

A POWERFUL PET

It might be fun to run Dabshabah as an NPC member of the party for a bit. However, any dragon—even a chaotic good wyrm—can be tough to manage. Townsfolk are likely to be terrified at the prospect of a dragon coming into their shops and taverns. Moreover, caring for Dabshabah to her own high standards, including meeting her needs for sustenance and treasure, is equivalent to maintaining a character in a wealthy lifestyle.

That said, having Dabshabah stay with the party for a short time, then take off on her own to learn the business of being a dragon, could provide a bit of poignant narrative in your campaign. Much later on, if the characters are ever facing long odds in an important battle, Dabshabah might swoop down from the sky to return the favor the heroes once did for her.

clear that the characters must leave her behind. Arranging to meet somewhere outside the city quiets her, but Dabshabah demands assurances that the party won't abandon her.

10. SHRINE OF DESTRUCTION

In this final area of the caverns, the characters discover the missing City Watch guard, the dead dwarf who caused all this mess—and a magical mystery that kicks off the rest of the adventure. When the characters enter this area, read:

This crumbling chamber is dominated by an altar against the far wall, above which hangs some kind of construct gearwork mechanism ending in a massive maul. The wall to the left of the altar has fallen in to spread rubble across the floor. On the floor near the altar is a golden device resembling an orrery housing. The device is battered and falling apart, revealing exposed gears and spokes, and with its exterior pieces and plating scattered across the floor. Splayed on the ground next to the device is the corpse of a dwarf.

In the southwest corner of the room stands a muscular female human dressed in the livery of the Waterdeep City Watch. Her eyes are closed, and she breathes deeply as though resting.

The dead dwarf is Caerhan Coalsmith. Sergeant Teeshe stands in the corner. The magical housing of the *Orrery of the Wanderer* sits before the altar.

Creatures. Teeshe touched the altar when she first entered this area, and a spirit loyal to That-Which-Endures possessed her (see below). If the adventurers touch or disturb anything in this chamber (including the altar, the gearwork maul, or Teeshe herself), the spirit controlling Sergeant Teeshe forces her to attack. Use the **thug** stat block for her in this state.

Entropy Guardian. The gearwork device above the altar is called an entropy guardian, and it animates 1 round after Teeshe attacks. The entropy guardian's expanding clockwork arms allow it to attack anywhere

in the room, but it cannot attack beyond it. On initiative count 10, it makes two attacks per round: +4 to hit, 7 (1d8 + 2) bludgeoning damage. The damaged entropy guardian is a Huge object with AC 18, 32 hit points, and immunity to poison and psychic damage. It focuses its attacks on intruders within 5 feet of the altar, anyone fighting with Sergeant Teeshe, and anyone holding the orrery housing (which its magic recognizes as an ongoing threat).

Altar. The altar is made of granite and covered in runes. It accepts offerings by destroying them with the attacks of the entropy guardian, representing the entropic power of That-Which-Endures. However, the ancient altar malfunctioned when Caerhan set the orrery housing on it—or perhaps the orrery channeled its own powerful magic to destroy the altar in self-defense. Either way, that pulse of power caused the earthquake, and saw the entropy guardian slay the unfortunate Caerhan when it took him as a threat to the shrine.

A character who touches the altar willingly must succeed on a DC 12 Charisma saving throw or be charmed by a spirit loyal to That-Which-Endures. While charmed in this way, the character must use its action each turn to attack any creature defiling the shrine. This effect lasts for as long as the affected creature remains in this area, but the compulsion also prevents the creature from leaving the shrine.

Sergeant Teeshe. The City Watch officer is under the sway of a possessing spirit from the altar, as noted above. She attacks any creatures that appear to be a threat to the shrine, but a successful DC 13 Wisdom (Insight) check allows a character to see the unfocused look in her eyes, as if she's not in control of her actions. If she can be removed from this area, the altar's power over her ends, and Teeshe comes back to her right mind. If the characters save her, the sergeant offers a *potion of healing* in thanks. She doesn't remember what happened to her after entering the tunnels with Constable Boot, and is keen to accompany the characters back out.

Development. If a character tries to identify the runes on the altar, a successful DC 15 Intelligence (Arcana or Religion) check determines only that they are connected to no known deity, but that their symbology associates them with the power of destruction and ruin. The magic of the altar and the gearwork maul is faltering, but would once have been capable of destroying even powerful magic items.

Any character who succeeds on the above check or on a DC 12 Intelligence (Investigation) check to study the destruction here determines that a powerful pulse of magical power centered in this area is likely what caused the earthquake. The character also intuits that with the shrine's destructive magic curtailed by the earthquake, it is no longer a threat.

The Orrery. The *Orrery of the Wanderer* is a powerful magic artifact, detailed in appendix D. In its present state, the orrery has been battered by the entropy guardian, though its six-sided form remains intact. Its side plating is mostly missing, but can be collected from the floor nearby. If characters replace any of the shattered side plating, it magically reattaches itself. More oddly, if