

The cover art for Pathfinder Kingmaker: The Puzzle Box depicts a dramatic scene. In the foreground, a female warrior with dark hair and ornate armor looks up at a massive, towering mechanical golem. The golem has glowing green eyes and a green symbol on its chest. In the background, a bearded dwarf with a shield and a flying figure are visible against a dark, stormy sky filled with many small, glowing orange insects. The title 'PATHFINDER KINGMAKER' is prominently displayed at the top in a stylized, metallic font.

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The Puzzle Box

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The Puzzle Box

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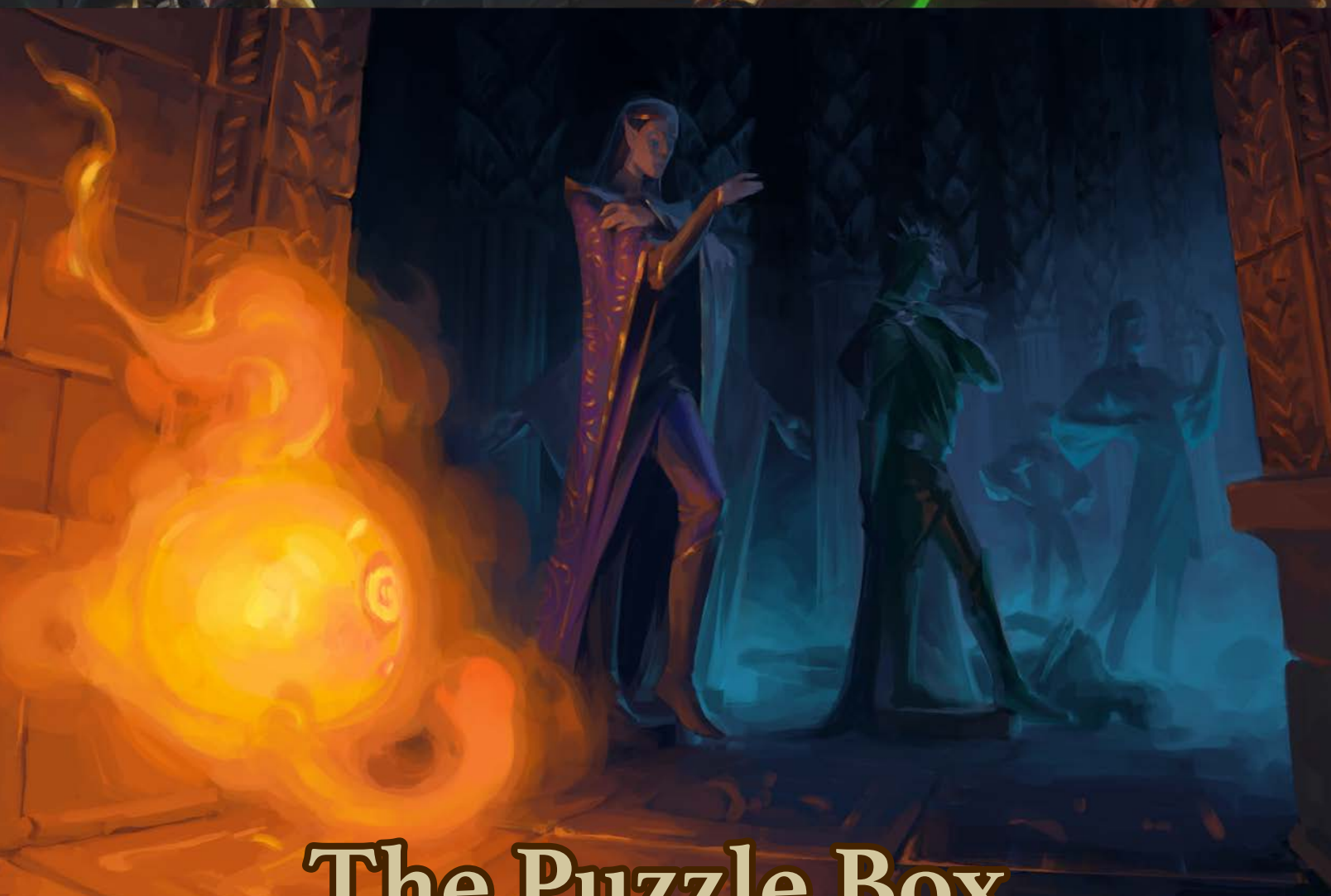
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REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, though these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Ultimate Combat</i>	UC
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Equipment</i>	UE
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Magic</i>	UM
<i>Pathfinder Unchained</i>	PU		

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The Puzzle Box

Advancement Track

The *Puzzle Box* is designed for four characters using the medium XP track.

8

The PCs begin the adventure at 8th level.

9

The PCs should reach 9th level during the exploration of the manor's second floor, well before proceeding to the third floor.

10

The PCs should reach 10th level by the adventure's conclusion.

Adventure Summary

The PCs obtain a mysterious puzzle box only to become trapped in an extradimensional mansion within it. There, they meet Glowdrop, a creature of light working against the mansion's owner Lumestin, an artist able to craft objects from light itself. After getting caught up in deadly conflict between the artist's apprentices, the PCs must stop a darkness-spewing contraption to get to Lumestin and find their way home.

Ah, come in, good traveler, come in! Welcome to Giddy Greysil's Grandiose Glassworks! Don't be troubled by the anglerfish—it's just a bedside lamp. Perfect for a child's bedroom! So, how can I help you? I have something for the most discriminating of clients! After all, you know, I was once apprenticed to Lumestin the Lightsmith himself, the greatest artisan ever to grace this world or the First! He promised to teach me his secrets. Oh, I was so close! Why, teacher, why? How could you have chosen that talentless tinkering hack over me? I won't forgive you, never, ever! I—wait! Where are you going?!

—Ramblings of Giddy Greysil, a mad Brevic glassmaker

Adventure Background

A leanan sidhe (*Pathfinder RPG Bestiary* 4 180) called Lumestin the Lightsmith possesses the rare ability to craft solid objects out of light. Beautiful and powerful, his creations have but one flaw: they can exist only while light shines upon them. When shrouded by darkness, these objects vanish. Lumestin's creations are highly sought after, especially by his most generous patron, the Lantern King, who, being a creature of light himself, was never troubled by the limitations of the Lightsmith's creations.

Lumestin wasn't powerful enough to maintain a personal domain in the First World itself, even a small one. However, he did possess sufficient mastery, wealth, and connections to build a mansion within a personal demiplane that he hid inside a beautifully crafted puzzle box.

Lumestin was a fashionable artisan, but he also wanted others to covet and bid on his works. Every full moon, he held a gathering and an auction at his mansion where he would sell his latest creations as well as the finest works of his mortal apprentices. He chose these apprentices from among promising mortal artisans, tutored them, then set them to compete against each other by promising to teach the victors the secret of lightcrafting. This competition served as entertainment for the other fey, who wagered and cheered for their favorites, gossiped, and wove complicated intrigues about each contest, as they are wont to do.

This went on for hundreds of years. Many apprentices left Lumestin's home in possession of strange new skills, but also in possession of broken hearts, for none ever proved worthy of his ultimate prize. Still, new apprentices always took their places. And so it went, right up until a terrible scandal during one of the gatherings put an abrupt end to Lumestin's patronage.

Lumestin always eschewed courtship, considering himself to be "married to his craft." This habituation quickly vanished when he met Crimsonne, a banelight whose beauty was rivaled only by her wit. The two fell madly in love and she became his muse. With her help and advice, his mind exploded with new ideas, and the crimson light she exuded became his favorite crafting material. Everyone was pleased for the happy couple—that is, everyone except the Lantern King, who disliked the change in aesthetics of Lumestin's new creations. During one of the monthly auctions at Lumestin's mansion, things came to a head as the Lantern King himself demanded Crimsonne be banished. Crimsonne laughed at the demand, and Lumestin, standing beside his love, told the Lantern King to depart. The Lantern King left, and though no blood was shed that night, all among the fey knew that retaliation would soon follow. The remaining guests quickly took their leave and never returned, as nobody wanted to be near Lumestin when the Lantern King's inevitable vengeance struck. Lumestin's position in the eyes of the fey was ruined, but this proved to be the least of his problems.

Lumestin knew there was no way he could either fight or flee the Lantern King, so he and Crimsonne were all but doomed. There was but one thing he could think of to stave off the Lantern King's reprisal. Sometime before, in tandem with Crimsonne

First: Thank You.

This module wouldn't exist without you, the supporters of the *Pathfinder: Kingmaker* computer roleplaying game. So, give yourselves a round of applause. Maybe a hug or two. Buy yourself a beer. And pretzels. While playing this adventure if you want.

Paizo, Owlcat, and I appreciate all you've done to support Kingmaker—both the pen-and-paper Adventure Path and the computer version, developed by Owlcat in conjunction with Paizo. It's you who made this adventure come alive, and it's the result of the support you've given Paizo and Owlcat in bringing the first single-player Pathfinder CRPG into the hands of a larger audience. As far as I'm concerned, it's long past due—I've been a Pathfinder fan for a quite some time, and it always boggled me (no offense to boggles, you have to be careful with the fey) why a computer version hadn't been made sooner.

Lumestin's Puzzle Box is a curious item that can find its way into any group's possession, and once there, the item can be triggered in any number of ways, opening a small dungeon to explore (possibly several times over, as it can change over time and gain new residents, just like the PCs). The puzzle box itself is designed to either be inserted into an existing campaign (including the Kingmaker Adventure Path itself), or it can serve as a standalone adventure. All it requires is it be dropped at the PC's doorstep... or they can find it as part of loot from another adventure, unaware of its secrets until the GM has need of it.

Enjoy!

CHRIS AVELLONE

and his apprentices, he'd invented a wonder he called a lightless door: a doorway that could only be traversed in complete darkness. Lumestin fortified his domain with lightless doors and turned his manor into an inescapable trap for any creature that emanates light, such as the Lantern King. Unfortunately, these lightless doors would also trap Crimsonne within as well.

The couple hid inside the demiplane, in perpetual self-banishment. Lumestin's few remaining apprentices were eventually forgotten by the outside world, and exist still within the puzzle box, half-mad, their once peaceful competitions now bloody feuds. But the Lantern King has not forgotten Lumestin: he still seeks satisfaction for the perceived insult. Unable to enter the box without becoming trapped, he seeks agents to find their way inside, dispose of Crimsonne, and drag Lumestin out of the box for him, and so he patiently watches the box as it passes from one hand to another, waiting for the right group of adventurers that could be enlisted—or tricked—to aid his cause.

Chapter 1: Candle in the Dark

The Lantern King knew that his favorite crafter would try to protect himself from his wrath. He also knew that Lumestin's ability to create objects from light—the very reason Lumestin became his favorite in the first place—could potentially be used against the king himself. Therefore, the Lantern King decided to test his theory with a candlewick, a creature that emanates fey light in the same manner as the king. Candlewicks are prone to telling tall stories and spinning outrageous tales, but Glowdrop stands out even among his own kind: He is mischievous, cunning, and excels at the art of falsehood above most other candlewicks. More than once he's gained the trust of unwary adventurers just to betray and murder them on the Lantern King's behalf.

The Lantern King never lost track of *Lumestin's Puzzle Box*, and ensconced within it, his agent Glowdrop. The candlewick waits patiently for the next group of adventurers to arrive, when he will pose as a small, frightened fey in need of a rescue, in order to manipulate them against Lumestin and Crimsonne.

Obtaining the Box

The simplest way to start this adventure is for the PCs to discover *Lumestin's Puzzle Box* in a treasure hoard. Some alternative ways to start this adventure are suggested below.

- The PCs are looking for an NPC who has mysteriously vanished. When the PCs search the missing person's home, they find the puzzle box.
- A descendant of one of Lumestin's apprentices obtains the box and hires the PCs to investigate the item and solve the mystery of their ancestor's fate. The descendant may or may not have any clue as to how the puzzle box works. The reason for their interest might range from concern for their relative, concern for the preservation of their work, curiosity as to what befell the ancestor, or even simple greed: they may wish to profit from the secrets of their ancestor's art.
- The Lantern King might give it to the PCs himself, either directly, via one of his many masks by asking them to investigate the space within; or indirectly, by leading the PCs to its location with a glimmer of light.
- An object needed for a different quest in the campaign might be lost inside one of the rooms within the puzzle box.

Lumestin's Puzzle Box

Lumestin's Puzzle Box, known also as the *Lightwoven Box*, is an artifact that contains the fey's personal mansion. As an artifact, the box is indestructible: no weapon or spell can mark its polished surface. Dirt, paint, or glue does not adhere to it. Attempts to learn the box's purpose can reveal its link to the First World or suggest that it contains an entire demiplane. Certainly, if the PCs are seeking a missing person or specific object, their research should indicate that the NPC or item lies somewhere within.

Among the fey who know its history, the box is considered a cursed item. Its association with the Lantern King's anger means that these fey have little interest in the box; they fear that possessing it might draw the attention of dangerous forces. Those who are more powerful and familiar with its story might be interested in its secrets or treasures, though they are likely to play ignorant until they can take advantage of the situation.

Any creature with even a slight link to the fey (such as a gnome, a cleric of one of the Eldest, or a sorcerer with a fey bloodline) who touches the box feels faintly uncomfortable after holding it a few moments. There's something about the box that causes an unpleasant tingling down the holder's spine, like someone lightly dragging the tip of a quill pen down the center of their back.

LUMESTIN'S PUZZLE BOX		MAJOR ARTIFACT
SLOT none	CL 18th	WEIGHT 5 lbs.
AURA strong conjuration and enchantment		

The sides of this handheld puzzle box are of plain, polished light wood, and the lid is adorned with an intricate pattern of darker wood that changes during each full moon. Although the lid has an apparent seam, it is locked and has no visible keyhole or hinge mechanism. Whenever bright light shines on it, the design on the lid trembles slightly, making quiet cracking noises.

The first time a character with at least one rank in any Craft skill touches the box, they must succeed at a DC 20 Will save or become fascinated by the box for 1 round as they unconsciously stare at the box in wonder, lost in thought about their next creation. Thereafter, keeping the box in one's workplace provides a +2 insight bonus on all Craft skill checks.

The box opens itself once a month during the full moon. It can also be opened by crafting a key of bright light to illuminate the darker wood on the lid. Finally, the box opens at the whim of the Lantern King; he usually lets those holding the box think that some action they took caused the box to open. Regardless of how the box opens, when it does, creatures chosen by the box within 30 feet are transported into the demiplane within, arriving in the mansion's entrance hall (area **A1**). For the purposes of this adventure, you should have this event occur only when all of the PCs and their companions and familiars are in the area, as once creatures arrive within Lumestin's mansion, exit from the puzzle box is difficult.

DESTRUCTION

Craft a key made of darkness in the shape of the current pattern on the lid, then place the key on the lid and strike the box with a lightcrafted weapon.

Lumestin's Mansion

The nature of the demiplane contained within *Lumestin's Puzzle Box* depends on how you prefer to run this adventure. If you wish to run it as an escape scenario, then once the PCs arrive in the mansion, they cannot leave the demiplane or communicate with the outside world until the conclusion of the adventure. If instead you're running this adventure with themes of

exploration, rescue, or recovery of a missing treasure, then spells like *plane shift* can allow PCs to exit the box, but note there are no conveniently easy portals within the box to allow idle visitors easy escape!

The planar traits of Lumestin's Mansion are detailed below; see pages 58–63 of *Pathfinder RPG Planar Adventures* for full details on these traits.

LUMESTIN'S MANSION

The Lightwoven Box

Category demiplane

Gravity normal

Time erratic (while in the mansion, time flows normally for visiting creatures, but the amount of time that passes outside the box varies at the GM's discretion—PCs can emerge from the box to find that less than a second has passed, or they might discover years have gone by; for those whom the mansion has claimed as inhabitants—including all NPCs encountered within other than one the PCs might be searching for—aging no longer occurs)

Realm finite

Structural lasting

Essence mixed

Alignment none

Magic impeded (spells of the calling subschool and spells that banish creatures to other planes are impeded, as are any spells that require connections to other planes; teleportation effects work within the boundaries of the mansion but do not allow travel beyond the plane's boundaries)

Special With the exception of any NPCs the PCs might be seeking to rescue, all of the inhabitants of Lumestin's Mansion treat this demiplane as their home plane.

Opening the Box

Lumestin's Puzzle Box opens in one of two methods, but since this event starts the adventure, feel free to adjust these conditions to fit your game.

The first method is easy: the box opens itself at midnight during each full moon (it need not be exposed to moonlight to open). Long ago, this was when Lumestin hosted his monthly auctions. Use this method if you wish to get right to the adventure, since the PCs don't have to spend time figuring out how to open the box.

The second method is to make a key of bright light in the shape of the current pattern on the lid. Lumestin himself could simply weave a light key with his fingers in a couple of seconds, but the PCs won't have access to this technique. A PC who studies the puzzle box for an hour can succeed at a DC 25 Knowledge (arcana, nature, or planes) check or a Spellcraft check to determine that the simplest way to open the box is to create a screen that allows light to strike the lid's dark wood pattern while masking the rest of the lid. The screen itself must be made of a durable, opaque material (any metal or wood will do, but paper, cloth, or leather will not), and can be crafted with a DC 18 Craft check and 2d6 hours of work.

Once the box opens, PCs and their allies within 30 feet are transported into the mansion's entrance hall (area A1); it's best if you time this event for a point when all PCs and companions are present! As long as the box remains open, it appears to be filled with beautiful and sparkling artisan's tools. Once transport is complete, the box closes and those sent into the mansion within are trapped.

Arriving in the Mansion

The adventure truly begins when the PCs arrive in the entrance hall on the first floor of Lumestin's Mansion (area A1). Moments after arrival, a warm glow appears before the PCs as a small flickering creature that looks like a disembodied glowing face drifts down from the chamber's ceiling to greet them. The glowing creature lights the room around the PCs and greets them cheerfully.

"Oh, ha ha, I can't believe it! Someone's come! Someone's actually come! Oh, it's been so lonely! I'm so glad to see... Wait, no, that's all wrong! I shouldn't be glad to see you! This place is dangerous, you see. Most dangerous! And now you're trapped! Like me! Oh dear, oh dear. So sorry to bear the bad news. But, hey, there's always a silver lining! After all, we might get to become friends while we look for a way out, right?"

Creature: This is Glowdrop, a candlewick—a small, fiery ball of light with features resembling a human face. A curling stream of light like the tongue of a candle flame flickers above him. Glowdrop can change the color of his light at whim; during his previous assignments, he found out that warm colors work better for the purpose of appearing as a friendly creature. He goes to great length to ensure that the PCs do not mistake him for a will-o'-wisp, and mocks them if they do. He speaks in Common without any particular accent, rapidly and cheerfully, seemingly glad to talk at every opportunity and eagerly answering any questions without hesitation. He genuinely likes to talk to people almost as much as he enjoys lying to them, assessing their responses and reactions carefully under the guise of a harmless and carefree fey.

He is prepared to meet the PCs and make his best impression of a distressed fey in need of rescue. He truthfully introduces himself as Glowdrop the candlewick. He explains he's a prisoner of the mansion's cruel owners—just like the PCs themselves. He notes that the PCs appear strong and capable, and wonders if they might finally defeat the mansion's masters and free him along with themselves. While his manner is friendly and helpful, he's feigning to be just a light-minded fey who knows very little.

Here are some of the questions the PCs might want to ask him, along with answers he might provide.

What is this place? "Can you believe it? We're inside a box! This is the mansion of two insane fey lovers who enjoyed trapping innocent creatures and torturing them. Be careful—it's full of traps and other dangers!" (This is a half-truth: he knows that the masters of the mansion aren't the monsters he paints them to be, but the mansion is indeed very dangerous.)

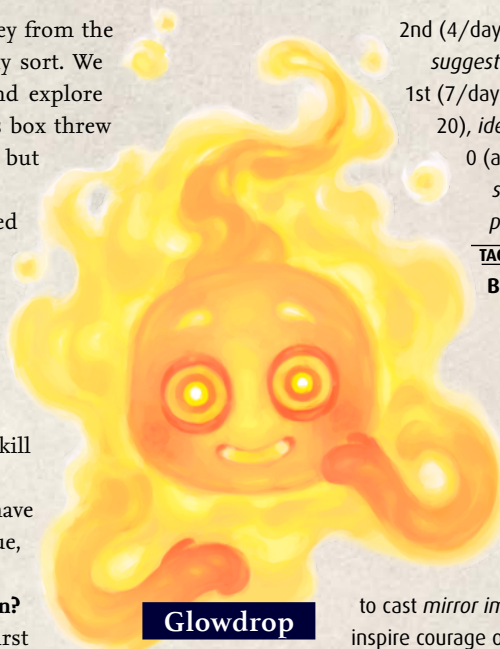
Who are you exactly? “Just a little fey from the First World. We candlewicks are a jolly sort. We love to fly around, and sing songs, and explore all the marvels of the world... and this box threw my curiosity quite a wobbly!” (Not a lie, but there’s much that he’s not saying.)

How did you get in here? “I stumbled upon the open box as I wandered the First World.” (This is a lie: in fact, he’s an agent of the Lantern King, who sent him here to find a way to kill or otherwise harm or neutralize the masters of the mansion. Currently, he wishes to use the PCs as his tools to kill Lumestin and Crimsonne.)

How long have you been here? “I have no idea. Time is weird here.” (This is true, albeit not particularly helpful.)

Who are the masters of the mansion? “Long ago, they were famous in the First World. He was a renowned artisan, and she a social dragonfly. They used to hold gatherings here, selling at auction the beautiful works of art he created. Then it all mysteriously ended.” (All true.)

How can we leave the mansion? “I haven’t a clue! There’s no door, so the only way out is deeper into the house—and through its cruel master!” (It’s true that there’s no easy way out.)



Glowdrop

GLOWDROP CR 11

XP 12,800

Male candlewick bard 5 (page 32)

CN Small fey

Init +20; **Senses** low-light vision; Perception +26

Aura shining light (20 ft.)

DEFENSE

AC 28, touch 28, flat-footed 20 (+7 Dex, +1 dodge, +9 insight, +1 size)

hp 144 (18 HD; 13d6+5d8+77)

Fort +9, **Ref** +19, **Will** +17; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities all-around vision, amorphous; **Immune** blindness, light-based effects; **SR** 20

OFFENSE

Speed fly 40 ft. (perfect)

Melee 4 searing tendrils +15 touch (2d8 fire/19–20)

Special Attacks bardic performance 21 rounds/day (countersong, distraction, fascinate [DC 21], inspire competence +2, inspire courage +2), sneak attack +1d6

Spell-Like Abilities (CL 7th; concentration +16)

Constant—*tongues*

At will—*dancing lights*, *daylight*, *dimension door* (only to locations in reach of its shining light), *searing light*

3/day—*mirror image*, *misdirection*

1/day—*displacement*

Bard Spells Known (CL 5th; concentration +14)

2nd (4/day)—*cure moderate wounds*, *darkness*, *suggestion* (DC 21)

1st (7/day)—*cure light wounds*, *hideous laughter* (DC 20), *identify*, *liberating command*^{MC}

0 (at will)—*daze* (DC 19), *detect magic*, *ghost sound* (DC 19), *mage hand*, *open/close*, *prestidigitation*

TACTICS

Before Combat Glowdrop maintains

misdirection on himself at all times and is eager to lie about the source of this effect if the PCs confront him.

During Combat To support the PCs,

Glowdrop uses *inspire courage* while staying out of combat. He’ll use healing on the PCs as needed. In a

real confrontation against the PCs,

Glowdrop’s first act is to *refract*, and then

to cast *mirror image* and then *displacement*. Glowdrop uses *inspire courage* on his refractions, then works with them to flank foes and maximize sneak attacks.

Morale Glowdrop fights to the death, as he fears punishment from the Lantern King should he fail to complete his orders.

STATISTICS

Str 10, **Dex** 24, **Con** 18, **Int** 16, **Wis** 20, **Cha** 29

Base Atk +9; **CMB** +8; **CMD** 44 (can’t be tripped)

Feats Combat Casting, Combat Reflexes, Defensive Combat Training, Dodge, Flyby Attack, Improved Critical (searing tendril), Improved Initiative, Mobility, Skill Focus (Bluff)

Skills Acrobatics +28, Bluff +36, Diplomacy +30, Fly +38, Knowledge (arcana) +26, Knowledge (nature) +26, Perception +26, Perform (dance) +30, Sense Motive +26

Languages Aklo, Common, Sylvan; tongues

SQ bardic knowledge +2, lore master 1/day, refraction, versatile performance (dance)

Lightless Doors

Lumestin created these doors to protect himself from the Lantern King’s intrusion. Unless masked by illusion (as in area A5), they look like a thick layer of inky-black fog that blocks all light. In light or darkness, they are impossible to see through, even for creatures with darkvision. In darkness, these doors do not block physical movement in any way, but when light falls upon it, the fog becomes a soft but firm barrier akin to a *wall of force* that is impossible to pass. Light does not pass through a lightless door, so a light source in one room doesn’t spill into a neighboring room. Any source of light (including certain magical creatures that emanate light by their nature, such as the Lantern King, a banelight, or a candlewick with an active shining light aura) is stopped by a lightless door.

A character can study a lightless door as if examining a magic item, and by succeeding at a DC 25 Spellcraft check can discover how to use them. Alternately, provided Glowdrop remains friendly with the PCs, he can teach them how lightless doors work and can even cast *darkness* to allow passage through them.

A Note about Treasure

Even before he ended up a prisoner of his own home, Lumestin had many, many years to outfit his mansion, and he often had powerful visitors to his demiplane. As a result, many of the treasures on display here are quite powerful. This is intentional, as it helps to set the feeling of exploring an area of great importance, but you may find that some of the treasures awaiting discovery in this adventure could overwhelm an ongoing campaign.

If you're running *The Puzzle Box* as a standalone adventure, this isn't a problem; it gives the PCs a chance to play with some powerful "toys" as they discover them without fears of unbalancing the campaign to follow.

If, on the other hand, you're running this adventure as part of an ongoing campaign, you'll need to decide if you want these treasures to function beyond the confines of this adventure. If not, then once these treasures are brought out of the manor, they revert to fine pieces of nonmagical artwork; you can set their value to whatever you feel would be appropriate for a treasure haul. Alternately, you could say that the magic in these items simply goes dormant until they are wielded by a character of sufficient power to awaken them once again, thereby setting the magic items on "pause" until your campaign reaches a point where they won't imbalance your game.

Of course, you could simply let the PCs keep their treasures. Sometimes, after all, it can be fun to be overpowered, but you should make this choice with eyes open, perhaps talking to your players to determine what the best solution is overall for your game.

A. First Floor

The ground floor of Lumestin's Mansion was built specifically to welcome guests for Lumestin's many gatherings. While auctions for the masterpieces of art and craft were the most common events, other special art exhibitions took place as well. Exquisite food, drinks, and services set visitors into a pleasant mood. But everything stopped after Lumestin and Crimsonne became the targets of the Lantern King's ire. Lumestin never bothered to change or remove the exhibitions and decorations for his last event. As a result, the manor remains richly decorated. Room furnishings are baroque, beautifully crafted, and often rather odd, to match the owner's tastes. Despite being left unattended for a long time, the spacious rooms on this floor are still in pristine condition.

Features of the First Floor

Darkness fills most of the rooms on this floor. Numerous specialized *unseen servants* keep the place nice and tidy, making faint noises as they open and close cupboards, clean shelves, and sweep away dust. These servants cannot attack or be attacked, and in certain rooms (as detailed in the text) are capable of specialized actions most *unseen servants* cannot normally perform. Candlesticks can be found in each room; if the PCs light one, an *unseen servant* extinguishes it as soon as the room is unoccupied.

Glowdrop's Role

The Puzzle Box assumes Glowdrop accompanies the PCs for the majority of the adventure. He bolsters the PCs' support capabilities, provides them with additional light in the dark rooms of the mansion, provides them with darkness to go through lightless doors, offers healing, and helps with support in battle. You shouldn't lower the XP awarded to the PCs to account for Glowdrop's aid, nor should you track XP for him. Glowdrop appears eager to follow the PCs orders and suggestions; however, he acts as if he is afraid of any danger and won't follow orders that put him under attack.

Glowdrop's primary goals are to kill the banelight Crimsonne and see Lumestin brought before the Lantern King. He tries to raise the PCs' suspicions against Lumestin by pointing out and then exaggerating the lightsmith's transgressions, and paints events that have transpired in the mansion in ways that make Lumestin and Crimsonne appear blameworthy. He does so intelligently; if he sees that the PCs already think badly of the pair, he stops pressing the point to avoid overselling his story.

If Glowdrop thinks the PCs are becoming sympathetic to Lumestin or Crimsonne, he drops the facade and tries to negotiate with the PCs, telling them of a rich and powerful fey who wishes the masters of the mansion dead, and will surely make it worth the PCs' while. If all else fails, he becomes aggressive and attempts to intimidate the PCs into doing his bidding, attacking only when all other options fail.

Lumestin himself observes the PCs from his workshop (area C4) through a special magical mirror which allows him to see any room in the mansion as if by scrying, and he can send a *silent image* of himself anywhere in the house three times per day. He has little reason to send images for now, preferring simply to observe.

Exterior walls on this floor are part of the demiplane boundaries and are indestructible by common means. All doors are unlocked and made from strong wood (hardness 5, hp 20, break DC 25). The ceilings within the rooms here are arched with peaks twenty feet high, except where indicated otherwise.

A1. ENTRANCE HALL

This is a large, marble-walled room decorated with two stone statues of beautiful fey creatures each holding a vase of real flowers that withered ages ago. A large, intricate, ten-foot-tall grandfather clock stands in the middle of the chamber. One long wall bears an ornate doorframe suggestive of the main entrance of a grand mansion, but where the door would be is only wall. On the opposite side, a short hall leads to a smaller doorway, this one complete with a welcoming double door.

This is where the PCs appear when they are first pulled into the manor. The statues depict idealized fey creatures and aren't meant to represent anyone in particular. The clock's pendulum swings in a noticeably inconsistent rhythm, and the time indicated by its hands fails to match any other reference

A. First Floor



the party may have. Prior to the incident with the Lantern King, the doorframe surrounded a lightless door that allowed guests to leave the puzzle box; Lumestin removed the portal after he permanently retreated into his mansion.

A2. AUCTION ROOM

In the center of this small amphitheater is a wooden stage with a pedestal and a podium. Plush cushions for creatures of both human and inhuman shape and size sit on the surrounding tiers. There's even a perch that could accommodate a bird, and a round tub filled with clean water. A wide display case, with a dozen or so masterfully crafted items set within, sits near one exit.

This chamber is where Lumestin auctioned the marvelous creations he and his apprentices crafted. The room is designed to accommodate all manner of creatures from Diminutive to Large. If a character sits in any seat, an *unseen servant* immediately brings them a cup of fragrant tea. If they look closely at the pedestal in the middle of the room, they find they have the strange power to visually "zoom in" and closely study any object placed upon it.

A wooden gavel sits on the podium. Standing behind the podium has the same zooming effect as the rest of the room, but, rather than zooming in on the pedestal, the zoom focuses on the display case. This allows the auction master to closely study each item in the case and read their plaques from afar. The walls of

the display case itself appear to be glass but are in fact *walls of force* (CL 18th).

If any character picks up the gavel while standing behind the podium, the pedestal begins to glow. The gavel gives anyone holding it the ability to sell items from the display case, so long as there's at least one person sitting in the amphitheater. Naming an item causes the *unseen servants* to place it on the pedestal. The characters in the seats can make bids starting at the object's minimum asking price; whenever they do, the magic of the room causes the bidder to offer 100 gp more than they intended unless they succeed at a DC 25 Will save (this is a compulsion effect). Once at least one bid is made, the holder of the gavel can strike it to any surface. At this point, the currently named price is set and an *unseen servant* presents the buyer with a golden plate intended to collect the payment. As soon as the price is paid in money or items, the payment vanishes and is replaced by the purchased item. Money taken in this manner is gone forever, so buyer beware!

Treasure: The items in the display case are laid out for sale. Each item has a plaque listing the item's name, a minimum bid amount, and the name of the item's creator. Represented are the names of all the apprentices from the second floor and many others; some of the highest-priced items bear golden plaques engraved with the name "Lumestin the Lightsmith." Characters who can bypass the case's *wall of force* can steal the items; this may, at your discretion, have repercussions later in the adventure

when the PCs meet Lumestin. Otherwise, they can be purchased at auction as detailed above.

The nonmagical items on display here appear to be exquisite, but thanks to the Lantern King's power over the *Lightwoven Box*, they cannot exist outside of Lumestin's Mansion; if brought outside of the demiplane, the nonmagical items crumble and become worthless. Magic and cursed items, however, continue to function normally. The items on display are as follows:

- Earrings, necklace and a matching ring made from silver and jade. The gems seem somehow interconnected with an inner glow that courses between them. The starting price is 750 gp.
- A vase made of colored glass. Flowers placed inside it resemble tall trees, and the sides of the vase look like waterfalls. The starting price is 200 gp.
- A marble statue of a dancing Tian woman, dress and hair flowing in the wind, her face covered with a veil. The starting price is 1,500 gp.
- A figurine of a shining will-o'-wisp, made in such a way that it's impossible to conceive how it hangs in the air. It's unnerving to look at it. This is actually an *unlucky figurine*^{UE}. The starting price is 2,000 gp.
- A wayfinder with a face made of ivory and gold. On this demiplane, "north" always points to the auction room's podium. The starting price is 1,000 gp.
- A masterwork lute, simple in design, but with strings seemingly made of light. The inlay around its sound hole is glowing with an effect similar to the permanent light. The starting price is 500 gp.
- An elaborate mechanical limb made of bronze and iron (this is a *clockwork arm*; see page 35). The starting price is 6,000 gp.
- A robe covered with a dizzying number of colorful patches. This is a *robe of useful items*. The starting price is 25,000 gp.
- An elaborately designed *bookmark of deception*^{UE}, which can transform any book into a satirical and vulgar sacrilegious text about the relationships between the gods. The starting price is 1,000 gp.
- A pair of white *first aid gloves* (see page 35), decorated with finely cut gemstones at the base of each finger. The starting price is 2,000 gp.
- A crude warhammer made from dark metal. An engraving on the handle reads: "Art Crusher." This is a *+1 transformative*^{UE} *adamantine warhammer*. The starting price is 10,000 gp.

Story Award: If the PCs manage to puzzle out how the auction works and purchase at least one item without causing a problem, grant them 2,400 XP.

A3. DINING ROOM

The walls of this room are decorated with a beautiful mural that depicts a crowd of masked fey at a ball in a forest clearing. All manner of incredible plants and creatures dance in the mural's background. In the center of the room, a large T-shaped table is filled with all manner of delicacies.

The mural doesn't move while anyone is watching, but whenever someone looks at it, minor elements seem to have changed, as if the ball's masked guests have moved around and changed their poses. Sometimes a person in the room even sees themselves among the guests in the mural, dressed just as they are now but wearing a baroque mask.

The food on the table never spoils, and the table itself is attended by *unseen servants* who take away dirty dishes and replenish the food. They obey reasonable and appropriate commands of anyone sitting at the table, such as asking for a certain food or drink. The food provides the effect of a *heroes' feast* spell cast by a 14th level caster.

The PCs might end up spending a lot of time in the mansion, and this room ensures that they can rest, eat, and drink whenever they need.

A4. ARMOR HALL (EL 10)

This sectioned hall holds a series of displays of fully armored soldiers, posed mostly in pairs with one armored warrior killing another. A hint of copper lingers in the air, almost something one can taste on the tongue before the sensation fades away.

What appear to be several suits of armor stand throughout the room, all frozen in combat positions. This is not a place for storing armor, but a memorial hall for Crimsonne's personal collection of heroic spirits. The range of eras and armor styles on display here is considerable, although many of them seem to bear distinct elements of dwarven make. There are six posed displays in all. Four feature pairs of armor posed in melee combat. The fifth pairing is less obvious: an archer on one side of the room has made a ranged strike against a paladin on the opposite side. The last posed display, in the middle of the room, stands out from the others: a single suit of armor, larger than the others, plunging a polearm into a map that lies at its feet. The map appears to depict the Stolen Lands, though based on the markings, it's at least a century old. A twelfth suit of armor lies on a bier opposite the large armor; it is not part of the posed displays.

While this may not be immediately apparent to the PCs, each of the suits of armor in the paired displays has a counterpart in a different display. One counterpart is posed in glory, symbolizing a soldier's first battle, while the other represents the same soldier's final battle as a mature combatant. The counterpart in the vanquished pose is always more intricate, with regalia and crests to show that the soldier had risen to command before falling at last. The counterparts may be discerned by perceptive PCs either by the heraldry on the armor, by its design and aesthetic style, or by the weapon it wields.

The five paired displays are represented on the map as follows.

- A young fencer (a1) killing a mature archer (e2)
- A young Asmodean cleric (b1) killing a mature fencer (a2)
- A young gladiator (c1) killing a mature Asmodean cleric (b2)
- A young paladin of Iomedae (d1) killing a mature gladiator (c2)
- A young archer (e1) killing a mature paladin of Iomedae (d2)

Together, these displays may suggest something more general and philosophical, involving the eternal circle of triumph and defeat on the fields of battle.

Creatures: The 11 posed suits of armor are in fact undead phantom armor guardians. The larger figure stabbing the map is a unique giant phantom armor known as a phantom general, while the other ten are standard guardian phantom armors. While the phantom general functions normally in combat (albeit as a much more powerful undead creature than the typical phantom armor), the other phantom armors possess an unusual trait: each of the two counterpart armors share the same spiritual link. For example, the animating force behind the young archer is the same as the animating force behind the mature archer. As a result, both counterparts must be destroyed in the same round, otherwise a fallen phantom rises again to continue the fight.

All of the phantom armors remain motionless until any of them are touched, attacked, or otherwise interacted with, or until a living creature passes between two armors paired in a single display. In the cases of the four pairs in melee combat, doing so requires squeezing in between two suits locked in battle, but in the case of the young archer killing the paladin at range, it's quite easy to pass between the paired armors. Once any of these conditions occur, all eleven phantom armors animate and attack at once.

PHANTOM GENERAL	CR 9
XP 6,400	
Giant phantom armor fighter 5 (<i>Pathfinder Bestiary</i> 4 213)	
NE Large undead	
Init +6; Senses darkvision 60 ft.; Perception +9	
DEFENSE	
AC 21, touch 12, flat-footed 18 (+9 armor, +2 Dex, +1 dodge, -1 size)	
hp 114 (10 HD; 5d8+5d10+65)	
Fort +10, Ref +4, Will +6 (+1 vs. fear)	
Defensive Abilities bravery +1, channel resistance +4, eternal watch; Immune undead traits	
OFFENSE	
Speed 20 ft.	
Melee +2 <i>ranseur</i> +18/+13 (2d6+14/19-20/×3)	
Space 10 ft.; Reach 10 ft.	
Special Attacks weapon training (polearms +1)	
STATISTICS	
Str 22, Dex 15, Con —, Int 7, Wis 13, Cha 20	
Base Atk +8; CMB +15; CMD 28	
Feats Combat Reflexes, Dodge, Improved Critical (<i>ranseur</i>), Improved Initiative, Power Attack, Toughness, Weapon Focus (<i>ranseur</i>), Weapon Specialization (<i>ranseur</i>)	
Skills Intimidate +18, Perception +9	
Languages Sylvan (can't speak)	
SQ freeze (suit of armor), armor training 1	
Gear +2 <i>ranseur</i>	
SPECIAL ABILITIES	
Eternal Watch (Su) If the phantom general is destroyed, the suit of armor falls to the ground, but at the start of the next round, if any linked phantom armors remain active, the phantom general	

stands once more, restored to 50 hp. The phantom general remains at rest only if it is destroyed after all 10 of the linked phantom armors are destroyed.

LINKED PHANTOM ARMORS (10)	CR 2
XP 600 each	
Variant phantom armor (<i>Pathfinder Bestiary</i> 4 213)	
NE Medium undead	
Init +5; Senses darkvision 60 ft.; Perception +6	
DEFENSE	
AC 21, touch 11, flat-footed 20 (+9 armor, +1 Dex, +1 shield)	
hp 13 each (3d8)	
Fort +1, Ref +2, Will +3	
Defensive Abilities channel resistance +2; Immune undead traits	
OFFENSE	
Speed 30 ft.	
Melee fencer: +1 <i>rapier</i> +5 (1d6+3/18-20)	
cleric: +1 <i>heavy mace</i> +5 (1d8+3)	
gladiator: +1 <i>trident</i> +5 (1d8+3)	
paladin: +1 <i>longsword</i> +5 (1d8+3/19-20)	
archer: slam +5 (1d4+2)	
Ranged archer: +1 <i>longbow</i> +5 (1d8+3/×3)	
STATISTICS	
Str 14, Dex 13, Con —, Int 7, Wis 11, Cha 10	
Base Atk +2; CMB +4; CMD 15	
Feats Improved Initiative, Power Attack	
Skills Perception +6, Stealth +7	
Languages Sylvan (can't speak)	
SQ freeze (suit of armor)	
SPECIAL ABILITIES	
End of Watch (Su) If a linked phantom armor is destroyed, the suit of armor falls to the ground, but at the start of the next round, if that phantom armor's counterpart remains active, the fallen phantom armor stands once more, restored to 10 hp. Only if both the young and mature counterparts of the same phantom armor are both destroyed in the same round do they remain defeated.	

Treasure: The armor lying on the bier is a suit of +2 *full plate*. A small compartment in the bier contains a few resources once used to help repair damage to smaller pieces of armor: a *wand of make whole* with 30 charges remaining and a flask of *sovereign glue* with 3 ounces left.

A5. THE CLOTHES ORCHARD (EL 9)

This wide stone platform overlooks what seems to be a vast ocean, yet the waters of this sea are perfectly calm. Above, a bright blue sky appears to stretch to a distant horizon. The platform itself is made of stone, with a facade along one side that looks to be the face of a towering stone manor that fades into blackness at a height of thirty feet. The same blackness extends to either side, giving the impression that an eternal night lies just beyond.

On one side of the platform, short staircases lead up to two stone towers rising from the waters. What appears to be a trio of corpses are sprawled at the foot of one of the stairs, and the risers of that staircase

are scattered with blood. A short bridge from the platform leads to a dense forest of trees that seems to grow right out of the water itself. A smaller square platform extends from the trees about twenty-five feet from the main platform's edge.

Two orderly rows of six low pedestals stand on the platform itself, eight of which are each occupied by a mannequin. Though they are all posed differently, all eight possess the same body shape and features: that of a handsome fey noble. Each wears a different set of finery, as if dressed for a specific occasion. At a glance, the room looks like an orchard of people, with the clothing the primary object of display rather than the figures themselves.

While this platform might seem to be outdoors, it's not. Lumestin crafted this chamber and the areas beyond as an approximation of a vast reflecting pool. The sky above is nothing more than an illusion, and any attempt to fly up into it meets the real ceiling at a height of 30 feet; similarly, the horizon and sea disguise walls just a short distance from the other features. The wall of darkness to either side represents nothing more than unfinished portions of the demiplane; this region cannot be entered at all, as it does not yet exist (and likely never will, considering Lumestin's current state of mind). The waters themselves are fresh and pure, with no magical properties, and are a uniform 20 feet deep. The platform itself was initially Lumestin's wardrobe, but in time he repurposed it into a sort of exhibition hall for his favorite outfits. The figures all share his likeness.

The three corpselike figures at the base of the stairs look just like the other mannequins, though a few limbs are no longer attached to two of them, and all three have torn clothing. They appear to have been knocked over as if by someone running through the room, and despite some having lost arms or legs, they attempted to crawl to area A7, but didn't quite get there before perishing. While the swath of blood on the steps to area A7 might seem at first glance to have ties to these figures, it does not—it is instead a by-product of the bloody bones that dwells in the chamber beyond. These figures account for three of the four empty pedestals; the fourth is where the Host once stood before it became sentient (see area A8).

In the middle of the manor's facade, an elaborate staircase leads up to a double door. Mirrors on the walls and ceiling are set in a way that one can see the top of the stairs, affording what appears to be a glimpse of the entrance hall on the second floor (area B1). The images in the mirrors and their frames are made in such ingenious way that they could not be distinguished from realistic paintings, but succeeding at a DC 20 Perception check discerns the truth: the stairs end at a wall of complete blackness—a lightless door. As long as no light shines on this door, any PC who steps through it emerges onto the balcony in area B1.

Creatures: The mannequins are in fact wax golems, constructs that once served Lumestin both to help him dress and to guard his clothing. Three of the wax golems tumbled over when one of the mansion's previous accidental prisoners (a dwarf adventurer, whose body is lying below area A8) ran through this area. When he tore one of the golems' shirts in his panicked flight, they all

attacked him. As he fled to area A8, though, the eight surviving golems returned to their pedestals.

The wax golems are specially made to work as mannequins. Normally, they remain quite docile, and obey any spoken commands, in any language, to change positions or to don or remove clothing, as long as the commands are formulated politely, with phrases like "Please, may I?" or "Would you be so kind?" If asked for their clothing, the golem will remove the requested item and present it to the character who requested it. (The golems are decorated with discrete undergarments carved into their surfaces.) The golem still counts the clothing as its property, and carefully watches the character who has it. If a character takes a piece of clothing more than 10 feet away from the golem who owns it (even if that golem has been destroyed), all of the surviving wax golems turn to face that character. If the character continues to move, the golems step down from their pedestals and block the exits. They won't become violent unless the character does, or unless a character tries to exit the room with an article of clothing or tries to damage any of the clothing.

The PCs may think to take a piece of clothing from a golem, then offer it a replacement. So long as the replacement is intact and designed to be worn in a similar location (for example, replacing a robe with a shirt, or a scarf with a necklace) the golem forgets about the old article of clothing and counts the new one as its property instead. The replacement clothes must be sized for a Medium creature, but style and exact fit don't matter.

The wax golems have no memory and cannot leave the boundaries of area A5, even to pursue a clothes thief. When there are no living creatures in the area, they return to their pedestals (unless, as in the case of the three sprawled near the stairs, they are destroyed).

WAX GOLEMS (8)

CR 3

XP 800 each

Pathfinder RPG Bestiary 4 133

hp 42 each

Treasure: Ten of the wax golems (including two of the destroyed ones) each wear a different piece of clothing or jewelry: a +2 *mithral chain shirt*, a *robe of the faerie queen*^{PU}, a *ring of protection* +1, a pair of *challenger's gloves*^{UE}, a *swordmaster's flair*^{ACG} in blue scarf mode, a cursed *ring of lifebleed*^{UE}, a custom-made silk tunic in the style of high Keleshite society (worth 750 gp), a hat with an exotic feather (worth 675 gp), a precious noble's outfit (worth 1,000 gp), and a suit of darkleaf cloth^{UE} leather armor.

A6. FITTING ROOM (EL 9)

This circular chamber is brightly lit with sunlight shining from thousands of small decorative panels on the walls. Separating the panels, thin columns of stone lead upward to support a ceiling sixty feet above that has been completely decorated with paintings of cavorting, flying fey.

This room is further enhanced by a powerful illusion. If the PCs don't have the capacity to instantly see through this illusion (such as via true seeing), continue with the following read-aloud text.

The room itself is vast—much larger than one would expect from the outside. Within, many people of countless ancestries mill about room. Servants bustle around, carrying food and beverages to numerous groups of aristocrats seated on large cushions around the room. Near the far side of the chamber looms a huge throne seating a huge man clad in rich garments and exquisite jewelry. He is quietly talking to a tall man in a dark robe; a pair of tigers lie on silk cushions to either side of the throne itself.

This was the room where Lumestin tried on outfits, arranging his appearances to fit a wide variety of cultures and themes. The illusion woven into the chambers inner walls is a strikingly realistic *permanent image* (CL 18th) that Lumestin programmed to react to different outfits in an attempt to create a simulation of real-life fashion appraisal. The room itself is actually much smaller, as indicated on the map.

The room still functions, to an extent, as Lumestin originally intended. As soon as a character steps into the center of the room, the illusory people all around respond to that character's attire. They do so with reactions of disgust or ridicule to anyone not dressed to impress high society, but anyone who is dressed in fine clothing solicits praise and applause. Armor always evokes mockery from the crowd.

The current prevailing fashion throughout the room evokes a court of Keleshite nobility. Any PC who succeeds at a DC 23 Knowledge (nobility) check immediately recognizes this. A PC who steps into the center of the room wearing appropriate attire (any of the nonmagical, non-armor items of clothing from area A5 qualify automatically, as might other outfits at your discretion) earns cries of delight and shows of respect from the illusions, gifting all creatures in the chamber with a +2 morale bonus to saving throws against mind-affecting effects for the next 24 hours. Once the illusory crowd gives their approval in this way, the illusion ends and does not return.

Creatures: While the illusory crowd can't defend itself, the two soulbound mannequins that stand to either side of the room's entrance can. Any attempt to dispel the illusion, or any attempt to attack any of the illusory people, causes these two constructs to attack at once. They do not pursue foes outside of this room, but once a fight begins, they battle until destroyed. Both of these soulbound mannequins are chaotic neutral.

SOULBOUND MANNEQUINS (2) **CR 7**
XP 3,200 each

hp 85 each (*Pathfinder RPG Bestiary* 4 248)

Treasure: A small, locked compartment is hidden in the wall at the side of the room opposite the entrance. This compartment

is easily noticed if the illusion vanishes or is dispelled, but requires a DC 35 Perception check to notice while the illusion is active. The compartment unlocks automatically when the mirage vanishes, otherwise it can be unlocked by succeeding at a DC 32 Disable Device check. A *guardian gorget*^{UE} sits on a velvet cushion within the compartment.

Story Award: Grant the PCs 2,400 XP if they manage to earn the illusory crowd's respect.

A7. MIRROR ROOM (EL 10)

The walls of this room are hung with huge mirrors, allowing one to be seen from every angle. In the middle of the room, a dusty heap of clothing soaked in long-dried blood lies in the vague shape of a person. There is no body, nor even a skeleton, apparent within the discarded outfit. Before the mirror to the left of the entrance lies a wax fragment of a face: a large portion of a left cheek and brow surrounding a single eye that stares at the room's entrance.

The clothing belonged to one of Lumestin's apprentices, Mindful Melia the bookbinder, who fought the other apprentices on the second floor before she was thrown down the stairs into the Clothes Orchard. She managed to crawl here before bleeding to death.

The fractured wax face is part of the Host (see area A8).

Creature: After death, Melia did not rest well; she became a bloody bones and now resides inside the mirror opposite the room's entrance. She longs for revenge but is unable to escape her reflection until someone looks into her mirror. At this point, she reveals herself and attacks using mirror jump.

BLOODY BONES **CR 10**
XP 9,600
hp 133 (*Pathfinder RPG Bestiary* 6 49)

Treasure: Mindful Melia's magical gear lies amid her discarded clothes. This consists of a *brooch of shielding* (67 points of damage remaining), a *ring of force shield*, and a *scholar's ring*^{UE}.

A secret alcove behind the mirror to the left of the entrance can be accessed either by smashing the mirror or finding a hidden switch (DC 30 Perception check) on the wall to the mirror's left. Within this alcove lies a suit of +2 *mithral full plate*.

A8. FLOATING GARDEN (EL 8)

A small trail winds through this lavish garden of thick undergrowth and trees which seems to float solidly upon the water below. Colorful fireflies alight from flower to flower in the dense vegetation around the clearing and trail. The soft sound of a man weeping comes from somewhere out of sight down the trail leading into the woods.

PCs can succeed at a DC 25 Knowledge (nature) check to confirm that the plants in the floating garden are real but seem to have been enhanced by energy from the First World; treat the waters below them as earth for the purposes of stability. Areas

that appear to be solid soil, though, are merely a permanent illusion (CL 18th); only the platform and trail are real. A character who steps off either falls into the root-tangled waters below.

A PC succeeding at a DC 30 Perception check notes that the colorful lights are not fireflies but are in fact tiny floating gemstones. These gems never come within arm's reach of the platform or trail, so anyone who tries to chase one will likely fall through the illusion into the water below.

The root-tangled mess under the floating garden was known as the Undertow Garden. Movement through these tangled roots counts as difficult terrain, but no danger other than drowning lurks within.

Creature: The source of the weeping is seated on the bench in the far part of the garden. This man is known as the Host—an unusual wax golem from the Clothes Orchard who gained sentience and now believes himself to be the mansion's true owner. He has stalked many of those who have become trapped in the puzzle box before, but recently terrible memories flooded his mind and he ran away to weep here.

The Host's initial attitude is indifferent, but if the PCs have harmed any of the manor's contents, the Host can tell; this includes stealing from the cases in area A2, stealing clothing from the golems in area A5, or falling through the illusory soil and "ruining the lawn." In such a case, his attitude shifts to hostile. Conversely, if the PCs bear any of the items from areas A2 or A5 and procured them without stealing, his starting attitude shifts to friendly.

In any case, as the PCs approach the Host, he looks at them to reveal a badly damaged face missing the upper left part, leaving him with just one eye. His once beautiful clothing is in tatters. He greets the mansion's guests. If his attitude is unfriendly or worse, he may demand that the PCs leave his mansion, and may even attack if they fail to improve his attitude. If he's indifferent or better, he laments at the sorry state of his face and clothes, and that they've come at the worst possible moment, as he's entirely "lost himself."

While the Host is sapient, his thinking is clouded, and he can't speak very coherently. He constantly returns to laments about his terrible condition, but with patience and the right questions, the PCs should be able to learn most or all of the following points.

- The Host claims to be the owner and builder of this mansion, an artisan famous all over the First World. Once, he held beautiful gatherings, but now that he's lost himself, his guests no longer come. He doesn't know his own name, a fact that he tries to avoid admitting.
- He can't describe what "losing himself" means, but he keeps pointing at his face and clothes. If asked how he lost himself, he'll say he was "bitten by a mirror" and warns that mirrors are dangerous. (It was in fact the bloody bones in area A7 that savaged him.) If asked how he might find himself again, he leads the PCs to the reflection pool (area A9) and points to the mosaic there saying, "This. This is me. But me now... Isn't me." He cannot formulate it himself, but what he really wants is a new face, and clothing like that Lumestin wears in the

mosaic. If the PCs figure out what he wants and offer to help, his attitude immediately improves by one step.

- He knows how dangerous the floor in this room is, but only warns the PCs if his attitude is friendly or better. In a fight, he avoids stepping off the path, and even uses it to his advantage, using magic to push the PCs from the path as the chance presents itself.
- He knows the "rules" of the Clothes Orchard, but only reveals them if the PCs agree to help him "regain himself." In this case he reveals with a sigh that the PCs must rob his own beautiful Clothes Orchard and asks that they try not to damage it too badly in the process. He describes the rules for properly swapping clothes with the golems there, but getting the full story may require patience as he constantly gets distracted with his own laments.
- He can't tell the PCs how to escape the mansion. He doesn't know anything about the lightless doors, and has never left the first floor.

If the PCs recover the missing portion of his face from area A7 and offer it to him, he is overjoyed at first and tries to push the missing piece back to his head, only to have it tumble out onto the path a moment later. In order to fully repair him, someone must hold the missing section of face in place on his head while casting *make whole*, using *sovereign glue* to reattach the piece, or something similar (the repair resources in area A4 can help in this regard).

Once his face is repaired and any of the clothing from area A5 is procured without incident for him, the Host is delighted. He offers his *winged boots* to the PCs as thanks, and if the PCs avoided vandalizing the Clothes Orchard, will share the location of the secret compartment in area A7 as a bonus. He no longer objects to any damage the PCs do to any of the rooms after this, and even warn them about the dangers of area A4, saying that he never really liked that place. Otherwise, he is content to remain here for a few more years to quietly contemplate his "return to himself."

THE HOST

CR 8

XP 6,400

Male sentient wax golem sorcerer 6 (*Pathfinder Bestiary* 4 133)

N Medium construct

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 22, touch 12, flat-footed 20 (+4 armor, +1 Dex, +1 dodge, +6 natural)

hp 69 (10 HD; 4d10+6d6+26)

Fort +3, **Ref** +6, **Will** +9

Immune cold, construct traits, magic

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee slam +10 (1d6+4)

Bloodline Spell-Like Abilities (CL 6th; concentration +9)

6/day—laughing touch

Sorcerer Spells Known (CL 6th; concentration +9)

3rd (4/day)—*protection from fire*

2nd (6/day)—*hideous laughter* (DC 15), *mirror image*, *web* (DC 15)
1st (7/day)—*entangle* (DC 14), *mage armor*, *magic missile*, *shield*,
true strike

0 (at will)—*dancing lights*, *daze* (DC 13), *detect magic*, *ghost sound*
(DC 13), *mage hand*, *resistance*, *read magic*

Bloodline *fey*

TACTICS

Before Combat The Host casts *mage armor* before combat.

During Combat The Host casts protection from fire on himself, then activates his *winged boots* and moves off the path, hoping to trick the PCs into following him as he flies over the illusory ground.

He then casts *mirror image*, and on the following rounds uses his offensive spells on the PCs.

Morale The Host flees to area **A9** if reduced to below 20 hp, but if confronted there fights until destroyed.

STATISTICS

Str 16, **Dex** 13, **Con** —, **Int** 10, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +10; **CMD** 22

Feats Combat Casting, Dodge, Eschew Materials, Improved Initiative, Iron Will, Lightning Reflexes

Skills Knowledge (arcana) +8, Perception +6, Sense Motive +6, Spellcraft +8

Languages Common, Sylvan

SQ conditional sentence, bloodline arcana (+2 DC for compulsion spells), woodland stride

Gear *winged boots*

Treasure: An investigation of the Undertow Garden reveals the bones of a long-dead dwarf adventurer who still holds his +1/+1 *dwarven urgosh*. The body also wears a +1 *chain shirt*, and a belt pouch contains 3 *potions of cure moderate wounds* and 37 gp.

Story Award: If the PCs manage to restore the Host, grant them XP as if they had defeated him in combat.

A9. REFLECTION POOL

This peaceful gazebo features intricate pillars supporting an elegant roof. An animated mosaic of a handsome man appears on one pillar, then vanishes only to reappear on the next pillar, moving in a constant clockwise pattern.

The mosaic depicts Lumestin as a beautiful and romantic figure. Each time the animated mosaic makes a complete circuit of the 12 pillars, the nature of his appearance changes, from a young boy exploring the First World's mysterious wilds, to a wise teacher, to a man dressed as a noble standing before a crowd of aristocrats, to a master in a magical workshop, and then back to a young boy. When he appears in his noble garb, a strangely unfinished addition to the mosaic on the last few pillars shows him holding hands lovingly with a half-woman, half-dragonfly creature identifiable with a DC 27 Knowledge (nature) check as a banelight. This is where Lumestin spent his time alone, meditating and reflecting on his life, but there is little here now but these strange visuals for the PCs to observe.

Chapter 2: Battlefield of the Crafters

The mansion's second floor contains the living quarters and workshops of Lumestin's apprentices—talented crafters Lumestin discovered during his travels across Golarion. They joined him in his mansion to further hone their crafting skills and to create items none of them deemed possible before, crafting in specialized workshops constructed from the same magic that created the mansion itself. Their creations were then auctioned by Lumestin to collectors across different realms.

Lumestin never took more than six apprentices at once, as his power limited the number of gifts he could bestow at any one time—he can grant three skill blessings and three spell blessings. While so blessed, an apprentice gains the ability to use specialized tools to perform lightcraft, the art of creating solid objects from light itself. All six lived peacefully with one another, with Lumestin or other fey mediating potential personality clashes before they got out of hand.

When the conflict with the Lantern King started, Lumestin had recruited six especially talented apprentices, each at the peak of their creativity. With Lumestin's aid and resources, and advice from First World fey, any one of these six apprentices could ascend to something truly remarkable. Each was awarded their own title: Whimsical Wo Gun from Tian Xia, sculptor and master of golems; Keen Katissa, master of toys and puppetry; Katissa's half-brother Samley the Scrupulous, a talented crafter of clockwork mechanisms; always loud and merry Jolly Jeralbeena, an unrivaled crafter and a skillful performer of many musical instruments; quiet and thoughtful Persistent Petrio, a patient designer of beautiful clothing and cutting-edge fashion; and Mindful Melia, ever attentive to smallest details, a master of calligraphy, symbology, and bookbinding. Before everything fell apart, the six apprentices dined every evening with Lumestin and, more recently, the banelight Crimsonne.

Lumestin feared that if his apprentices learned the truth of his conflict with the Lantern King, they would leave him just as most of his friends did. So as his conflict with the Lantern King grew, Lumestin kept the growing peril from them. He instead provided them with the ultimate challenge: to create something unimaginable. He promised the best a prize worthy of the effort: he would grant the winner access to his own workshop where he would teach them lightcraft. Of course, these were lies crafted by Lumestin to trick the apprentices into perfecting his lightkilling machine. As soon as the device was completed, he sealed his workshop and locked himself and Crimsonne inside, never naming the winner of the competition and abandoning the apprentices to an eternity locked into the lower floors of his manor.

Years passed. The apprentices started to feud over the grand prize: the key to the master's workshop. They turned their crafts to deadly purposes, and war ensued. The first death was accidental and self-inflicted: Katissa made her toy creations more aggressive and independent, and paid with her life when a miscalculation allowed her creations to turn on her. Next, Samley's automatons managed to overcome Melia, who managed just barely to escape to the first floor only to eventually die and become a vengeful undead monster (see area A7). In the midst of the chaos, Petrio managed to steal the master's key and hide it from everyone else. Petrio protected his workshop with a deadly trap but could not return to the dining room afterwards and, ironically, died in his workshop soon thereafter of hunger.

Today, only three apprentices remain alive. Though they have lived for centuries inside the mansion, they have not aged; their long feud, however, has certainly taken its toll on their sanity.

B. Second Floor

Unlike the dark and quiet first floor, the second floor is brighter (though still dim) and full of chaos. Its marble walls were once beautifully decorated, just like the rooms on the first floor, but now these decorations are badly damaged by constant battles.

This floor is one huge battlefield, with construct pitted against construct warring against each other in the name of their creators. Lumestin wanted his apprentices to concentrate on their craft, not on trivial matters like procuring materials, so in each of their workshops, he placed a magic chest that is always full of appropriate materials. Now, this endless supply has been used to build and maintain personal armies of constructs.

Each of the apprentices on this floor bears a gift from Lumestin—a magic token created with a skill blessing or a spell blessing. The token bolsters either crafting skills or magical powers but prevents the bearer from passing through lightless doors. The apprentices obsessively treasure these tokens as their most prized possessions, and they will never willingly part with them. At your option, should the PCs manage to destroy a token and then somehow soothe the enraged artisan, it could be possible to reason with one of the apprentices and persuade them to leave the mansion—once the PCs themselves figure out how to escape, of course!

In the meantime, the war between the apprentices continues. The PCs might make alliances with some of them, deceive others, or simply kill them all. If the PCs choose to talk to them, they can learn a significant amount of the mansion's backstory as you see fit, but the apprentices cannot provide much in the way of advice on how to escape. The apprentices don't even realize they're trapped, and they're beyond caring even if informed of the truth.

By this point, Lumestin has taken an interest in the PCs and looks forward to meeting them in his workshop (and potentially killing the troublemaking Glowdrop with the machine on the third floor). He is sorry to see his apprentices in this state, and if you wish, Lumestin might send the PCs *silent images* to urge them to put an end to the fighting. He wishes he could visit them personally and tell them to stop fighting, but to do so he would have to unseal the third floor. The more peaceful a resolution the

Leanan Sidhe Tokens

Each of the apprentices possesses a leanan sidhe token: a tool made of light. Wo Gun's is a chisel, Jeralbeena's a tuning fork, and Samley's a screwdriver—the other gifts to the other apprentices have faded in power with their deaths. Succeeding at a DC 25 Spellcraft or Knowledge (nature) check allows a PC to recognize a token's true nature: they are created with a skill blessing (allowing the token to function as an artisan's tool that grants a +4 bonus on any skill check to perform a particular craft) or a spell blessing (duplicating the powers of a *pearl of power*, level 6). If the result of the check is 35 or more, the character also realizes that the token was created by a leanan sidhe (*Pathfinder Bestiary* 4 180).

These tokens make the apprentices obsess over the token's creator and seek their approval. Any mention of getting rid of a token (even with the promise of passing through the lightless door to the third floor) will make its owner furious. If the PCs manage to destroy a token, its prior owner comes to their senses somewhat, and realizes that the token was affecting their mind. They may then become open to the idea of reconciliation with the other apprentices, or to the idea of leaving the mansion entirely. Destroying a token requires a *remove curse* spell (CL 18th) or plunging the token into complete darkness for 1 minute.

PCs find, the more pleased and friendly Lumestin will be when they finally encounter him. Glowdrop, on the other hand, advises against talking with the apprentices or paying any attention to Lumestin, and urges the PCs to either ignore or kill them—whichever he feels the PCs will be more receptive to.

Features of the Second Floor

Most of the rooms on this floor are dimly lit with magical torches. All exterior walls on this floor of the mansion are part of the demiplane boundaries and are indestructible by common means. All interior walls are made from granite-like stone and reinforced with the magic of the demiplane (hardness 15, hp 750). Doors are unlocked and made from reinforced stone (hardness 10, hp 80, break DC 32) unless mentioned otherwise. The ceilings within the rooms are arched with a peak height of 20 feet, except where indicated.

B1. ENTRANCE HALL

Characters who pass through the lightless door on the staircase from area A5 appear atop the balcony overlooking this room.

A massive, beautiful double staircase leads down from a balcony, curving around a fountain as it goes, into a spacious marble room. A huge chandelier with dimly flickering candles hangs from the ceiling while six pedestals stand in a semicircle at the center of the room. Upon each pedestal sits an item of exquisite quality, each labeled with a metal plaque—and each damaged or defaced in one way or another. A seventh pedestal has a plaque, but no item. The floor is littered with garbage.

B. Second Floor



1 square = 5 feet

As the PCs arrive in this room, any who succeed at a DC 10 Perception check can hear the sound of battle through the doors leading to area B2.

The pedestals each display the apprentices' masterpieces, which are as follows.

B1a: A jade jabberwock figurine, missing its head and wings. The plaque reads "Whimsical Wo Gun."

B1b: A torn silk dress. The plaque reads "Persistent Petrio."

B1c: A bent silver flute. The plaque reads "Jolly Jeralbeena."

B1d: A porcelain doll, its face smashed. The plaque reads "Keen Katissa."

B1e: A golden clock with both hands missing. The plaque reads "Scrupulous Samley."

B1f: A poetry book bound in leather with metal corner pieces and jeweled medallions, and torn in half. The plaque reads "Mindful Melia."

The seventh pedestal once held the prize which the apprentices were competing for: the key to the hall that leads to Lumestin's workshop, but it was stolen long ago and now resides in area B8. The plaque reads: "For the Best of the Best."

By succeeding at a DC 25 Knowledge (arcana) check, the garbage on the floor can be identified as bits of clockwork and other pieces of destroyed constructs.

B2. DINING ROOM (EL 8 OR 12)

You can tell that this room's walls were once decorated with beautiful ornaments imitating a garden: remnants of silver grass remain at the bottom and a few jeweled fruits still hang from chipped marble boughs along the top. The floor is now littered with garbage. A long, T-shaped table sits in the middle of the room, loaded with spilled glasses of wine and overturned plates of food.

Lumestin once dined here nightly with his apprentices. Now, this chamber is a perpetual battlefield for the war between Wo Gun's golems, Samley's automatons, and Jeralbeena herself.

The table in the middle of the room is similar to the one in area A3 and has the same powers and qualities of that table. While the food never runs out, the fighting here ensures that it's always in a dreadful state and never as neatly organized as the settings in area A3. Wo Gun and Samley frequently send their creations here to secure snatches of food, and ideally, drive the enemy's creations away for a few hours. Jeralbeena has no constructs of her own, so she's forced to make food runs here in person. She's powerful enough to fight off most of the enemy constructs, but not strong enough to take the room and hold it by herself. In any event, the first time the PCs visit this room, she's not here.

There are eight sets of tableware on the table: six along the sides of the table, and two at its head. The apprentices' chairs

are gone, but Lumestin's setting remains in pristine condition; the apprentices (and thus their minions) wouldn't dare damage it. The master's massive chair has a strange perch at its side, and if the PCs saw the mosaics in the gazebo on the first floor (area A9), they might realize it's a perfect fit for the dragonfly lady occasionally depicted there.

Creatures: The first time the PCs enter this room, a battle is playing out with Samley's clockwork hounds and clockwork soldiers on one side and Wo Gun's terra-cotta soldiers on the other. These constructs initially ignore the PCs; each group is focused on fighting off the other and trying to get away with some food while preventing the enemy from doing the same. The constructs will attack the PCs if they try to leave the room while carrying food from the table, if they attack any of the constructs first, or as soon as one side is defeated, at which point the surviving constructs turn their wrath on the PCs.

Note that the EL of this encounter varies depending on how many constructs the PCs earn the wrath of (EL 12 if the PCs manage to get all 8 constructs to attack them, or EL 10 if they are confronted by only one group). If the PCs stand back and let the constructs fight it out, you can determine which side wins by flipping a coin and ruling that the winners have about half their hit points remaining, or you can play out the battle, perhaps allowing the players to roleplay the constructs themselves!

ADVANCED CLOCKWORK HOUNDS (2) CR 6

XP 2,400 each

hp 55 each (*Pathfinder Bestiary* 3 57, 288)

CLOCKWORK SOLDIERS (2) CR 6

XP 2,400 each

hp 64 each (*Pathfinder Bestiary* 3 57)

TERRA-COTTA SOLDIERS (4) CR 6

XP 2,400 each

hp 64 each (*Pathfinder Bestiary* 3 262)

B3. AUDITORIUM (EL 8)

This auditorium is spacious, but the tables and seats in the room have been largely wrecked. An intact lector's podium stands at the front of the room.

Lumestin used to give lectures to students and visiting scholars in this room. His desk remains intact, but the other furnishings have suffered from the endless conflict.

Creatures: A pair of Wo Gun's terra-cotta soldiers stand guard here, under orders to secure the room—as such, they attack the PCs on sight.

TERRA-COTTA SOLDIERS (2) CR 6

XP 2,400 each

hp 64 each (*Pathfinder Bestiary* 3 262)

B4. LIBRARY (EL 8)

This room may have once held a great collection of books, but now most of them have been damaged and lie in heaps. The floor is littered with torn pages. Most of the furniture you expect to see in a library is missing, and half of the shelves built into the walls stand broken.

Most of this library lies in ruin. However, there are two shelves still locked behind glass doors that have miraculously survived the chaos.

Succeeding at a DC 18 Perception check allows the PCs to notice a muffled, monotonous knocking sound coming from under the remains of a destroyed bookshelf propped against the wall in one corner of the room. Clearing the wreckage reveals a tiny animated (but non-combatant) toy dwarf with an equally tiny pickaxe, working relentlessly to enlarge an egg-sized hole through the wall just above the floor. This hole opens into the Master's Hall (area B5). Katissa the toymaker thought to cheat the competition and reach Lumestin's workshop by bypassing the door altogether. (If Wo Gun or Jeralbeena were to learn about it, they'd be appalled at Katissa's cheating; Samley would be proud of his late sister.) Sadly, she was able to deploy only one worker before her death, and it's taken the inefficient miner centuries to get as far as he has. Looking through the opening reveals a room with a round platform on the floor and a hatch on the ceiling. While the opening is obviously not big enough for even a Small creature to go through, it does allow Glowdrop to teleport into the room beyond.

Creatures: Accessing either of the two locked shelves releases a pair of unusual protectors from within. These advanced guardian scrolls fight until destroyed, but do not pursue foes out of the library.

ADVANCED GUARDIAN SCROLLS (4) CR 4

XP 1,200 each

hp 37 each (*Pathfinder Bestiary* 5 138, 288)

Treasure: Among the debris on the floor lies a scroll tube (Perception DC 17 to notice) clearly marked "Emergency." Inside are two scrolls of *breath of life*, one scroll of *raise dead*, and one scroll of *heal*. Within each glass case sits one treasure of note—a *book of the loremaster*^{UE} and a *book of marvelous recipes*^{ARG}.

B5. MASTER'S HALL (EL 10)

Access to this room was the ultimate prize for the apprentices: Lumestin promised that his best pupil would receive a key to his workshop where he would teach them the secrets of lightcrafting. Rather than unlocking the workshop directly, the key actually unlocks this hall allowing access to the entire third floor including the workshop. The key can be found in the Tailor's Workshop (area B8), or the lock can be picked by succeeding at a DC 30 Disable Device check, or the door can be smashed down.

Beyond the locked double door lies a lightless door that blocks further entry into this room. Note that if the PCs discovered the

hole in the wall from area **B4**, even dim light filtering in from there is enough to keep this lightless door from being passable.

The unusually high walls of this vast and strangely empty room are painted in bright azure, embossed with images of clouds, birds, flying fish, and winged music instruments. In the middle of the room, a round, golden platform hangs in the air several inches above the floor; directly above it, a round hatch of the same diameter is set into the ceiling forty feet above.

The circular platform in the middle of the room is a magic elevator to the third floor. When someone stands on the platform and politely asks to go up, it ascends rapidly, and the hatch on the ceiling opens as the disk approaches. This leads to area **C1** on the mansion's third floor. Succeeding at a DC 20 Knowledge (arcana) check can reveal this method of activating the platform. If Glowdrop is still accompanying the PCs, he can explain how the elevator works. At your option, any other ally the PCs have made can inform them of the same, or they could even find some tattered notes on how the elevator works amid the ruined books in area **B4**.

Creature: The entrance to the third floor is far from unguarded, of course. Standing atop the platform is a lumbering lead golem that allows access to the elevator only if Lumestin, Crimsonne, or someone bearing a gift from Lumestin steps forward and commands the golem to step aside. (Any of the leanan sidhe tokens carried by the apprentices can fulfill the gift requirement, but the PCs must present the token to the golem with their request.) Otherwise, the golem attacks anyone who tries to step onto the platform, or anyone who attacks the golem first. The lead golem fights until it is destroyed.

LEAD GOLEM **CR 10**
XP 9,600
hp 107 (*Pathfinder Bestiary* 5 127)

B6. INNER CORRIDOR (CR 10)

Once, this corridor provided easy access throughout the floor, but now it's heavily barricaded with furniture taken from the other rooms. It's also littered with the remains of destroyed constructs.

Wo Gun's and Jeralbeena's workshops are off of this corridor, separated by a barricade.

Creature: A lone terra-cotta soldier stands guard near the entrance to Wo Gun's workshop (area **B7**). It attacks anyone who approaches within 10 feet of the door.

TERRA-COTTA SOLDIER **CR 6**
XP 2,400 each
hp 64 each (*Pathfinder Bestiary* 3 262)

Trap: A trap set by Jeralbeena awaits unwary adventurers—what looks like a discarded trumpet sitting by the wall suddenly springs to life if anyone approaches within 5 feet of the door to area **B9**.

THUNDER TRUMPET **CR 9**

XP 6,400

Type magical; **Perception** DC 26; **Disable Device** DC 26

EFFECTS

Trigger proximity (*alarm*); **Reset** automatic (5 rounds); **Bypass**

Jeralbeena (or anyone else who knows the secret) can hum a simple tune to bypass the trap and deactivate it for 5 rounds

Effect thunder trumpet (4d6+4 sonic and 2d6+6 lightning damage, Reflex DC 20 halves damage); multiple targets (all targets in area **B6** within 20 feet of the door to area **B9**)

Special This sound is easily loud enough to alert Jeralbeena in area **B9**.

B7. SCULPTOR'S WORKSHOP (CR 10)

This brightly lit workshop contains a large bed and several statues in different stages of completion. Stacks of sketches on sheets of parchment lie strewn over workbenches along the far wall. A stone basin stands in one corner.

Creature: This place is home to Whimsical Wo Gun, a sculptor from Tian Xia who focused his craft on the creation of constructs—particularly the crafting of terra-cotta soldiers. Wo Gun is a jittery fellow with shifty eyes and a scraggly beard; he constantly wears a chisel made of light on a strap around his neck—this chisel is his gift from Lumestin. Wo Gun suffers from constant mood swings ranging from euphoria to anger; he finds it hard to stay on topic for long, constantly interrupting both others and himself. He spends all his time in his workshop behind barricades guarded by his terra-cotta soldiers, building new ones and weaving plans to destroy his enemies. He is attended at all times by his eidolon Quishu, an androgynous fey biped armed with an earth breaker. Quishu looks as much insect as human, save that its body's armor plates are composed of what appear to be terra-cotta scales inscribed with different magical runes.

Once Wo Gun notices the PCs, he sets aside his current project and steps forth to size up his guests, a drill in his hand and an ink pen behind his ear. His initial attitude is unfriendly as he assumes the PCs are Lumestin's latest apprentices come to enter the competition. Wo Gun tersely asks the PCs to leave before he orders his soldiers to rip them apart, but swift-talking PCs can attempt to persuade him they are not enemies. If they've already killed or defeated one of the other apprentices and can prove this to Wo Gun, they'll gain a +5 bonus on any skill checks to improve his attitude. If his mood is improved to at least friendly, he'll answer questions and eventually ask the PCs to help him win the competition, promising in return to sculpt a beautiful marble statue of each PC. If the PCs agree, he orders his soldiers to stand down. He suggests that the group's first task should be to hunt down and defeat Jeralbeena—once she's out of the way, he, his eidolon, and several of his terra-cotta soldiers promise to join the PCs on a final assault on Samley's workshop. After the other two apprentices are taken care of, Wo Gun can search the floor for the key to the workshop.

Potential questions the PCs might pose Wo Gun, along with his responses, are summarized below.

What is this place? “This is the home and workshop of the peerless Lumestin the Lightsmith, the greatest artisan of the First World.”

Who are you? “I, Wo Gun, am the greatest of Lumestin’s apprentices!” Wo Gun somewhat reluctantly informs the PCs that he once lived in Tian Xia where his craft was popular as long as he made banal, pretty sculptures that appealed to traditional tastes. Whenever he tried to make something original, he was laughed at. Full of frustration, he destroyed his work and went into a sort of self-exile, deciding that he’d rather decorate mountain forests with his art than try to appeal to the public’s shallow tastes. After several years, his work attracted the attention of the master. Wo Gun holds Lumestin as a fellow genius of impeccable taste and sees him as one who not only managed to understand Wo Gun’s work, but also one who can surprise him with his own craft. Wo Gun despises the other apprentices for wasting Lumestin’s precious time with their inferior handiwork, and he cannot understand why the teacher ever noticed them in the first place.

What are you doing here? “As Lumestin’s greatest apprentice, I was chosen from among hundreds of mortals for my exquisite craft! He’s holding a competition, and once I get rid of those other two lesser apprentices, Master will teach me the secrets of lightcrafting! I must get the key to his workshop!”

What is lightcrafting? “Lightcrafting, as the name so obviously suggests, is the art of creating solid objects out of light.” He proudly shows the PCs his chisel as a tool capable of crafting light, but he won’t mention that dim light degrades lightcraft objects, fearing that the PCs might use this knowledge against him.

How do we leave this place? “The same way you came in, I should think.” He doesn’t know anything about the lightless doors.

Did your teacher make his apprentices fight each other? “We once competed peacefully by presenting our finest creations at auction to let the highest bids determine each crafting cycle’s triumphs. But when Lumestin canceled all upcoming auctions and locked himself in his workshop, we grew desperate and adopted a more aggressive competition. It’s winner take all!”

Did Lumestin sell everything you made? “He did for a long time, but eventually he announced a special competition and commissioned a specific piece from each of us.” Wo Gun doesn’t know what Lumestin used these special projects for. “But he’s a genius, so he must have had his reasons. He never declared a winner, though.” After all of the apprentices’ works were finished, Lumestin took their creations and withdrew into seclusion. It was then that the apprentices decided to make their competition more aggressive. Wo Gun tells the PCs of the special clockwork creation (the advanced titan clockwork centipede in area C12) which he made with Samley’s aid, and complains that Samley’s poor work ethic left the clockwork’s plates loose along its underside. This information provides the PCs with a +1 circumstance bonus on attack rolls against this creature. If they receive the corresponding piece of information from Samley, they instead earn a +2 circumstance bonus and deal an additional 1d6 damage on each hit.

Where is the key to the master’s workshop? “Probably in either the tailor’s workshop or the toymaker’s workshop. There’s no way I can be sure, though, or even start searching for the key, as long as those other two apprentices keep interfering!”

If the PCs mention that they have already partnered with another apprentice or that they intend to kill the masters of the mansion, Wo Gun immediately becomes hostile and attacks.

WO GUN	CR 8
XP 4,800	
Male human unchained summoner 9 (<i>Pathfinder Unchained</i> 25)	
LE Medium humanoid (human)	
Init +2; Senses Perception +0	
DEFENSE	
AC 22, touch 13, flat-footed 16 (+5 armor, +1 deflection, +2 Dex, +4 natural)	
hp 71 (9d8+27)	
Fort +5, Ref +5, Will +6	
Defensive Abilities shield ally	
OFFENSE	
Speed 30 ft. (20 ft. in armor)	
Melee +1 <i>cestus</i> +6/+1 (1d4/19–20)	
Special Attacks maker’s call 1/day, transposition	
Summoner (Unchained) Spell-Like Abilities (CL 9th; concentration +14)	
8/day— <i>summon monster V</i>	
Summoner Spells Known (CL 9th; concentration +14)	
3rd (4/day)— <i>displacement</i> , <i>haste</i> , <i>heroism</i> , <i>shield companion</i> ^{ACG}	
2nd (5/day)— <i>barkskin</i> , <i>lesser evolution surge</i> ^{APG} (DC 17), <i>invisibility</i> , <i>resist energy</i>	
1st (7/day)— <i>ant haul</i> ^{APG} (DC 16), <i>grease</i> , <i>lesser rejuvenate eidolon</i> ^{APG} , <i>shield</i> , <i>unseen servant</i>	
0 (at will)— <i>acid splash</i> , <i>detect magic</i> , <i>guidance</i> , <i>light</i> , <i>mage hand</i> , <i>mending</i>	
TACTICS	
Before Combat Wo Gun casts <i>barkskin</i> on himself.	
During Combat Wo Gun casts <i>haste</i> on first round of combat, then allows his eidolon and terra-cotta soldiers to engage foes in melee while he hangs back and summons monsters or casts offensive spells. He casts <i>shield companion</i> on his eidolon after it is hit the first time in combat.	
Morale Wo Gun fights to the death.	
STATISTICS	
Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 20	
Base Atk +6; CMB +5; CMD 18	
Feats Craft Construct, Craft Magic Arms & Armor, Craft Wondrous Item, Extra Evolution (2) ^{UM} , Skill Focus (Craft [sculpture])	
Skills Craft (clockwork) +11, Craft (sculpture) +18, Knowledge (arcana) +13, Spellcraft +13	
Languages Common, Tien	
SQ bond senses (9 rounds/day), eidolon (named Quishu), life link	
Other Gear +1 <i>chain shirt</i> , +1 <i>cestus</i> ^{APG} , <i>headband of alluring charisma</i> +2, <i>ring of protection</i> +1, masterwork sculpting tools, glowing chisel (spell blessing leanan sidhe token)	

QUISHU

CR —

Biped fey eidolon

LE Medium outsider

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 24, touch 13, flat-footed 21 (+2 Dex, +1 dodge, +11 natural)

hp 59 (7d10+21)

Fort +7, **Ref** +4, **Will** +5 (+4 morale bonus vs. enchantment spells and effects)

Defensive Abilities evasion

OFFENSE

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

Melee +1 *axiomatic earth breaker* +12/+7 (2d6+7/×3 plus 2d6 vs. chaotic)

Special Attacks breath weapon (30-foot cone, 7d6 electricity, Reflex DC 18, 1/day)

Spell-Like Abilities (CL 7th; concentration +7)

At will—*dancing lights*, *prestidigitation*

3/day—*grease* (DC 11)

STATISTICS

Str 19, **Dex** 15, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +7; **CMB** +11; **CMD** 24

Feats Ability Focus (breath weapon), Dodge, Improved Natural Armor, Toughness

Skills Acrobatics +12, Disable Device +18, Fly +16, Use Magic Device +10; Racial Modifiers +8 Disable Device

Languages Common

SQ devotion, evolutions (breath weapon, flight [wings], improved natural armor, limbs [arms, legs], low-light vision, skilled [Disable Device], weapon training martial, weapon training simple), woodland stride

Other Gear +1 *axiomatic earth breaker*^{UE}

TERRA-COTTA SOLDIERS (2)

CR 6

XP 2,400 each

hp 64 each (*Pathfinder Bestiary* 3 262)

Treasure: Wo Gun's extensive notes on the creation of terra-cotta soldiers are scattered among the scrolls and journals on his workbenches. Written in Tien, these notes explain alternative methods of infusing terra-cotta statues with animating forces drawing upon the life-giving energies of the First World. The end result is a creature functionally identical to the typical terra-cotta soldier, but any summoner who uses these texts can ignore the spell requirements normally needed to create them. The notes are worth 5,000 gp.

B8. TAILOR'S WORKSHOP (EL 10)

This abandoned chamber seems to be a combination of a bedroom and a tailor's workshop. In the center of the room, a wooden mannequin, impaled with numerous long needles and blades from sharp scissors, hangs about three feet off the ground on thick lace ropes. Dozens of swatches of fabric hang from the ceiling, and an emaciated halfling-sized figure huddles completely under the bedsheets.

The mannequin was once a deadly trap, but it was triggered long ago. This workshop once belonged to Persistent Petrio, a twitchy halfling tailor who managed to seize the ultimate prize—the key to the upper floor—and hid it in his workshop behind numerous traps. Unfortunately, he realized too late that although the traps might keep him and his prize safe, they also kept him from leaving. He eventually starved to death, and his skeleton remains under the blankets on his bed.

Trap: While a few of Petrio's traps have been sprung, a particularly dangerous one remains active. Anyone who comes within ten feet of the outer wall triggers a nearly undetectable lattice of tiny metal threads, strung like a taut spider web, that snap and then lash out in a wave of slicing tendrils for a few rounds before the tension in the threads is finally expended.

METALLIC THREAD TRAP

CR 10

XP 9,600

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger touch; **Duration** 1d4 rounds; **Reset** repair

Effect Atk +20 melee (3d8+3); multiple targets (all targets in area B8)

Treasure: A blueprint for something called a luminescent distaff sits on the workbench. According to the notes, this device can spin yarn from particles of light. Understanding this requires success at a DC 30 Knowledge (arcana) check; a character who has any tailor-related Craft skill gains a +5 circumstance bonus on this check. Once successfully studied, this information lowers the DC for disabling the lightkilling machine on the third floor by 2, and also lowers the DC for disabling the yarn-making part of the machine in the Hall of Ants (area C7) by an additional 4.

Petrio's skeleton lies under the sheets, still clad in his *robe of scintillating colors*. Under his pillow is a small, tightly bound fabric pouch; it can easily be found by searching the bed, or can be noticed from afar by succeeding at a DC 25 Perception check. Inside, the bag shines with a bright light from a glowing golden key. This is the key to the Hall of the Master (area B5). A glowing decoration on it was lightcrafted by Lumestin, making it worth 800 gp to a collector; exposed to magical darkness, though, the design vanishes, rendering it valueless.

B9. LUTHIER'S WORKSHOP (EL 10)

This workshop is tidy and cozy. Musical instruments decorate the walls, and a worktable at one end of the room is covered with tools and notes. Near the table stands a stone basin; opposite sits a large bed.

Creature: This is where the luthier Jolly Jeralbeena lives and works. Unlike her adversaries, she has no personal army of constructs; instead, she's used her skills to destroy the others' constructs. Also, Jeralbeena doesn't always sit in her room; she instead stealthily patrols the floor hoping to find a way to take over one of her rivals' workshops. Usually she just quietly observes the others' constructed minions, but now and

then she makes targeted strikes to keep them from growing too numerous.

Despite the somewhat awful situation she's found herself in, Jeralbeena remains a cheerful woman. She wears a strange suit of armor decorated with pipes, drums and strings. On her head, she wears a magical lantern (the equivalent of a permanent *daylight* spell) to make sure her gift from Lumestin, a tuning fork, remains properly illuminated. Her initial attitude to the PCs is indifferent, as she assumes that they are Lumestin's latest guests come for the monthly auction (despite the fact that she's lost track of the number of years it's been since the last one).

If the PCs can secure her cooperation, her answers and reactions to questions are roughly the same as Wo Gun's (see area B7), but with the following adjustments.

Asked about herself, Jeralbeena will eagerly explain that she was once "very sought after" for her one-woman orchestra act. She continued improving her instrument, a *one-person orchestra* (see page 35), and is always looking for new ways to combine instruments to produce new sounds. She sees her apprenticeship as her greatest gig ever, and praises Lumestin, above all, as a great entrepreneur who has turned master craftwork—something most people think of as dull and boring—into a wonderfully competitive show. Turning it into deadly combat may have taken things a bit too far, but as they say, the show must go on. If the Master wants her to win this way, then so be it! After she wins, she's planning on doing a tour of the River Kingdoms.

Jeralbeena can tell the PCs about a machine she designed for her teacher—a "cacophony engine" that uses sound to suck the light out of light sources. If Jeralbeena becomes friendly, she can also provide details about the crystal creature in room C10. Conversely, she attacks if she suspects the PCs have allied themselves to any of the other apprentices, or if she's "unfairly criticized" for her musical tastes.

JERALBEENA	CR 10
XP 9,600	
Female gnome bard 11	
CN Small humanoid (gnome)	
Init +2; Senses low-light vision; Perception +15	
DEFENSE	
AC 21, touch 14, flat-footed 18 (+5 armor, +2 Dex, +1 dodge, +2 shield, +1 size)	
hp 108 (11d8+55)	
Fort +6, Ref +9, Will +6; +2 vs. illusions, +4 vs. bardic performance, language-dependent, and sonic	
Defensive Abilities defensive training	
OFFENSE	
Speed 20 ft.	
Melee +1 construct-bane adamantine light mace +13/+8 (1d4 plus 2d6 vs. constructs)	
Special Attacks bardic performance 28 rounds/day (move action; countersong, dirge of doom, distraction, fascinate [DC 19], inspire competence +4, inspire courage +3, inspire greatness, suggestion [DC 19]), hatred	

Spell-Like Abilities (CL 11th; concentration +15)

1/day—*dancing lights*, *ghost sound* (DC 15), *prestidigitation*, *speak with animals*

Bard Spells Known (CL 11th; concentration +15)

4th (3/day)—*cure critical wounds*, *dance of a hundred cuts*^{UM}, *shout* (DC 18)

3rd (5/day)—*cure serious wounds*, *displacement*, *haste*, *thundering drums*^{APG} (DC 17)

2nd (5/day)—*cure moderate wounds*, *invisibility*, *mirror image*, *shatter* (DC 16), *sound burst* (DC 16)

1st (6/day)—*chord of shards*^{UM} (DC 15), *cure light wounds*, *ear-piercing scream*^{UM} (DC 15), *saving finale*^{APG} (DC 15), *unseen servant*, *vanish*^{APG} (DC 16)

0 (at will)—*detect magic*, *light*, *mage hand*, *mending*, *prestidigitation*, *summon instrument*

TACTICS

During Combat Jeralbeena starts combat by activating inspire courage, then casts *invisibility*, *displacement*, *mirror image*, and *haste* before using her spells and attacking with her mace. She'll start melee with *dance of a hundred cuts* and tries to stay mobile even after that effect wears off, to limit full attacks against herself.

Morale Jeralbeena fights to the death.

STATISTICS

Str 8, **Dex** 14, **Con** 16, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +8; **CMB** +6; **CMD** 19

Feats Craft Wondrous Item, Dodge, Skill Focus (Stealth), Toughness, Weapon Finesse, Weapon Focus (light mace)

Skills Craft (musical instruments) +19, Perception +15, Perform (percussion instruments) +18, Perform (string instruments) +18, Perform (wind instruments) +18, Spellcraft +15, Stealth +26

Languages Common, Draconic, Gnome, Sylvan

SQ bardic knowledge +5, gnome magic, jack-of-all-trades, lore master 2/day, versatile performances (percussion, string, wind)

Gear *one-person orchestra*, +1 buckler, +1 construct-bane adamantine light mace, masterwork instrument crafting tools, glowing tuning fork (spell blessing leanan sidhe token)

Treasure: The blueprint for the cacophony engine sits on the worktable but requires a PC to succeed at a DC 30 Knowledge (arcana) or Perform (stringed instruments) check to decipher, with a +5 circumstance bonus if the character performing the check has any ranks in Craft (musical instruments). This information reduces the DC for disabling the lightkilling machine on the third floor by 2 (cumulative with bonuses from other such information). It also lowers the DC for disabling the cacophony engine by an additional 4 (see area C10).

B10. OUTER CORRIDOR (EL 8)

The walls of this long, curving corridor have several doors on either side. The ground is littered with debris from destroyed constructs. At the end of the corridor is a tall double door with a golden keyhole.

This part of the second floor is now home to Samley, who sends forth his automatons to patrol and fight the other apprentices. After centuries of such fighting, the area is in very poor condition.

Creatures: Two clockwork hounds patrol the area. Their metallic barking once battle is joined certainly alerts Samley and the constructs in the nearby rooms.

ADVANCED CLOCKWORK HOUNDS (2) **CR 6**
XP 2,400 each
hp 55 each (*Pathfinder Bestiary* 3 57, 288)

B11. TOYMAKER'S WORKSHOP (EL 8)

This room seems to have once been a toymaker's workshop, but today its contents lie in ruins, strewn across the floor in fragments and pieces.

Creatures: This workshop belonged to Keen Katissa, a half-orc toymaker who sought to weaponize her creations only to be killed by them. Now her workshop is a tiny battlefield where two toy armies wage endless war against each other. Katissa's skeleton is still in the room and is being used as one of the toy armies' headquarters.

The swarm of toy soldiers consists of a human army and a goblin army, and until the PCs arrive, the swarms' battle lacks a specific target. While the armies have ruined the furniture here, their programming prevents them from significantly harming each other. This same courtesy does not extend to the PCs, and as soon as they're noticed, both armies immediately merge into a single toy soldier swarm, abandoning their endless war to team up against the invaders, fighting the PCs until destroyed.

TOY SOLDIER SWARM **CR 8**
XP 4,800
hp 85 (see page 33)

Treasure: The late toymaker's desk is a mess, with sketches for various toys scrawled on scraps of paper. In the middle of the desk sits a blueprint for a toy dwarf armed with a pickaxe—the same one that can be found toiling in the library (area B4). A map of the mansion's second floor sits under the blueprint, with measurements of the rooms and calculations of the walls' thickness. The far corner of the library's outer wall is circled in red, indicating the best point to have a dwarf toy burrow through. The blueprint itself is worth 50 gp.

Next to this blueprint is one for a different kind of toy—a set of amazingly tiny, ant-sized spinners that can manipulate light, along with a toy castle that can produce these spinners. Understanding this blueprint requires a character to succeed at a DC 30 Knowledge (engineering) check (a character who has any skill at Craft [clockwork or toymaking or, at your whim, a similar trade] gains a +5 circumstance bonus on this check). This information reduces the DC of disabling the lightkilling machine on the third floor by 2 (cumulative with bonuses from

other such information) and reduces the DC for disabling the ant castle (area C11) by an additional 4.

Katissa's skeletal body still wears her +2 *leather armor* and *goggles of minute seeing*.

B12. CLOCKMAKER'S WORKSHOP (EL 10)

This workshop is filled with dozens of different clockwork mechanisms. Their constant ticking seems to merge into a strange melody. Along the far wall stands a table, covered with cloth, on which lie many small gears and bolts. Near the table stands a stone basin.

This workshop belongs to Scrupulous Samley, clockmaker and tinkerer from Alkenstar who's been busying himself with the task of building an army of constructs to battle his fellow apprentices. Samley is a melancholic, paranoid fellow with a tired look on his face, illuminated oddly by a screwdriver of light hanging around his neck like an amulet. He's constantly yawning, as he's been afraid to sleep out of fear his enemies will launch a surprise attack while his guard is down. His initial attitude is unfriendly: he suspects that the PCs are a group of Wo Gun's golems in disguise, or some other kind of trick, and finds it most unlikely that someone has found a way to enter the mansion after so long. Otherwise, his answers and reactions are roughly the same as Wo Gun's (see area B7).

If asked about himself, Samley cringes and tells the PCs he never even wanted to come here. He and his half-sister Katissa used to work together in Alkenstar before being forced to flee and relocate to the Varisian city of Kaer Maga. As far as he's concerned, his talent was always a shadow of hers. It was her toys that attracted Lumestin's attention, and it was she who was invited to learn Lumestin's craft. If she hadn't insisted, Lumestin probably wouldn't ever have invited Samley too. Today, Samley blames the other apprentices for escalating the conflict to the point of violence and thus causing her death.

If made helpful, Samley can tell the PCs about the special clockwork creation (the advanced titan clockwork centipede in area C12) which he made together with Wo Gun. This information provides the PCs with a +1 circumstance bonus on attack rolls against this creature. Together with Wo Gun's information, it instead provides a +2 circumstance bonus and deals an additional 1d6 damage on each hit.

If Samley realizes the PCs have damaged his sister's toy soldiers, or worse, have robbed her workshop or her remains (he recognizes her armor and goggles immediately), he attacks at once. He is joined in this fight by a clockwork guardian—his masterpiece, and a creation he was only able to fully complete with his sister's aid and the use of a now destroyed magical treatise on clockworks that lowered the construct's caster level minimum for the purposes of crafting.

SAMLEY **CR 9**
XP 6,400
Male half-orc fighter 5/gunslinger 5 (*Pathfinder RPG Ultimate Combat* 9)
N Medium humanoid (human, orc)
Init +5; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 22, touch 15, flat-footed 18 (+7 armor, +1 deflection, +3 Dex, +1 dodge)

hp 104 (10d10+45)

Fort +12, **Ref** +9, **Will** +5 (+1 vs. fear)

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee masterwork light flail +12/+7 (1d8+1)

Ranged +1 blunderbuss +16 (1d8+7/19–20)

Special Attacks deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), grit (1), gun training +3 (blunderbuss), weapon training (firearms +1^{uc})

TACTICS

During Combat Samley lets his clockwork guardian protect him while he uses his blunderbuss to attack.

Morale Samley fights to the death.

STATISTICS

Str 12, **Dex** 16, **Con** 16, **Int** 8, **Wis** 10, **Cha** 16

Base Atk +10; **CMB** +11; **CMD** 26

Feats Deadly Aim, Dodge, Gunsmithing^{uc}, Improved Critical (blunderbuss), Iron Will, Master Craftsman, Rapid Reload, Toughness, Weapon Focus (blunderbuss), Weapon Specialization (blunderbuss)

Skills Craft (clockwork) +15, Craft (firearms) +5, Intimidate +5, Perception +8; Racial Modifiers +2 Intimidate

Languages Common, Orc

SQ armor training 1, construct crafter, gunsmith, orc blood

Gear +1 breastplate, +1 blunderbuss^{uc}, masterwork light flail, belt of mighty constitution +2, cloak of resistance +1, ring of protection +1, glowing screwdriver (skill blessing for Craft [clockworks] leanan sidhe token)

SPECIAL ABILITIES

Construct Crafter (Ex) Although Samley isn't a spellcaster, his great skill and understanding of clockworks allows him to craft these constructions without having to meet the spellcasting requirements, although it takes him twice as long to build a construct in this manner and increases the Craft DC by 5

CLOCKWORK GUARDIAN

CR 8

XP 4,800

hp 85 (*Pathfinder RPG Bestiary* 6 61)

B13. BOOKBINDER'S WORKSHOP

This room is completely trashed, with overturned tables, toppled shelves, tools, and torn books scattered all over the floor. Everything is covered with a thick layer of dust.

Here once lived Mindful Melia, the bookbinder, before the other apprentices drove her down to the lower floor to meet her doom. The room is unlit.

Treasure: A notebook on the floor contains a complex set of runes and symbols written in Sylvan. According to the notes, these "lightweaving runes" can gather light into tangible matter. Understanding the writing requires a PC to succeed at a DC 30 Knowledge (arcana) check (with a +5 circumstance bonus if the check is performed by a character with the Scribe Scroll feat). This information reduces the DC for disabling the lightkilling machine on the third floor by 2 (cumulative with bonuses from other such information) and reduces the DC for disabling the Hall of Symbols (area C8) by an additional 4.

Among the damaged books in the room lies one that remains in good condition: a blank *blessed book*.

Chapter 3: Death of the Light

After his confrontation with the Lantern King, Lumestin understood that revenge would follow. With no means to fight one of the Eldest directly, he knew his only real defense was his mastery over the light. He devised a “lightkilling machine,” a device that could transform light into physical matter. While harmless to most creatures, this device posed a real threat to any creature capable of emanating light in much the same way petrification could defeat creatures made of flesh. To construct the device, Lumestin enlisted his apprentices to produce key parts of the machine without revealing the final goal. As soon as the last part was completed, he shut himself and Crimsonne away and abandoned the apprentices to their fates.

C. Third Floor

This floor, once Lumestin’s personal workshop, is now his final line of defense against the Lantern King, for it holds a giant machine designed to extinguish light. While this is somewhat inconvenient for regular mortals like the PCs, it’s designed to kill magical creatures of light such as the Lantern King, candlewicks, and banelights. Each room on this floor (except areas C1, C2, and C3) has its own light source that grows dim while the machine is active but shines brightly once it stops. As soon as the PCs reach the third floor, Lumestin activates the lightkilling machine, trying to kill Glowdrop with it.

On this floor, Lumestin can communicate with the PCs using not only *silent images* but also through speech, using a special magic item (see area C4). Depending on the PCs’ behavior in his mansion so far, Lumestin might try negotiating with them to expose Glowdrop’s true agenda. His attitude toward the characters, initially indifferent, improves if they bought anything from the auction (area A2), helped the Host “find himself” (area A8), or spared any of the three surviving apprentices. His attitude worsens if they killed all the apprentices, robbed the auction room, or vandalized any room without a good reason, though he will recognize the necessity of battling the phantom armors in the armor hall (area A4). If his attitude is hostile, Lumestin won’t waste time trying to befriend the PCs, but instead dismisses them as brigands and tries his best to kill them along with Glowdrop once they finally reach him—assuming they survive the dangers of this floor in the first place!

Features of the Third Floor

Unlike the other floors, this one mostly lacks Lumestin’s favorite baroque decorations. It is instead messy and strictly functional: Lumestin assembled his machine in a hurry and, much to his distress, had little time to make it look pretty. Walls and doors are identical to those on the second floor, and ceiling heights are at 20 feet except where indicated.

The Lightkilling Machine

The lightkilling machine consists of four components, each occupying its own room on the third floor. Sound waves produced in the Hall of Screams (area C10) shunt all light out of the central rooms (areas C1, C2, and C3). This shunted light is sucked into the walls and then siphoned through the Hall of Symbols (area C8) and is then spun into yarn by the ant spinners within the Hall of Ants (area C7). Finally, this transformed light is stored in the light depository (area C6). The machine can be halted by destroying or disabling all its parts in areas C7, C8, C10, and C11. A PC must succeed at a DC 45 Disable Device check to deactivate any one of these components, but learning about the machine from information found on the second floor reduces this DC (see areas B9, B11, and B13). Failing such a check by 5 or more leads to an enormous discharge of energy, dealing 12d6 force damage (Reflex DC 33 half) to each creature in the room.

As long as the machine is working, its functions slowly continue: light keeps getting drawn from the central rooms to be slowly transformed and stored in the depository, even if the action of individual machines is disrupted. If the PCs manage to stop the machine without first breaking the machine’s parts, the process stops and every room goes still and silent. Once the machine is broken, the whole floor trembles, the lights in each room on the floor become bright, and the Lightless Tube (area C2) collapses. All lightless doors are also opened, as is the hatch in the floor of the entry chamber (area C1).

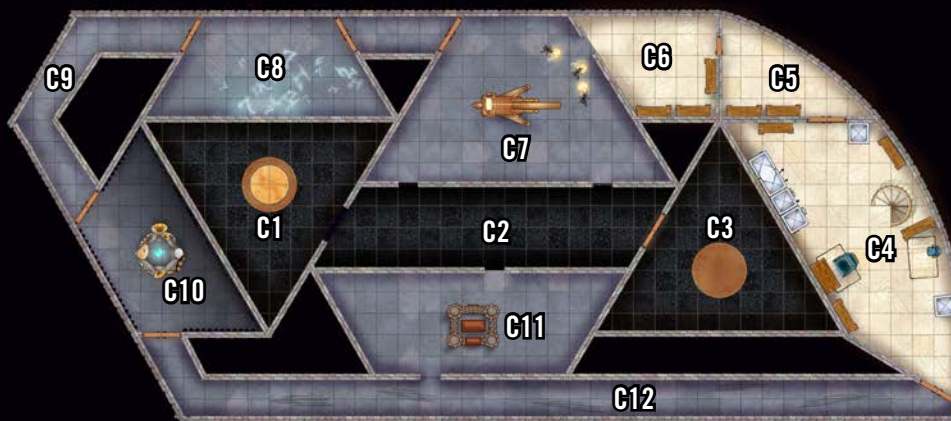
C1. ENTRY CHAMBER

The walls, floor, and ceiling of this triangular chamber are covered with a strange material that resembles sheets of porous jet-black resin that appears to absorb light.

This is one of three black-walled rooms—the others being areas C2 and C3—that are designed to kill the Lantern King and any other creature that emits light, such as Glowdrop. When the lightkilling machine is activated, light sources in these rooms dim one category (for example, normal light becomes dim light), and every 10 minutes they are dimmed another category until that room becomes entirely dark and all light sources are completely extinguished. These light sources immediately return to normal outside of these rooms or after the lightkilling machine is deactivated.

For creatures of light, the process is far more painful. Such creatures immediately become sickened as soon as they enter one of these rooms—their movement is halved, they fall under the effect of *dimensional anchor* (CL 18th), and their hit points are reduced by 10% each round until death occurs after 1 minute. These effects persist in all three rooms as long as the lightkilling machine is running. (In the other rooms on this floor, creatures of light feel uncomfortable but suffer no other effects.)

C. Third Floor



1 square = 5 feet

Once the PCs enter the room, Lumestin speaks to them from his workshop in area C4 using his magic device. Depending on his attitude, he either reasons with them by telling them the truth about Glowdrop and asking them to help kill the treacherous candlewick, or he condemns them for invading his home, wrecking it, and aiding the malicious Lantern King. In any event, Lumestin refuses to turn off the machine as long as Glowdrop remains alive. If the PCs do kill Glowdrop, he asks them to meet him in the light depository (area C6).

After Glowdrop is harmed by the lightkilling machine for the first time, he does his best to persuade the PCs to disrupt the machine, then spends a move action to extinguish his light each round that he is in an affected area, avoiding further detrimental effects. If the PCs have agreed to help him, though, he uses Deception to try to fake terrible suffering. If the PCs consider siding with Lumestin, he drops his charade and reveals that he's a servant of a very powerful creature; depending on the situation, he either offers them a generous reward or intimidates them with threats of terrible wrath. (Whether or not he delivers on any of his promises is left to you to decide.) If the PCs leave Glowdrop—perhaps with the expectation that the machine will kill him—he does his best to follow them discreetly; if they find themselves in a pinch, he reappears and cheerfully offers help provided they promise to help him get rid of the mansion's owner. ("Hey, I don't hold grudges! We're still friends, right? I can help you if you help me!") At this point, he won't attack unless the PCs attack him directly.

A lightless door leads from here to the Lightless Tube (area C2).

C2. LIGHTLESS TUBE

The walls of this corridor curve to meet the floor and ceiling, giving the impression of being inside of an enormous tube. Porous, jet-black material lines the walls while clouds of darkness churn at either end.

This hall connects the entry room (area C1) to the Lightless Well (area C3). Lightless doors along the walls here connect to nearby rooms; those leading to areas C7 and C11 are hidden, looking like solid stone rather than black mist. While there is any light in the room, PCs must succeed at a DC 30 Perception check to notice them; if all light in the area is extinguished, any PC that can see in the dark observes that they are open doorways.

C3. LIGHTLESS WELL

This large, empty, triangular room has a forty-foot high ceiling. The floor, walls, and ceiling are completely covered in porous, jet-black material that saps light from every light source in the room.

This area hides the access to Crimsonne's room on the fourth floor (area D1): a secret lightless door in the ceiling that can normally be spotted by succeeding at a DC 25 Perception check. While the lightkilling machine is running, the door is cloaked in a powerful illusion that raises this to a DC 40 Perception check.

C4. LUMESTIN'S WORKSHOP (EL 12)

The walls of this beautifully decorated room are adorned with glowing mosaics depicting the depths of space, gleaming planets orbiting shining stars among colorful nebulae. The room is brightly lit, and the glowing shelves that line its walls are full of strange and elegant devices. An ugly metal control panel on one wall, its face cluttered with lots of dials and buttons, stands in contrast to the beauty of the rest of the room, while a curving flight of spiral stairs winds upward near the opposite wall.

This is Lumestin's workshop, where he once worked in peace before the Lantern King turned against him. The stairs lead up to Lumestin's refuge (area D2).

The control panel operates the lightkilling machine; it can be deactivated by a PC succeeding at a DC 20 Disable Device or DC 25 Knowledge (arcana) check.

Creature: Lumestin, a tall leanan sidhe man with beautiful facial features and long, flowing hair, awaits the PCs here. If they enter the room in a hostile manner, Lumestin just *dimension doors* to Crimsonne's retreat (area **D1**) to prepare for battle. If, on the other hand, the PCs enter the room in a less threatening manner, Lumestin begs them to kill Glowdrop. If the lightsmith's attitude is friendly, he even offers to join the PCs in this battle; however, under no circumstances will he place Crimsonne in any danger. If Glowdrop is already dead, he invites the PCs upstairs to speak (see area **D1** for more details).

At his height, Lumestin was an 18th level sorcerer. His long self-exile has atrophied his powers significantly, but he's still a dangerous foe the PCs should think twice about before attacking.

LUMESTIN **CR 12/MR 3**

XP 19,200

Male leanan sidhe sorcerer 7 (*Pathfinder RPG*

Bestiary 4 180)

CN Medium fey (mythic)

Init +12^M; **Senses** low-light vision; Perception +25

DEFENSE

AC 29, touch 23, flat-footed 23 (+7

deflection, +5 Dex, +1 dodge, +6 natural)

hp 159 (18d6+97)

Fort +16, **Ref** +21, **Will** +19

Defensive Abilities fated (+2); **DR** 10/cold iron and epic

OFFENSE

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

Melee +2 brilliant energy dagger +12/+7

(1d4+4/19–20) or touch +5 (1d4 Cha damage)

Special Attacks life drain, mythic power (3/day, surge +1d6)

Leanan Sidhe Spell-Like Abilities (CL 10th; concentration +17)

Constant—*tongues*

At will—*calm emotions* (DC 20), *crushing despair* (DC 22), *dimension door* (self plus 50 lbs. of objects only)

3/day—*animal trance* (DC 20), *quicken charm person* (DC 19)

Sorcerer Spell-Like Abilities (CL 7th; concentration +14)

10/day—touch of destiny (+3)

Sorcerer Spells Known (CL 7th; concentration +14)

3rd (6/day)—*daylight*, *dispel magic*, *protection from energy*

2nd (8/day)—*blur*, *darkness*, *glitterdust* (DC 19), *mirror image*

1st (8/day)—*alarm*, *charm person* (DC 19), *crafter's fortune*^{APG} (DC 18), *erase*, *magic missile*, *reduce person* (DC 18)

0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*

Bloodline destined



Lumestin

Is the Machine Actually Helping Lumestin?

The Lantern King himself does not play a direct role in this adventure, but Lumestin's lightkilling machine is useless against a demigod of the Lantern King's power. But the fey king knows the mere threat of his revenge can be as powerful as any actual vengeance: by not revealing that the machine Lumestin clings to for protection is no threat, the paranoid lightsmith remains captured in a prison built entirely of his own fears.

The lightkilling machine also can't kill Glowdrop as long as he is able to take a move action to shut off his light, so ironically, the being most easily harmed by Lumestin's weapon is his banelight lover Crimsonne!

TACTICS

During Combat Lumestin fights with his dagger only as a last resort, preferring to use his magic to manipulate minds with his spells and to drain creatures dry of Charisma instead.

Morale If reduced to fewer than 30 hp, Lumestin asks to surrender and promises to reward the PCs' mercy with gifts of skill or spell blessings, otherwise he fights to the death.

STATISTICS

Str 14, **Dex** 20, **Con** 18, **Int** 18, **Wis** 10, **Cha** 24

Base Atk +8; **CMB** +10; **CMD** 33

Feats Alertness, Arcane Strike, Combat Casting, Craft Wondrous Item, Dodge, Eschew Materials, Improved Initiative^M, Persuasive^M, Quicken Spell-Like Ability (*charm person*), Skill Focus (Craft [lightcraft]), Spell Focus (enchantment)

Skills Bluff +24, Craft (lightcraft) +29, Diplomacy +30, Disguise +10, Fly +9, Intimidate +30, Knowledge (arcana) +25, Knowledge (nobility) +20, Perception +25, Sense Motive +20, Spellcraft +25, Use Magic Device +31

Languages Aklo, Common, Gnome, Sylvan; *tongues*

SQ bloodline: arcana (gain luck bonus on saves when casting personal-range spells), change shape (any male humanoid), skill blessing, spell blessing, unearthly grace

Gear +2 brilliant energy dagger, circlet of persuasion

Treasure: A minor version of a *mirror of mental prowess* hangs on the wall near the control panel. This mirror allows Lumestin

to see via *clairaudience/clairvoyance* into any room in the mansion, and to use *silent image* three times per day to project his image into the place he's looking at. There's a special device on the table that looks like a horn, made by Jeralbeena. Speaking into it projects the speaker's voice into any room on this floor, but it cannot reach the other floors. The magic of these devices does not function outside of this room.

Story Award: If the PCs earn Lumestin's respect and help by defeating Glowdrop, grant them XP as if they had defeated both him and Crimsonne in combat.

C5. VAULT

This room is decorated with metal, treelike objects that feature arms instead of branches. They grow from the floor and protrude from the walls, and each of the numerous hands hold a tiny item that appears to be crafted from solid light.

This vault is where Lumestin stores his masterpieces. The door that leads to the light depository (area C6) can easily be opened from this side, but unless the PCs use something to prop it open, it automatically closes 3 rounds after being opened. Lumestin becomes furious if the PCs pillage this room or damage anything inside it.

While the items kept here appear to be exquisite and incredibly valuable, they cannot exist outside of Lumestin's Manor. One of the items here—a smoky black key—can be used to make a lightless door appear in the empty doorway in the entrance hall (area A1); a journal found in Lumestin's refuge (area D2) explains how to use it.

C6. LIGHT DEPOSITORY (CR 9)

This room's walls are decorated with tiny crimson dragonflies sculpted in various poses that all share a singular feature—each is depicted in the act of smashing a tiny lantern. Long rows of plain metal shelves lie mostly empty along the walls, while what appear to be a dozen balls of glowing yarn sit below a window in one wall.

This room does not hold part of the lightkilling machine, but it does store the machine's product: light that has been turned into balls of yarn that Lumestin can weave into lightcrafted objects. The door that leads to the vault (area C5) is hidden from this side, requiring a PC to succeed at a DC 32 Perception check to notice. Lumestin is highly displeased if the PCs try to break this door and will shout at them through his magic horn if they appear to be preparing such a tactic. On the other hand, if the PCs were invited here because they killed Glowdrop, Lumestin opens this door himself and leads them to his workshop (area C4).

Creatures: A trio of clockwork soldiers protects this room from intruders other than Lumestin or Crimsonne. They attack on sight, but Lumestin won't begrudge the PCs if they're forced to destroy them.

CLOCKWORK SOLDIERS (3)

CR 6

XP 2,400 each

hp 64 each (*Pathfinder Bestiary* 3 57)

C7. HALL OF ANTS (CR 8)

This room is filled with swarms of tiny toy ants busying themselves with strange work: they constantly work to capture little glowing letters coming from a shining rune on one wall, then use a strange-looking distaff to spin them into yarn. They then roll the yarn into neat balls and carry them through a window in the opposite wall.

These ants come in endless swarms from the Ant Castle (area C11), crawling through tiny tunnels in the walls of the lightless tube itself. Smashing the ants has no lasting effect; there are always more. A PC succeeding at a DC 35 Disable Device check (with a +4 bonus if the blueprints in the tailor's workshop at area B8 were deciphered) can disable the distaff. If the PC fails this check by 5 or more, the distaff emits a powerful blast of light, permanently blinding everyone in the room (DC 25 Fortitude save negates). If the PCs otherwise try to break or damage the distaff, this will also trigger the powerful blast of light, once for each attempt.

Creatures: The swarming ants, while mechanical in nature, do not pose a threat, but if they are attacked, swarms of magically created living army ants surge out of holes in the wall near area C2 and attack.

ARMY ANT SWARMS (3)

CR 5

XP 1,600 each

hp 49 each (*Pathfinder Bestiary* 16)

C8. HALL OF SYMBOLS (EL 10)

The walls of this room are decorated with glowing runes, dominated by two huge runes set in the opposing walls. One of the two immense runes emanates weak light that condenses into tiny glowing letters that float through the air along a curving path before vanishing into the brighter rune on the opposite wall.

After the cacophony engine in the Hall of Screams (area C10) siphons light from the three black-walled rooms (areas C1–C3), that light is turned into tangible matter here, then taken by the toys in the Hall of Ants (area C7) to be spun into yarn. A PC can stop the runes from turning the light into matter by succeeding at a DC 35 Disable Device check (with a +4 bonus if the blueprints in Bookbinder's Workshop at area B13 were deciphered). If the PC fails this check by 5 or more, the two large runes emit a burst of very bright light, permanently blinding everybody in the room (DC 25 Fortitude save negates). Deactivating the runes prevents the light from being processed, but as long as there's at least one part of the machine intact, it won't shut down completely.

Creatures: Any failed attempt at disabling the runes causes the runes floating in the air to coalesce into several dangerous

glowing fey—advanced lurkers in light who do not take kindly to being distracted from their task. These fey fight to the death—if slain, the runes in the walls can create more lurkers in light after 1 hour.

ADVANCED LURKERS IN LIGHT (4) CR 6

XP 2,400 each

hp 60 each (*Pathfinder Bestiary* 2 180, 292)

C9. SERVICE CORRIDOR (EL 9)

Half of this corridor's wall is decorated with an unfinished mural of Lumestin as a knight in shining armor piercing a foul old man with a spear made of light.

Creatures: A pair of clockwork servants are standing at attention in the passage. They do not attack the PCs unless attacked, but once they begin to fight, they start shrieking and whistling loudly. One round later, a panel in the ceiling near the middle of the hall slides open to deploy a clockwork mage that tumbles into the room and attacks at once.

CLOCKWORK SERVANTS (2) CR 2

XP 600 each

hp 31 each (*Pathfinder Bestiary* 3 56)

CLOCKWORK MAGE CR 9

XP 6,400

hp 102 (*Pathfinder Bestiary* 4 32)

C10. HALL OF SCREAMS (EL 10)

The very air in this room seems to shake and shudder under the weight of a cacophonous dirge roiling out of a machine in the middle of the chamber. This machine is a strange contraption made of different musical instruments with a pulsating crystal in the middle. As waves of sound blast from the device, light in the room seems to bend and recoil as if in pain.

The machine in this room uses sound as a primary method to siphon light away from areas **C1–C3**, thence to send it rippling into area **C8** for processing. Every round a creature remains in this chamber, it must succeed at a DC 18 Fortitude save or take 1d6 sonic damage. The machine can be disabled by succeeding at a DC 35 Disable Device check (with a +4 bonus if the blueprints from the luthier's workshop at area **B9** were deciphered, or were explained by Jeralbeena). If a creature fails the check by 5 or more, the machine pulses even louder, increasing sonic damage to 4d6 (Fortitude DC 22 half) for 1 round.

Creature: The source of the machine's sound is the crystal at its heart: a carnivorous crystal whose subsonic hum has been amplified to a destructive extreme. If anyone attempts to damage or dislodge the crystal, it detaches from the machine and attacks. While the carnivorous crystal is detached, the machine itself falls silent. The creature returns to the machine as soon as it senses no more foes to attack in the room. If the carnivorous crystal is slain, the machine is useless until

another crystal is installed. The crystal's many years serving as "fuel" for the room has left it in a slightly weakened state, yet it's still a dangerous foe. It takes a –2 penalty on all rolls (including damage rolls) and to special ability DCs and has a –2 penalty to AC and CMD.

DEGENERATE CARNIVOROUS CRYSTAL CR 10

XP 9,600

hp 104 (*Pathfinder Bestiary* 3 45, *Pathfinder Bestiary* 6 288)

C11. ANT CASTLE (EL 10)

What appears to be an oversized toy castle (or perhaps a miniaturized actual castle) sits in the middle of this otherwise plain room. Swarms of ants walk from it into tiny holes under a large tube that serves as the room's widest wall.

Creatures: This room produces the ant spinners who work in the Hall of Ants (area **C7**). The castle itself is defended by armies of tiny toy soldiers who swiftly move to attack anyone who attempts to damage or disable the castle.

Once the two toy soldier swarms are defeated, the castle can be disabled by a PC succeeding at a DC 35 Disable Device check (with a +4 bonus if the blueprints from the Toymaker's Workshop in area **B11** were deciphered). If the PC fails the check by 5 or more, the castle releases an additional toy soldier swarm to protect itself. Merely smashing the castle (hardness 15, hp 100) can disable the machine, but at the end of each round that the castle still has hit points it disgorges a new toy soldier swarm to defend itself, although no more than 3 of these swarms can be active at any one time.

TOY SOLDIER SWARMS (2) CR 8

XP 4,800 each

hp 85 each (see page 33)

C12. CORRIDOR OF DEFENSES (EL 12)

The walls and floor of this long corridor are scarred with long scratch marks.

Creature: An immense clockwork centipede fills this hallway. It is treated as a clockwork leviathan, save that it occupies a space ten feet wide and twenty feet long, its breath weapon deals electricity damage instead of fire damage, and it does not possess a swim speed. It guards the door to area **C4** and immediately moves to attack anyone who enters the corridor, though it can only move forward or backward in the long hallway. It faces away from the door it guards and can use any of its attacks against targets in front of it but can make only slam attacks against those who manage to get behind it.

CLOCKWORK CENTIPEDE CR 12

XP 19,200

Variant clockwork leviathan (*Pathfinder Bestiary* 3 55)

hp 128

D. Attic



1 square = 5 feet

D. Attic

This floor consists of two rooms separated by a wall that can become transparent if needed; both Lumestin and Crimsonne know the command word to activate this feature.

If the PCs killed Glowdrop, Lumestin brings them here to thank them and discuss next steps. If the PCs have destroyed the lightkilling machine and are trying to kill Lumestin and Crimsonne, this is where the pair will make their final stand.

D1. CRIMSONNE'S RETREAT (CR 12)

This room is filled with a bright crimson glow. The furniture within is made of solid light, including a vanity table, a harp, and a luxurious perch that could accommodate a human-sized bird.

Creature: Lumestin's lover Crimsonne dwells here. The only way to enter this room without teleportation magic is through the lightless door in the ceiling of the Lightless Well (area C3), but it cannot be opened while the lightkilling machine is on. This room is shielded from the machine's powers, so light doesn't dim here while the machine is operating.

CRIMSONNE

CR 12

XP 19,200

Female banelight (*Pathfinder RPG Bestiary* 6 37)

hp 168

D2. LUMESTIN'S REFUGE

The walls of this room are decorated with intricate patterns that seem to subtly shift and move. There is little furniture, but what little there is luxurious indeed—a lavish canopy bed, a six-sided table resting on insectile golden legs, and shelves filled with thick tomes.

This is where Lumestin lives, right next to his beloved Crimsonne. If the PCs help Lumestin kill Glowdrop, he invites them here to talk—see Concluding the Adventure below. One of the journals in a bookshelf here explains how a smoky black key found in Lumestin's vault (area C5)—can be used to make a lightless door appear in the empty doorway in the entrance hall (area A1).

Concluding the Adventure

This adventure can lead to different endings depending on how the PCs chose to resolve the conflict inside *Lumestin's Puzzle Box*. If Lumestin survives and his attitude toward the PCs is indifferent or better, he allows the PCs to leave by creating a lightless door in the empty doorway in the entrance hall (area A1). This returns them to the outside of the puzzle box, right where the PCs left it (unless you have decided it has moved since they entered it). Without his help, the PCs can find that one of the journals in Lumestin's refuge (area D2) explains how they can use the black key from Lumestin's vault (area C5) to make the lightless door appear and disappear there.

If played as a part of a larger campaign, this adventure can provide a number of plot hooks for further adventures. Some potential repercussions are explored below.

Agents of the Lantern King: If it was the Lantern King himself who sent the PCs into the box, directly or indirectly, he watches their progress closely. Even if he wasn't involved at the beginning of the adventure, the PCs may now have piqued his curiosity. His reaction to the PCs depends on whose side the PCs took while they were inside the box: If the PCs killed Crimsonne and Lumestin, or somehow managed to capture Lumestin and drag him out alive, the Lantern King is pleased and rewards them. If Glowdrop promised them some specific reward, the Lantern King honors that promise. However, he is a treacherous trickster by nature, and his gifts come with strings attached. If the PCs sided with Lumestin and killed Glowdrop, the Lantern King is displeased and may even try to send someone else after the box and arranges for trouble to befall the PCs. Alternately, he might be amused by their actions and decide to forgive Lumestin if the PCs agree to accomplish a different task for him. However, it would be a mistake to treat the Lantern King as just another quest-giving NPC, for he is capricious and loves nothing more than having fun at the expense of others. Agreeing to work

for him may well be the beginning of a long joke with a cruel punchline.

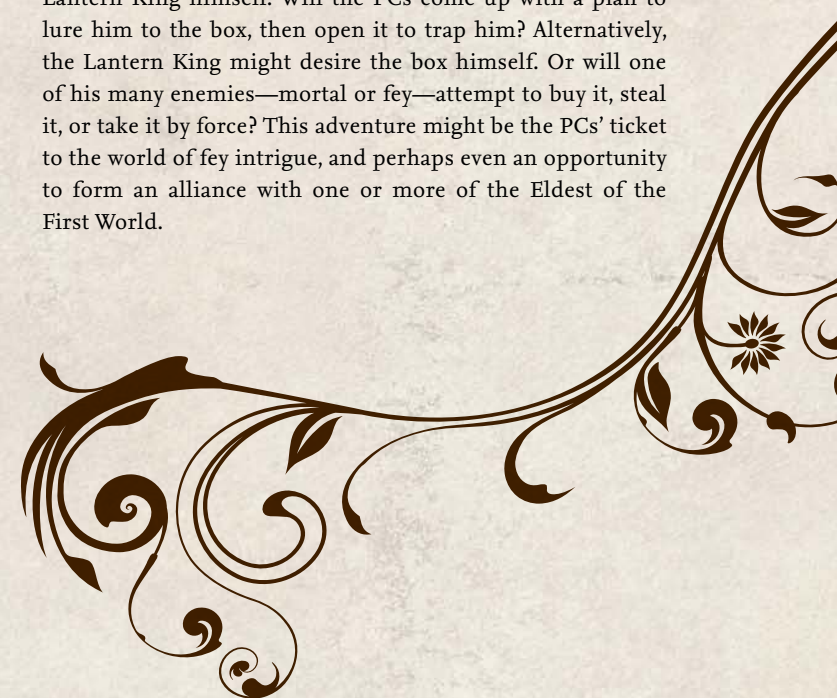
Rescued Apprentices: Apprentices saved by the PCs may find themselves in a “fish out of water” situation—after all, they've spent the past few centuries in a pocket dimension. Even with their superior crafting skills, they may need help in finding new places to live, in getting in touch with their families (if they even still live), and so on. Even if the apprentices wish to remain in the mansion, Lumestin dismisses them (assuming he's still alive). After all the carnage, he's not comfortable with them around, and he doesn't want to take on any more pupils. In any case, he decides to keep the secret of lightcrafting to himself.

Allying with Lumestin: If the PCs sided with Lumestin, he may become a valuable (if sometimes fickle or self-centered) ally. He might ask the PCs to protect him further from the Lantern King's ire, offering his peerless crafting skills in return. With his vast knowledge of arts and crafts, he might also become a source of new quests, hinting at the locations of various treasures, or asking the PCs to collect rare tools or components, promising to use them to create powerful equipment for the PCs.

The Puzzle Box: The PCs may want to keep *Lumestin's Puzzle Box*, with or without the original owner inside. At the least, it can serve as a portable home and a convenient way to transport a great amount of gear, or perhaps even a small army! That said, there's more to this box than just the pocket dimension. In theory, it has the power to contain the Lantern King himself. Will the PCs come up with a plan to lure him to the box, then open it to trap him? Alternatively, the Lantern King might desire the box himself. Or will one of his many enemies—mortal or fey—attempt to buy it, steal it, or take it by force? This adventure might be the PCs' ticket to the world of fey intrigue, and perhaps even an opportunity to form an alliance with one or more of the Eldest of the First World.



Crimsonne



Appendix I: New Monsters

Candlewick

This shimmering creature appears to be a disembodied face with a flickering candleflame-like light glowing above.

CANDLEWICK

CR 9



XP 6,400

CN Small fey

Init +16; **Senses** low-light vision; Perception +20

Aura shining light (20 ft.)

DEFENSE

AC 24, touch 24, flat-footed 18 (+5 Dex, +1 dodge, +7 insight, +1 size)

hp 110 (13d6+65)

Fort +9, **Ref** +13, **Will** +12

Defensive Abilities all-around vision, amorphous, fated; **Immune** blindness, light-based effects;

SR 20

OFFENSE

Speed fly 40 ft. (perfect)

Melee 4 searing tendrils +12 touch (2d6 fire)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 7th; concentration +14)

Constant—*tongues*

At will—*dancing lights*, *daylight*, *dimension door* (only to locations in reach of its shining light), *searing light*

3/day—*mirror image*, *misdirection*

1/day—*displacement*

STATISTICS

Str 10, **Dex** 20, **Con** 20, **Int** 14, **Wis** 18, **Cha** 24

Base Atk +6; **CMB** +5; **CMD** 35 (can't be tripped)

Feats Combat Reflexes, Defensive Combat Training, Dodge, Flyby Attack, Improved Initiative, Mobility, Skill Focus (Bluff)

Skills Acrobatics +21, Bluff +29, Fly +31, Knowledge (arcana) +15, Knowledge (nature) +18, Perception +20, Perform (dance) +23, Sense Motive +20

Languages Aklo, Common, Sylvan; *tongues*

SQ refraction

ECOLOGY

Environment any

Organization solitary, glow (2–5), or troupe (1–6 candlewicks plus other fey)

Treasure none

SPECIAL ABILITIES

Fated (Su) A candlewick adds its Charisma modifier as an insight bonus to AC and on Initiative checks.

Searing Tendrils (Su) A candlewick's searing tendrils are primary attacks.

Refraction (Su) Once per day as a standard action, a candlewick can create seven shimmering duplicates of itself which appear

anywhere within 60 feet of the candlewick and last a number of rounds equal to the candlewick's Charisma modifier (typically 7 rounds). These refractions are identical to the original in all respects except that when conjured they have a number of hit points equal to 20% of the true candlewick's maximum hit points (22 hit points for a typical candlewick). The refractions have all of the true candlewick's melee attacks and abilities, except they can only make one searing tendril attack each, can't use spell-like abilities, and can't use refraction. All refractions take their turn immediately after their creator candlewick's turn concludes.

Refractions take double damage from spells with the darkness or shadow descriptor. If the candlewick is slain, is rendered unconscious, or is ever more than 60 feet from a refraction, the affected refractions instantly vanish.

Shining Light (Su) A candlewick radiates bright light in a 20-foot radius. It can suppress this aura for 1 round as a move action. This light counters magical darkness effects as if it were a 5th level spell effect.

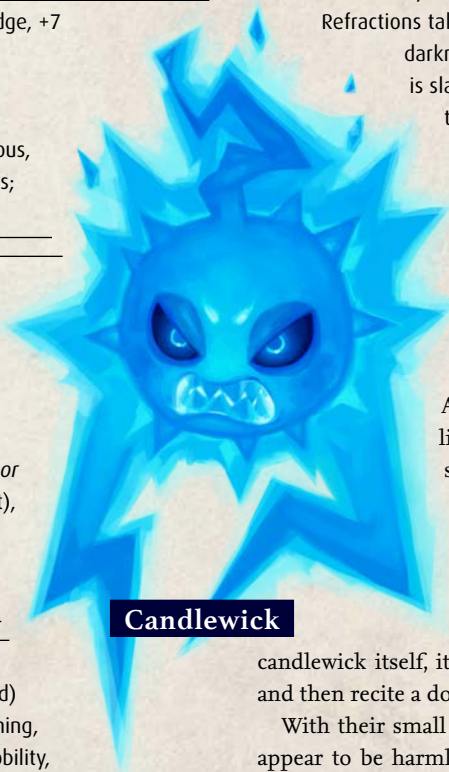
According to one legend, these mischievous little fey are spawned from candles that start theater fires. According to another, candlewicks were created by the Lantern King himself after he played an elaborate joke involving a thousand candles, then laughed so hard that he inadvertently breathed life into them. If you ask a

candlewick itself, it would eagerly confirm both these legends and then recite a dozen more.

With their small size and cheerful dispositions, candlewicks appear to be harmless, flighty creatures. This demeanor hides their sharp wit and weird, paradoxical sense of humor. While not necessarily malicious, candlewicks are unpredictable and sometimes even cruel pranksters. They value a good laugh above all, and don't care who gets harmed in the process.

Candlewicks are creatures of light. They love sunlight the most and grow depressed in dark places. Most candlewicks have a seething hatred of will-o'-wisps and are quick to take offense if confused for one (which would likely result in the offending creature becoming the target of a particularly cruel prank).

Candlewicks are very social and avoid being alone. They prefer to travel with small groups of other fey creatures or even mortals, and have been known to tag along with traveling circuses or to pester groups of adventurers, playing pranks on them for their own amusement. More than one adventuring party has perished due to their pranks, but there have also been cases of candlewicks saving the people they were tormenting from peril. After all, it's tough for a candlewick to prank a dead person!



Candlewick

Toy Soldier Swarm

This little army of animated soldiers marches with precision and order, their tiny weapons still quite dangerous.

TOY SOLDIER SWARM

CR 8



XP 4,800

N Diminutive construct (swarm)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 21, touch 15, flat-footed 15 (+6 Dex, +6 natural, -1 size)

hp 85 (10d10+30)

Fort +3, **Ref** +11, **Will** +3

Immune construct traits, swarm traits, weapon damage

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee swarm (3d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 17), volley, reactive tactics

STATISTICS

Str 10, **Dex** 22, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +10; **CMB** —; **CMD** —

Feats Ability Focus (distraction)^B, Improved Initiative^B, Lightning Reflexes^B

SPECIAL ABILITIES

Reactive Tactics (Ex) A toy soldier swarm's tactics adjust and change during battle depending upon how badly it was damaged in the previous round.

Start of Combat: At the start of any combat, a toy soldier swarm's statistics are unmodified; a toy soldier reverts to this mode after 1 minute of not engaging in combat.

Offensive Tactics: At the start of any round after which the toy soldier swarm took fewer than 15 points of damage during the previous round, the soldiers become more violent at the expense of defense. The swarm takes a -2 penalty to its AC but inflicts 4d6 damage with its swarm attack and the save DC of its distraction ability increases to DC 19.

Defensive Tactics: At the start of any round after which the toy soldier swarm took more than 15 points of damage during the previous round, the soldiers adopt defensive tactics. The swarm's damage is reduced to 2d6 and the save DC for distraction to DC 15, but it gains a +2 dodge bonus to its AC and a +2 circumstance bonus to all saving throws.

Desperate Tactics: At the start of any round during which a toy soldier swarm has fewer than 10 hp, it adopts defensive tactics and deals only 1d6 damage with its swarm and does not distract, but it does gain fast healing 20. A toy soldier swarm cannot perform desperate tactics two rounds in a row.



Clockwork Soldiers

Volley (Ex) Up to three times a day, if a toy soldier swarm cannot reach a foe within sight to inflict swarm damage, it can fire a volley of tiny missiles (typically arrows or spears) to a range of 20 feet. All creatures in a 10-foot-radius burst take 6d6 points of piercing damage from the volley (DC 21 Reflex half).

The first of these swarms of tiny soldiers were invented by a toymaker who loved peace and hoped to replace all real-life bloody conflicts with harmless games. Unfortunately, she tried so hard to make her war game a perfect simulation that she ended up creating a deadly army, one that eventually took her life.

Toy soldiers come in many variations, although these are purely cosmetic—a toy soldier swarm of tiny ogres functions the same as toy soldier swarm of tiny humans or tiny halflings. Each toy's relative size is always the same, regardless of the size of the creature it emulates. Toy soldiers are usually built to resemble humanoid creatures, but creative toymakers might craft them in more unusual shapes.

Deadly as they are, toy soldiers have not seen widespread use. Other guardians often prove better, and toy soldiers are

expensive and hard to make. As a result, these tiny automatons are rarely seen except inside the homes of unhinged toymakers or eccentric collectors who like the idea of warding off potential thieves with an army of toy swordsmen.

Construction

A toy soldier swarm consists of several hundred diminutive constructs, each of which is painstakingly crafted with several points of articulation. The animating force within a toy soldier swarm lies not in each individual component, but is shared among them all, and consists of magical energies siphoned from the First World. The soldiers themselves collectively cost 2,000 gp to craft.

TOY SOLDIER SWARM

CL 9th; **Price** 50,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects* or *telekinesis*, *geas/quest*, *heroism*, *true strike*; **Skill** Craft (clockwork or toy-making) and Knowledge (engineering) DC 25; **Cost** 27,000 gp.

Appendix 2: New Magic Items

CLOCKWORK ARM		PRICE 6,000 GP
SLOT wrist and hand	CL 11th	WEIGHT 5 lbs.
AURA strong conjuration and transmutation		

This articulated, mechanical arm is made of bronze, brass, and iron, its joints consisting of precisely placed arrangements of gears and rods. Closer inspection reveals a line of clasps that, when undone, cause the arm to open and reveal its hollow interior. A *clockwork arm* can thus be worn by any Medium humanoid as an arm-length device; putting it on takes 1 minute of work and adjustment. It can also replace a Medium humanoid's missing arm with a procedure that requires 8 hours of work and success at a DC 25 Craft (clockwork) check. Whether it is worn over an existing arm or as a replacement arm, a *clockwork arm* takes up the hand and wrist slot of the creature wearing it.

A *clockwork arm* grants a +5 circumstance bonus on Climb checks. A character who wields a one-handed or light weapon with this arm gains a +5 bonus to CMD against disarm attempts. Finally, the hand itself can be used as a +1 *gauntlet* that inflicts 1d6 bludgeoning damage on a hit.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, <i>animate objects</i> , creator must have 11 ranks in Craft (clockwork)	

FIRST AID GLOVES		PRICE 9,000 GP
SLOT hands	CL 9th	WEIGHT 1 lb.
AURA moderate conjuration (healing)		

Each fingertip (including both thumbs) on these white silk gloves bears a tiny inset sapphire. These gloves grant a +5 competence bonus on Heal checks. While wearing a pair of *first aid gloves*, the wearer can cast any of the following spells each as a standard action, but doing so causes a number of sapphires equal to the spell's caster level (as denoted in parentheses after each spell) to cloud over: *breath of life* (5), *cure critical wounds* (4), *cure light wounds* (1), *cure moderate wounds* (2), *cure serious wounds* (3), or *mass cure light wounds* (5). When casting a spell from the gloves, the wearer can't expend sapphires on different hands; thus only a full hand's worth of gems can be used to cast *breath of life* or *mass cure light wounds*. Regardless, both gloves must be worn to function. Once all of the sapphires are expended, they cannot be recharged to restore their magical healing properties, but a pair of first aid gloves continues to grant its bonus on Heal checks.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
Craft Wondrous Item, <i>breath of life</i> , <i>cure critical wounds</i> , <i>cure light wounds</i> , <i>cure moderate wounds</i> , <i>cure serious wounds</i> , <i>mass cure light wounds</i>	

ONE-PERSON ORCHESTRA		PRICE 14,000 GP
SLOT armor	CL 12th	WEIGHT 25 lbs.
AURA strong abjuration, evocation, and transmutation		

This unusual-looking suit of +2 *studded leather armor* has been fitted with a set of drums on the back, a frame on the helm that holds a set of panpipes, and adjustable armatures on the side of the torso that hold a lute. These three instruments are fully integrated into the armor and cannot be removed without destroying the one-person orchestra. A character who wears the suit can use it to make Perform (percussion, string, or wind) checks without needing to expend any actions to stow or retrieve the instruments in question. In addition, the three instruments themselves can each be used to generate a specific magical effect once per day each.

Panpipes: Once per day as part of any action used to start a bardic performance, a bard using these panpipes treats the effects of that performance as if they were generated by a bard of five levels higher. This effect lasts as long as the bard maintains that particular performance.

Lute: Once per day as part of any action used to start a bardic performance, a bard can use the lute to gain the effect of a *shield* spell for the duration of her bardic performance.

Drums: Once per day as a swift action, a bard can cause any sonic or electricity spell she casts of 6th or lower level to become empowered, as if by the Empower Spell feat.

CONSTRUCTION REQUIREMENTS	COST 7,000 GP
Craft Magic Arms and Armor, Craft Wondrous Item, creator must have the bardic performance ability, <i>heroism</i> , <i>shield</i> , <i>sound burst</i> , <i>summon instrument</i>	

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