

doesn't bypass the trap (it doesn't need to, as skeletons are immune to poison damage), but grants advantage on the saving throw when the trap is triggered.

This encounter setup assumes that the characters come here before encountering Lottie in area 8. If they've already been to the boardroom and met the lich, adjust the setup so that the clockwork behir attacks at once.

When the door is opened, read the following:

The walls of this room are covered in conduits and glowing panels, many of which leak green fluid that flows toward a grated drain on the floor. In the center of the room stands a large glass globe on a stone pedestal. A brilliant ball of light pulses within the globe, which roils with dark energy bearing a disturbing resemblance to a map of the world.

Coiled around the globe is a long, serpentine creature that resembles a cross between a centipede and a crocodile—and which is made entirely of clockwork. It begins to move, but of more immediate notice is the translucent illusion of a lich in an evening gown lounging on a couch at the far side of the room. She wears an eyepatch and strokes a contented-looking dog as she speaks.

"So, you thought to enter my palace and rob me, did you? Let's make it interesting, then. See if you can convince me to spare you before my clockwork pet destroys you all!" The lich laughs as the clockwork creature lunges toward you.

**Creature.** The clockwork behir uses the **behir** stat block with these changes:

- It is a construct.
- It has immunity to poison and psychic damage.
- It has immunity to the charmed, frightened, paralyzed, petrified, and poisoned conditions, and to exhaustion.

The clockwork behir does its best to destroy the characters, and continues fighting even after Lottie's illusion departs (see below).

Any character fighting the clockwork behir can see that the complex arrangement of its workings gives it a unique vulnerability. Any character within 5 feet of the construct can use an action to attempt a DC 14 Dexterity check using jeweler's tools or thieves' tools. On a success, the behir takes 15 bludgeoning damage as its components start to grind, and it is no longer able to recharge its lightning breath.

**Illusory Lottie.** Lottie, her couch, and her dog are all a projected illusion. The lich nonetheless behaves like a classic villain, and is keen to reveal secrets during the battle if the characters try to explain themselves or do a deal with her. She is generally forthright in her answers (because she's proud of her brilliance and expects the characters to die), revealing any of the following information:

- Lottie created the orrery and its components, but she quickly grew to regret having done so, since the artifact could destroy the world if used improperly.
- When she realized how dangerous the orrery was, Lottie scattered its pieces and left the message in Horn Enclave that brought the characters here.
- She is aware that the orrery's components have been coming together, and that all the missing components and the orrery housing have now been found.
- She knows that the Six wants the orrery. That organization has bargained with terrible powers, which have instructed them in how to use the orrery and its components to open a portal to the Far Realm.
- If the portal is opened, the world will likely be destroyed. A shame, really, because Faerûn is such a profitable place.
- Even if the Six don't have all the orrery components, they'll be able to start their ritual given enough time, tapping into the power of the Far Realm from somewhere in the material world.
- Lottie would totally love to save the world, but she's in the middle of a retreat and completely busy. It's a lot of work keeping all these liches happy.

When the characters have learned all you want them to (or if they start to get the upper hand against the clockwork behir), Lottie ends the conversation by saying, "Oh, I'm terribly sorry. I have an appointment. I must go. Have fun dying!" Her illusion then fades.

**Breaking Havoc.** Talking to Lottie and not getting killed is the major point of this area. But characters who defeat the behir can remove the panels to access the clockwork machinery here. With a little experimentation, characters can deactivate any of the machinery in the casino, including the locks on the double doors into area 6. At your determination, tearing down the panels and attacking the clockwork behind them can have the same effect.

## 6. SWIMMING POOL

The double doors to this huge chamber are covered in clockwork that functions as a lock. A successful DC 20 Dexterity check using jeweler's tools or thieves' tools unlocks the door. The characters can also open the doors from the machine room, or can use the kitchen to access this area. The skeleton staff in the front areas of the casino assume that anyone entering Lottie's private domain is either invited or is soon to be dead, and pay no mind to characters breaking in.

The floor of this room is covered in red tiles surrounding a large swimming pool, the bottom of which glitters with thousands of gems. Fountains around the room spray water into the air that hangs as a fine mist.

Unlocked double doors across from the pool lead out to a hallway, while smaller doors lead to Lottie's office and to a changing room stocked with swim suits sized for every type of humanoid creature.

**Creatures.** A **water elemental** and a **water weird** lurk in the pool. If any creature enters the room and doesn't