within it.

Once the heroes have materialized the access portal, elementals come rushing out of the pipes that line the main shaft and service areas, turning the whole place into a giant set of organ pipes. This is a type of sonic trap in itself, probably stunning everyone just as they get pounced on by frantic elementals. Once they've dealt with the heroes, the elementals plan to make good their escape through the access portal and run amok throughout the machine level of the Lich Queen's dungeon.

Organ Pipe Trap
XP 9,600

CR 10

Type magic; **Perception** DC 27; **Disable Device** N/A (must dispatch all elementals)

EFFECTS

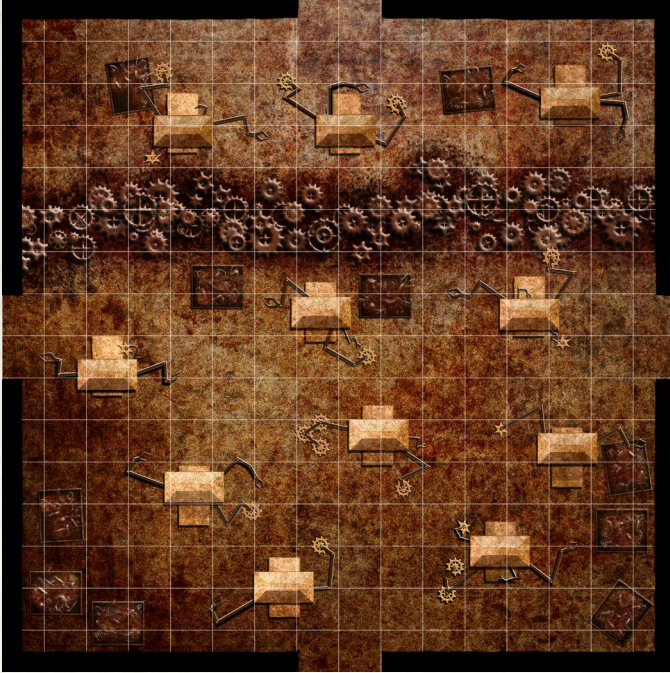
Trigger location; **Reset** none

Effect Sonic effect (8d8 sonic damage plus stunned for 1 round, DC 18 Fort save negates stun); multiple targets (all targets in the room), never miss.

And the portal itself? It floats right in the center of the main shaft. There's nothing for it but a leap of faith. Fortunately, the other side is not a giant acid pit or furnace, but the next area of the dungeon the heroes to land in. If you want, you can take that quite literally. Have the other end of the portal on the ceiling of the next area so there's a fall before the heroes even see what horrors await them. The Great Machine uses harpies when it needs to send anyone into the ventilation ducts, and they're happy to fly, so why not keep the access portal on the ceiling, out of the way? (See the *Pathfinder RPG Bestiary* for stats on harpies.)



ENCOUNTER 18: CORPSE PROCESSING FACILITY



This is one of the places the reclaimers go to deliver dead adventurers and other bodies. A lot of earthy components are kept here. This is the domain of elemental earth, representing not only the raw materials of flesh (such as clay) but also the animalistic/chthonic nature of primal life.

As a result, the place looks abandoned or thoroughly neglected. Piles of detritus, viscera and any number of organic materials are strewn about, overflowing from huge bins.

This mess is mainly confined to the lower portion of the walls and floor. Higher up, a lot of ingredients are stored in containers. Outside of the machinery used to process corpses for reanimation or husking, everything is caked in grime and even that is mostly coated in some sort of gore, mud, or clay. The detritus mostly hides the water pipes near the floor, giving a -4 penalty to Perception checks to spot them.

Other than the reclaimers and the machinery, there are few creatures that enter this area. Even vergers give this place an especially wide berth. They have a good reason for this: it isn't unheard of for a living creature wandering through the area to be grabbed and "processed" for reanimation. The Great Machine is less concerned with the state of bodies that come through here than what it can do with the parts.

The reclaimers often have more intelligence than the processing room. Corpse processing is essentially reflexive for the Great Machine. The curative clays and other earthen elements that are used to repair bodies are likewise applied reflexively and may be exploited by heroes who make the correct skill checks.

STEALING SOME HEALING

Some heroes may decide to risk using the machinery to heal their wounds. In order to do so first they must identify the proper machinery (Knowledge [engineering] DC 20, or Heal DC 25). Then the hero needs to get his injured part into the device (Dex check, DC 17), keep it there long enough to effect repairs (Fort save, DC 19), and pull it out before additional "enhancements" are made (Ref save, DC 20). Failure of any of these rolls results in 4d6 damage. Success at all the rolls heals 6d6 hp.

How does the Great Machine make sure the equipment in this room does what it needs to? It uses a lot of husks. They're smart enough to stay out of the way of the grabber bits of machinery, but the occasional husk has been caught in one

mechanism or another's clutches. The husks have enough sense to use this to their advantage when it comes to intruders, often allies of the Rat King. If the husks can't get their opponents to fall into the clutches of the mechanisms, they use reclaimers to help push the heroes into a confined space where a roller can deal with them from an unprotected side.

Machinery (Wall Of Gears): A whirling wall of grinding gears. Anyone passing through the wall takes 9d6 points of slashing damage. If pushed into a square containing the wall, a hero can attempt a DC 18 (too low) Reflex save to twist out of the path of the gears and avoid the damage entirely.

Back Again: Consider this room a great place to bring back a previous villain, especially one they had trouble with in the past. Perhaps an old enemy

of a hero has been to this place, got caught by the machinery and processed. The enemy's overriding hatred of the hero in question ignites when the heroes enter the room and it comes to life, ripping from its moorings or exploding out of a pile of gore to attack. This fight is tricky, with heroes fighting while avoiding the machinery each round.

Broken Bodies: A particularly gruesome kind of encounter involves the partially decomposed bodies of former allies, especially if the heroes have had someone close to them die whilst in other parts of the dungeon. It's even better if it's a former hero who bit the dust previously. Bring the hero back to freak out your players, now an undead servitor using all the extra powers that come with undeath.

Weren't You Dead?: What happens if a hero falls in glorious combat or gets caught by the



machinery? Well, the surviving heroes are going to find out that the Great Machine is great at re-purposing flesh, and it does so quickly. Any hero that dies in this room is harvested before their companions' eyes unless the heroes can prevent it somehow. Wish them luck in keeping the reclaimers and the machinery's grabbing arms off their fallen brother because that's what's going to happen. Then the fallen friend returns to fight against the heroes in an attempt to reclaim even more bodies and further the Lich Queen's aims. Nasty!

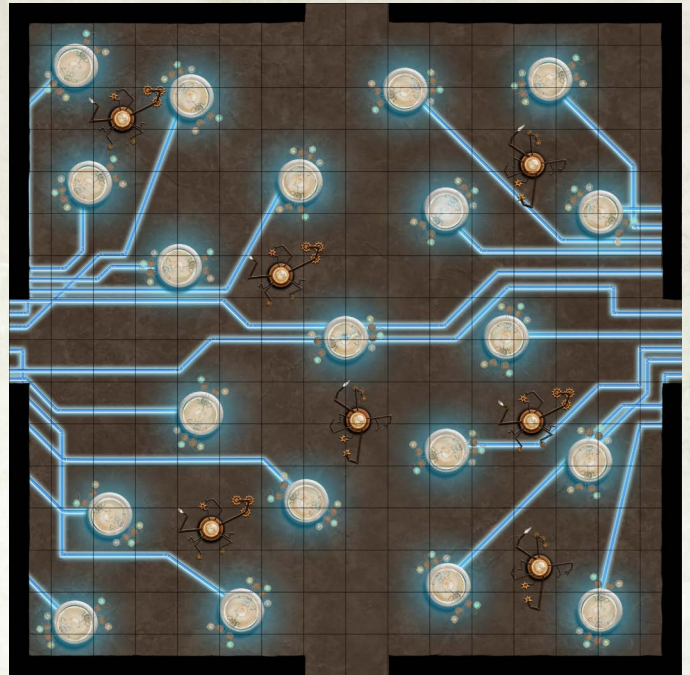
In The Nick Of Time: If you're feeling magnanimous and want to inject a little terror, but not fatal confrontation, the Great Machine is happy to provide this at no extra cost.

Pick a hero and ask him to make Reflex save, DC 40. On a failure have him plucked up by the room's machinery; the other heroes need to move quickly to try and save him before he's sent to the main processing area at the end of the room.

The idea with this optional encounter is to provide some tension for the heroes and put one of them in peril, not necessarily kill him off instantly. It should appear as a very real danger and if the other heroes can't save him it'll end badly, but in reality a well-equipped team should be able to disable enough machinery to rescue their friend by the end.

That said, there's comedy value in other heroes getting grabbed while trying to help the captured hero, multiplying the problem for those who remain on the ground, waist-deep in gore, frantically trying to stop the machinery without getting caught themselves.

ENCOUNTER 19: HUSK PRODUCTION AND REPAIR



The husks are mysterious enough as it is, but the way they're made is so arcane that even witnessing the process is confusing. The bodies are infused with æther, a rare and eldritch brew of heavy gases. It's with this strange substance infused into alchemical mixtures that the Great Machine animates the dead creatures that form the backbone of the Lich Queen's slave army.

Making husks is not an easy task. Æther is a bit unstable and unpredictable. Even if the formula used is tried and true, a husk might turn out to be of greater or lesser quality than usual. This leads to a husk that might be jerky in one incarnation and when repaired it's better than the living creature it came from. Or, the husk might have widely different powers than it did.

Likewise, two identical bodies could have different abilities even though the same mixture was used. There's also the unfortunate side-effect of the occasional exploding body. For whatever

reason, a body infused with æther might be ripped apart violently. While this only happens during the creation of the husk, it isn't a pleasant experience.

Variants Husk Simple Templates: Here are quick rebuild rules for a few variant husks with which to harass the heroes in this room:

Alchemically Quickened (CR +1) The husk's base speed increases by 10 feet, and each round in which it moves more than 10 feet, it also gains the effect of a *blur* spell until the start of its next turn.

Alchemically Invisible (CR +2) The husk is naturally invisible, but must make a DC 15 Will save at the start of each round of combat to avoid being confused for 1 round.

Metal Sheathed (CR +1) The husk gains acid resistance 5 and DR 10/adamantium; -2 to all Reflex saves.

Reinforced (CR +1) The husk gains a +2 armor bonus to AC and DR 5/magic, and its speed is reduced by 10 feet.

The Z'udj: These enigmatic extraplanar entities (see *Tomb of the Lich Queen* for more about them) enjoy working out of this area because the properties of æther include the possibility of spontaneously reopening the portal that brought them here in the first place. The volatile nature of the substance makes this a theoretical possibility, but as of yet none of their experiments have allowed the Z'udj to open a hole between their home realm and the Lich Queen's pocket realm.

Prisoner Out Of Time: The Great Machine enjoys performing experiments on errant travelers, the more alien the better. Hence the unfortunate prisoner the heroes encounter in this room. An otherworldly-looking woman is trapped behind

the perfect glass of some contraption, screaming silently to the room beyond as she's poked and prodded by the various tools at the Great Machine's disposal. The Great Machine is testing her, testing to see what she's made of. More importantly it wants to know how she's put together so it can turn her into a husk.

This process is not only painful, but extremely dangerous for the woman. You can choose this moment to place a new race in the setting if you want. Otherwise, go with some exotic sentient race the heroes won't have seen much (if at all) before. If the heroes don't stop the Great Machine's macabre experimentation then they're going to witness the woman's grisly demise and then see her turned into a husked version of her race.

If that happens, the heroes become the perfect target for the Great Machine's new warrior. She gets to keep whatever nasty powers you have in store for her, as well as anything conferred by the husk transformation. The Great Machine re-animates her, hoping in the process that she doesn't explode, because that would be a great waste of potential resources and require a fresh subject for further experimentation.

If the heroes defeat the new husk, the Great Machine sends in a group of other husks to try and put them down. If this attempt is foiled, the Great Machine pumps extra æther into the six or seven corpses lying around the room, pretty much guaranteeing there will be a chain reaction of explosions. The heroes better not be in the open at that point!

ÆTHER-BLOATED CORPSE X7

4d6 acid damage plus 4d6 cold damage plus 1d6 electricity damage, 15-foot radius, Fort save DC 22 for half.

Each detonation of an æther-bloated corpse triggers the next as long as the next one is within the 15-foot blast radius. Each corpse within the radius of a detonation explodes as well, until they have all detonated. Make sure to take note of the radius when mapping out where you want them to be. The Great Machine is highly intelligent and knows the heroes' tactics so it will start a chain reaction that will do the most damage to them.

The Price Of Sabotage: Let's assume the heroes want to sabotage the Great Machine's devices here, to save the alien woman or just to stop the Lich Queen's husk army from growing. This should involve strength or weapon-based tests at different parts of the room and causes all kinds of dangerous fluids, including æther, to escape into the room.

For every 10 hp of damage the heroes do to the devices here roll 1d6 and consult the table below:

- 1- *Gout Of Steam* (3d6 fire damage, 10-foot radius, Ref DC 18 half).
- 2- *Shards Of Glass* (2d6 slashing damage, 5-foot radius, Ref DC 20 half).
- 3- *Plasma Burst* (2d6 electrical + 2d6 fire damage, 10-foot radius, Ref DC 18 half).
- 4- *Splash Of Acid* (4d6 acid damage, individual, Ref DC 22 to negate).

5- *Cooling Leak* (4d6 cold damage, 5-foot radius, Fort DC 20 half).

6- *Electrical Discharge* (5d6 electrical damage + dazed, individual, Ref 18 half).

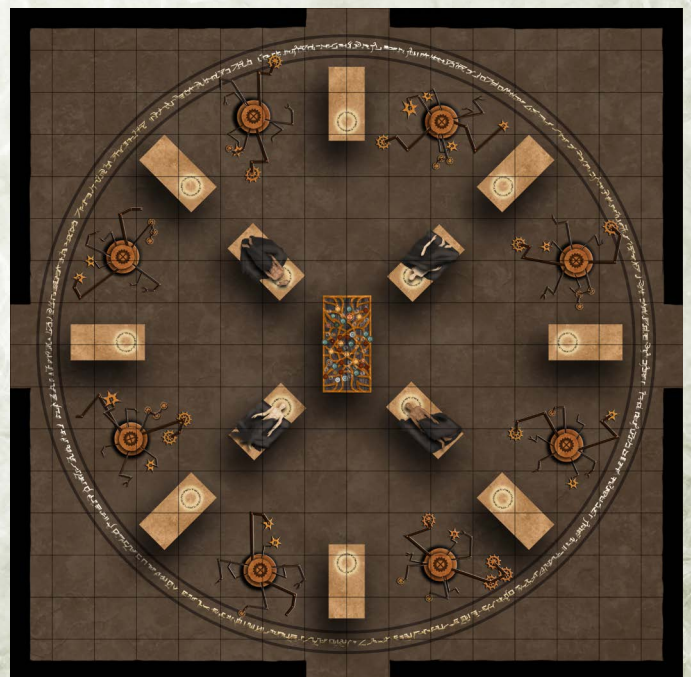
7- *Small Collapse* (8d6 damage, 30-foot radius, Ref DC 20 half).

8- *Æther Leak* - (4d6 cold damage + 4d6 acid damage, 15-foot radius, Fort DC 22 half).

The more the heroes destroy, the more it becomes volatile. It's a great opportunity for some last minute epic explosion moments, lots of dodging nasty alchemical and ætheric material, and a major onslaught by crazed Z'udj trying to stop their precious æther getting wasted.

On the plus side, if the heroes cause enough destruction fast enough and save the woman behind the glass before she turns into an enemy, they might have a new ally.

ENCOUNTER 20: THE RESURRECTION ROOM

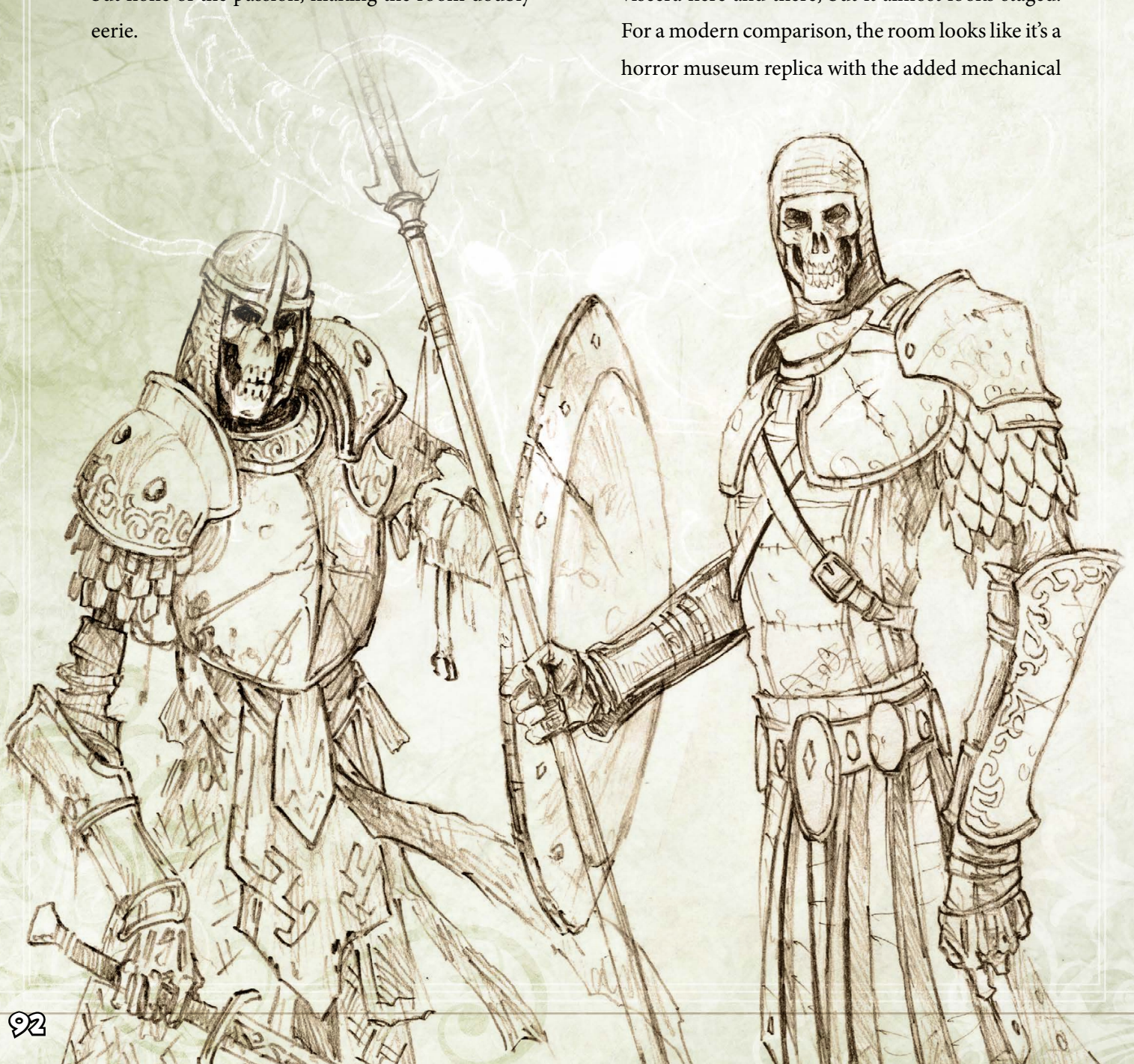


The heroes have been tormented by the resurrected forms of many of the creatures they have slain during their trek through the Lich Queen's dungeon. Here, they can take their revenge on the Great Machine.

When they enter the room, they find it has all the trappings of any necromantic laboratory they've likely encountered in the past. What's different is that this room is automated and directly under the control of the Great Machine. The machinery in this room has all of the powers of a necromancer but none of the passion, making the room doubly eerie.

The Great Machine's ability to reanimate the dead provides it with the raw materials it needs, not only to carry out its experiments but also to maintain the dungeon's defenses. Salvageable parts from the corpse processing room are often brought here so they can be used to reanimate whole bodies that fill important ecological niches in the tomb or machine levels.

Probably the most shocking part of the room is not that it's used for necromantic purposes, but rather how clean it looks. True, there are still viscera here and there, but it almost looks staged. For a modern comparison, the room looks like it's a horror museum replica with the added mechanical



twist of the armatures and conveyances that allow the Great Machine to move bodies or body parts wherever needed for resurrection or necromancy experiments.

Few living beings enter this area; vergers do come here occasionally to service the mechanical parts, but for the most part the only visitors are reclaimers bringing in the dead and a husk or two assisting in moving alchemical mixtures from one area to another.

Dead Ringers: What happens when you mix necromancy, alchemy and a few other nasty arts into one big pot? In the case of this optional encounter that happens after the heroes have been in the dungeon for a while, the Great Machine has learnt of their skills and their powers, what they look like and how they think.

It has tested them at every step of the way for a grander design - it wants to copy the heroes and use them as additional security! Since it can't kill them outright, likely failing at every attempt, it has chosen the next best thing. The heroes have been copied using necromancy; dead flesh has been alchemically shaped and designed in the vast mechanism to resemble them. Their likenesses have been copied, their races and even their clothing has been created including any specific gear they might have.

How the machine has managed to copy the magical effects of the heroes' equipment and all the powers they've used is a mystery but there they stand... the Great Machine wants to see how its handiwork stands up to the originals.

That said, the Great Machine cheats. It animates a dozen or so corpses to drain the heroes' resources and act as meat shields for the alternate versions

of the heroes (make them standard husks as per Encounter 1). As for the copies, they're silent and creepy, but extremely like the heroes. There are slight mistakes on the body/face and in their mannerisms. During the copying process some of the heroes got mixed up and certain traits that make up one hero were copied into another. Have fun with that.

Dead Ringers Template: Dead Ringers is an acquired template that can be added to any living, corporeal creature with an Intelligence score of 3 or greater (hereafter referred to as the "base creature"). All abilities of the base creature remain constant except for the following.

CR: +1

Creature Type: gains the half undead subtype (see Encounter 1 for the subtype).

Alignment: True Neutral, slaved to the Great Machine.

hp: change to average hp.

Abilities: Con +1, Int -1, Cha -2

Cloning Errors: When multiple dead ringers are created simultaneously there are often errors that manifest by the switching of abilities between duplicates. Switch a few feats (make sure not to invalidate a hero's feat chain), skill ranks, and racial abilities around between the various duplicates. Bonus points for new and deadly combinations.

If the heroes kill one of their copies, the whole thing dissolves into alchemical and necromantic sludge right before their eyes. If they destroy the copies without taking any losses, they get the sense that the Great Machine is miffed. They're not quite sure how they get that sense, but it's definitely a feeling that permeates the resurrection room.

DENIZENS OF THE GREAT MACHINE

The machine level of the Lich Queen's dungeon has all manner of interesting denizens. Whether you use them to attack the heroes in encounters like the library or lockdown (see Encounters 4 and 9 respectively) or as wandering monsters, there's something to appeal to most any taste. Enjoy!

CLEANER

The Great Machine built these large automatons to help it keep a nice and tidy work floor. When you're cutting, sawing, butchering and liquefying lots of different kinds of creatures it helps to have something to make sure the spilt blood and guts are collected, reclaimed and even in some cases used as an alchemical base for another concoction.

Cleaners are quite clunky and not at all pretty, powered by large firestones set in the centre of their chest plates. They have huge metal shoulders and big grabbing arms, often with an exposed bone-white skull set with emerald eyes that function as optical image sensors.

Cleaners aren't primarily designed to attack. They *can* attack of course if they feel threatened or if the heroes suddenly resemble things that need to be cleaned. If they do engage in melee they have blades for slicing, plus flame projectors for removing stubborn stains and to get rid of matter than can't be removed any other way. They have shoulder mounted liquefiers, and finally they can project a freeze beam from their left hand to help with spilt liquid. They also have receptacles on



their back for storing body parts, goo and other by-products of the Great Machine's experiments.

Cleaners are often accompanied by a levitating magical container that lets them store up to two whole human-sized corpses in a preserved frozen state.

Cleaner

CR 11

XP 12,800

N Large undead (half-construct)

Init +3; Senses darkvision 60 ft.; Perception +16

DEFENSE

AC 27, touch 13, flat-footed 23 (+3 Dex, +1 dodge, +14 natural, -1 size)

hp 136 (16d8+64)

Fort +8; Ref +10; Will +14; +2 vs. disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Defensive Abilities block attacks, construct resistance, undead traits; DR 5/—; Resist cold 10, fire 10

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee cleaner blades +16/+11 (3d6+5/19–20)

Space 10 ft.; Reach 10 ft.

Spell-Like Abilities (CL 15th; concentration +18)
4/hour—*burning hands* (DC 14), *cone of cold* (DC 18)

STATISTICS

Str 20, Dex 17, Con —, Int 12, Wis 14, Cha 16

Base Atk +12; CMB +18; CMD 31

Feats Cleave, Dodge, Hammer The Gap, Iron Will, Lightning Reflexes, Power Attack, Toughness, Vital Strike

Skills Appraise +14, Climb +17, Intimidate +18, Perception +19, Profession (engineer) +14, Profession (miner) +14, Use Magic Device +11

Languages Common

SPECIAL ABILITIES

Block Attacks (Ex) When hit by an attack, if the cleaner succeeds with a melee attack at its highest bonus vs. the attack result, the attack misses.

Construct Resistance (Ex) +2 on saves vs. disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue. Coldfingers



The Great Machine's tinkering created these ice-powered beings of pure frost and chill. Slender, jagged giants that are surrounded by an endless field of cold, they cause the air around them to freeze and can create ice weapons with a single flick of their long, thin fingers.

Coldfingers are also protected by a field of magical energy that causes fire-based magic to inflict only half damage, and protects them from mundane sources of heat. They move quite quickly and can propel themselves along self-made pathways of ice that form rapidly from their fingertips.

When attacking, coldfingers can fire projectiles like icy daggers at their opponents, or they can extrude weapons made from magically strengthened ice. Additionally they can send out a flurry of frosty cold to freeze enemies solid. They don't like beings made of fire, reserving their greatest hatred for any kind of heat-based elemental or flame demon.

When they get embroiled in battle they are ruthless, resist any cries of mercy and love to watch their opponents slowly freeze to death. There are a few sadists amongst the coldfingers who will inflict a victim with frostbite and then watch as the effect takes hold, freezing bits of their foe off one by one.

Coldfingers

CR 15

XP 51,200

LE Large construct (cold)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +23

Aura cold (2d10 cold, 10 ft.)

DEFENSE

AC 30, touch 15, flat-footed 24 (+5 Dex, +1 dodge, +15 natural, -1 size)

hp 140 (20d10+30)

Fort +6, **Ref** +13, **Will** +11

Defensive Abilities block attacks (1/round), construct traits; **DR** 10/adamantine; **Immune** cold, magic; **SR** 26

Weakness vulnerability to fire

OFFENSE

Speed 30 ft., ice slide 40 feet (perfect)

Melee 2 claws +23 (2d6+4) or *frost brand* +22/+17/+12/+7 (3d6+9/19-20+1d6 cold) or *frostkiss whip* +20/+15/+10/+5 (1d6+5 nonlethal) or 2 slams +23 (3d10+4) and unarmed strike +23/+18/+13/+8 (1d4+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon (1/day, 60-ft. line, 20d6 cold, DC 20)

Spell-Like Abilities (CL 16th; concentration +19)

At-will—*icicle dagger*

4/hour—*cold ice strike* (DC 19)

3/day—*wall of ice* (DC 17)

2/day—*freezing sphere* (DC 19), polar ray

STATISTICS

Str 18, **Dex** 20, **Con** —, **Int** 16, **Wis** 16, **Cha** 17

Base Atk +20; **CMB** +26; **CMD** 41

Feats Agile Maneuvers, Bolstered Resilience, Combat Casting, Critical Focus, Disorienting Maneuver, Dodge, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Spring Attack

Skills Acrobatics +20, Bluff +11, Escape Artist +11, Intimidate +23, Perception +23, Sleight of Hand +21, Stealth +11, Survival +8

Languages Common, Draconic, Undercommon

SQ freeze

Other Gear frost brand

SPECIAL ABILITIES

Aura of Cold (Su) Coldfingers are surrounded by a 10-foot radius of deathly chill. Any creatures within this area during the coldfinger's turn takes 2d10 points of cold damage.

Block Attacks (Ex) When hit by an attack, if the coldfingers succeed with a melee attack at its highest bonus vs. the attack result, the attack misses.

Breath Weapon (Su) The coldfinger's breath weapon deals 20d6 cold damage (DC 20 Reflex save for half damage).

Ice Slide (Su) During combat, coldfingers propel themselves along self-made pathways of ice that form rapidly from their fingertips. The ice pathways melt out of existence the following round; until then, the area is treated as though under the effect of the *grease* spell.

ENGINEER

Flesh is weak; that's what people often believe who push their workforce to the limit in factories and workshops. So the Great Machine devised helpers for the vergers and other denizens of its complex labyrinth.

Thus the engineers were born, versatile mechanical tools with no flesh whatsoever to prevent them from accomplishing 24/7 work hours. They're found all over the machine level and they resemble large mechanical octopi perched upon an inverse cone. These automatons are fitted with a variety of tools that allow them to perform all kinds of important functions using each of their eight arms.

The cone acts as a recharging platform for the main body, which can levitate and move slowly around, allowing the engineer to reach otherwise-inaccessible places.

Each one of the engineer's eight arms is tipped with a different kind of tool; they range from welders, drills, cutters and binders. They can also spray any kind of liquid to cool hot parts and treat other important parts with a variety of alchemical solutions.

The octopus main body also has a grinder to allow the engineer to grind down things it doesn't need any more. It stores the grindings and spit them out as a horrible spray of very sharp, metal swarf.

Engineers are pretty passive until attacked, then they work as a team to cause horrific wounds with their tools.

Engineer

CR 15

XP 51,200

N Large construct

Init +5; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 30, touch 15, flat-footed 24 (+5 Dex, +1 dodge, +15 natural, -1 size)

hp 160 (20d10+50)

Fort +18, **Ref** +13, **Will** +11

Defensive Abilities construct traits, reinforced frame

OFFENSE

Speed 20 ft., fly 20 ft. (average)

Melee 8 arms +23 (2d4+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon (1/day, 30-ft. cone, 20d6 piercing and slashing, DC 20), constrict (3d8+4), engineer's tools (DC 23)

Spell-Like Abilities (CL 20th; concentration +20)

2/hour—*grease*

3/day—*decompose corpse* (DC 11)

STATISTICS

Str 18, **Dex** 20, **Con** —, **Int** 12, **Wis** 16, **Cha** 10

Base Atk +20; **CMB** +26; **CMD** 41 (can't be tripped)

Feats Agile Maneuvers, Deft Hands, Dodge, Flyby Attack, Great Fortitude, Hammer the Gap, Iron Will, Lightning Reflexes, Mobility, Toughness

Skills Appraise +11, Disable Device +17, Fly +16, Perception +13, Profession (engineer) +13, Use Magic Device +10

SPECIAL ABILITIES

Breath Weapon (Su) The engineer's breath weapon of metal shards deals 20d6 piercing and slashing damage (Reflex DC 20 half).

Engineer's Tools (Ex) When an engineer strikes a foe, the attack has an additional random effect, chosen from the options below. Roll 1d8 to determine the effect.

1 - Damage type changes to acid.

2 - Damage type changes to cold.

3 - Damage type changes to electricity.

4 - Damage type changes to fire.

5 - Cause the target to become sickened (Fortitude DC 23 negates) for 1d4 rounds.

6 - Cause the target to become entangled (Reflex DC 23 negates) for 1d4 rounds.

7 - Cause the target to become nauseated (Fortitude DC 23 negates) for 1d4 rounds.

8 - Roll twice (ignoring 8s) and apply both results. These save DCs are Constitution-based.

Reinforced Frame (Ex) The craftsmanship of the Great Machine can be seen in the reinforced frames of the engineers. This provides a +5 resistance bonus to Fortitude saves.

FLICKERMENTAL

Sometimes just one elemental force isn't enough for the Great Machine, so it researched various ways to combine elemental forms into one conglomeration. Using a small command stone embedded deep in the elemental's core the Great Machine was able to create flickermentals.

These odd creatures are several elemental forms bound into one, and they shift randomly and rapidly to change their state. One moment they're made of scalding heat and flame, the next as cold as ice or as blustery as the north wind. The personalities of these elementals change as well

based on the core elements that they're bound to. Earth, Air, Fire, Water, are the core elements for these creatures, each one with its own separate attacks and tactics.

Earth flickermentals are all about the brute strength approach, favoring throwing huge chunks of earth and rock.

Air flickermentals are tricky and prefer to batter their foes with gusts of wind, lift them in vortexes and otherwise engage enemies from afar by using their mastery over tiny eddies.

Fire flickermentals are all about heat and jets of flame; they get in close and impose their power onto any metal objects, armor, weapons that the heroes might have.

Water flickermentals create high pressure jets of liquid, sudden tidal waves of forceful water and if they get into an enemy's body they can quickly fill their lungs and drown them.

Special Note: When these creatures are encountered, roll 1d6 every round on the flickermental's initiative to determine its current form. This roll takes place before any actions the flickermental takes on its initiative. The form taken is always that of a Huge elemental.

- 1 - Fire Elemental
- 2 - Water Elemental
- 3 - Earth Elemental
- 4 - Air Elemental
- 5-6 - Retain current form

For combat use the info for elder elementals of each type (see that *Pathfinder RPG Bestiary* for stats). No matter what the current incarnation is, the flickermental always speaks all elemental languages. Additionally, if you wish to be really evil you can have the flickermental shift between elemental types found outside the core rulebook (i.e. cold iron, gravity, etc.) in order to give the players even more surprises. Just make sure to use elementals of CR 11 or higher.



GAS TROLL

The Great Machine spends an inordinate amount of time working on side projects; when you're this old and powerful you have a lot of time to fill. In this case, the Great Machine has taken the 'trolls meet fire' problem and found a solution in the gas troll. It appears to be a pure white troll, but bulkier all over and with a crazed look in its eyes. When cut, it hisses from the wound and howls with rage

A gas troll can be reduced to zero hit points to down it, but it regenerates fast. The trick comes when the heroes apply fire to the gas troll - as its name suggests, there's going to be one heck of a conflagration and they don't want to be ground zero when that happens.

Gas trolls fight to win. They're acutely aware their lives will go up in smoke and fire if they fail to kill their opponents quickly and they really fear fire. They like to get up close and personal, using their brute strength, massive arms and powerful jaws to rip and tear into their opponents.

A gas troll will also use thrown weapons, the nastier the better, and loves nothing more than to drink the blood of an impaled victim.

Gas Troll XP 6,400

CE Large monstrous humanoid (giant)
Init +0; Senses darkvision 60 ft.; Perception+12

DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, -1 size)
hp 126 (12d10+60); fast healing 3

Fort +10, Ref +8, Will +8

Defensive Abilities flammable wounds (DC 20), fiery death (6d6, DC 20)

Weakness vulnerability to fire

CR 9

OFFENSE

Speed 30 ft.

Melee bite +11 (1d10+2) and greatsword +16/+11/+6 (2d6+7) or bite +16 (1d10+5), 2 claws +11 (2d4+2)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rend (2 claws, 3d4+7)

STATISTICS

Str 20, **Dex** 10, **Con** 18, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +12; **CMB** +18; **CMD** 28

Feats Catch Off-Guard, Critical Focus, Deadly Finish, Great Fortitude, Improved Vital Strike, Throw Anything, Toughness, Vital Strike

Skills Acrobatics +5, Bluff +8, Intimidate +14, Perception +12, Stealth +5, Swim +15

SQ fiery death

SPECIAL ABILITIES

Flammable Wounds (Su) When gas trolls take fire damage, all adjacent creatures take an equal amount of fire damage (Reflex DC 20 half).

Fiery Death (Su) When a gas troll dies, it explodes, dealing 6d6 fire damage to all adjacent creatures (Reflex DC 20 half).



GREAT VESSEL

The Great Machine has studied the bodies of others, the connections between the various ways limbs move and work. It has studied the brains of countless monsters and people, learning all there is to know about assorted anatomy. All this to serve the Lich Queen and its own secret agenda, which is to create a vessel that has enough durability to contain its vast intelligence in a mobile but indestructible form.

This massive, hulking flesh and metal golem known as the Great Vessel is one attempt by the Great Machine to achieve its goal.

The Great Vessel is a huge opponent of brute strength, capable of devastating martial prowess on one hand, yet also like a nimble ape, capable of amazing feats of agility bolstered by its powers of telekinesis (which it uses to speed its own movement, or to move the environment around as suits it). In combat it can quickly move from offense to defense and uses a variety of weapons and tools found in the Great Machine's chambers and corridors.

Since it's powered by arcane and alchemical means, this hulk of flesh and metal can use these to create special thrown concoctions which it draws from a alchemy lab that's built inside itself. It can also project its telekinetic force to allow it to pick up large objects in the area and hurl them. As if great metal-capped fists weren't enough 'punch' for it to pack.

Great Vessel
XP 307,200

CR 20

LE Huge aberration (half-construct)

Init +9; **Senses** darkvision 60 ft.; Perception+30

DEFENSE

AC 36, touch 14, flat-footed 30 (+5 Dex, +1 dodge, +22

natural, -2 size)

hp 356 (31d8+217)

Fort +16, **Ref** +17, **Will** +22; +2 bonus vs. disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Defensive Abilities block attacks (1/round), construct resistance; **DR** 10/adamantine; **Immune** transmutations, magic

OFFENSE

Speed 40 ft., four-footed run

Melee slam +29 (8d10+12) and unarmed strike +29/+24/+19/+14 (1d6+8)

Space 15 ft.; **Reach** 15 ft.

Special Attacks alchemical bombs, bomb 20/day (8d6, DC 29), trample (7d6+12, DC 33)

Spell-Like Abilities (CL 17th; concentration +19)

At Will—*telekinesis*

3/hour—*enemy hammer* (DC 18), *telekinetic sphere* (DC 20)

STATISTICS

Str 26, **Dex** 20, **Con** 22, **Int** 18, **Wis** 17, **Cha** 14

Base Atk +23; **CMB** +33; **CMD** 49

Feats Acrobatic, Catch Off-Guard, Close-Quarters Thrower, Critical Focus, Distance Thrower, Dodge, Improved Initiative, Improved Iron Will, Improved Unarmed Strike, Improvised Weapon Mastery, Iron Will, Lightning Reflexes, Opening Volley, Power Attack, Throw Anything, Toughness, Vital Strike, Weapon Focus (force bomb)

Skills Acrobatics +43 (+47 jump), Bluff +9, Climb +26, Escape Artist +15, Fly +3, Intimidate +25, Knowledge (arcana) +35, Knowledge (planes) +19, Knowledge (The Great Machine) +29, Linguistics +9, Perception +30, Sense Motive +16, Sleight of Hand +20, Spellcraft +12, Stealth +20, Swim +16, Use Magic Device +12

Languages Abyssal, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran; telepathy 50 ft.

SQ alloyed, leap attack, powerful blows (slam)

SPECIAL ABILITIES

Alchemical Bombs (Su) The Great Vessel can produce bombs that duplicate a number of alchemical discoveries. Roll 1d10 each time the Vessel throws one of its bombs to determine the applied effect: 1 - acid bomb, 2 - blinding bomb, 3 - concussive bomb, 4 - confusion bomb, 5 - dispelling bomb, 6 - explosive bomb, 7 - force bomb, 8 - grease bomb, 9 - shock bomb, 10 - tanglefoot bomb.

Alloyed (Ex) The Great Vessel's slam and unarmed strike attacks count as adamantine, cold iron, and silver for the purpose of overcoming damage reduction.

Construct Resistance (Ex) +2 on saves vs. disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Block Attack (Ex) Once per round, when hit by an attack, if the Great Vessel succeeds with a melee attack at its highest bonus against a DC of the attack result, the attack misses.

Bombs (Ex) As a standard action, the Great Vessel can throw a bomb as a ranged touch attack to a distance of 60 feet (no range increment). If the attack misses, treat it as a thrown splash weapon to determine where it lands. Anyone struck by the Great Vessel's bombs takes 8d6 points of acid, cold, electricity, or fire damage (determine type randomly). All creatures adjacent to the location where the bomb hits take 1d6 points of energy damage of the same type. The Great Vessel can also throw a limited number of bombs that duplicate alchemical effects.

Four-Footed Run (Ex) The Great Vessel can run on all fours at speed of 60 feet if it doesn't hold or carry anything in its hands. When running on all fours, it is treated as if it had the Run feat.

Leap Attack (Ex) As a standard action, the Great Vessel may make a single attack during a jump. It can make this attack at any point along the course of the leap: the start, the end, or while in mid-air. While jumping, the Great Vessel does not provoke attacks of opportunity for leaving a threatened square.

LIVING MADNESS

When the Great Machine uses souls, it sometimes makes mistakes and those souls are lost elsewhere in the dungeon. Over time they collect and coalesce into something far worse, driven utterly insane by exposure to all kinds of horrors found in the Lich Queen's tomb, machine or palace.

This living madness takes form as a writhing cloud of silently screaming faces and unblinking eyes. The monster moves at lightning speed and often appears to be teleporting randomly from one place to the next. Really what it's doing is shifting between realities and then popping back conveniently close to a potential victim. It's the

psychic chattering that blows the mind of heroes when they encounter this horrific being.

In combat the living madness draws an enemy into a made-up world that preys on the victim's innermost fears, fears of being driven mad, of asylums and prisons. It traps the victim in a construct deep inside its own mind and then goes to work, conjuring scenario after scenario and driving the victim into a state of confusion where it's impossible to discern reality from fantasy. It can use this state to force a victim to attack his friends, leap into an abyssal chasm or cut his own wrists in despair.

The living madness waits for its victim to die and then consumes the soul, adding it to the conglomeration of souls already bound to the creature, another silently screaming face among many. Living madness is a truly nasty being and there should really be only one encountered at any time. You have been warned.

Living Madness

CR 18

XP 153,600

CE Medium undead (incorporeal)

Init +8; Senses darkvision 60 ft.; Perception +35

DEFENSE

AC 20, touch 20, flat-footed 15 (+5 deflection, +4 Dex, +1 dodge)

hp 294 (28d8+168)

Fort +16, Ref +15, Will +22

Defensive Abilities incorporeal, undead traits

OFFENSE

Speed 50 ft.

Special Attacks aerial charge

Spell-Like Abilities (CL 28th; concentration +33)

At-will—*blink*, *confusion* (DC 21), *walk through space*

3/day—*insanity* (DC 24)

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 14, **Wis** 18, **Cha** 20
Base Atk +21; **CMB** +25; **CMD** 41

Feats Ability Focus (insanity), Antagonize, Combat Casting, Dimensional Agility, Dimensional Assault, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Persuasive, Skill Focus (Intimidate), Toughness

Skills Acrobatics +32 (+40 jump), Bluff +33, Diplomacy +37, Intimidate +46, Perception +35, Sense Motive +35

Languages telepathy 20 ft.

SPECIAL ABILITIES

Aerial Charge (Ex) When airborne, the living madness can dive at twice its normal flying speed. This is the equivalent of a charge, granting a +2 bonus on the attack roll and a –2 penalty to AC.

LIVING RECEPTACLE

The Great Machine requires a lot of various liquids and chemicals in its day to day experiments, so it manufactured, with the help of the living dead, the perfect means by which to store and transport these substances without having to use easily ruptured pipes or complex conveyor belts full of breakable containers.

The living receptacle is a marvel of disgusting engineering and necromancy, combined to make a humanoid creature into a walking, sloshing tank capable of storing things like blood, bile, acid, quicksilver or any other liquid the Great Machine needs for its task. Several of these receptacles are also fitted with pumps and syringes to allow them to harvest the liquids from corpses and still-living victims.

The Great Machine has imbued these monsters with enough intelligence to allow for self-preservation, autonomous action and combat. They are instructed to attack trespassers only if

they are empty at the time, not carrying highly volatile substances in their bodies or otherwise on an important task.

Living receptacles are opportunists and will attack weaker foes first, attempting to get in, get their job done and get out. In this case, the job means siphoning every drop of blood from a grappled enemy. They're instructed to leave powerful heroes alone and to defend and flee if they are attacked when transporting important substances.

Cutting into living receptacles can cause all kinds of volatile effects since some have segmented compartments for storing more than one type of liquid. Mixing them can cause explosions and other *interesting* special effects.

Living Receptacle

CR 12

XP 19,200

LN Medium aberration (half-construct)

Init +4; **Senses** darkvision 60 ft.; **Perception** +24

DEFENSE

AC 27, touch 14, flat-footed 23 (+4 Dex, +13 natural)

hp 178 (17d8+102)

Fort +12, **Ref** +11, **Will** +12; +2 bonus vs. disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue

Defensive Abilities construct resistance, poisonous blood (violet venom)

OFFENSE

Speed 30 ft.

Melee 4 syringes +17 (3d6+5)

Special Attacks grab, blood drain (1d4 Con)

STATISTICS

Str 20, **Dex** 18, **Con** 20, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +12; **CMB** +17 (+21 grapple); **CMD** 31

Feats Ability Focus (death throes), Alertness, Blind-Fight, Great Fortitude, Iron Will, Lightning Reflexes, Lunge, Multiattack, Nimble Moves, Toughness

Skills Acrobatics +17, Climb +13, Disable Device +19, Perception +24, Sense Motive +2, Sleight of Hand +9, Stealth +12, Use Magic Device +9

SQ death throes, living receptacle storage

SPECIAL ABILITIES

Death Throes (Ex) When a living receptacle is destroyed, all creatures within 30 feet take 12d8 damage (Reflex DC 25 for half). Roll 1d4 to determine the damage type: 1–acid, 2–electricity, 3–fire, 4–cold.

Living Receptacle Storage (Ex) Living receptacles can carry up to 50 gallons of fluid before having to empty themselves. The fluid can be anything from alchemist's fire to human blood, at your discretion.

Not every work of macabre art is the function of the Great Machine. There are those that fail the Great Machine's criteria and are thrown onto the scrap heap, or buried deep in one of the many rooms designed to store the mistakes and failed projects it has created. Normally they're cut up, recycled and reclaimed... normally that is, unless



they escape the notice of the Great Machine and hide away deep in the forgotten areas of the dungeon that even the vergers have forgotten.

These are the forgotten patchwork children of an uncaring parent, some of them driven mad by the years of wandering the innards and stealing what they can to survive. They resemble people made from the various body parts of others, stitched crudely together and some of them bonded with various machine-like parts.

Patchwork castoffs are scavengers and they forage for what they need, be it goods from storage rooms or replacement body parts from the corpses of heroes. They hunt in the dark, preferring a stealth approach to open combat - strangling their victims in the dark, causing accidents and then harvesting what they need to replace a missing limb, an eye, a spleen and so on.

Some patchwork castoffs have weapons grafted onto their body, their hands replaced with knives or saw blades for example. They also work in groups of four to five, using swarm and pack tactics to keep their foes off balance.

Patchwork Castoff **CR 8**
XP 4,800

LN Large monstrous humanoid
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 20, touch 15, flat-footed 14 (+5 Dex, +1 dodge, +5 natural, -1 size)

hp 103 (9d10+54)

Fort +8, **Ref** +11, **Will** +7

OFFENSE

Speed 30 ft.

Melee grafted weapon (roll 1d6 to determine random weapon graft)

1 – battleaxe +15/+10 (2d6+7/×3) or

2 – greatclub +15/+10 (2d8+10) or

3 – heavy mace +15/+10 (2d6+7) or

4 – scimitar +15/+10 (1d8+7/18-20) or

5 – shortsword +15/+10 (1d8+7/19-20) or

6 – swordbreaker dagger +15/+10 (1d6+7) and slam +9 (3d6+3)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 23, **Dex** 20, **Con** 20, **Int** 10, **Wis** 12, **Cha** 7

Base Atk +9; **CMB** +16; **CMD** 32 (+4 vs. trip)

Feats Alertness, Dodge, Skill Focus (Stealth), Stealthy, Toughness

Skills Acrobatics +12, Climb +13, Escape Artist +9, Perception +11, Sense Motive +3, Sleight of Hand +11, Stealth +22, Survival +11; **Racial Modifiers** +4 Sleight of Hand, +4 Stealth

Languages Common, Undercommon

SQ sound mimicry, grafted weapons

SPECIAL ABILITIES

Grafted Weapons (Su) A patchwork castoff can grow its limbs into weapons which are a natural extension of its arms, blending seamlessly into the shaft, hilt, or head of the weapon. It gains a +1 competence bonus on all attack and damage rolls while using a grafted weapon. The grafted weapon is considered both a standard weapon and a natural weapon for the purpose of effects that distinguish between either weapon type

Sound Mimicry (Ex) Patchwork castoffs can perfectly imitate certain sounds.

PROFANE SPHERE

Of all the nasty, despicable things the Great Machine is capable of, profane spheres are mild compared to many. They're severed heads locked in an elementally-bound spherical cage, able to levitate and imbued with powers based on their function.

They fill two roles in the machine level of the dungeon: spies - the eyes and ears gathering information on heroes - and quick response troops when an alarm is raised. The sight of a flying severed head or skull bound into a lightning-covered metal cage is probably enough to worry many stalwart adventures.

Most of the time profane spheres work solo for spying or in small groups for assault. On the attack, they can project a lightning spark between each of the spheres. They can link up to eight spheres this way and they'll often use this kind of attack suddenly and without warning, linking each sphere in a matter of seconds by surrounding heroes and surprising them with the move.

Profane Sphere **CR 10**
XP 9,600

LE Small aberration (half-construct)

Init +7; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 25, touch 15, flat-footed 21 (+3 Dex, +1 dodge, +10 natural, +1 size)

hp 112 (15d8+45)

Fort +8, **Ref** +10, **Will** +9; +2 bonus vs. disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Defensive Abilities construct resistance, electrical jolt, evasion, fortification; **SR** 21

OFFENSE

Speed fly 40 ft. (perfect)

Melee slam +10 (6d10–2)

Special Attacks electricity blast, gestalt blast (10/day, **Ref** DC 20)

STATISTICS

Str 6, **Dex** 17, **Con** 17, **Int** 12, **Wis** 10, **Cha** 6

Base Atk +11; **CMB** +8; **CMD** 22 (can't be tripped)

Feats Alertness, Dodge, Flyby Attack, Go Unnoticed, Hover, Improved Initiative, Lightning Reflexes, Mobility

Skills Acrobatics +21, Escape Artist +11, Fly +31, Perception +22, Sense Motive +2, Stealth +20

Languages telepathy 60 ft.

SPECIAL ABILITIES

Electrical Jolt (Su) Every time a creature strikes a profane sphere with a metal melee weapon, arcs of electricity deal 1d10 points of damage to the attacker.

Electricity Blast (Ex) Every 1d6 rounds, foes within 20 feet of a profane sphere take 8d6 electricity damage (Reflex DC 20 half) and are staggered for 1d4 rounds (Fort DC 20 negates).

Fortification (Ex) Profane spheres have a 50% chance to negate critical hits and sneak attacks.

Gestalt Blast (Ex) When two or more profane spheres are within 20 feet of each other, they may chain together their electricity blasts, creating walls of lightning between each of the spheres. Up to eight spheres can link this way, with the damage increasing by 2d6 per additional sphere.

QUICKSILVER PANTHER

Sometimes the Great Machine needs to send out a special beast to capture or kill a specific target—so, being fond of felines for their grace, predatory instincts and deadly claws, it has mixed machine, metal and big cat to create this lethal hunter.

Equal part construct and elemental, this fusion of alchemy, machinery and primal magic is a feline predator with slick metal skin, capable of transforming into a liquid and back again.

A quicksilver panther can track its quarry through a variety of senses. It has all the usual senses a panther has, plus additionally can key into the eyes and ears of any servitor of the Great Machine: for example, looking out upon the world via husked creatures, steel bones, tech hounds, engineers and other monsters serving the Great Machine's will.

Quicksilver panthers are almost silent, capable of turning invisible and attacking without breaking stealth. They can transform into a liquid that can flow into pipes and down through cracks. They can even hide in jars and barrels (or a living receptacle – see above), waiting to be released at the right time.

In short, quicksilver panthers are one of the ultimate predators in the lair of the Great Machine and an accomplishment it's truly fond of. They have claws capable of rending flesh and metal

alike, teeth that are powered by vice-like jaws, able to chew metal bars in two.

As solitary hunters, they do not work with others of their kind and tend to shun other quicksilver panthers... sometimes coming to blows if they feel prey has been stolen from them.

Quicksilver Panther **CR 20**
XP 307,200

NE Large magical beast (half-construct, water)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception+37

DEFENSE

AC 34, touch 15, flat-footed 28 (+5 Dex, +1 dodge, +19 natural, -1 size)

hp 356 (31d10+186)

Fort +22, **Ref** +22, **Will** +15; +2 bonus vs. disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Defensive Abilities construct resistance, natural invisibility, uncanny dodge; **DR** 10/adamantine or magic; **SR** 31

OFFENSE

Speed 40 ft., swim 40 ft.

Melee bite +33 (3d8+3) and 2 claws +33 (3d12+3/19-20) and

Space 10 ft.; **Reach** 5 ft.

Special Attacks rake (2 claws +33, 3d12+3/19-20)

Spell-Like Abilities (CL 31st; concentration +32)

At-will—*fluid form*

STATISTICS

Str 17, **Dex** 20, **Con** 20, **Int** 16, **Wis** 16, **Cha** 13

Base Atk +31; **CMB** +35; **CMD** 51 (55 vs. trip)

Feats Blinding Critical, Bloody Assault, Cleave, Crippling Critical, Critical Focus, Dodge, Eldritch Claws, Improved Critical (claw), Improved Initiative, Improved Iron Will, Iron Will, Mobility, Power Attack, Spring Attack, Toughness, Vital Strike

Skills Acrobatics +39 (+43 jump), Climb +30, Intimidate +32, Perception +37, Stealth +35 (+55 while moving or +40 while still vs. foes who can't see invisible), Swim +21

Languages Aquan, Common, Draconic

SQ adamantine claws

SPECIAL ABILITIES

Adamantine Claws (Ex) Able to tear through stone, a quicksilver panther's claws and teeth are treated as though they were adamantine.

RAZOR GUARDIAN

The Great Machine took a giant centipede and used powerful magic to add chitin blades alongside its head, twin claws on the first two pairs of legs, and sharp ridge spines along its body. It then imbued the centipede with human intelligence, added a pair of elongated sensor antennae to 'smell' the air for prey, and sent it out to hunt undesirables around the machine level of the dungeon. The prototype slew a dozen patchwork castoffs in the first day, which is when the Great Machine decided to create more and to use them as guardians for key areas of the level.

These nasty guards skitter incredibly fast. Razor guardians are experts at using the available environment and their natural dexterity as a means to enter close combat with enemies.

The creatures are vicious in combat and strike to wound with their many blades, always targeting the weaker members of a group, those with less armor and those who prefer to use magic. They really hate magic, going for wizards before anyone else if they can get away with it.

No one really knows why they despise magic so, but scholars may surmise it has everything to do with how they're made and the processes that go into the birth of one of these abominations.

Razor Guardian**CR 10****XP 9,600**

LE Medium aberration

Init +9; **Senses** darkvision 60 ft.; Perception+17**DEFENSE****AC** 25, touch 15, flat-footed 20 (+5 Dex, +10 natural)**hp** 112 (15d8+45)**Fort** +8, **Ref** +12, **Will** +10**Defensive Abilities** block attacks**OFFENSE****Speed** 50 ft.; sprint 500 ft.**Melee** 2 claws +14 (1d8+3) and 2 head blades +14 (1d10+3) and 4 spines +14 (1d4+3)**Spell-Like Abilities** (CL 15th; concentration +14)Constant—*spider climb***STATISTICS****Str** 17, **Dex** 20, **Con** 16, **Int** 14, **Wis** 12, **Cha** 8**Base Atk** +11; **CMB** +16; **CMD** 29 (can't be tripped)**Feats** Acrobatic, Agile Maneuvers, Combat Expertise, Combat Reflexes, Eldritch Claws, Improved Initiative, Lightning Reflexes, Vital Strike**Skills** Acrobatics +27 (+31 jump), Climb +14, Escape Artist +23, Fly +7, Intimidate +14, Perception +17, Stealth +23, Survival +9, Swim +13**SPECIAL ABILITIES****Sprint (Ex)** Once per encounter, a razor guardian can move at 10 times its normal speed (500 feet) when it makes a charge.



SLUDGER

The Great Machine tinkers with various designs now and then, and even keeps some of the failures of its grand plan. Meet the sludger, a horrible mistake of forbidden alchemical rituals and potions.

A humanoid creature akin to a lizard man has been mutated into a gloopy and half-formed mass of sinew, scales, muscle and tissue. Its once gleaming body is now brown and black, pock-marked with open wounds from which pours more black liquid. It exudes a rotten stench and leaves mucky footprints on the floor where it walks - the poor thing cries out in pain from every movement and that pain brings with it anger.

A sludger hasn't been left without considerable means with which to attack and defend. The Great Machine's tinkering imbued the creature with a random effect taken from the table below. Also, it tends to use its sludge state to try and get muck into the eyes of the enemy, blinding them and making it harder for them to battle it.

Sludgers are completely non-flammable and their residue is very sticky, almost glue-like, so anyone caught in the grip of one of these monsters will find it hard to escape without some kind of help.

Sludger **CR 18**
XP 153,600
 CN Medium aberration
Init +1; Senses darkvision 120 ft.; Perception +21

DEFENSE

AC 31, touch 11, flat-footed 30 (+1 Dex, +20 natural)
hp 266 (28d8+140)
Fort +15, Ref +10, Will +17
Defensive Abilities amorphous; **DR** 10/ bludgeoning or magic; **Immune** fire, transmutations

OFFENSE

Speed 25 ft.
Melee 2 arms +25 (1d12+4 plus grab) and head butt +25 (1d12+4) or 2 slams +25 (2d12+4 plus grab) or unarmed strike +25/+20/+15/+10 (1d3+4 plus grab)
Special Attacks adhesive (DC 28), constrict (2d8+4), grab

STATISTICS

Str 18, Dex 12, Con 18, Int 11, Wis 12, Cha 6
Base Atk +21; CMB +25 (+29 grapple); CMD 36
Feats Blind-Fight, Blinding Critical, Bolstered Resilience, Critical Focus, Deep Sight, Diehard, Endurance, Great Fortitude, Improved Blind-Fight, Improved Unarmed Strike, Power Attack, Sickening Critical, Suffocating Strangulation, Toughness
Skills Bluff +8, Escape Artist +32, Intimidate +18, Perception +21, Survival +19, Swim +32
SQ adhesive, malleable, putrescent odor

SPECIAL ABILITIES

Adhesive (Ex) A sludger exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered sludger automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the sludger is alive without removing the adhesive first. A weapon that strikes an adhesive-coated sludger is stuck fast unless the wielder succeeds on a DC 25 Reflex save. A successful DC 28 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the



SOUL SUCKER

adhesive, but the sludger can still grapple normally. A sludger can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

Malleable (Ex) A sludger's body is very malleable, allowing it to fit into narrow areas with ease. A sludger takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size.

Putrescent Odor (Ex) This acts as a continuous *stinking cloud* (DC 19 Fort save negates) centered on and moving with the sludger.

Sludger Random Ability (Su) 3 times per encounter, the Great Machine's tinkering imbues the sludger's attacks with a random effect taken from the table below. Roll 1d12:

1	Poison (deathblade)
2	+2d6 Acid
3	+2d6 Fire
4	+2d6 Cold
5	+2d6 Electricity
6	+2d6 Negative energy
7	+2d6 Positive energy
8	Aging +1d10 years
9	Glue (as sludger adhesive above)
10	Rusting (as rust monster)
11	Disease (you pick which disease)
12	Roll twice, keep both results

It's not just body parts and bits that the Great Machine requires for its many experiments, all to serve the Lich Queen of course. No, it needs soul energy and spirit power. To this end it has bound demons and husked them to serve its greater design.

These soul suckers are horrible creatures capable of bringing a person to near-death and then drawing out their spirit. The soul of the victim is then stored in one of nine separate crystal and copper-bound containers on the soul sucker's belt, similar to canopic jars.

Soul Suckers resemble a hideous demonic fusion of humanoid and insect, complete with six limbs (four arms, two legs). Most people who encounter one, though, remember the vortex-like mouth in their worst nightmares.

A soul sucker is armed with an assortment of demonic magic that can be used for attack and defense. It prefers to stalk and ambush victims

in remote areas of the machine level, a lone wolf hunter looking for more and more souls to feed to its insatiable master's grand plan. It can move swiftly and even glide over thin air, though it really can't fly. If it needs to move up it must climb first and then can levitate across large gaps.

A soul sucker can also transform into a dark mist and pass through porous objects or into pipes and cracks, an escape mechanism allowing it to flee, only to ambush again when the time is right (perhaps when the heroes are in another battle and one of their number is struck a near-death blow).

Soul Sucker

CR 15

XP 51,200

LE Medium outsider

Init +9; **Senses** darkvision 60 ft., lifesense; Perception +26

DEFENSE

AC 30, touch 15, flat-footed 25 (+5 Dex, +15 natural)

hp 190 (20d10+80); fast healing 5

Fort +10, **Ref** +17, **Will** +15

SR 26

Weakness light sensitivity

OFFENSE

Speed 30 ft., fly 30 ft. (average)

Melee bite +24 (4d10+4) and 4 claws +24 (2d8+4 plus grab)

Special Attacks energy drain (2 levels, DC 23), grab

Spell-Like Abilities (CL 20th; concentration +25)

At Will—*soul transfer* (DC 22)

3/minute—*gaseous form*

3/hour—*trap the soul*

3/day—*quicken gaseous form*

2/day—*bestow curse*

1/day—*empowered blasphemy*

Sorcerer Spells Known (CL 16th; concentration +21):

7th (5/day)—*caustic eruption* (DC 20), *deflection*

6th (6/day)—*repulsion* (DC 19), *shadow walk* (DC 19), *sirocco* (DC 19)

5th (6/day)—*feeblemind* (DC 18), *mind fog* (DC 18), *telekinesis*, *teleport*

4th (6/day)—*dimension door*, *lesser globe of invulnerability*, *mass reduce person* (DC 17), *shocking image*

3rd (7/day)—*dispel magic*, *displacement*, *haste*, *hostile levitation* (DC 16)

2nd (7/day)—*blindness/deafness* (DC 15), *create pit* (DC 15), *detect thoughts* (DC 15), *flaming sphere* (DC 15), *invisibility*

1st (7/day)—*abundant ammunition*, *burning disarm* (DC 14), *burning hands* (DC 14), *expeditious retreat*, *mage armor*

0 (at will)—*detect magic*, *detect poison*, *ghost sound* (DC 13), *jolt*, *mage hand*, *message*, *prestidigitation*, *sotto voce* (DC 13), *touch of fatigue* (DC 13)

STATISTICS

Str 18, **Dex** 20, **Con** 18, **Int** 16, **Wis** 16, **Cha** 17

Base Atk +20; **CMB** +24 (+28 grapple); **CMD** 39

Feats Ability Focus (soul transfer), Combat Casting, Death from Above, Empower Spell-Like Ability (blasphemy), Flyby Attack, Improved Initiative, Quicken Spell-Like Ability (gaseous form), Stealthy, Uncanny Concentration, Vital; Strike

Skills Acrobatics +20, Diplomacy +11, Disable Device +13, Escape Artist +12, Intimidate +23, Knowledge (arcana) +20, Knowledge (planes) +14, Linguistics +9, Perception +26, Sense Motive +16, Sleight of Hand +15, Spellcraft +23, Stealth +30, Use Magic Device +16

Languages Aquan, Auran, Common, Draconic, Dwarven, Elven, Ignan, Infernal, Terran; telepathy 30 ft.

SQ soul gems

SPECIAL ABILITIES

Soul Gems (Su) The souls of victims acquired using its trap the soul ability are then stored in one of nine separate crystal and copper-bound containers on the soul sucker's belt, similar to canopic jars (50 hp, hardness 10).

SPINNERETTE

If you listen closely before these things appear you'll hear a whir, a click, a giggle and then odd off-key music. It's as though a music-box figurine had come to life, all attired in a pretty little dress and made from porcelain.

In the case of the spinnerette though, that porcelain is anything but fragile and these remarkable projects of the Great Machine were at one point simply toys, toys made to amuse it in the long years of eternity. The Great Machine made sure these dancers had steel-like skin to ward off knocks and scrapes. The paintwork is impeccable too, hardly chipping or cracking over eons.

Spinnerettes just want to dance; they don't care if you're in the way or not. They'll spin and spin with their arms outstretched. Of course, the trick is getting out of the way of their whirling dervish-like bodies as they careen about with no regard for the onlookers' safety.

At that speed their hands are rather like knives and their skirts, already strengthened with alchemy, are just as sharp. Their giggling has an off-putting effect and they often use it to disorientate their opponents. Some spinnerettes hold swords in their hands when on the attack - this makes them twice as deadly.

Spinnerette

CR 16

XP 76,800

N Medium construct

Init +13; **Senses** darkvision 60 ft., low-light vision; Perception+4

DEFENSE

AC 33, touch 23, flat-footed 23 (+3 deflection, +9 Dex, +1 dodge, +10 natural)

hp 156 (21d10+41)

Fort +7, **Ref** +16, **Will** +13

Defensive Abilities freedom of movement, **DR** 10/—; **Immune** construct traits; **SR** 27

OFFENSE

Speed 30 ft.

Melee 2 talons +25 (3d10+4/19–20)

Special Attacks trample (6d8+6, DC 24)

Spell-Like Abilities (CL 21st; concentration +24)

At-will—*dance of a hundred cuts*

1/combat—*dance of a thousand cuts*

STATISTICS

Str 18, **Dex** 28, **Con** —, **Int** 10, **Wis** 18, **Cha** 16

Base Atk +21; **CMB** +25; **CMD** 48

Feats Circling Offense, Deadly Finish, Disorienting Maneuver, Dodge, Improved Critical (talons), Improved Initiative, Iron Will, Mobility, Spring Attack, Toughness, Vital Strike

Skills Acrobatics +30, Perform (dance) +24

SQ gibbering

Other Gear ring of protection +3

SPECIAL ABILITIES

Gibbering (Su) As a free action, a spinnerette can emit a cacophony of maddening sound. All creatures other than spinnerettes within 60 feet must succeed on a DC 20 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect.

STEEL BONES

Through a mix of alchemical concoctions and arcane rituals, using its various labs and manufacturing plants, the Great Machine has developed an answer to brittle-boned skeletons. The answer is the 'steel bones', elite skeletal warriors that serve the machine as shock troops when it needs to respond to a higher level threat or more dangerous incursion.

Steel bones are metal-plated skeletons that have no weakness to blunt trauma, have been given a greater level of interactive autonomy thanks to a command crystal embedded in a brain-like substance inside their skulls.

This artificial brain-like gel is also linked to the steel bones' limbs and allows one to act as a battlefield commander, giving orders through a spooky hollow voice and lets it reason for itself, directing other steel bones and reacting to external stimuli that normal skeletons simply ignore.

They can use any weapons, swords, axes, two handed swords and hammers as well as a range of other types. They can also employ ranged weapons better than the average skeleton and can also command complex war machines. They do not need to be told what to do, but orders are a central part of their training.

Steel Bones

CR 8

XP 4,800

NE Medium undead

Init +3; Senses darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 armor, +3 Dex, +1 dodge, +4 natural)

hp 102 (12d8+48)

Fort +6, Ref +7, Will +10

Defensive Abilities undead traits; SR 19

OFFENSE

Speed 30 ft.

Melee +2 greatsword +15/+10 (2d6+8/19–20)

STATISTICS

Str 18, Dex 16, Con —, Int 11, Wis 10, Cha 10

Base Atk +9; CMB +13; CMD 27

Feats Armor Proficiency (Light), Dodge, Great Fortitude, Iron Will, Martial Weapon Proficiency (greatsword), Toughness

Skills Acrobatics +12, Climb +12, Diplomacy +4, Intimidate +15, Perception +10, Ride +10, Stealth +8

Gear chain shirt, +2 greatsword

Sticky Bob

Whatever purpose these little balls of fluff serve is lost to time. They may not even be products of the Great Machine and the Lich Queen's delving. It's possible the monsters are indeed drawn into the Great Machine through an external portal, or they were left here by previous adventurers who might have brought them in by accident.

Whatever the reason, they're looked upon as vermin by the Great Machine and its servitors alike, infesting the dark places and sucking up the spilt alchemical concoctions, oil, blood and other liquids they find.

Sticky bobs resemble baseball sized balls of fur, with a mouth that can appear on any surface of the ball, emitting a soft cooing sound that very quickly rises to a growl that can only be described as 'NOM'.

Many people laugh when they first see one of these little things, but soon stop laughing as the voracious and rapacious critters storm toward them. Sticky bobs eat through metal in a very short time, exude goo that lets them adhere to any surface they touch, and are *very* tough to remove except with ice or cold-based magic. Sufficiently

cold water allows a hero to attempt to pull one free with an appropriate check.

They often appear in swarms rather than on their own, but have been known to hunt by using one of their number as bait whilst the others wait in a concealed pipe overhead.

Sticky Bob Swarm
XP 153,600

CR 18

N Small vermin (swarm)

Init +7; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

AC 33, touch 15, flat-footed 26 (+7 Dex, +18 natural, -2 size)

hp 294 (28d8+168)

Fort +22, **Ref** +16, **Will** +9

Defensive Abilities swarm traits

Weakness vulnerability to area effects, vulnerability to cold

OFFENSE

Speed 40 ft.

Melee swarm (5d6)

Space 15 ft.; **Reach** 15 ft.

Special Attacks distraction (DC 30), entrap, sticky bob corrosion

STATISTICS

Str 26, **Dex** 25, **Con** 23, **Int** —, **Wis** 10, **Cha** 10

Base Atk +21; **CMB** —; **CMD** —

SPECIAL ABILITIES

Sticky Bob Corrosion (Su) Sticky bobs cause any metal object they touch to swiftly rust and corrode. Each round the object touched takes one quarter its maximum hp in damage. When an item has taken half its maximum hp in damage, it gains the broken condition. Against creatures made of metal, sticky bobs deal 3d6+5 points of damage per round. An attended object, any magic object, or a metal creature can attempt a DC 30 Reflex save to negate this effect. The DC is Constitution-based.

TECH HOUND

Take one part guard dog, one part alchemical blood, and several parts of cruelly-bonded metal right into the undead beasties' skin. What you get

2-IN-1

Hit the heroes with a comedy sticky bob encounter (that may not end so amusingly if someone gets mauled by those cute critters), then have a corridor guarded by tech hounds straight after it, while some heroes still have sticky bobs stuck to themselves. The hounds will become totally frenzied in their attack on those heroes, which might give the players an idea for how to distract the hounds and slip past... peel the bobs off and throw them for the hounds to chase!

is the Great Machine's idea of a guard dog with a few extras added for good measure.

The Great Machine never does things by half, so the hounds' blood has been replaced with an acidic liquid that can be injected into a bite through its teeth, which have been hollowed out and fitted with ceramic tubes.

The hounds' claws have been replaced with a metal that is both durable and sharp, perhaps adamantine or another metal that the Great Machine has made especially for this purpose.

The hounds' internal organs have been stripped and replaced with more efficient artificially created ones, allowing them to endure far more damage than normal.

The hounds will guard an area once told to do so and attack any creatures that enter this zone. They're trained to recognize friend from foe and leave the other denizens of the dungeon alone... except sticky bobs. They'll chase and hunt those down whenever they see them.

Tech hounds prefer pack tactics and attempt to bring down the weakest enemy first and foremost.

Tech Hound **CR 12**
XP 19,200

LE Medium aberration (half-construct)

Init +4; **Senses** darkvision 60 ft.; Perception+20

DEFENSE

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)

hp 195 (17d8+119)

Fort +13, **Ref** +11, **Will** +12; +2 bonus vs. disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Defensive Abilities construct resistance

OFFENSE

Speed 30 ft.

Melee bite +19 (6d8+7/19–20 plus bleed) and claw +19 (4d4+7 plus grab)

Ranged plasma rays +11 touch (see below)

Special Attacks acid injection, adamantine bite, adamantine claws, bleed (1d6), brutal claws, grab, plasma rays

STATISTICS

Str 24, **Dex** 18, **Con** 22, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +12; **CMB** +19 (+23 grapple); **CMD** 33 (37 vs. trip)

Feats Eldritch Claws, Great Fortitude, Iron Will, Lightning Reflexes, Lunge, Outflank, Precise Strike, Run, Toughness

Skills Acrobatics +24 (+28 to jump with a running start), Intimidate +13, Perception +20, Stealth +24, Swim +17

SPECIAL ABILITIES

Brutal Claws (Ex) A tech hound's claws are brutally sharp and can extend and retract at will. They threaten a critical hit on a roll of 19–20 and grant the grab ability.

Plasma Rays (Su) As a standard action, a tech hound can fire 1d4 plasma rays at up to 4 separate targets within 60 feet (no more than one ray can target a single creature). Each ray deals 4d6 points of electricity damage and 4d6 points of fire damage on a hit.

TORMENTED SCREAMER

This is what happens when a banshee and the Great Machine meet - it creates a variant of the creature that's entirely subservient to its will and completely under the Great Machine's control.

A tormented screamer appears as a ragged woman, transparent and covered in signs of how she died previously. Usually these wounds are the ones that the Great Machine inflicted prior to her death, then trapped her in this spectral form, binding a special spirit focus deep into her core. This focus appears as a white light just flickering at the centre of her being, kind of like a gemstone heart.

The function of a tormented screamer varies but usually they act as warning alarms for important areas, or as advance scouts since their ability to fly and pass through solid objects is highly prized by the Great Machine.

Their song can cause ears to bleed and has a debilitating effect on a listener's soul. In combat they're instructed to try stunning enemies, keeping them disorientated whilst the Great Machine sends reinforcements to take them alive if at all possible.

Tormented screamers know the value of female prisoners and actively seek to attack those first... so they can have more sisters to sing with, when they're not on a mission for the Great Machine.

Tormented Screamer **CR 14**

Advanced banshee (Pathfinder RPG Bestiary 2)

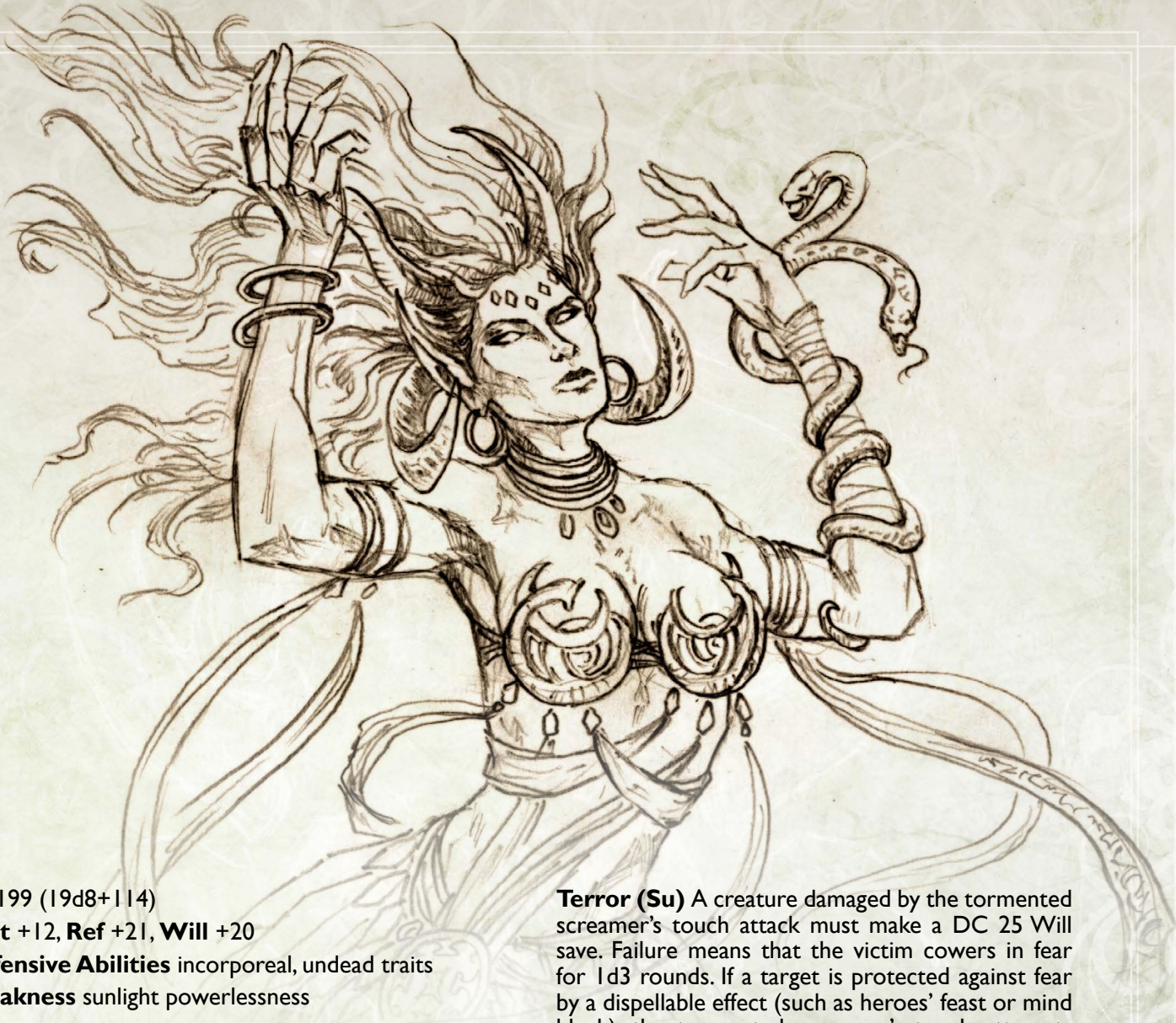
XP 38,400

CE Medium undead (incorporeal)

Init +17; **Senses** darkvision 60 ft., hear heartbeat; Perception +33

DEFENSE

AC 30, touch 30, flat-footed 16 (+6 deflection, +13 Dex, +1 dodge)



hp 199 (19d8+114)

Fort +12, **Ref** +21, **Will** +20

Defensive Abilities incorporeal, undead traits

Weakness sunlight powerlessness

OFFENSE

Speed fly 60 ft. (perfect)

Melee incorporeal touch +26 (14d6 negative energy plus terror)

Special Attacks wail

STATISTICS

Str —, **Dex** 36, **Con** —, **Int** 9, **Wis** 24, **Cha** 23

Base Atk +14; **CMB** +27; **CMD** 44

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Step Up, Weapon Focus (melee touch attack), Wind Stance

Skills Fly +21, Perception +33, Sense Motive +9

Languages Common, Elven

SPECIAL ABILITIES

Hear Heartbeat (Ex) A tormented screamer can sense the beating hearts of living creatures within 60 feet, as if it had the blindsight ability.

Terror (Su) A creature damaged by the tormented screamer's touch attack must make a DC 25 Will save. Failure means that the victim cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect (such as heroes' feast or mind blank), the tormented screamer's touch attempts to dispel one such effect with *greater dispel magic* (CL 14th). Negative energy damage caused by a tormented screamer's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect. The save DC is Charisma-based.

Wail (Su) Once per minute, a tormented screamer may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the screamer when she begins her wail, as well as all creatures that end their turn within that radius, must make a DC 25 Fort save. (This save is only required once per wail.) Creatures under the effects of a fear effect take a -4 penalty on this save. Creatures that make their save are sickened for 1d6 rounds. Those that fail take 140 points of damage (as if affected by a CL 14 *wail of the banshee*). If a tormented screamer is damaged during a wail, she must make a Will save (DC 15 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Tormented screamer wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence. The save DC is Charisma-based.

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