



clockwork dragons are on guard here. If the characters are themselves, they face five of the creatures.

The clockwork dragons take no action until a character moves toward the globe of light, at which point, they swivel their heads toward the nearest characters and speak (see below). If any character steps within 5 feet of the globe of light, the clockwork dragons attack all creatures in the room, though they continue to respond to characters engaging them in conversation even during the fight. (If a character attempts to seize the component, see “The Missing Component,” below.)

Properly engaging the constructs gives the characters a chance to learn about the orrery’s creator and where she can be found. As part of the conversation, the clockwork creatures start off by asking the characters the following questions:

- “Who are you, and what are your ideals?” (Ideals related to running a business or earning a fortune appear to please the clockwork creatures.)
- “Who do you serve?” (The clockwork creatures show no reaction to any response.)
- “Why have you come to Lottie’s vault?” (This can lead the characters to ask about Lottie, who the clockwork creatures know as the wizard who created the orrery.)
- If any character mentions the orrery, the clockwork creatures ask, “Why do you seek the orrery?” (Responses that suggest the franchise is trying to stop

some great evil can result in the clockwork creatures sharing Lottie’s location.)

- “What would disappoint you the most right now?” (If a character mentions the need to recover the final orrery component, a clockwork creature answers, “Prepare to be disappointed.”)
- “What is the best way to make money?” (The clockwork creatures are particularly pleased if a risky endeavor, including running a franchise, is mentioned.)

If fully and properly engaged, the clockwork creatures share the following information:

- The creatures state that they will harm only those who have come to the vault with the intent of misusing the orrery (which they assume includes anyone trying to steal the component). However, they are not automatically friendly to those claiming other intent.
- The creatures were created to guard this vault and its contents.
- Lottie, a powerful wizard and clockmaker, created them. (The clockwork dragons do not identify Lottie as a lich.)
- Lottie also created the orrery, but later scattered it and its components. The creatures do not know why Lottie did this.
- “It is best not to cross Lottie. She destroys all who dare rise against her.”
- If the creatures believe the characters’ cause is just (or at least coincidentally would prevent a great evil), they can share that Lottie lives in a cave near a destroyed town called Fortune, located amid hills to the east of the Greypeak Mountains, not far from the desert of Anauroch.
- The town of Fortune was built recently and quickly destroyed by Lottie for daring to challenge her authority.
- “Lottie would not like our telling you too much about her. She’s very powerful, is a master of clockwork, and has lots of style.”

If the characters earn the clockwork dragons’ complete trust, they are allowed to reach for the orrery component where it floats within the light. But the dragons warn them that they might not get what they want.

THE MISSING COMPONENT

The final orrery component, the *wheel of stars*, appears to float within the globe of light. However, the characters are ultimately unsuccessful in their attempt to claim the component, because the orrery’s creator is using the vaults of Horn Enclave as a clever ruse.

A lich named Lottie created the orrery—and then scattered its pieces far and wide when she realized how dangerously powerful it was. Wanting to dissuade adventurers and others from trying to collect the pieces, she made it known that one piece was sealed in the vaults of Horn Enclave. In truth, that piece has been with Lottie the whole time, even as the false story kept those seeking the *wheel of stars* away from her.

The orrery component cannot be moved or manipulated by magic. When any creature attempts to physically seize the component, it reveals itself as an illusion. As the illusion dissolves, it is replaced by a small (real) leather bag floating within the globe of light, on which