

vated with all the fineries necessary to draw the attention of the goddess of wealth. The gnome Ditch Fundi oversaw the temple's construction and dedication, and she now runs it in Waukeen's name. (In truth, the benefactor who built the temple is the Six, and Ditch Fundi is their agent. See her entry in "People of Phandalin" for more information.)

### TOWN COUNCIL HALL

This one-story hall is the closest thing the people of Phandalin have to a government building. Long used as the town council's meeting room and the townmaster's hall before that, it is set to be expanded to include the new mayor's office after the election. As the two remaining members of the town council, Sildar Hallwinter and Harbin Wester currently share office space here.

### TRESENDAR MANOR

After the characters have met some of the locals and heard what's known about the events at Tresendar Manor and the disappearance of the Fellowship of the Golden Mongoose, they can investigate the fallen manor and the dungeons beneath it. Once a small but elegant estate, the ruined building sits upon a hill overlooking Phandalin. Years of neglect had already done considerable damage to the structure, only some of which the Golden Mongoose adventurers had restored. But the recent attacks undid all that work, pulling most of the above-ground structure down.

### THE RUINS

When the characters reach the top of the hill and get a closer look at the ruins of Tresendar Manor, read the following:

#### LEVEL INAPPROPRIATE

"The Orrery of the Wanderer" makes use of an adventure trope as old as D&D itself—working up a totally high-powered artifact, then dropping it into the hands of low-level characters just to see what happens. The orrery and its six components are presented in appendix D, and the powers of these relics are significant. But the fact that the orrery is an artifact in a some-assembly-required state gives you a lot of latitude in determining how you dole those powers out.

The orrery's components are set up so that their magic gets weird while the orrery is in pieces. At your determination, that magic might act in unpredictable ways, not recharge as often as normal, or add random effects to keep the characters on their toes. One aspect of this unpredictability comes into play in the adventure when the tiefling Talanatha uses the *timepiece of travel* to escape from the attack on Tresendar Manor, only to have the timepiece stay behind (see later on in this episode for details).

By making sure the characters understand the unpredictable nature of the components' magic, you give them good incentive to be cautious about using them. And if the power of the components threatens to derail parts of the adventure (for example, if the characters plan on using the *timepiece of travel* to teleport everywhere and find every secret location in the scenario), feel free to have the power of individual components mysteriously fail until they are all installed in the orrery housing once more.

Many of the crumbled walls of the manor show signs of having been recently rebuilt, but even that newer stonework has been toppled and smashed, coating everything in the area with a thick layer of dust. Temporary structures seemingly set up to aid the reconstruction have been badly damaged by force and fire, though a couple of wooden buildings still stand amid the destruction.

As the characters draw closer, a successful DC 15 Intelligence (Arcana or Investigation) check reveals that the fire damage isn't natural, and that magic was likely involved. The same successful check allows a character to intuit that the stonework was not smashed by weapons or tools, suggesting that a creature of great size and strength took part in the destruction.

Any character who succeeds on a DC 10 Wisdom (Perception) check can hear the jackals in the central courtyard of the manor before the group approaches that area.

### JACKAL AND HIDE

As the characters enter the ruined courtyard of Tresendar Manor, they find they are not alone.

Numerous brown-and-gray jackals prowl the ruins. Some gnaw on bones, while others sniff and dig at a pile of stones at the center of the manor courtyard. In response to your approach, the nearest jackals turn toward you and snarl.

**Creatures.** A jackalwere called Hamebi leads a pack of ten jackals searching the ruins for survivors and treasure. Any character who succeeds on a DC 10 Wisdom (Perception) check after the fight starts notices that one of the jackals (Hamebi in animal form) wears a satchel slung across its back.

**Tactics.** Hamebi stays in jackal form, using her Sleep Gaze on the toughest-looking adventurer. If that target falls unconscious, three jackals quickly swarm the character. Hamebi flees if it looks like the characters might defeat her. She orders her jackals to cover her retreat, but they follow her lead the next round. She surrenders if she faces death with no way to escape.

**Development.** Hamebi works for the Six, although she doesn't know it. If captured, she can relate that a short, cloaked humanoid came to her in Neverwinter Wood two days ago, hiring her to bring her pack of jackals to Phandalin and search the ruins for bodies. This was Splugoth, unconvinced by Hoobur Gran'Shoop that the orrery component known to be held by the Golden Mongoose company is gone from the area; see the note in area 12 of the Tresendar Manor dungeons. Splugoth wanted creatures with keen scent to make another attempt at locating any franchise dead.

**Treasure.** Hamebi's satchel holds 50 gp and a *potion of climbing*.