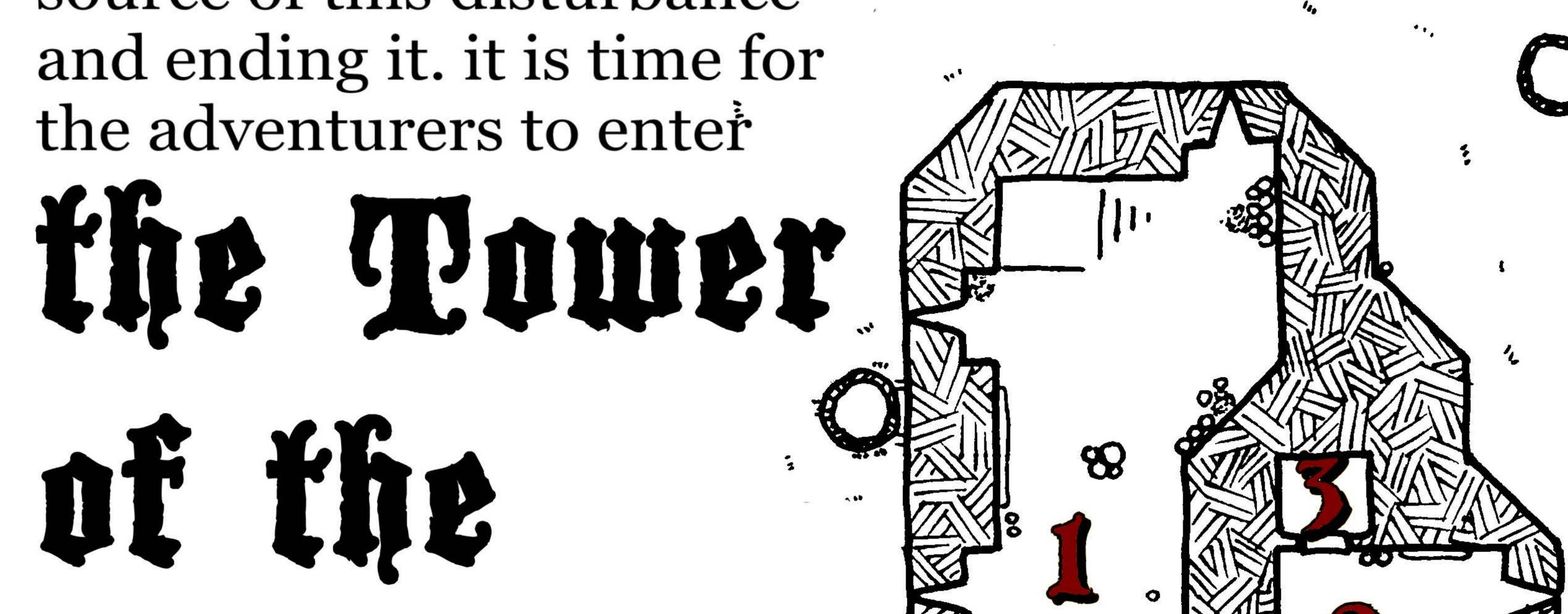
In a tower on the edge of the wilderness, there is a tower. Until recently, the tower has been uninhabited. but in the last few months, things

have started happening. Townsfolk have gone missing,

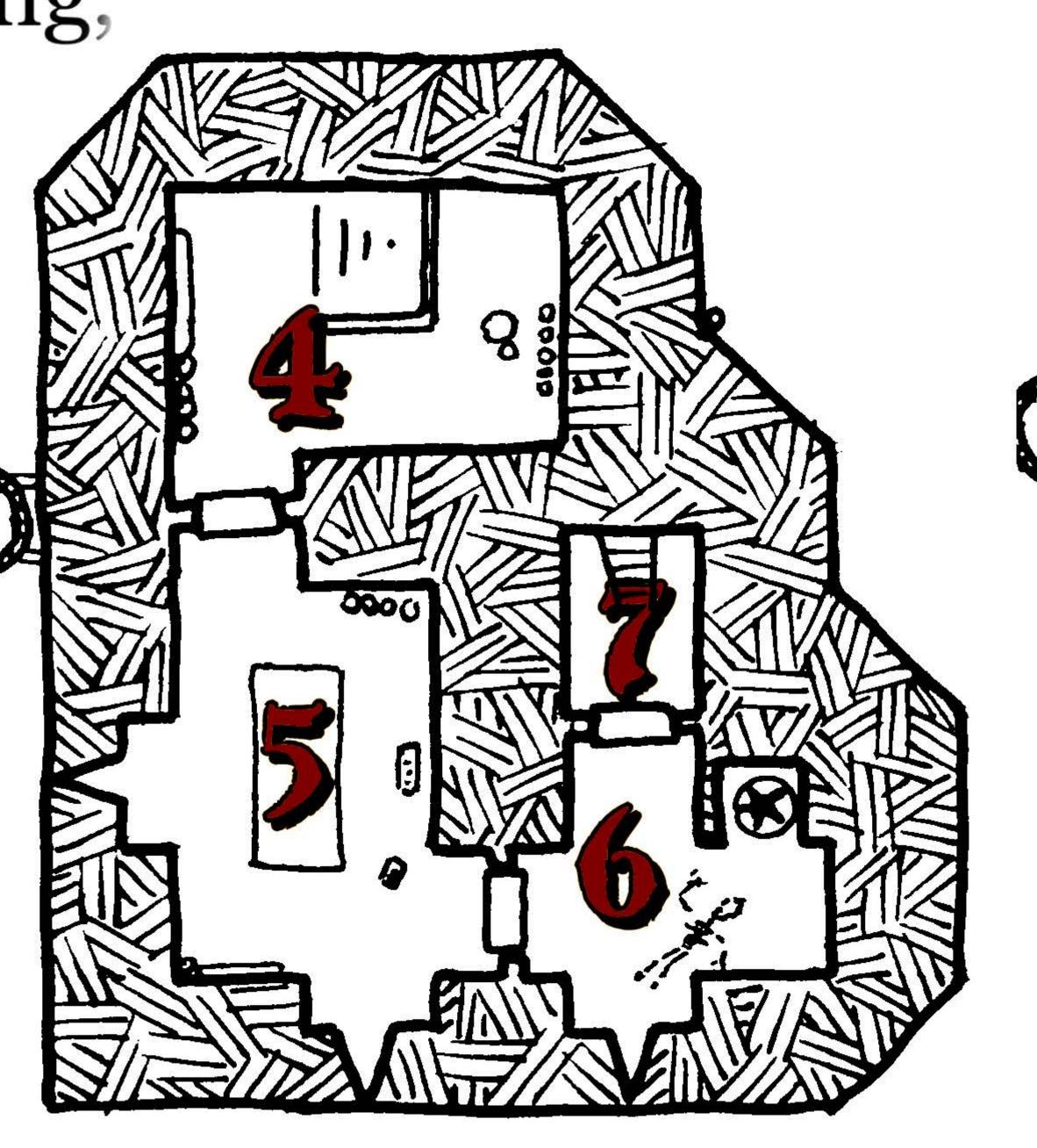
and a strange noise is ever coming from the tower.

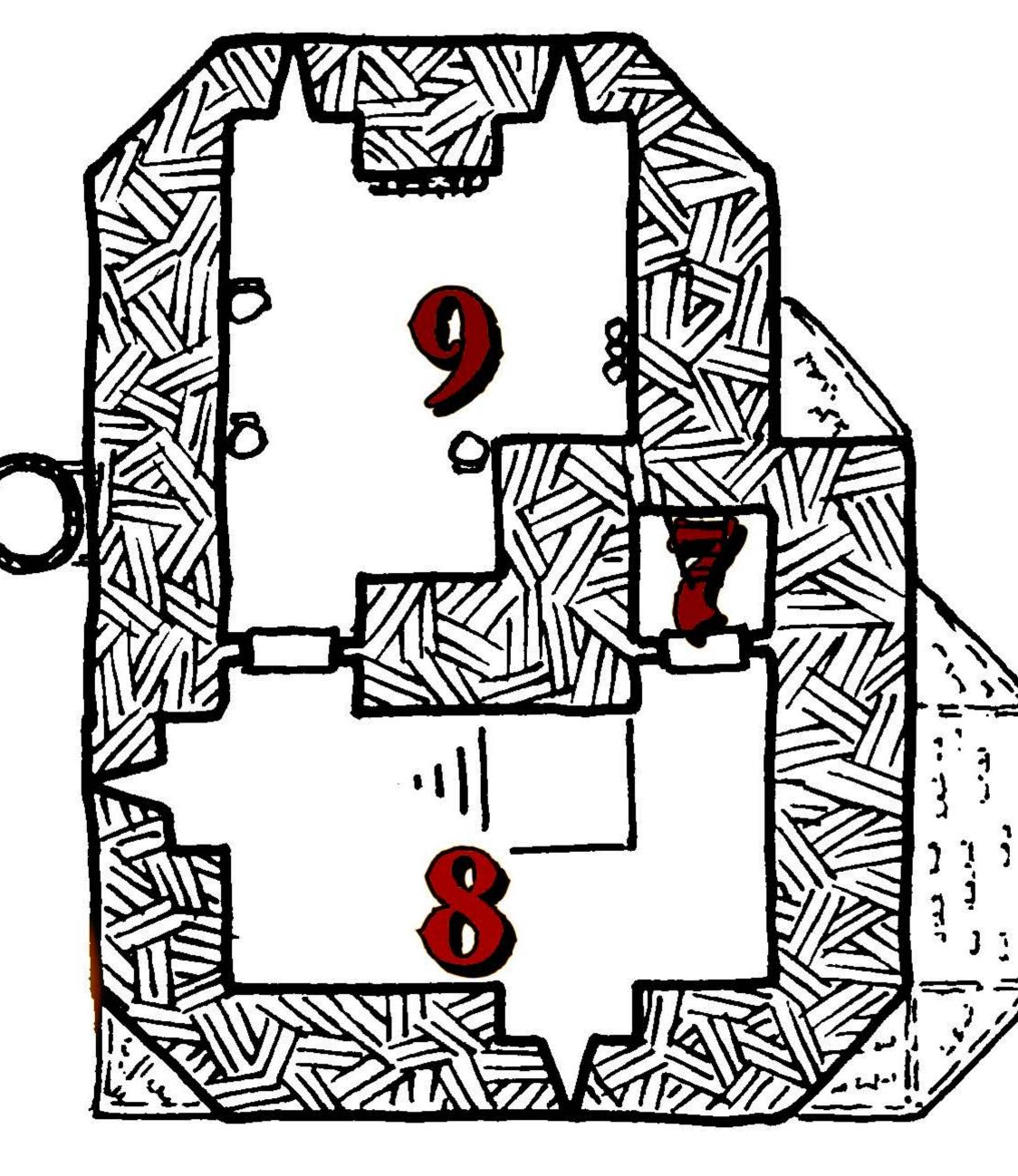
The local lords have promised a great reward for finding the source of this disturbance and ending it. it is time for

Bronze



By Cameron Black, Nolan Cameron, and Will Freer





Random Encounters

roll on this table whenever the party enters a room declared to be empty. The feature described here is there instead. If a feature has already been rolled in the adventure, reroll it.

- 1 a small tentacle slithers out of view as the characters enter.
- 2 a strange metallic gadget with a glowing screen and buttons. what could
- 3 a pact with an eldritch entity that appears to be written in oil.
- 4 a clockwork bird, but instead of a tongue it has a mass of writhing (living!) tentacles.
- 5 a chained up skeleton lies on the floor
- 6 the room is actually empty.

Area 1 - Entryway: The walls of this room are covered in pipes that emit strange gurgling noises. Other than that, it is silent here. This area is uninhabited aside from 3 Eldritch Vermin which have made their nests in the alcoves between the pipes. They will flee into holes in the pipes when heavily wounded.

Area 2 - Guardroom: This room has a strange Automaton standing in the middle of it. The Automaton has a hammer in it's hand and appears to be making pipe repairs. it attacks with no self-regard and fights until destroyed.

Area 3 - Tentacle Closet: When a haracter opens this nondescript door, otherworldly tentacles erupt forth and try to drag them inside. If somone is pulled inside, then the creature chews on them for a few seconds before spitting them out into another dimension. characters can stop this by closing the closet door before someon is pulled in.

Area 4 - Stairwell: This area is empty.

Area 5 - Disscetion Room: an empty, bloodstained slab of metal lies in the middle of this room. several small, spiderlike creatures with no eyes and bronze plating scamper around, paying the characters no heed. There are also several tables with what appear to be instruments of torture sitting on them.

Area 6 - Dead Adventurer: There is skeleton of what seems to be an adventurer here. if anyone disturbs it's remains, it's Ghost rises up and tells the characters to beware the lich, for it's power is great. the ghost then fades away to the afterlife.

Area 7 - Ladder Shaft: This ladder provides access to the upper levels.

Area 8 - Steam Room: A Mist Lurker summoned by the lich has taken over this room as it's lair. the room has filled with mist, and the lurker waits above the doorway and attacks the last creature into the room with it's long, pale, bony arms that it uses to strangle it's victims. the stairs here lead to the next level.

Area 9 - Refueling Room: Three large pipes with valves in their sides stand in this room. Two more Automatons in the manner of the one downstairs stand next to each pipe, appearing to be refueling with a strange magical liquid. They pay the characters no heed, but if anyone attacks a pipe or automaton, then they immediately disconnect from the pipes and attack.

Area 10 - Stairwell: This area is empty.

Area 11 - Laboratory: A slab similar to the one in Area 5 squats in the middle of this room, though this time it has what appears to be a half-finished automaton. various tables covered in papers and spellbooks are scattered around. The balcony outside has an intricate telescope and small table with astrological charts on it.

Area 12 - Elevator: this is a bronze tube running up the side of the tower. When all the characters have entered the tube, the platform inside begins to take them down to Area 13.

Area 13 - Landing: Aside from several pipes snaking up the walls, this room has nothing in it. a steady thrumming noise emits from the southern door.

Area 14 - Library of Spirits: This room is a maze of bookshelves, but every shelf is covered in small glass jars filled with wispy green mist. Through the door to the south is a closet with a strange machine that appears to be a cross between a boiler and a washing machine. It is gradually pouring more of the mist into jars which, which are then sucked into a tube leading through the wall.

Area 15 - Study: this area is filled with desks, tables, and stools, each heaped with papers and diagrams. There is nothing else to be found here.

Area 16 - Summoning Engine: This room is dominated by a large machine into which many pipes run. Sitting in front of it, cross-legged, is the Bronze Lich. A coppery lens covers it's left eye, and it is dressed in many robes of deep purple and magenta. It carries a mahogany staff that has the power to suck the souls out of those it slays, preventing them from being resurrected. The Lich fights to defend it's creation, the summoning engine, with which it will call the dread entity it serves to this realm. The engine can be destroyed by breaking three of the pipes leading to it, or jamming any of the gears.if the party destroys the engine and slays the lich, then their mission is complete, and the local nobles will reward them greatly they can also rescue the prisoners, which are in Area 17.

Area 17 - Cells: there are three human peasants here, awaiting death at the hands of the lich and for their souls to be fed to the machine. They are overjoyed to be rescued, and will offer the characters their eternal gratitude, as they have nothing else to give.

