

CORE1-3

SENSE OF WONDER

A DUNGEONS & DRAGONS[®] *LIVING* *FORGOTTEN REALMS* ADVENTURE

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You are summoned to help a cleric of Gond Wonderbringer, who seeks the location of a lost temple to the Lord of All Smiths. Think of all the marvelous inventions, lost since the Spellplague came crashing down on the nation of Lantan, that might lie waiting to be rediscovered and brought back to the lands of Faerûn! A *Living Forgotten Realms* adventure set in the Nelanther Isles for characters levels 1-4.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the RPGA REWARDS program. Playing this adventure is worth four (4) points.

This adventure retires from RPGA-sanctioned play on December 31, 2011.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later

on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

Up until the year 1385 DR, the worship of Gond Wonderbringer was centered on the island nation of Lantan. Itinerant priests of Gond could be found throughout Faerûn, traveling from town to town, finding employment as master crafters, smiths, builders, and engineers.

All that changed when the Spellplague struck. The continents shifted and the seas churned. Giant tsunamis crashed across Lantan and the people drowned, their fabulous technology condemned to rust forever beneath the waves.

Gond's worship was not eliminated by this disaster, but like many of the other deities of the Faerûnian pantheon, the Lord of All Smiths found that his divine status was reduced. Nevertheless, not everyone has forgotten the Way of Gond. Recently, some of the younger clerics have begun seeking out the ruined sites of former temples and trying to recover what knowledge and inventions they can. One such explorer is the gnome Glimnock Klemwocket, who has found a coded map which he believes will lead him to the location of a lost temple of Gond. According to Glimnock's calculations, a combination of rare tidal events and an upcoming undersea earthquake will soon cause the island on which this temple was built to emerge from the ocean. However, this event will last for only a brief period of time - the temple will quickly sink back beneath the waves and be lost once again.

The nearest port from which Glimnock can launch his expedition is the rough and tumble town of Skaug in the Nelanther Isles. Unfortunately, the pirates and smugglers of Skaug are more interested in plunder than they are in knowledge, and the brightly-dressed gnome looks like an easy mark.

PLAYER'S INTRODUCTION

Ask the players where their characters ended their most recent adventure. (Even if these are brand-new PCs who have not yet had a *Living Forgotten Realms* adventure, they have to come from somewhere.) It does not matter if all the PCs are in the same place or not when the adventure begins, but if they are, you can adapt the read-aloud text accordingly.

When the adventure begins, each of the adventurers is relaxing in a tavern or inn. Read or paraphrase the following to the players:

One of the fringe benefits of the adventuring life is that you rarely have to buy your own drinks. The common folk are always eager to hear an exciting tale of

adventure and danger. You are comfortably ensconced at the local watering hole, with a hot meal and cold tankard close to hand, ready to tell a tale to those who lead much more mundane lives than you.

If you like, you can go around the table and let each player narrate the first sentence of two of the amazing tale that his or her character is about to relate. It doesn't matter if the story is true or false or indeed if it makes any sense at all. After each person has had the chance to say a few words, continue with the following:

Your story is just beginning when you suddenly feel a strange sensation. The hairs on the back of your neck stand up. A low humming noise fills the tavern. There is a green flash of light and you catch a whiff of ozone before the world starts spinning and your vision dims.

An instant later you find yourself back in a tavern... but not the tavern you were in moments ago.

DM'S INTRODUCTION

The adventure truly begins with the PCs' arrival in the Nelanther Isles and the ensuing fight scene. They are literally summoned by Glimnock Klemwocket, a priest of Gond, who has gotten himself into a bit of a scrape. Once they rescue him from his predicament, the adventurers can accompany Glimnock on a quest to explore a long-lost temple of Gond.

One way to begin this adventure is to go ahead and draw the battle map for Encounter 1 before you start reading the introduction, but don't place any of the PCs or pirates on the map. As you read the Player's Introduction, the players will naturally assume that the tavern you drew is the one where they are relaxing and telling their tales. Once the teleportation effect occurs, you can jump directly into Encounter 1 and begin the combat encounter with the map already drawn. This will save time, and "starting with action" is often a good way to engage the players right from the very beginning.

DM RESOURCES

You will find some information about the Nelanther Isles and the city of Skaug in Appendix 1, and some information about the worship of Gond Wonderbringer in Appendix 2. This information is not intended for you to read to the players verbatim! Instead, use it to flesh out your descriptions during the roleplaying scenes.

There is also a set of Player Handouts for the scene in which the PCs attempt to figure out how to open the mechanical altar at the heart of the temple. You will want to print these handouts out beforehand so that you

can distribute them to the players at the appropriate moment. You'll need one copy of each handout.

GLIMNOCK KLEMWOCKET

During the adventure, the PCs are accompanied by Glimnock Klemwocket, loyal priest of Gond. The PCs arrive in Skaug by virtue of a ritual that Glimnock cast. He thought it would summon forth some of the fabulous mechanical soldiers of the ancient techsmiths, but it went awry (or perhaps it functioned perfectly) and summoned the PCs instead. Glimnock has an inquisitive nature, but he has spent far more time in the laboratory than out of it, making him extremely naïve about the darker side of the world.

Make sure that the focus stays on the player characters, not on Glimnock. Even though he is the “organizer” of the expedition and the PCs’ employer, it should be clear that he’s incapable of succeeding on his quest unless the adventurers do the heavy lifting.

If the PCs get in trouble during a combat encounter, Glimnock can help them out with a well-timed *healing word* (especially if it’s needed to keep a PC from dying) or use one of his other powers, but for the most part, he hangs back and tries to stay out of combat, allowing the PCs to do what they do best. Likewise, during the exploration portions of the adventure, Glimnock defers to the decisions and recommendations that the PCs make. If they ask him to lead or direct them, Glimnock will hem and haw a lot. The adventurers should be the ones to solve the puzzles and lead the way. Only if things really bog down might you have Glimnock jump in with a gentle nudge in the right direction.

Basically, think of Glimnock as a piece of interactive scenery and your “in case of emergency” resource to use as needed in order to subtly ensure that the adventure stays on track.

Glimnock’s statistics do not change regardless of whether you are running the low-level or high-level version of this adventure. In order to save space, his entire statistics block is presented here, and is not repeated in each combat encounter.

As an NPC, Glimnock does not get the full complement of class features and powers that a PC cleric would get. His statistics block contains all of his powers and abilities. He does, however, get one healing surge per encounter, and he can use *second wind* as a standard action once per encounter. Even if he uses up his healing surge during an encounter, Glimnock can recover all of his hit points and refresh his encounter powers by taking a short rest.

Glimnock Klemwocket		Level 3 Controller (Leader)
Small fey humanoid, gnome priest of Gond		XP 150
Initiative +1	Senses Perception +4; low-light vision	
HP 34; Bloodied 17; Surge 8 (1 healing surge per encounter)		
AC 17; Fortitude 13, Reflex 14, Will 17		
Speed 5		
m Mace (standard; at-will) ♦ Weapon		
+5 vs. AC; 1d8 + 3 damage.		
R Command (standard; encounter) ♦ Charm, Divine, Implement		
Ranged 10; +5 vs. Will; the target is dazed until the end of Glimnock's next turn. In addition, Glimnock can choose to knock the target prone or slide the target up to 6 squares.		
C Healing Word (minor; encounter) ♦ Divine, Healing		
Close burst 5; Glimnock or one ally in burst can spend a healing surge and regain an additional 1d6 hit points.		
Fade Away (immediate reaction, when Glimnock takes damage; encounter) ♦ Illusion		
Glimnock turns invisible until he attacks or until the end of his next turn.		
Reactive Stealth		
If Glimnock has cover or concealment when he makes an initiative check at the start of an encounter, he can make a Stealth check to escape notice.		
Alignment Unaligned		Languages Common, Elven
Skills Arcana +8, Religion +8, Thievery +6 (+8 locks/traps)		
Str 12 (+2)	Dex 11 (+1)	Wis 16 (+4)
Con 10 (+1)	Int 15 (+3)	Cha 16 (+4)
Equipment leather armor, mace, holy symbol of Gond, standard adventurer's kit, thieves' tools, 60 gp, coded map of the ocean around Lantan, ritual book (containing Glimnock's research notes along with Comprehend Language, Make Whole, Tenser's Floating Disk, Endure Elements, and Detect Secret Doors).		

ENCOUNTER 1: TELEPORTATION

ENCOUNTER LEVEL 1 / 2 (500 / 650 XP)

SETUP

This encounter includes the following creatures at the low tier:

Glimnock Klemwocket (G)

12 pirate thugs (T)

1 The Big Man (does not start out on the battle map; see text for details)

This encounter includes the following creatures at the high tier:

Glimnock Klemwocket (G)

12 pirate thugs (T)

1 The Big Man (Level 4) (does not start out on the battle map; see text for details)

The PCs have been grabbed up by some strange magical power and flung halfway across the world to appear in this tavern (which is called the Keelhaul and is located in the town of Skaug in the Nelanther Isles). They have arrived just in time to prevent at least a robbery and quite probably a murder.

The PCs were brought here by a ritual cast by Glimnock Klemwocket, a gnomish cleric of Gond. The ritual was supposed to summon some Gondsmen (mechanical soldiers that the techsmiths of Lantan used to be able to create) to Glimnock's defense, but it went awry and brought the PCs instead. The PCs are going to get involved in the bar fight whether they like it or not, because the pirates automatically assume that they are the gnome's allies.

Read or paraphrase the following:

This is an obviously seedy establishment, filled with ruffians and scoundrels of all sorts. Their attention seems to be focused on a gnome, clad in saffron robes with a satchel slung over one shoulder, who is backed up against the far wall of the tavern. It would seem that the other customers are about to relieve this gnome of his worldly possessions, and quite possibly his life.

Heads spin as your arrival is heralded with a bang and a flash. The gnome is the only person in the room who doesn't seem surprised to see you. "Help me, my loyal Gondsmen!" he cries.

The pirates attack immediately; roll initiative. Even if a PC wants to wait a round or two and see what happens

before getting involved, you should still have that PC roll initiative, because the pirates do not hesitate to go after the PCs, which will likely draw any fence-sitters into the combat.

If anyone asks whether the gnome is wearing an obvious holy symbol or other insignia, a DC 10 Perception check enables a PC to spot that Glimnock is indeed wearing a holy symbol. A DC 15 Religion check identifies it as a holy symbol of Gond Wonderbringer. (A DC 15 Religion or History check also identifies the gnome's saffron robe, satchel filled with tools, and other elements of his attire as being typical of traveling priests of Gond.)

FEATURES OF THE AREA

The tavern is filled with low-quality furniture (which gets broken on a regular basis) and low-quality patrons (who also get broken on a regular basis).

Illumination: The tavern's windows are filthy, but they do let in bright light to the area.

Chairs: Chairs do not limit or restrict movement through a square. Any character can pick up a chair and use it as an improvised weapon.

Tables: A table is tall enough that a Small creature can move under it and gain cover for doing so. It costs 2 squares of movement to crawl under or hop up on a table. A character can use a standard action to tip over a table, which can then grant cover for a standing creature or superior cover for a prone creature.

Bar: The countertop has a solid front and can provide cover to a standing character or superior cover to a prone character. The bar is difficult terrain if a character attempts to walk on it (Acrobatics DC 15 to use the bar as part of a combat stunt).

The barkeep (noncombatant) makes no effort to interfere, but he has a heavy crossbow and 20 bolts concealed behind the bar, which he uses to deter anyone from committing major property damage (other than breaking tables and chairs, which is a nightly occurrence and already factored into the drink prices).

TACTICS

The pirate thugs divide their attention between Glimnock and the PCs. At least two of the thugs should go after Glimnock while the rest focus on the player characters. On his first turn, Glimnock uses *command* to try to take down one of the thugs, and he uses *fade away* the first time he is struck for damage. If a PC gets bloodied, Glimnock uses *healing word* to assist.

Once the PCs start dropping the pirates, the thugs quickly realize that they are outmatched and begin yelling for help. Several of the cries for assistance

include a request for somebody to “go get The Big Man.” (There are various back rooms and other exits from the tavern that aren’t marked on the map, so it’s impossible for the PCs to stop at least one runner from getting out.)

The PCs won’t have to wait long to find out who “The Big Man” is. As soon as 8 of the pirate thugs have been defeated, or at the start of the second round of combat if the PCs wipe out the thugs in the first round, The Big Man arrives on the scene.

The doors to the tavern slam open with such force that they are nearly torn from their hinges. A seven-foot-tall, bald-headed, heavily tattooed human stomps into the room. He is astonishingly burly and wields a huge cudgel in each hand.

He snarls, “Did somebody call for The Big Man?”

The Big Man has no other name (or at least none that anybody knows). He doesn’t really need one. Place him on the battle map at the entrance to the tavern and add him to the initiative order. He acts immediately (but don’t have him use his action point on his very first turn). The Big Man is anything but subtle. He is totally fearless and fights to the death. He generally prefers to engage at least two foes at once so that he can take full advantage of his *double whammy*.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove four of the pirate thugs.

Six PCs: Convert The Big Man into The Even Bigger Man, increasing his level by 1. (This gives him +20 hit points, +1 on all attacks, and +1 on all defenses. At the low tier, it also gives him +1 on all skill and ability checks, including initiative.)

ENDING THE ENCOUNTER

Once the PCs have defeated the pirates, read or paraphrase the following:

“Oh, thank you, thank you!” cries the gnome. The other patrons of the bar grumble and mutter, and you see a few coins change hands as some side bets are paid off. The bartender reaches behind the counter and produces a heavy crossbow, which he rests atop the bar without further comment.

“Perhaps we should take our business outside,” mumbles the gnome, looking around fearfully. “This establishment doesn’t seem as friendly as I had hoped.” The bartender merely grins in reply as the assembled ruffians and thieves enjoy a hearty laugh.

Let the PCs decide if they want to go outside or if they want to be conspicuous and plunk themselves down at a table. As long as they present a suitably menacing front, they won’t be troubled by any more of the pirates... for now. After all, they just defeated The Big Man, which is enough to impress the locals.

TROUBLESHOOTING

If Glimnock is killed during the fight (i.e. he’s reduced to -17 hit points or below) then he is instead knocked unconscious and can still recover after the fight as long as someone makes a DC 15 Heal check to revive him.

If none of the players seems inclined to assist Glimnock in any way, remind them that the gnome seems to be the only one around who has any idea of how they got here (and therefore how they’re going to get back). If that’s not enough motivation, then suggest that the PCs ought to at least save the gnome so that he can pay them for their trouble, since he somehow just magically yanked them away from a hot meal and a cold beverage, and that deserves compensation. If the pirates kill the gnome, they’ll certainly take everything of value before the PCs get a chance.

If even the basest mercenary motivation is not enough to get the PCs into the fray, then the pirates attack the PCs anyway because the gnome is certainly acting like the PCs are his allies. Once they’ve been attacked, presumably they’ll at least want to teach the pirates a lesson and then talk to the gnome (which is enough to move things along to Encounter 2).

EXPERIENCE POINTS

The characters receive 100 / 130 experience points each for defeating the pirates.

TREASURE

The PCs can loot a total of 20 / 30 gold pieces from the defeated pirates. Each of the pirate thugs carries 5 / 10 sp (total 3 / 6 gp). The Big Man carries 17 / 24 gp.

ENCOUNTER 1: “TELEPORTATION” STATISTICS (LOW LEVEL)

Note: Because he accompanies the PCs throughout, Glimnock’s statistics block is only found on Page 5 of the adventure (it is not repeated in each encounter). Glimnock’s stats do not change between the low-level and high-level versions of the adventure. His presence is not called out in any of the subsequent encounters, but you should place him in an appropriate position on the battle map at the start of each encounter.

Pirate Thug	Level 1 Minion
Medium natural humanoid	XP 25
Initiative +0 Senses Perception +0	
HP 1; a missed attack never damages a minion.	
AC 14; Fortitude 13, Reflex 11, Will 11	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+5 vs. AC; 2 damage; see also <i>mob rule</i> .	
Mob Rule	
A pirate thug gains a +2 power bonus to damage while at least two other pirate thugs are within 5 squares of it.	
Alignment Evil Languages Common	
Str 14 (+2) Dex 10 (+0) Wis 10 (+0)	
Con 12 (+1) Int 9 (–1) Cha 11 (+0)	
Equipment club, 5 sp	

The Big Man	Level 1 Elite Brute
Medium natural humanoid	XP 200
Initiative +2 Senses Perception +0	
HP 74; Bloodied 37; see also <i>battle fury</i>	
AC 15; Fortitude 19, Reflex 15, Will 14	
Saving Throws +2	
Speed 6	
Action Points 1; see also <i>murderous frenzy</i>	
m Cudgel (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d10 + 3 damage.	
m Head Butt (standard; at-will)	
+5 vs. Fortitude; 1d6 + 3 damage and the target is dazed (save ends).	
M Double Whammy (standard; at-will) ♦ Weapon	
Make two cudgel attacks against two different foes, or one cudgel attack and one head butt attack against the same foe.	
C Battle Fury (free; when first bloodied; encounter)	
Close burst 1; The Big Man makes a cudgel attack against each enemy within the burst, gaining a +4 power bonus on the attack roll. If the attack hits, the target is also knocked prone.	
Murderous Frenzy (free; encounter)	
The Big Man gains 1 action point the first time he reduces a foe to 0 hit points during an encounter.	
Alignment Evil Languages Common	
Skills Athletics +8, Intimidate +6	
Str 17 (+3) Dex 14 (+2) Wis 10 (+0)	
Con 17 (+3) Int 8 (–1) Cha 12 (+1)	
Equipment 2 cudgels (treat as clubs), 17 gp	

ENCOUNTER 1: “TELEPORTATION” STATISTICS (HIGH LEVEL)

Note: Because he accompanies the PCs throughout, Glimnock’s statistics block is only found on Page 5 of the adventure (it is not repeated in each encounter). Glimnock’s stats do not change between the low-level and high-level versions of the adventure. His presence is not called out in any of the subsequent encounters, but you should place him in an appropriate position on the battle map at the start of each encounter.

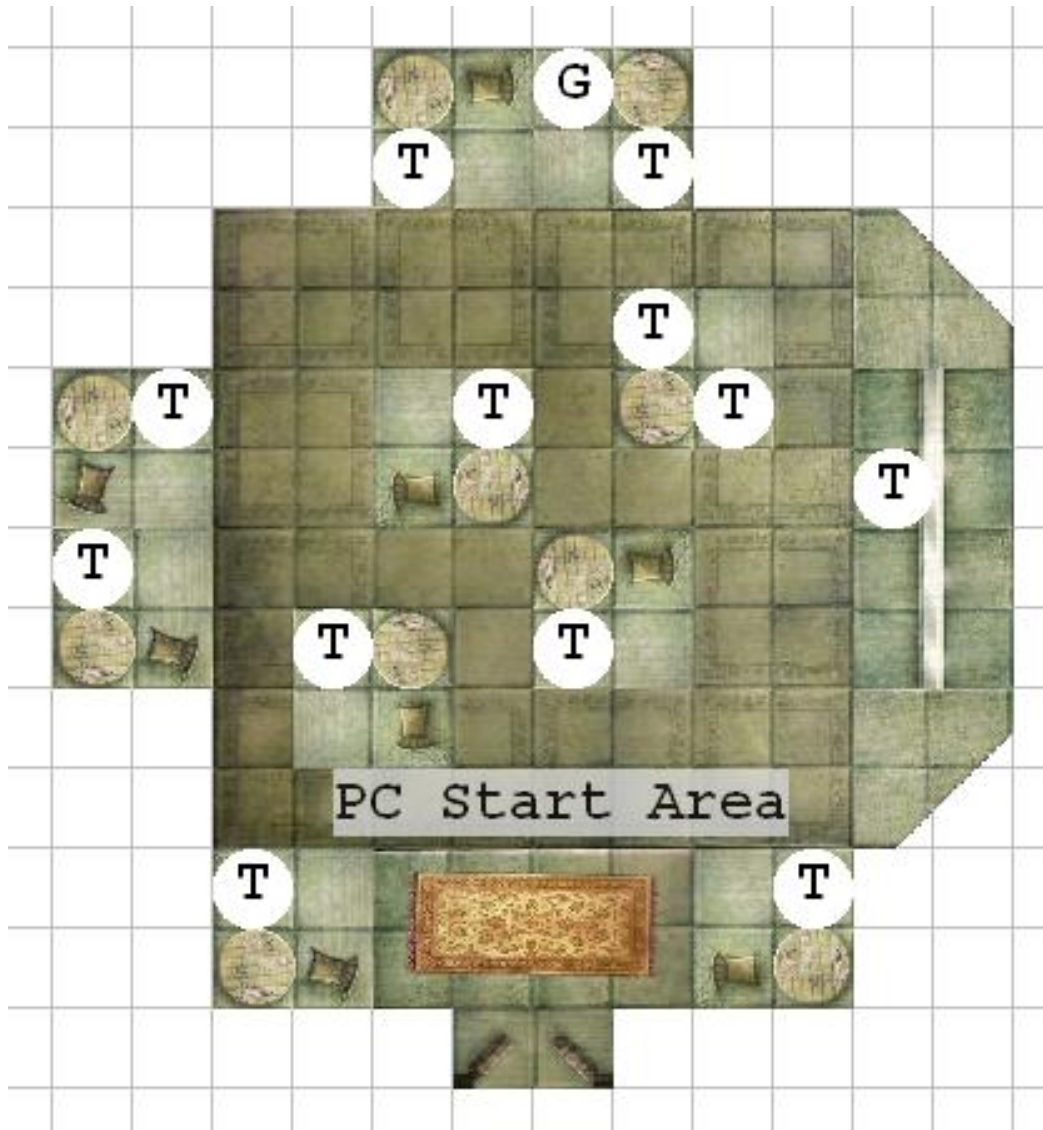
Pirate Thug	Level 1 Minion
Medium natural humanoid	XP 25
Initiative +0 Senses Perception +0	
HP 1; a missed attack never damages a minion.	
AC 14; Fortitude 13, Reflex 11, Will 11	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+5 vs. AC; 2 damage; see also <i>mob rule</i> .	
Mob Rule	
A pirate thug gains a +2 power bonus to damage while at least two other pirate thugs are within 5 squares of it.	
Alignment Evil Languages Common	
Str 14 (+2) Dex 10 (+0) Wis 10 (+0)	
Con 12 (+1) Int 9 (–1) Cha 11 (+0)	
Equipment club, 10 sp	

The Big Man (Level 4)	Level 4 Elite Brute
Medium natural humanoid	XP 350
Initiative +4 Senses Perception +2	
HP 134; Bloodied 67; see also <i>battle fury</i>	
AC 18; Fortitude 22, Reflex 18, Will 17	
Saving Throws +2	
Speed 6	
Action Points 1; see also <i>murderous frenzy</i>	
m Cudgel (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d10 + 5 damage.	
m Head Butt (standard; at-will)	
+8 vs. Fortitude; 1d6 + 5 damage and the target is dazed (save ends).	
M Double Whammy (standard; at-will) ♦ Weapon	
Make two cudgel attacks against two different foes, or one cudgel attack and one head butt attack against the same foe.	
C Battle Fury (free; when first bloodied; encounter)	
Close burst 1; he Big Man makes a cudgel attack against each enemy within the burst, gaining a +4 power bonus on the attack roll. If the attack hits, the target is also knocked prone.	
Murderous Frenzy (free; encounter)	
The Big Man gains 1 action point the first time he reduces a foe to 0 hit points during an encounter.	
Alignment Evil Languages Common	
Skills Athletics +10, Intimidate +8	
Str 17 (+5) Dex 14 (+4) Wis 10 (+2)	
Con 17 (+5) Int 8 (+1) Cha 12 (+3)	
Equipment 2 cudgels (treat as clubs), 24 gp	

ENCOUNTER 1: “TELEPORTATION” MAP

FANE OF THE FORGOTTEN GODS

Floor / Outdoor Temple	8x8	x1
Table & Chairs / Alcove	2x2	x10
Floor / Semi-Circle	2x2d	x2
Carpeted Floor / Floor w/Divider	2x4	x2
Closed Wood Doors / Open Wood Doors	2x1	x1



ENCOUNTER 2: EXPLANATION

SETUP

This is a non-challenge encounter. The PCs can get some of their questions answered by Glimnock Klemwocket (most likely starting with “where are we?” and “how did we get here?”). Glimnock beseeches the adventurers to help him finish his quest to locate a lost temple of Gond Wonderbringer, which is on an island somewhere in the Nelanther Isles. Of course, before they can sail anywhere, they’ll need to find a ship.

If you are running this adventure in a convention setting and time is tight, you can simply summarize some (or all) of this encounter. However, it’s more fun if you can give the players a chance to interact with one another and with the NPCs. Don’t let this take too long, though, as there’s still a lot of adventure ahead.

The PCs are in the unsavory town of Skaug, a pirate haven in the Nelanther Isles. You can find some basic information about the Isles and Skaug in Appendix 1.

Skaug is a wholly unpleasant place, unless you’re the sort of person who enjoys utter lawlessness and random acts of violence, in which case it’s paradise. The Keelhaul is the largest and most prominent tavern along the wharf, but there are plenty of other establishments of ill repute available to the discerning scalawag. Ships of all shapes and sizes are docked along the harbor, most of them flying various pennants of red and black indicating that they owe allegiance to no nation and will take whatever plunder they can find.

The first thing the PCs will no doubt want to do is ask some questions of the gnomish priest who somehow managed to magically transport them halfway across the world.

QUESTIONS FOR GLIMNOCK

Important NPC: Glimnock Klemwocket

Until the PCs can convince him otherwise, Glimnock believes that his ritual worked perfectly and the PCs are actually clever mechanical contraptions known as Gondsmen. (The ancient techsmiths of Lantan were able to build intelligent constructs who acted as their protectors and companions.)

Glimnock’s been researching a ritual for some time that he believes will allow him to summon a Gondsmen from the astral dominion where Gond dwells. In this case, not only did the ritual fail to summon a Gondsmen, it actually went completely awry and summoned the

PCs instead. But Glimnock is convinced that it worked. Because he’s never seen a Gondsmen before, as far as he’s concerned, the PCs are just amazingly marvelous creations, even more magnificent than he expected from reading the history books. He will remark admiringly at how cunningly they are built, marvel over their lack of seams and joint lines, ask what sorts of tools are needed to repair them, and so forth.

Of course, the PCs are not Gondsmen; and eventually they should be able to convince Glimnock of this. This isn’t intended to be a huge obstacle, just a fun roleplaying scene. Once Glimnock understands that his ritual didn’t work after all, he’ll be momentarily disappointed, but then he perks back up. Even though the PCs weren’t what he was expecting, they’re obviously capable (since they defeated the pirates), and he’d be honored if they would accompany him on his expedition. After all, his ritual was one-way only... he doesn’t have any means to send the adventurers back where they came from.

The PCs will no doubt have a number of questions for Glimnock. Some possible questions and answers are provided here, but feel free to improvise based on the Adventure Background and the information about the historical worship of Gond in Appendix 2.

Who are you? “My name is Glimnock Klemwocket, loyal servant of Gond, the Wonderbringer!”

Where are we? “This is Skaug, a port town in the Nelanther Isles.”

How did we get here? “I summoned you! Well, not YOU. I was actually TRYING to summon a Gondsmen from Gond’s home in the House of Knowledge. It’s a new ritual I’ve been working on. It’s based on my research into the alignment of the astral domains...” (At this point, Glimnock launches into a rambling discussion of arcane theories that makes absolutely no sense even to someone who’s trained in the Arcana skill. It seems pretty clear that whatever he might think his ritual was supposed to do, it didn’t work anything like he expected, and it’s unlikely that he has any idea how to reverse or even reproduce the effect.)

Can you send us back? “Um... well, you see, I haven’t really gotten started on researching the reversed version of my new ritual. Plus, I had to use up most of my ritual components to cast it the first time. I’m afraid I don’t have any way to send you back. But I can make it up to you! It’s really quite fortuitous that my ritual brought you here. You see, I’m just about to explore a lost temple of Gond. Think of all the marvelous inventions that must

be contained within, lost since the Spellplague! It's a once-in-a-lifetime opportunity for you to be able to come along on such an expedition. No need to thank me!"

What are you doing here? "While I was researching my ritual, I discovered a map that shows the location of one of the islands of Lantan where a temple of Gond was built. When the Spellplague struck, earthquakes and tidal waves caused the island to sink beneath the ocean. However, my research indicates that there is about to be an unusual combination of undersea geologic activity and tidal events, making the conditions exactly right for the island to be accessible from the surface, but only for a short period of time. So of course I had to try! It's not every day that one gets the opportunity to explore a lost temple of the Wonderbringer!"

Earthquakes and tidal waves? "Yes, the entire nation of Lantan was wiped out during the Spellplague. It was a terrible tragedy. Not only was everyone killed, but all their wonderful discoveries and inventions were sunk beneath the sea! Can you imagine? Such incredible technology, amazing things the world has never seen before or since, rusting away at the bottom of the ocean."

Why did you come to Skaug? It doesn't seem like a very nice place. "I didn't really know much about it. I looked in my atlas and this is the nearest port to where Lantan used to be. The astrological and geological conjunction that is going to bring the temple back to the ocean's surface will be very brief, so I needed to get as close to the right location as possible. I must admit, I wasn't really expecting there to be so many... unfriendly... people here. I was just asking those fellows in the tavern if they were interested in helping me with my expedition, and they said they were going to kill me! Can you imagine? Anyway, I didn't know what else to do, so I decided to field-test my ritual to summon a Gondsman, hoping it could protect me. Good thing I designed it to be quick-casting!"

Where can we find this temple? "In my research, I came across this map. I'm certain that it shows the exact location of the temple." (Glimnock produces an ancient parchment that depicts an archipelago.) "Unfortunately, I haven't quite managed to fully decipher it yet, and the geography has changed quite a bit over the years. But maybe you can help me with that! Once we find the right place, it's just a matter of sailing to that location and waiting for the island to appear."

Why do you want to ransack a temple of your own faith? "Ransack? Hardly! All of those inventions were

created for a purpose. A purpose that they certainly can't fulfill at the bottom of the ocean! My faith teaches that Gond inspires us to create so that we can share our discoveries and make the world a better place. The artisans who built the temple would want us to recover their creations, I'm quite sure of it."

How do you propose we get there? "There are plenty of ships around here. I'm sure any of the captains would be thrilled to have the opportunity to participate in such a momentous event as the discovery of a lost temple of Gond. Wouldn't they?"

What's in it for us if we help you? "You mean you won't do it just for the thrill of discovery?" (Glimnock is actually quite sincere - he finds it hard to imagine that anyone wouldn't eagerly jump at the chance to explore an ancient temple and uncover its mysteries.)

Um, no. We're going to need some sort of compensation. "Er, yes, I see. Well, of course, I'll need to keep any historical artifacts that we find, for further study and research. But I'm sure there will be some other treasures as well. And I have a few gold pieces that I can use to defray some of our expenses, if that will help." (Glimnock would rather not pay the PCs a retainer, since he is confident that there will be more than enough treasure in the temple to satisfy them. Although he has no idea what they'll actually discover, he's quite certain that there will be something to make it worth the PCs' while to accompany him. If they absolutely insist on some kind of payment up front, he will grudgingly offer them 5 / 10 gp each. Make a note of this, as it counts towards their maximum treasure per PC at the end of the adventure.)

FINDING A SHIP

Important NPC: Captain Inder "Leadbottom" Kloom of the *Singing Star*

Assuming the PCs agree to help Glimnock locate the lost temple of Gond, the first thing they're going to need to do is find a ship. Fortunately, Skaug is a port, so there are lots of vessels to choose from. Unfortunately, they're all filled with bloodthirsty pirates. Read or paraphrase the following:

There are certainly a wide variety of ships to choose from in the harbor of Skaug. Unfortunately, they all seem to be filled with surly pirates who would just as soon slit your wrists as look at you.

The adventurers can ask around a bit (you can roleplay this out or allow them to make some social skill checks, such as Streetwise). It should quickly become apparent that most of the ships currently docked here belong to smugglers, slavers, or worse. Glimnock is also very skittish as a result of his earlier encounter with the pirates and refuses to sail with obvious cutthroats.

Every pirate captain the PCs talk to wants to kill them and steal their stuff, tries to enslave them with a press gang, or asks them to participate in some sort of highly illegal or shockingly immoral activity. Certainly there is nobody who's willing to take on a ferry job with nothing more than the promise of possibly getting paid if the adventurers actually happen to find some treasure. Have fun with this, but remember to keep the sensibilities and ages of the players in mind.

After their first few inquiries end in failure, the PCs are laughingly told that there is one "captain" who might be desperate enough to take on honest work, because he's fallen on hard times. He doesn't have a crew any more, and his "ship" is hardly shipshape. This captain's name is Inder Kloom. The other pirates mockingly refer to him as "Leadbottom" because (so they say) whenever he plants his behind in the captain's chair, the ship immediately sinks to the bottom of the sea.

Read or paraphrase the following when the adventurers arrive at the pier where Inder Kloom's ship, the *Singing Star*, is docked:

At the far end of the docks, a single ship stands out, for its sheer disrepair if nothing else. It's impressive that the thing still floats, considering the many holes in its side, cracked mast, shredded sails, and other obvious signs of damage. This vessel was clearly on the wrong end of a battle in the recent past. Faded letters in peeling paint identify this ship as the Singing Star, and indeed, you do hear the sound of loud, half-drunken singing coming from somewhere below the deck.

Captain Inder Kloom is your typical freebooter. He's human, handsome in a rakish sort of way, and has a boisterous self-confidence that is entirely unjustified by the condition of his vessel. He's definitely down on his luck right now, having gone through several crews over the last few months, each time meeting with some bizarre mishap. His most recent expedition ended badly when the *Singing Star* encountered the most feared pirate in all of the Nelanthier Isles, Ornappur the Rock. Even the vilest of the pirates in Skaug fears Ornappur.

Kloom was actually quite fortunate, although it might not seem that way. He managed to sail away with his life, but his ship took a beating and all the surviving crew members deserted him en masse as soon as the

Singing Star managed to limp back to Skaug. Now Kloom is too broke to afford the repairs to his ship and too discredited to attract a new crew. He doesn't really do much other than sit on the docks and drink rum (when he can scrape up a few coppers for the rum, that is). Although he has been suffering from a run of bad luck, Kloom is not incompetent; he's a capable sailor and a decent captain, and the *Singing Star* is a perfectly serviceable ship, or at least she will be, once she's been fixed up. Granted, Kloom's a self-serving scoundrel, but in truth the worst he's ever done is a bit of illegal smuggling - piracy and slave-trading are a little bit too dangerous and unpleasant for his liking. Of course, he tries to impress the PCs with his vast nautical experience and his knowledge of the local seas.

Despite his obvious financial distress, Captain Kloom initially tries to negotiate an outrageous deal for his services - he demands a huge share of the treasure and various other concessions. If the PCs point out that he's not really in a position to demand generous terms, Kloom will eventually concede the point (you can allow the PCs to roll some social skill checks to help speed the negotiations along, but ultimately, they need to strike a deal for the story to proceed). In the end, Kloom agrees to take Glimnock and the PCs to and from their destination for free - provided that the adventurers repair his ship and serve as the crew for the voyage. These are better terms than the party is likely to find anywhere else, and the distance they need to travel is too far for the Water Walk ritual to cover. So, one way or another, the PCs and the Captain need to come to an accord in order for the adventure to proceed. The good news is that the *Singing Star* is small enough for five or six people to crew it reasonably well, so the PCs don't need to worry about trying to recruit a crew from among the thieves and murderers of Skaug.

ENDING THE ENCOUNTER

After the PCs have gotten as much information as they can out of Glimnock, asked around the docks and located the *Singing Star*, and reached an agreement with "Leadbottom" for the use of his vessel, they are ready to proceed to the next encounter. Now all they need to do is fix their ship and figure out where to sail.

TREASURE

There is no treasure in this encounter, and this encounter does not count towards a milestone.

ENCOUNTER 3: PREPARATION

SKILL CHALLENGE LEVEL 1 / 3, COMPLEXITY 5 (500 / 750 XP)

SETUP

In this skill challenge, the PCs can work on two different tasks at the same time. They have to help Captain Kloom repair his ship, and they have to help Glimnock decipher the encoded map and chart a course to the sunken temple. All of the PCs can participate in both scenes if they want to - they don't need to split up.

During the skill challenge, if a PC wishes to spend an action point to reroll a failed skill check, that's an acceptable use of an action point in this scene.

SCENE 1: REPAIRING THE SHIP

Number of Successes: 8 plus Special (see text)

Number of Failures: 6

Primary Skills: Acrobatics, Athletics, Bluff, Diplomacy, Endurance, Heal, Intimidate, Stealth, Streetwise, Thievery

Secondary Skills: Insight, Perception

Important NPCs: Captain Inder Kloom, various merchants, townsfolk, and informants

"That bastard Ornappur the Rock sure did a number on me poor darlin' the Singing Star," sighs Captain Kloom. "She'll be needin' a lot of work afore she can sing again. We've got to have lumber, nails, and canvas to make the repairs, and me credit's no good - so I've no idea where we're goin' to get the supplies. But a resourceful bunch such as yerselves will come up with somethin', of that I've no doubt. Oh, and while you're out an' about, would ye mind pickin' up a wee spot o' rum for a thirsty old sea dog?"

In addition to making basic repairs to the *Singing Star* so that she will be seaworthy, the PCs also need to locate a supply of lumber, a supply of nails, and a supply of canvas. (The Captain would also appreciate some rum.)

Each of these supplies can be purchased on the open market for 25 / 50 gold pieces. Even though Skaug is a lawless place, enough vessels are kept here that various shipwrights and other merchants do have formal places of business. Buying a commodity outright counts as one automatic success, but the cost must be paid for out of the PCs' own pockets (it cannot be "drawn in advance" against the treasure parcels from this adventure). Glimnock does have some money (50 gp)

that he can contribute if the PCs are hard up for cash, but not enough to buy all the supplies himself.

If the PCs are able to negotiate (or demand) discounts through good roleplaying and successful skill checks, they can reduce the price by a maximum of 10 / 20 gp per commodity. The skill challenge ends once the PCs have obtained at least 8 successes in total and they have secured a supply of all three commodities. At least two of the successes (out of the 8 total) must come from skill checks made to perform tasks that directly involve making repairs to the *Singing Star*.

There are some rituals that might help the PCs complete this challenge. In particular, the Make Whole ritual, while not powerful enough to repair the entire ship, could certainly be used to make spot repairs. If the PCs use this ritual, treat the component cost as 15 / 30 gold pieces. Allow them to either count it as two automatic successes or as a replacement for one of the three commodities (lumber, nails, or canvas) that they need to secure. (This can only be done one time during the challenge.)

As always, the following examples are just that - examples. If the players come up with some innovative uses for different skills, whether listed here or not, use your best judgment. For most tasks, the normal DC should be 15 / 16; if you think a skill use is particularly difficult or outlandish, the hard DC is 20 / 21.

Acrobatics (DC 15 / 16): The PC makes a particularly daring repair that requires significant agility, such as dangling from the rigging to knot several frayed ropes together or balancing on a narrow beam to patch a hard-to-reach crack in the hull.

Athletics (DC 15 / 16): The PC makes a particularly difficult repair that requires great exertion, such as shinnying up the mast to hang the new mainsail or hauling a huge bundle of lumber up from the docks.

Bluff (DC 20 / 21): The PC attempts to convince a supplier that he should provide necessary resources to Captain Kloom on nothing more than the unreliable captain's promise of future payment (such as by convincing the merchant that the crew is about to come into possession of a great treasure, say by looting a sunken temple). This is a tougher DC because everybody who lives in Skaug is a habitual liar.

Diplomacy (DC 15 / 16): The PC attempts to convince a supplier that he should provide necessary resources to Captain Kloom by drawing on the PC's own credibility or resources. This could result in getting a discount on the price of lumber or nails, or perhaps even getting something for free if the PC is sufficiently persuasive.

Endurance (DC 15 / 16): The PC makes progress on repairing the ship by working very hard at a very fast

pace, doing the work of two normal men (or women). On a critical success (DC 20 / 21) the PC can negate one failure that another character suffered on a physical skill check by working that much harder to make up for the mistake.

Heal (DC 15 / 16): The residents of Skaug are almost always afflicted with various injuries and diseases due to their violent lifestyle and the town's unsanitary conditions. A PC could help a few of the local street urchins recover from the pox, or sew up a knife wound, thereby making a friend who might be able to provide some information or assistance to the party.

Insight (DC 11 / 12): The PC gets an idea where a particular resource might be located, or a possibly beneficial social approach. This doesn't count as a success, but it grants another character a +2 bonus on one of the other social skill checks (Bluff, Diplomacy, or Streetwise). On a critical success (DC 20 / 21) the PC can negate one failure that another character suffered on a social skill check.

Intimidate (DC 20 / 21): The PC "persuades" a merchant to give the group a discount on a particular resource. The DCs for this skill are higher than for most of the other skills because the merchants of Skaug are remarkably hard to intimidate.

Perception (DC 11 / 12): The PC spots a patch on the ship that is in need of repair, sees a way to make a repair easier, or notices the location of a merchant who is selling a particular type of supplies that the party needs. This doesn't count as a success, but it grants a +2 bonus to any other character on their next skill check.

Stealth (DC 15 / 16): The PC finds a sneaky way into a warehouse or other location where necessary supplies are stored. Using this skill probably doesn't count as a success by itself, but you can use it as part of a more complicated scene (such as setting up a Thievery check by sneaking into a warehouse).

Streetwise (DC 15 / 16): The PC is able to locate some dirt on one of the merchants in order to get a discount on supplies, is able to track down a supplier who's had some hard luck recently and therefore might be willing to sell for less, or gets some information about the security measures in place on a warehouse.

Thievery (DC 20 / 21): The PC attempts to steal needed supplies from a warehouse or other location. The DCs for this skill are higher because Skaug is quite literally full of thieves and scoundrels so people know they have to take extreme precautions if they want to keep their stuff. However, a success here allows the PCs to get one of the commodities they need without paying anything for it. (This can only be done once.)

SCENE 2: DECIPHERING THE MAP

Number of Successes: 6

Number of Failures: 4

Primary Skills: Arcana, Dungeoneering, History, Insight, Nature, Perception, Religion

Important NPCs: Glimnock Klemwocket

Glimnock stands at a small table, poring over a waterlogged and time-worn parchment. "I found this map, but I can't make any sense of it. I'm sure it identifies a specific island from ancient Lantan where a temple of Gond was located, but all the navigational markings are written in some kind of code. Plus the islands aren't exactly where they used to be - the Spellplague changed a lot about the geography. We'll need to find the right island and plot a course to get us there in time. Think you can figure it out?"

There are two tasks that the PCs need to complete in this phase of the skill challenge. First, they need to break the code on the map or come up with an educated guess about which island is actually the correct island (the location of the temple). Then, they must plot a course that will get them to that island as quickly as possible, so that they don't miss their window of opportunity.

Note that the Comprehend Language ritual will not work to completely decipher the map, since the code is not a language unto itself - it is merely an obfuscation of another language. However, this ritual could help give some clues to the correct translation of the code, so the use of Comprehend Language counts as one automatic success. (This can only be done once.)

Although Glimnock should not make skill checks directly as part of this skill challenge, if asked he can assist a PC who is making an Arcana or Religion check, granting the character making the check a +2 bonus.

Arcana (DC 15 / 16): The PC identifies some characteristics of the islands on the map that would suggest certain of the islands might be more or less suitable for casting different types of rituals that might be of interest to worshippers of Gond. Alternatively, the PC identifies some elements of the code that are similar to other ciphers he has studied in the past, helping to make progress toward the solution.

Dungeoneering (DC 15 / 16): Experienced spelunkers often work with maps whose details are sketchy at best. With this skill, a PC might be able to fill in some of the gaps in the map, or perhaps locate an experienced cartographer or navigator in Skaug who can help decipher the map.

History (DC 15 / 16): The PC recalls some details of the pre-Spellplague geography of the Nelanther Isles

that make certain islands more or less likely to be the correct location. Alternatively, the PC uses his knowledge of history to come up with an educated guess about where the islands on the ancient map might have ended up on the modern map (by matching coastlines, thinking about continental drift, and so forth.)

Insight (DC 15 / 16): The PC has a flash of insight about how the code might have been constructed, which helps make progress toward a solution, or recalls some other fact or tidbit that helps suggest which of the islands on the ancient map might correspond to specific islands on the modern map.

Nature (DC 15 / 16): The PC studies the positioning of the islands on the map, draws on his knowledge of currents, tides, and winds, and helps chart the course that the ship will need to follow in order to reach its destination as quickly as possible.

Perception (DC 15 / 16): The PC notices some salient feature of the map that helps to overlay the position of the ancient islands on the modern map, or notices some aspect of the code that makes it easier to decipher.

Religion (DC 15 / 16): The PC recalls some tidbit of lore about the nation of Lantan or the temples of Gond which helps suggest that a specific island might be the right island, or that helps break the code by recalling similar codes that were used by Gondar in the past.

ENDING THE ENCOUNTER

Once the PCs have secured the supplies they need, made the necessary repairs to the *Singing Star*, figured out which island they are going to visit, and plotted a course, they are ready to set sail.

Success: If the PCs succeeded on both parts of the skill challenge, they have a pleasant voyage that is quick and painless. They arrive at the island well rested. (This counts as an extended rest.)

Partial Success: The PCs succeeded on one of the skill challenges, but failed on the other one. Their journey is still successful, but they suffer some mishap along the way depending on which of the two challenges they failed (either a problem with the ship or a problem with their navigation). This does not count as an extended rest, and each PC loses 1 healing surge to reflect the rough journey.

Failure: The PCs failed on both parts of the skill challenge. They have to fight hard to keep the ship from sinking, they have to row in several cases where they didn't plot their course efficiently to take advantage of the winds and currents, and they have to visit several wrong islands before they find the right one. This does not count as an extended rest, and each PC loses 2

healing surges to represent the toll that the difficult voyage takes on their bodies and minds.

ARRIVAL AT THE TEMPLE

Based on the PCs' performance in the skill challenges, you can improvise a description of their sea voyage. Don't spend too much time on the journey; it takes all night and part of the following day, and it is either restful or not, as detailed above.

Read or paraphrase the following when the *Singing Star* arrives at the site of the ancient temple:

The very ocean shakes, as if an earthquake had struck the sea floor. The Singing Star groans, but she holds together. The waters suddenly begin drawing together and a giant whirlpool forms a few hundred yards away, pulling at the ship.

Rising up from beneath the waves, at the very center of the whirlpool, is a small island, like the top of a mountain. Nestled among the rocky outcroppings is a square building that must be the temple of Gond. It's obviously been through some rough times, but the overall structure appears to be sound. The architects and artisans of ancient Lantan knew their craft well.

The massive stone doors at the entrance hang askew, and water pours from every crack and crevice of the building, but it looks safe to enter, for the moment.

The *Singing Star* has a small dinghy that the PCs can use to reach the island. Glimnock takes care to remind everyone that they probably only have one shot at exploring the temple. These conditions won't last very long; it won't be more than a few hours before the island once again sinks beneath the waves. Taking one or more short rests is fine, but taking an extended rest is likely to consume too much time.

Once the PCs have made whatever preparations they wish, proceed to the next encounter.

EXPERIENCE POINTS

Each PC receives 100 / 150 XP for successfully completing this challenge. If they succeed on one skill challenge and fail on the other, they get 75% of the maximum (75 / 110 XP); if they fail on both, they get 50% (50 / 75 XP).

TREASURE

There is no treasure to be gained in this encounter - in fact, the PCs might have to spend a fair bit of their own coin if they aren't able to locate the necessary resources by "alternative" methods.

ENCOUNTER 4: AUTOMATION

ENCOUNTER LEVEL 6 / 8 (1,250 / 1,750 XP)

This temple was designed as a showcase for the work of a particular subset of the craftsmen of Gond - the Most Arcane Order of Gearmakers, Clockmakers, and Automationists. The temple is filled with examples of the Order's best work: a variety of automatons (mobile guardians) and traps. Although their creators are long gone, these constructs are magically self-maintaining. They relentlessly attempt to destroy anyone who comes into the temple.

IMPORTANT NOTES

There are several locations in the temple that the PCs could use to take a short rest if they want to recharge their encounter powers, spend some healing surges, etc. If they want or need to do that, let them. This encounter is not intended to be totally overwhelming, but for those tables who want a bit of extra challenge, this encounter should provide that opportunity.

Try to gauge the party's overall condition and adjust accordingly - if the PCs are having an easy time, then run this entire encounter as one continuous combat. If they are struggling, then break it up into several "waves" with an opportunity for a short rest to occur between each wave. (The best way to do this is to divide the guardian commanders and hammer constructs into two groups. Each group has one guardian and 3-4 hammers. The initial positioning of the constructs on the map should suggest a natural break in the action as long as the PCs stick together and don't split the party.)

If the adventurers want to retreat entirely from the temple and take an extended rest at some point, warn them that the ocean will soon inundate the site and put it back under water. Taking an extended rest will effectively end their explorations of the temple. There's no telling how long it will be before the conditions are once again right for the temple to come to the surface. Glimnock, obviously, will encourage the PCs to press on until they have explored the entire temple, using his powers to help them recover hit points as needed. Also note that there are two *potions of healing* hidden in the satchel behind the obelisk, which can provide a bit of extra in-combat healing surge access.

SETUP

This encounter includes the following creatures and traps at the low tier:

2 Guardian Commanders (G)
7 Hammers of Gond (H)
1 Magic Crossbow Turret (Level 1) (T)
3 Acid Sprayers (A)
1 Electrified Floor (Level 2) (EF)

This encounter includes the following creatures and traps at the low tier:

2 Guardian Commanders (Level 4) (G)
7 Hammers of Gond (Level 3) (H)
1 Magic Crossbow Turret (T)
3 Acid Sprayers (A)
1 Electrified Floor (Level 2) (EF)

When the adventurers first enter the temple, read or paraphrase the following:

The interior of the temple is in surprisingly good shape considering the amount of time that has passed and the fact that the entire structure has been submerged beneath the waves for many, many years. Cleverly placed drains in the floor seem to have shunted away most of the water already, but there are still some puddles of brackish water and patches of algae and seaweed.

A number of man-sized automatons click and whistle as they bustle about, cleaning up the temple and making various small repairs. A much larger construct seems to be directing their efforts.

Stealthy PCs might be able to explore the area a bit before initiating combat. The guardians activate and attack as soon as they see any PC (or as soon as any trap is triggered). Note that all the constructs have darkvision. When combat is triggered, read:

All of the automatons pause in their maintenance tasks and suddenly turn towards you. Their eye sockets flash red and they raise their weapons menacingly. It seems you have triggered the temple's defenses. Gears grind and servos whir as the creations of the Gondar attack.

Glimnock spends one of his early turns brandishing his holy symbol and commanding the constructs to stop in the name of Gond. They are no longer able to perceive the difference between a member of the clerisy of Gond and any other intruder, so this fails. Read or paraphrase the following:

Glimnock raises his holy symbol and a burst of bright light flashes across the room. "In the name of Gond

Wonderbringer, I command you to halt and obey my orders!"

The constructs pause, as if considering what they should do, but it is a false hope. Moments later, they continue their relentless advance.

Glimnock sighs and a pained expression crosses his face. "Drat. I really hoped that would work. Although it saddens me greatly to destroy my fellow Gondar's creations, I suppose we've got no choice. Just... try not to damage them beyond repair, okay?"

Thereafter, every time a PC reduces a construct to 0 hit points or below, ask if the character wants to destroy it completely or only disable it. Keep a count of how many of the constructs are disabled vs. destroyed. Glimnock will be much less appreciative at the end of the adventure if the PCs won't at least make an effort to avoid totally destroying the constructs beyond repair. You can give the players a clue to this by having Glimnock wince visibly or give out an involuntary cry of pain every time a PC totally wrecks a construct.

FEATURES OF THE AREA

Illumination: There are numerous sconces set into the floor and ceiling that activate and cast bright light when anyone bearing a holy symbol of Gond is nearby, so the PCs do not need a light source of their own as long as Glimnock is with them.

Obelisk: The obelisk is elaborately carved. At the top is the holy symbol of Gond. Below that is the seal of the Most Arcane Order of Gearmakers, Clockmakers, and Automationists. Along all four sides is a list of the names of all the craftsmen who have contributed to the wonders found in this temple.

Treat the obelisk as blocking terrain. A character can climb on top of the obelisk with a DC 20 Athletics check. Attacking from atop the obelisk grants a +1 bonus on attack rolls because of the elevation. Using the obelisk as part of a combat stunt (since its sides are slanted, it's ideal for running partway up and leaping off) requires a DC 15 Athletics check.

Partially concealed behind one corner of the obelisk (DC 15 Perception check to notice, or automatic if a PC specifically searches the obelisk) is a satchel that was dropped long ago by one of the Gondar who worked on this temple. Most of the equipment has rusted into uselessness, but among the bits and pieces that are still usable the adventurers can find two *potions of healing* and a set of thieves' tools.

Traps: Most of the traps can distinguish between the defending constructs and the PCs. These traps never attack a defender. (See the individual traps' stat blocks

for details on how the PCs might disable, destroy, or circumvent each trap.) The exception is the electrified floor trap, which does not distinguish between the PCs and the constructs.

The squares containing traps are treated as normal terrain, except for the magic crossbow turret, which is treated like a statue (blocking terrain).

Glowing Sigil: The glowing green sigil outside the entrance to the altar room is impassible until all three control panels have been disabled. The doors to the altar room are clearly visible, but the sigil itself blocks line of effect (it is a solid cube of pure force).

Any creature that tries to enter one of the squares containing the sigil (either deliberately or via forced movement) is pushed back (up to) 3 squares in the opposite direction. This deals 1d10 points of damage to the pushed creature. If for some reason there is no place for the pushed creature to land, then it instead falls prone at the edge of the sigil. The constructs never voluntarily attempt to enter a square containing the sigil.

TACTICS

The Hammers of Gond are straightforward in their tactics. They are not bright enough to do much more than advance and smash the nearest PC. The Guardian Commanders are very intelligent and capable of distinguishing between different types of threats (such as PCs who are dealing a great deal of damage at range). They use their *guardian tactics* ability to move the Hammers around the battlefield so that they end up as close as possible to whomever the guardian considers the biggest threat. Once the Hammers are engaged, a Commander uses its *guardian onslaught* power to give them all an immediate extra attack.

The acid sprayer traps are little more than a nuisance, but if the PCs can't spare an action or two to deal with them, they can become quite annoying. The magic crossbow turret is a more significant threat and can deal a lot of damage in a hurry. The electrified floor doesn't come into play until someone moves across it.

There are a total of three control panels in the temple (marked with "C" on the map). They are noncombatants, but they do have a brief stat block containing the rules for disabling them. A PC must be in an adjacent square (diagonals don't count) in order to attempt to disable a control panel. If the PCs don't recognize the control panels for what they are, Glimnock will point one out and suggest that it probably has something to do with controlling the temple's defenses. "There's always a failsafe, we just have to find it!" he shouts across the din of battle.

Remember that Glimnock has a number of powers and abilities that could be very helpful during this encounter. He should be placed on the battle map and act on his turn in the initiative order just like anyone else. The defenders will attack Glimnock just as readily as they will attack any of the PCs. At a minimum Glimnock will certainly try to prevent PCs from dying.

During rounds when you decide not to have Glimnock use one of his powers, describe him as fiddling with various carvings and panels that are scattered throughout the temple (as if he was engaging in an extended skill challenge). That way the PCs will feel like he is doing something useful to help end the encounter. If things look really grim for the adventurers, Glimnock could temporarily disable or even take command of a trap or guardian at a critical moment. The point is for the PCs to be the heroes, though, so make sure Glimnock doesn't steal the spotlight.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Reduce the magic crossbow turret from two attacks per round to one attack per round, and remove one of the Hammers of Gond.

Six PCs: Add one more Hammer of Gond and increase the level of the two Guardian Commanders by 1. This gives them +8 hit points, +1 to all attacks (but not to damage), and +1 to all defenses. The amount of healing granted by their *self-repair* power increases by 2 hit points.

ENDING THE ENCOUNTER

Once all three of the control panels have been disabled, all the temple's remaining defenses immediately shut down. Any surviving constructs fall prone and go into a standby mode (which will eventually repair all the damage they've suffered, but this takes many hours). The traps simply stop attacking. The glowing green sigil outside the altar room disappears and it becomes safe to approach the double doors. When this happens, read or paraphrase the following:

As the third and final control panel is disabled, an audible grinding noise echoes throughout the entire temple and the ground shakes beneath your feet.

Like marionettes with their strings cut, the remaining guardians slump to the ground, inert. The traps stop firing and the glowing green sigil flickers and disappears. The temple's defenses have been shut down.

TROUBLESHOOTING

If Glimnock is killed during the fight, at this point, that's not necessarily a deal-breaker as far as the story is concerned. The PCs don't absolutely need him - they can still proceed to the altar room, solve the puzzle, and complete the adventure successfully. However, they won't receive the story object corresponding to Glimnock's favor unless they pay for a Raise Dead ritual for the gnome once they get back to civilization.

EXPERIENCE POINTS

The characters receive 250 / 350 experience points each for overcoming the temple's guardians. The XP award is not reduced if the PCs have to take one or more short rests during their explorations of the temple.

If they are forced to retreat without completing this encounter, they should still get XP for the guardians and traps that they did defeat. Add up the listed XP values for all the creatures and hazards that the PCs defeated and divide that total by 5 (even if there are 4 or 6 characters) to determine how much XP each PC receives.

TREASURE

The craftsman's satchel that the PCs discover behind the obelisk contains two *potions of healing*.

ENCOUNTER 4: “AUTOMATION” STATISTICS (LOW LEVEL)

Hammer of Gond	Level 1 Soldier
Medium natural animate (construct)	XP 100
Initiative +3 Senses Perception +6, darkvision	
HP 31; Bloodied 15	
AC 17; Fortitude 15, Reflex 13, Will 13	
Immune disease, poison	
Speed 6; see also <i>wheelie</i>	
m Slam (standard; at-will)	
+8 vs. AC; 1d6 + 3 damage.	
M Powerful Wallop (standard; encounter)	
+8 vs. AC; 2d6 + 3 damage and target is dazed (save ends).	
Wheelie (minor; encounter)	
The hammer of Gond gains a +2 bonus to its speed until the end of its turn.	
Alignment Unaligned Languages --	
Str 16 (+3) Dex 13 (+1) Wis 12 (+1)	
Con 15 (+2) Int 5 (-3) Cha 8 (-1)	

Guardian Commander	Level 2 Controller (Leader)
Large natural animate (construct)	XP 125
Initiative +6 Senses Perception +6, darkvision	
Repair Damage aura 2; allied constructs that start their turn within the guardian commander's aura heal 2 hit points.	
HP 39; Bloodied 19	
AC 16; Fortitude 15, Reflex 16, Will 15	
Immune disease, poison	
Speed 6	
m Slam (standard; at-will)	
Reach 2; +7 vs. AC; 1d10 + 2 damage.	
R Force Bolt (standard; at-will) ♦ Force	
Ranged 10; +6 vs. Reflex; 1d6 + 3 damage plus 1d6 force damage.	
C Guardian Tactics (move; recharge 6)	
Close burst 5; Choose up to 3 allies in burst and slide each of those allies up to 3 squares each.	
C Guardian Onslaught (standard; encounter)	
Close burst 5; Choose up to 3 allies in burst. Each of those allies immediately makes a melee basic attack.	
Self-Repair (minor; encounter) ♦ Healing	
The guardian commander heals 9 hit points.	
Alignment Unaligned Languages --	
Str 13 (+2) Dex 15 (+3) Wis 12 (+2)	
Con 15 (+3) Int 17 (+4) Cha 10 (+1)	

Acid Sprayer	Level 1 Minion
Trap	XP 25
Trap: Small jets in the floor and walls shoot a spray of acid.	
Perception	
♦ DC 15: The character notices the nozzles in the floor and walls signifying the trap's presence.	
♦ DC 20: The character notices the faint scarring and pitting of the floor which allows him to accurately estimate the trap's range.	
Trigger	
The trap activates and makes an opportunity attack whenever a creature comes within range or begins its turn within range. The trap only holds enough acid to make one attack. Thereafter, check at the beginning of each round to see if the trap resets (the launcher slowly refills with acid over time). This works just like recharging a creature's power. The trap recharges on a roll of 5 or 6. The trap magically distinguishes between denizens of the dungeon and intruders (meaning it only attacks the PCs).	
Attack	
Opportunity Action Ranged 3	
Target: One enemy within range.	
Recharge: 5 6	
Attack: +4 vs. Reflex	
Hit: 4 acid damage	
Countermeasures	
♦ An adjacent character can disable or destroy the trap with a DC 16 Thievery check.	
♦ A character can attack the trap directly (AC 15, all other defenses 13, hp 20). Reducing the trap to 0 hit points completely destroys it.	

Control Panel	Special Obstacle
Terrain Feature	XP 0
Feature: A control panel built into the wall serves as part of the temple's defense mechanism. There are a total of three control panels in the temple (marked with "C" on the battle map).	
Perception	
♦ DC 10: The character notices the control panel.	
Trigger	
The control panel does not make attacks.	
Attack	
The control panel does not make attacks.	
Countermeasures	
♦ An adjacent character can engage in a skill challenge to deactivate the control panel. DC 15 Thievery. Complexity 1 (4 successes before 2 failures). +1 success for each full 5 points above DC 15 (so DC 20 yields 2 successes, etc.) Winning the skill challenge disables the control panel along with any traps that are linked to it. Failure causes the control panel to emit a pulse of energy (close blast 2, 2d6 + 3 lightning damage to all creatures in the blast) and the control panel remains active.	
♦ The electrified floor and the magic crossbow turret are linked to the nearby control panels. The acid sprayers and the constructs do not deactivate until all three panels have been disabled.	

Electrified Floor (Level 2)	Level 2 Obstacle
Trap	XP 125
Trap: This trap consists of 10 squares that contain electrified tiles. When the trap is triggered, it attacks. A character who moves through multiple squares is subject to an attack by each square.	
Perception	
♦ DC 21: The character can discern if any adjacent squares contain electrified tiles. (Because the tiles are contiguous, a character gets a +5 bonus on this check once he has been attacked at least once by the trap.)	
Additional Skill: Arcana	
♦ DC 16: The character's knowledge provides a +2 bonus to Thievery checks made to disable this trap.	
Trigger	
When a character enters or begins its turn in an electrified square, the trap attacks that creature.	
Attack	
Opportunity Action	Melee touch
Target: Creature in a trapped square	
Attack: +5 vs. Fortitude	
Hit: 2d6+3 lightning damage. On a critical hit, the target is stunned (save ends).	
Miss: Half damage	
Countermeasures	
♦ A character who makes a successful Athletics check (DC 11 or DC 6 with a running start) can jump over a single trapped square. (Since the trap is five squares long, it requires a DC 51 check to clear all 5 squares in a single leap, or a DC 26 check with a running start. Remember that jumping is counted as part of movement.)	
♦ An adjacent character can disable one tile as a standard action with a DC 21 Thievery check..	
♦ A character can engage in a skill challenge to deactivate the control panel (see the Control Panel entry for details). Success disables this trap. Only the nearest control panel can be used to disable this trap.	

Magic Crossbow Turret (Level 1)	Level 1 Blaster
Trap	XP 100
Trap: Two crossbows attack each round on their initiative after they are triggered.	
Perception	
♦ DC 19: The character notices the trigger plates (all squares within 4 squares of this trap are treated as trigger plates).	
♦ DC 24: The character notices the location of the hidden turret emplacements.	
♦ DC 24: If the character has seen the nearest control panel on the battle map (behind the obelisk, marked with a "C") then he realizes that this trap can be deactivated by deactivating that control panel.	
Trigger	
The trap activates and rolls initiative whenever a character comes within 4 squares of it. (All squares within 4 of the trap are considered trigger plates.)	
Initiative +2	
Attack	
Standard Action	Ranged 10
Targets: Each crossbow attacks one intruder. It magically distinguishes intruders from natives of the dungeon.	
Attack: +6 vs. AC	
Hit: 2d6+3 damage	
Countermeasures	
♦ A character can jump over a single trigger plate square with a DC 11 Athletics check (DC 6 with a running start).	
♦ An adjacent character can disable a trigger plate with a DC 21 Thievery check. Attacking a trigger plate (AC 12, other defenses 10) only triggers the trap.	
♦ A character can attack a turret (AC 15, other defenses 13, hp 28). Destroying a turret stops its attacks. Each turret must be attacked and destroyed separately.	
♦ A character can engage in a skill challenge to deactivate the control panel (see the Control Panel entry for details). Success disables this trap. Only the nearest control panel can be used to disable this trap.	

ENCOUNTER 4: “AUTOMATION” STATISTICS (HIGH LEVEL)

Hammer of Gond (Level 3)	Level 3 Soldier
Medium natural animate (construct)	XP 100
Initiative +4 Senses Perception +7, darkvision	
HP 47; Bloodied 23	
AC 19; Fortitude 17, Reflex 15, Will 15	
Immune disease, poison	
Speed 6; see also <i>wheelie</i>	
m Slam (standard; at-will)	
+10 vs. AC; 1d6 + 4 damage.	
M Powerful Wallop (standard; encounter)	
+10 vs. AC; 2d6 + 4 damage and target is dazed (save ends).	
Wheelie (minor; encounter)	
The hammer of Gond gains a +2 bonus to its speed until the end of its turn.	
Alignment Unaligned Languages --	
Str 16 (+4) Dex 13 (+2) Wis 12 (+2)	
Con 15 (+3) Int 5 (–2) Cha 8 (+0)	

Guardian Commander (Level 4)	Level 4 Controller (Leader)
Large natural animate (construct)	XP 175
Initiative +7 Senses Perception +7, darkvision	
Repair Damage aura 2; allied constructs that start their turn within the guardian commander’s aura heal 4 hit points.	
HP 55; Bloodied 27	
AC 18; Fortitude 17, Reflex 18, Will 17	
Immune disease, poison	
Speed 6	
m Slam (standard; at-will)	
Reach 2; +9 vs. AC; 1d10 + 3 damage.	
R Force Bolt (standard; at-will) ♦ Force	
Ranged 10; +8 vs. Reflex; 1d6 + 4 damage plus 1d6 force damage.	
C Guardian Tactics (move; recharge 6)	
Close burst 5; Choose up to 3 allies in burst and slide each of those allies up to 3 squares each.	
C Guardian Onslaught (standard; encounter)	
Close burst 5; Choose up to 3 allies in burst. Each of those allies immediately makes a melee basic attack.	
Self-Repair (minor; encounter) ♦ Healing	
The guardian commander heals 13 hit points.	
Alignment Unaligned Languages --	
Str 13 (+3) Dex 15 (+4) Wis 12 (+3)	
Con 15 (+4) Int 17 (+5) Cha 10 (+2)	

Acid Sprayer	Level 1 Minion
Trap	XP 25
Trap: Small jets in the floor and walls shoot a spray of acid.	
Perception	
♦ DC 15: The character notices the nozzles in the floor and walls signifying the trap’s presence.	
♦ DC 20: The character notices the faint scarring and pitting of the floor which allows him to accurately estimate the trap’s range.	
Trigger	
The trap activates and makes an opportunity attack whenever a creature comes within range or begins its turn within range. The trap only holds enough acid to make one attack. Thereafter, check at the beginning of each round to see if the trap resets (the launcher slowly refills with acid over time). This works just like recharging a creature’s power. The trap recharges on a roll of 5 or 6. The trap magically distinguishes between denizens of the dungeon and intruders (meaning it only attacks the PCs).	
Attack	
Opportunity Action Ranged 3	
Target: One enemy within range.	
Recharge: 5 6	
Attack: +4 vs. Reflex	
Hit: 4 acid damage	
Countermeasures	
♦ An adjacent character can disable or destroy the trap with a DC 16 Thievery check.	
♦ A character can attack the trap directly (AC 15, all other defenses 13, hp 20). Reducing the trap to 0 hit points completely destroys it.	

Control Panel	Special Obstacle
Terrain Feature	XP 0
Feature: A control panel built into the wall serves as part of the temple’s defense mechanism. There are a total of three control panels in the temple (marked with “C” on the battle map).	
Perception	
♦ DC 10: The character notices the control panel.	
Trigger	
The control panel does not make attacks.	
Attack	
The control panel does not make attacks.	
Countermeasures	
♦ An adjacent character can engage in a skill challenge to deactivate the control panel. DC 17 Thievery. Complexity 1 (4 successes before 2 failures). +1 success for each full 5 points above DC 17 (so DC 22 yields 2 successes, etc.) Winning the skill challenge disables the control panel along with any traps that are linked to it. Failure causes the control panel to emit a pulse of energy (close blast 2, 2d6 + 3 lightning damage to all creatures in the blast) and the control panel remains active.	
♦ The electrified floor and the magic crossbow turret are linked to the nearby control panels. The acid sprayers and the constructs do not deactivate until all three panels have been disabled.	

Electrified Floor (Level 2)	Level 2 Obstacle
Trap	XP 125
Trap: This trap consists of 10 squares that contain electrified tiles. When the trap is triggered, it attacks. A character who moves through multiple squares is subject to an attack by each square.	
Perception	
♦ DC 21: The character can discern if any adjacent squares contain electrified tiles. (Because the tiles are contiguous, a character gets a +5 bonus on this check once he has been attacked at least once by the trap.)	
Additional Skill: Arcana	
♦ DC 16: The character's knowledge provides a +2 bonus to Thievery checks made to disable this trap.	
Trigger	
When a character enters or begins its turn in an electrified square, the trap attacks that creature.	
Attack	
Opportunity Action	Melee touch
Target: Creature in a trapped square	
Attack: +5 vs. Fortitude	
Hit: 2d6+3 lightning damage. On a critical hit, the target is stunned (save ends).	
Miss: Half damage	
Countermeasures	
♦ A character who makes a successful Athletics check (DC 11 or DC 6 with a running start) can jump over a single trapped square. (Since the trap is five squares long, it requires a DC 51 check to clear all 5 squares in a single leap, or a DC 26 check with a running start. Remember that jumping is counted as part of movement.)	
♦ An adjacent character can disable one tile as a standard action with a DC 21 Thievery check..	
♦ A character can engage in a skill challenge to deactivate the control panel (see the Control Panel entry for details). Success disables this trap. Only the nearest control panel can be used to disable this trap.	

Magic Crossbow Turret	Level 3 Blaster
Trap	XP 150
Trap: Two crossbows attack each round on their initiative after they are triggered.	
Perception	
♦ DC 20: The character notices the trigger plates (all squares within 4 squares of this trap are treated as trigger plates).	
♦ DC 25: The character notices the location of the hidden turret emplacements.	
♦ DC 25: If the character has seen the nearest control panel on the battle map (behind the obelisk, marked with a "C") then he realizes that this trap can be deactivated by deactivating that control panel.	
Trigger	
The trap activates and rolls initiative whenever a character comes within 4 squares of it. (All squares within 4 of the trap are considered trigger plates.)	
Initiative +3	
Attack	
Standard Action	Ranged 10
Targets: Each crossbow attacks one intruder. It magically distinguishes intruders from natives of the dungeon.	
Attack: +8 vs. AC	
Hit: 2d8+3 damage	
Countermeasures	
♦ A character can jump over a single trigger plate square with a DC 11 Athletics check (DC 6 with a running start).	
♦ An adjacent character can disable a trigger plate with a DC 23 Thievery check. Attacking a trigger plate (AC 12, other defenses 10) only triggers the trap.	
♦ A character can attack a turret (AC 16, other defenses 13, hp 38). Destroying a turret stops its attacks. Each turret must be attacked and destroyed separately.	
♦ A character can engage in a skill challenge to deactivate the control panel (see the Control Panel entry for details). Success disables this trap. Only the nearest control panel can be used to disable this trap.	

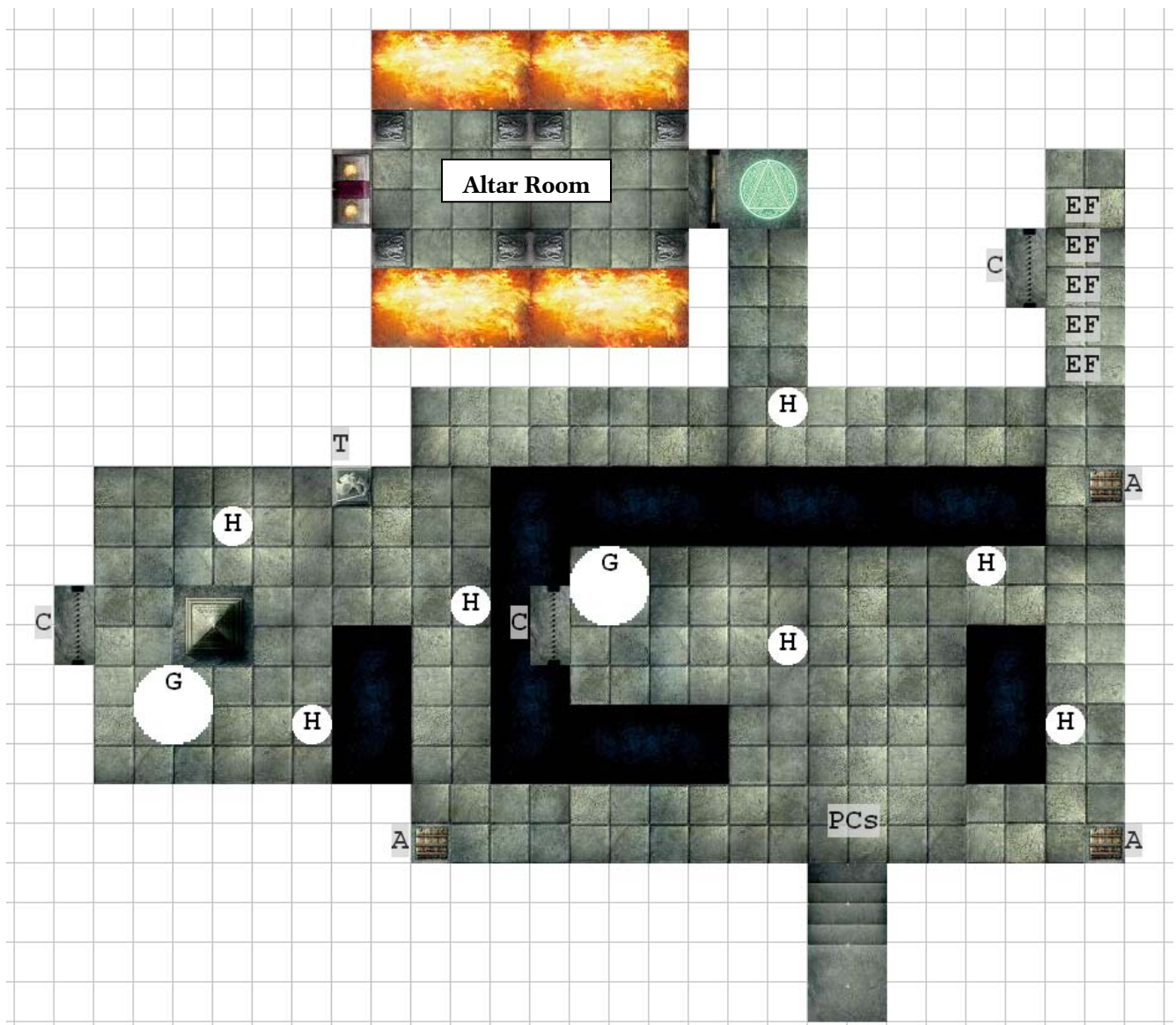
ENCOUNTER 4: “AUTOMATION” MAP

DUNGEON TILES (FOR THE MAIN TEMPLE)

Bars / Rubble	2x1	x3	Stairs Landing / Floor	4x2	x1
Crevasse / Floor	8x2	x2	Shop / Floor	8x10	x1
Double Doors / Rubble	2x1	x1	Statue / Floor	1x1	x1
Dragon Statues / Floor	8x2	x2	Tavern / Floor	8x10	x1
Ground / Floor	2x2	x3	Trap Door / Floor	1x1	x3
Obelisk / Floor	2x2	x1	Wall / Floor	4x2	x10
Rune / Floor	2x2	x1			

ARCANE CORRIDORS (FOR THE ALTAR ROOM)

Altar / Floor	1x2	x1
Flame Blast / Floor	4x2	x4
Pool / Hall w/ Statues	4x8	x2



ENCOUNTER 5: REVELATION

PUZZLE / SKILL CHALLENGE (SPECIAL)

SETUP

In this encounter, the PCs must figure out how to open the mechanical altar of Gond. To assist them in this task each PC receives a strange dream-like vision. If they interpret their visions correctly the PCs will be able to figure out the correct sequence of steps to open the altar. If they do not figure it out, then the temple's treasures will be denied to them.

Read or paraphrase the following when the adventurers enter the altar room:

The altar room is an impressive sight. It must have been protected by powerful magic, for although it has obviously suffered some damage, it is in much better condition than the rest of the temple.

Statues of master craftsmen form two neat lines, each bearing a plaque commemorating the life and inventions of that person. Huge basins filled with molten lava line the walls. One of the basins is cracked and its contents have flowed out, leaving behind only piles of hardened slag. There were once shelves and workbenches lining the room, but they have been broken and destroyed. Nothing of any value remains intact.

At the back of the room sits a bizarre contraption, which must be the altar of Gond Wonderbringer, but what an unusual and amazing design! It is covered with whirling gears, rows of pistons, and innumerable other mechanical parts, all moving up and down, left and right, in and out, creating a dizzying symphony of perpetual motion. The clash of metal upon metal and the constant grinding of unseen cogs cause the entire chamber to reverberate with a deafening cacophony. A small control panel stands to one side of the altar.

Glimnock asks to be the first one into the room, but he doesn't try to stop the PCs from coming in, too. As they enter, continue with the following:

At the base of the altar lies the broken body of a human-sized construct. Glimnock catches his breath. "Oh! It's a Gondsman! A real Gondsman! But what happened to him? How terrible!" The gnome rushes into the room and gently cradles the shattered form in his arms.

A ball of glowing white light suddenly appears above the Gondsman's cracked skull. The light expands, streaking forward, blinding you momentarily. As it fades, you are seized by a sudden vision.

These visions are fragments of the consciousness of the former Gondsman. It was tasked with the maintenance and operation of the Altar of Gond, but when the Spellplague struck and the temple was dragged beneath the ocean, an earthquake struck the island. The hapless construct was flung into the whirling gears of the altar and torn to pieces. However, the powerful spells that preserved the overall structural integrity of the temple also held the Gondsman's consciousness in partial stasis. Each vision is a single shard of its memory, viewing one moment torn from a complete sequence of images, like frames of a film that have been cut apart and scrambled.

Distribute the six Player Handouts at this point. If there are six PCs, simply mix up the handouts and pass them out in random order. If there are only five PCs, you can safely omit Handout 1 (which matches the initial configuration of the control panel). If there are only four PCs, then you can still omit Handout 1, but you should have Glimnock get a vision (or have one PC get multiple visions) so that the players definitely get all of Handouts 2 through 5.

THE ALTAR OF GOND

Needless to say, it is impossible to open the altar by main force. It's obvious that the churning cogs and twirling gears are capable of shredding armor and flesh alike, and the destroyed Gondsman's body is a clear reminder of exactly what happens to someone who gets pushed into the deadly contraption. The altar is too complicated and too dangerous for Thievery checks to be able to disable its defenses (a DC 15 Thievery check is sufficient to confirm this). The Knock ritual has no effect, as the altar is warded against such trickery (this can be confirmed with a DC 20 Arcana check).

The initial configuration of the control panel is as follows (to be clear, this is EXACTLY the same as the description provided on Player Handout 1):

- The dial is set to 100
- The button is NOT glowing
- Both status indicators are RED
- The loose wires are DISCONNECTED
- All four levers (A, B, C, and D) are in the UP position
- The altar is closed (obviously)

The PCs must interpret their visions to figure out the correct procedure to open the altar. This is done as a series of "command sequences." As part of one command sequence, a character manipulates the desired components (the dial can be turned, the levers can be raised and lowered, and the loose wires can be

linked or unlinked) and then presses the “Confirm” button. (The button works even when it’s not glowing; but when it’s glowing, that means pressing it will open the altar.)

If an input sequence is correct, then the status indicators change color. If it wasn’t the correct sequence or it was performed in the wrong order, the altar resets to its previous state and the character loses 1 healing surge as the whirring gears and sharp metal edges lash out at him. (A character who is out of healing surges takes actual hit point damage equal to his surge value.)

The correct steps (and their effects) are as follows:

- Sequence 1: turn the dial from 100 to 85, lower lever “A”, then confirm (this causes indicator #2 to change from red to yellow)
- Sequence 2: turn the dial from 85 to 49, lower lever “D”, then confirm (this causes indicator #1 to change from red to yellow)
- Sequence 3: turn the dial from 49 to 18, lower lever “B”, then confirm (this causes indicator #2 to change from yellow to green)
- Sequence 4: turn the dial from 18 to 92, lower lever “C”, then confirm (this causes indicator #1 to change from yellow to green)
- Sequence 5: turn the dial from 92 to 67, and link the two loose wires together (this causes the button to start glowing)
- Sequence 6: Press the glowing button!

TROUBLESHOOTING

For a detailed explanation of how to solve this puzzle, including step-by-step directions, see Appendix 3.

If the players seem to be having a hard time, you can convert the puzzle wholly or partially into a skill challenge. An appropriate skill check (such as Arcana, Perception, or Thievery) could allow a character to study the mechanism and get some clues about how the mechanism works. The first few successful checks should give basic information, but if the players are really stuck, give them more detailed hints. You could help them get started by putting two of the visions in the right order (or pointing out that Handout 2 in particular appears to show the altar right when it is ready to open).

If the players spend more than 15-20 minutes on this puzzle or if they indicate that they are completely stumped (or that they hate logic puzzles) then you can treat this encounter as a pure skill challenge. It requires a total of 6 successful DC 20 Intelligence or DC 25 Thievery checks to figure out how to open the altar simply by randomly trying the controls until something works. (Failed checks result in the loss of healing surges, but since there is no time limit, the PCs cannot fail the challenge simply by failing too many skill checks.)

THE WONDERBRINGER’S GIFTS

Once the adventurers have successfully completed the sequence of steps to open the altar, read or paraphrase the following:

With an ear-piercing screech, the clashing pistons, grinding gears, and whirling cogs come to a sudden stop. A large bronze coffer silently emerges from the heart of the metal monstrosity.

The coffer is neither locked nor trapped. It is filled with bound journals and lab notebooks, plans and diagrams scrawled on vellum, complex etchings on metal plates, mysterious runic passages carved into thin stone tablets, a variety of small contraptions that look like invention prototypes, strange and clever tools whose function is not immediately apparent, unique and beautiful art objects created by master craftsmen, and even a few magic items.

Glimnock is overjoyed at the discovery of so many wonderful inventions and journals. Of course, all the notes are written in code, and the inventions aren’t in working order because of the ravages of time, so it will take a while for Glimnock to decipher everything and figure out exactly what it’s all good for.

ENDING THE ENCOUNTER

Once the PCs have taken the contents of the altar, there is nothing left for them to do in the temple. Glimnock suggests that they should leave before the next earthquake hits.

EXPERIENCE POINTS

Each PC receives 25 / 35 XP for successfully completing this challenge. (This is a minor quest reward.)

TREASURE

The significant contents of the altar (the ritual book, journals and notes, and mechanical samples) are taken by Glimnock. Each PC gets 55 / 70 gold pieces worth of jewels, interesting art objects, and other mundane valuables. The altar also contains some bracers, a shield, an amulet, and a cloak (see the treasure bundles for details). Glimnock encourages the PCs to claim these “boring old magic items” as part of their reward.

If they disabled the constructs rather than destroying them, Glimnock also promises that he will share some of the results of his research with the PCs in the future (see the appropriate story object for details).

ENCOUNTER 6: TRANSPORTATION

SETUP

The PCs have completed their explorations of the Temple of Gond. Before they can return to civilization, however, they have some unexpected guests. (If you are running this adventure in a convention setting and time is tight, you can shorten this encounter as needed.)

Read or paraphrase the following:

Your explorations of the ancient Temple of Gond are at an end. The seas churn and the whirlpool is slowly beginning to submerge the island as you prepare to board the Singing Star. Soon the ocean will reclaim the temple. Who knows how many more seasons will pass before it once again sees the light of day?

At this point the players are probably thinking that the adventure is over. But, they have one more complication to deal with:

A speck on the horizon quickly resolves into the large shape of another ship. It flies the colors of the nation of Amn. Standing at the prow is a robed and cowled man who carries a glowing staff. Arcane energy crackles all around his body and the ship's sails are filled with an unnatural wind. The Amnian ship is clearly headed directly toward your location.

Captain Kloom becomes quite distraught when he sees the approaching vessel. "Curse those Amnians and their Cowled Wizards! Can me luck possibly get any worse?"

Amn has a mining colony in the Nelanther Isles, called Ioma Town, where they extract crystals and other valuable ores and minerals, so their ships occasionally patrol these waters, usually carrying a Cowled Wizard for magical firepower. (The Cowled Wizards are the only "legal" wizards in the merchant-dominated nation of Amn, where the use of magic is forbidden without the express permission of the ruling Houses.) Upon sighting a landmass where none was indicated on their charts, the Amnians naturally chose to investigate, and here they are.

It doesn't matter if the PCs wait patiently for the other ship to arrive or if they try to outrun the newcomer. Even with the repairs they made, the *Singing Star* has no chance of outrunning the magically-augmented Amnian ship.

Assuming the PCs do not immediately initiate hostilities (which would be foolish; the Cowled Wizards

are known for possessing great power and for ruthlessly avenging any slight against their membership) the new arrivals draw near and hail the *Singing Star*. Their captain politely asks for a parley and invites the PCs and Glimnock aboard his ship. (Captain Kloom graciously declines the offer, preferring to remain aboard his own vessel.)

The Amnian captain asks what the adventurers are doing in the area. Let them spin whatever tale they wish; Glimnock tells the truth even if the PCs attempt to lie. As Glimnock is a cleric of Gond, the Cowled Wizard acknowledges that the adventurers' business in the area is legitimate and does not attempt to seize anything they recovered from the temple (though he will be happy to look at anything they are willing to show him).

Before departing, the Cowled Wizard tells the PCs that part of the reason his ship is in the area is because the Amnians have been experiencing some trouble with pirates raiding their shipping. The mining colony of Ioma Town sends various minerals, ores, and valuable crystals back to Athkatla, and some of the shipments haven't arrived as expected. The Wizard directly asks the PCs whether or not Captain Kloom should be hauled in for piracy; he sails out of Skaug, after all. The PCs have no direct evidence that Kloom is a pirate, since they've never met him before this adventure, but it's obvious that he's probably got some shady business in his background. If they ask him, he'll admit to doing a bit of smuggling, but insists that he's never done anything untoward to any ship flying the colors of Amn.

If the PCs tell the Cowled Wizard that the Captain is doing honest work or otherwise vouch for his legitimacy, the Amnians will accept their assurances, and the *Singing Star* is released with a stern warning to "Leadbottom" to stay out of trouble. If the PCs say that the Captain is indeed a pirate, the Cowled Wizard sinks his ship and takes him into custody. This has no bearing on the final outcome of the adventure, but it should make for an entertaining roleplaying scene.

Once the question of Captain Kloom's legitimacy (or lack thereof) has been addressed, assuming they have been cooperative, the Cowled Wizard offers to give the PCs a ride back to Amn. They are free to accept or decline this offer, as they choose. The Cowled Wizard will point out that the city of Athkatla has access to a number of magical portals which might speed the adventurers' journey back home. If Captain Kloom still has his ship and his freedom, he is of course more than happy to take the PCs back to Skaug, but he has to drop them off there - the *Singing Star* is still not in good enough shape for a longer voyage.

CONCLUDING THE ADVENTURE

It makes no difference whether the PCs agree to sail with the Amnians or not. If they don't choose to accept the Cowled Wizard's offer of passage, then they can sail back to Skaug with Captain Kloom (assuming they didn't turn him in for piracy) and must figure out a way to get home from there. (The details aren't important – let each player make up whatever story they want for how their character finds a way back to civilization.) Splitting the party at this point is also fine if some people want to go with the Amnians and others don't.

Glimnock definitely accepts the Cowled Wizard's offer. He has no desire to go back to Skaug for any reason. If any of the PCs sail with the Amnians then they are first taken briefly to Ioma Town, a small mining community in the Nelanter Isles, and from there to the city of Athkatla (one of the largest port cities in all Faerûn, and a major rival to Waterdeep).

Either way, each PC who interacted peacefully with the Cowled Wizard gains the Contact with the Cowled Wizards story object. The Cowled Wizard suggests that there are always all sorts of jobs and opportunities that arise and their organization sometimes has need of capable individuals who can conduct investigations and deal with problems. This is the beginning of a Major Quest that will be dealt with in a future adventure.

If the PCs heeded Glimnock's request to disable rather than completely destroy the constructs during Encounter 5, then they all receive the Glimnock's Gratitude story object. (They receive this award as long as they disabled at least as many constructs as they destroyed. If they destroyed more than they disabled, then they don't get the award. The traps and control panels don't count for this purpose – the PCs can freely destroy those without upsetting Glimnock.)

The PCs get to keep the valuables they took from the altar room, along with the gold they might have looted from the pirates back in Encounter 1. If the PCs made Glimnock pay them a retainer, then reduce their cash award from the altar by the same amount (no character can get more than the maximum gold listed in the Rewards Summary.) Glimnock also offers to give them a ritual scroll or ritual book from his collection as thanks for their assistance. (See the appropriate treasure bundles for details.)

The PCs cannot keep any of the inventions or coded ritual books from the altar; even if they forcibly take these items away from Glimnock, it all mysteriously disappears a few days later (along with any copies made by the player characters). The Gondar take care of their own. The PCs do not gain the Glimnock's Gratitude

story award unless they freely allow him to keep the items that he wants from the altar.

To draw this adventure to a close, you can read or paraphrase the following (this text assumes the PCs and Glimnock part on friendly terms and that none of the PCs are worshippers of Gond; if that's not the case, adjust the descriptions as needed):

Before you parted ways, Glimnock thanked you for your help and apologized one final time for his miscast ritual. "I'm not giving up hope of conjuring an actual Gondsman," the gnome said. "Wouldn't that be delightful? Still, even though it didn't work out quite the way I had in mind, the Wonderbringer clearly wanted to bring us together, so I hope you'll forgive me for the mishap. Besides, once I decipher all this new material, I'm sure I will be able to get that ritual working correctly!"

"Anyway, I'd be truly pleased to name you all honorary Gondsman. You certainly fulfilled the duties of a proper Gondsman, and did so quite admirably. Who knows what wonders we'll discover when next we meet!"

And so you eventually returned to the inns and taverns where this story began... or, at least, you have found some other inns and taverns that are, for all practical purposes, indistinguishable from any other roadside establishments that offer cold mugs and hot plates in exchange for a coin or a well-spun yarn. You've certainly got an interesting new tale to tell.

After all, as everyone knows, one of the fringe benefits of the adventuring life is that you rarely have to buy your own drinks.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Note: This adventure has more possible XP than the normal adventure caps for the levels 1-4 adventure band. Core adventures do sometimes exceed the XP maximums under special circumstances. In this case, the skill challenge and the puzzle would use up so much of the XP budget for the adventure that it wouldn't have been possible to make the combat encounters hard enough to be interesting. The presence of Glimnock as an additional resource also helps offset the extra challenges. The other option would be not to award XP for the non-combat challenges, but that isn't really fair to the players.

If the PCs earn more total XP than the maximum, then each character receives the maximum (in other words, you are not allowed to award more than the listed maximum XP under any circumstances).

Encounter 1: Teleportation (combat)

100 / 130 XP

Encounter 3: Preparation (skill challenge)

100 / 150 XP

Encounter 4: Automation (combat)

250 / 350 XP

Encounter 5: Revelation (puzzle, minor quest)

25 / 35 XP

Total Possible Experience

475 / 665 XP (+75 / +105 XP above cap)

MAXIMUM TOTAL XP AWARD PER PC 400 / 560 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

Gold per PC

75 / 100 gp

(Encounter 1: 20 / 30 gp, Encounter 5: 55 / 70 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *bracers of the perfect shot (heroic tier)* (low-level version only)

Found in Encounter 5

Bundle B: *shield of protection (heroic tier)* (low-level version only)

Found in Encounter 5

Bundle C: *cloak of resistance +1*

Found in Encounter 5

Bundle D: *boots of spider climbing*

Found in Encounter 5

Bundle E: *bracers of defense (heroic tier)* (high-level version only)

Found in Encounter 5

Bundle F: *shield of defiance (heroic tier)* (high-level version only)

Found in Encounter 5

Bundle G: ritual scroll of Comprehend Language

Found in Encounter 6

Bundle H: ritual book of Make Whole

Found in Encounter 6

Potion Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0 / 25 gp to their total gold. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their total gold.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards.

CORE06 Glimnock's Gratitude

Although he's disappointed that you aren't really a Gondsman, the gnomish cleric Glimnock Klemwocket is nevertheless very grateful for your companionship and assistance. Glimnock has promised to share with you the results of his continuing research into the ancient inventions and lore of the Temple of Gond.

CORE07 Contact with the Cowled Wizards

You have made peaceful contact with one of the Cowled Wizards of Amn, and have been recognized as an adventurer who might have the potential to perform useful services on the organization's behalf in the future. Although this story object does not currently grant you any special dispensation or favor when dealing with the authorities of Amn or the Cowled Wizards, it does serve as the beginning of a Major Quest. The details of this quest will be revealed in a future Core adventure.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. How did the PCs fare in the two skill challenges (repairing the ship and deciphering the map)?

- a. They successfully completed both skill challenges.

- b. They successfully repaired the ship, but were unable to decipher the map.

- c. They successfully deciphered the map, but were unable to repair the ship.

- d. They failed at both skill challenges.

2. Did the PCs overcome the guardians of the temple? How did the encounter play out?

- a. The PCs swept through the temple without ever taking a short rest (single big fight).

- b. The PCs were able to defeat all the guardians, but they took a short rest in between sections of the temple.

- c. The PCs were not able to defeat all the guardians; they had to retreat from the temple.

- d. The temple guardians completely destroyed the PCs (total party kill).

3. Were the adventurers able to open the altar?

- a. The players had no difficulty solving the puzzle.

- b. The players were able to solve the puzzle with just a small amount of help.

- c. The players were only able to solve the puzzle with some very generous help.

- d. The players weren't able to solve the puzzle, but they opened the altar using skill checks.

- e. The players never managed to get the altar open at all and had to leave with no treasure.

4. How do you (the DM) rate this adventure? (Please also feel free to e-mail specific feedback to the author or the campaign staff.)

- a. Five stars (best possible rating)

- b. Four stars (very good)

- c. Three stars (average)

- d. Two stars (below average)

- e. One star (really awful)

5. How do the players rate this adventure? (You can average their individual ratings or come up with whatever other method works for everyone.)

- a. Five stars (best possible rating)

- b. Four stars (very good)

- c. Three stars (average)

- d. Two stars (below average)

- e. One star (really awful)

6. Did Glimnock Klemwocket survive?

- a. Yes, Glimnock survived the entire adventure.

- b. No, Glimnock was killed during the exploration of the temple.

- c. No, Glimnock was killed during the fight with the pirates.

APPENDIX 1: SKAUG AND THE NELANTHER ISLES

The players might want to know what their characters know of the area to which they have been transported. You can give them the following information if they make the relevant skill checks.

THE NELANTHER ISLES

The Nelanther Isles are a widely scattered chain of several hundred islands sprinkled from Amn into the Trackless Sea. More than half the islands lack water and are fit only for wrecking ships upon. The islands that can support life are fought over by pirates who prey upon the shipping of Amn, Calimshan, the Sword Coast, and the Moonshae Isles.

It is widely believed that hundreds of secret pirate troves are scattered about the isles, the secreted treasures still undiscovered even eighty years after a local sea surge during the Year of Blue Fire wiped out many ships, their crews and captains, sea fortresses, and pirate enclaves.

History DC 15: The mighty sea swells of eighty years ago destroyed several pirate enclaves and fleets, smashing ships upon unforgiving shores. Since then, a few surviving fleets were refurbished, and new ones founded. The isles may one day soon become the same threat to merchant shipping they were nearly a century ago.

Streetwise DC 15: One pirate's flag has become especially known and despised in the shipping lanes—the white and purple colors of Captain Ornappur the Rock. Ornappur is a nasty piece of work; he's sly, deceitful, and has become a master of men and magic. Ornappur got his start as a lad thrown off a ship near Skaug for stealing rum. Not seen again for twenty years, he reappeared suddenly with a crew of cutthroats and a ship carved completely of black stone. Worse, Ornappur's flesh, too, has become dark, hard stone, and his heart a piece of flint. No ship can stand before Ornappur's nameless vessel, and only a few survivors have ever floated ashore to tell of the ferocity of the Rock's terrible onslaughts.

SKAUG

Skaug is a rough and tumble port that welcomes pirates of every stripe, while actively discouraging bounty hunters and others who threaten the flow of grog and coin. Lawless, Skaug is a good place to fill a ship with scurvy seadogs who value plunder over all else. Life is cheap in the alleys and ale-soaked taverns of Skaug.

Of all the infamous taverns along the wharf, the Keelhaul is the longest-running concern. Cards, dice, companions-of-the-hour, illicit substances, and questionable deals can be found within its creaking timbers. Newcomers and alleged cheaters are sometimes seized by drunken patrons and thrown down an oiled chute that directs plunging victims down then out of the prow-fronted building and into the cold waters of the harbor outside.

APPENDIX 2: THE WORSHIP OF GOND WONDERBRINGER

The players might want to know what their characters know about the tenets of Gond Wonderbringer. You can let them make some Religion skill checks (DC 15 for basic facts, DC 20 for more detailed information) or you can parcel out the following tidbits during the course of the adventure (most likely through conversation with Glimnock, although if you have a PC cleric of Gond at the table, you can let that character be the source of some of this information by sharing this Appendix with the player).

Gond Wonderbringer is an Unaligned male God. He serves the Greater God Oghma (who is the lord of all knowledge) and dwells within Oghma's dominion, the House of Knowledge. In particular, Gond prefers to spend his time in Wonderhome, a specific part of the Library of All Knowledge. The majority of Gond's worshippers are humans and gnomes, although craftsmen and artisans of all races often pay their respects to the Wonderbringer. Gond's sphere of influence is craftsmanship, and he especially favors those who seek to invent new things. His priests are known as Gondsmen, and his followers in general are known as Gondar. "Gondsman" is also a term that was used to refer to a special type of construct that the ancient techsmiths of Gond used to be able to create. Gondsmen were loyal mechanical warriors, assistants, bodyguards, and friends. Alas, the secret of these beings' manufacture was lost in the Spellplague along with so much other knowledge.

Gond's clergy wear saffron robes with a crimson collar and stole. Over the right or left shoulder, they wear a leather sash ending in a large pouch. The sash is dotted with small metal tools, gears, wire, cord, locks, hooks, hasps, buckles, and bits of steel, tin, and wood - in short, anything that might prove interesting or useful in a pinch (including lock picks, for many Gondar are skilled at such things). They typically wear Gond's holy symbol as a pendant (a toothed metal, bone, or wooden cog with four spokes) and favor the use of the warhammer (since it can also double as handy tool in the forge).

APPENDIX 3: DETAILED SOLUTION TO THE ALTAR PUZZLE

Be very careful not to let the players read this Appendix! It contains a step-by-step solution to the altar puzzle (Encounter 5). This description is provided to help you adjudicate the players' attempts to solve the puzzle. It's very likely that they will need to engage in some trial and error before they start to figure out the right steps in the sequence to open the altar. That's perfectly OK - it's part of the puzzle.

Think of the six visions (Player Handouts 1 through 6) as telling a story of how to open the altar. Each one of them is a "snapshot" of what the controls look like at a specific point in the process. Fundamentally, this puzzle is about inferring the changes that must have occurred between each of the visions. Two of the visions (Handout 1 and Handout 2) serve as anchor points. Handout 1 shows what the altar looks like when it is completely closed (and matches the configuration of the puzzle when the PCs see it at the beginning of Encounter 5.) Handout 2 shows what the altar looks like when it is ready to be opened (nothing left to do except push the big red blinking button). The other four handouts show what the controls look like after each of the "in between" steps has been completed. The trick to the puzzle is figuring out what changed and in which order, and then repeating those steps to open the altar.

There are a couple of key ideas that it's important to communicate to the players in order for them to be able to solve the puzzle. First, a sequence of steps always includes at least three things: changing the position of the dial, lowering one of the levers, and pushing the "Confirm" button. (There's one extra complication at the very end, when the PCs have to connect the loose wires instead of moving a lever.) Second, the colors of the indicators are a very important measurement of progress. Each time one of the steps is completed, one of the indicators changes color. The scale moves from red (closed) to yellow (halfway) to green (unlocked). When both status indicators are green (unlocked) and the wire loop is connected, the red button starts glowing and the altar can be opened.

To solve this puzzle, first start by making a list of the way the controls appear in each of the visions. There are various things that need to be tracked: The number on the dial, the color of indicator #1, the color of indicator #2, whether the wires are linked (open) or unlinked (closed), and whether each of the four levers is up or down. If you were to make a table that listed the initial conditions (as described in Handout 1), it might look like this:

State	Dial	Indic #1	Indic #2	Wires	Lever A	Lever B	Lever C	Lever D	Button
Initial	100	RED	RED	OPEN	UP	UP	UP	UP	DARK

Likewise, here's what the table would look like when the altar is in the final state, ready to open (per Handout 2):

State	Dial	Indic #1	Indic #2	Wires	Lever A	Lever B	Lever C	Lever D	Button
Final	67	GREEN	GREEN	CLOSED	DOWN	DOWN	DOWN	DOWN	LIT

So the question becomes, how did the controls get from the initial state to the final state? Here's what the table looks like if you fill in the four other visions (as described in Player Handouts 3 through 6):

State	Dial	Indic #1	Indic #2	Wires	Lever A	Lever B	Lever C	Lever D	Button
H-3	49	YELLOW	YELLOW	OPEN	DOWN	UP	UP	DOWN	DARK
H-4	92	GREEN	GREEN	OPEN	DOWN	DOWN	DOWN	DOWN	DARK
H-5	85	RED	YELLOW	OPEN	DOWN	UP	UP	UP	DARK
H-6	18	YELLOW	GREEN	OPEN	DOWN	DOWN	UP	DOWN	DARK

Of course, Handouts 4 through 6 aren't in the correct order, so this table doesn't immediately suggest the solution. What you're looking for is a logical progression where each step makes sense in the context of the step that comes before and after it. The handouts make it clear that the indicators have a defined progression of RED - YELLOW - GREEN so the sequence of colors is the most logical way to try and organize the steps.

If you look at the colors of the indicators, they tell you all you need to know about the progress. Both indicators start out red, and only Handout 5 has one red indicator and one yellow indicator, so it must be the first successful step. The next stage would be for the other indicator to become yellow, and Handout 3 shows both yellow, which would be the next logical step after one red and one yellow. Handout 6 shows one yellow and one green, so it is the next step after both yellow, and Handout 4 shows both green, so it must be the last step before Handout 2. (You can also work backwards from Handout 2, starting with both indicators green. Handout 4 has to come immediately before Handout 2, because that's the only other handout where both indicators are green, and it should be clear from the descriptions that both indicators have to be green in order to open the altar.)

The correct order is: Handout 1 (initial state), Handout 5, Handout 3, Handout 6, Handout 4, and finally Handout 2 (final state). Here's what the complete table would look like if you filled in all six of the visions in the correct order:

State	Dial	Indic #1	Indic #2	Wires	Lever A	Lever B	Lever C	Lever D	Button
H-1	100	RED	RED	OPEN	UP	UP	UP	UP	DARK
H-5	85	RED	YELLOW	OPEN	DOWN	UP	UP	UP	DARK
H-3	49	YELLOW	YELLOW	OPEN	DOWN	UP	UP	DOWN	DARK
H-6	18	YELLOW	GREEN	OPEN	DOWN	DOWN	UP	DOWN	DARK
H-4	92	GREEN	GREEN	OPEN	DOWN	DOWN	DOWN	DOWN	DARK
H-2	67	GREEN	GREEN	CLOSED	DOWN	DOWN	DOWN	DOWN	LIT

Once you have the visions in the right order, it's simply a matter of figuring out what changes must have taken place between each step, and then making those changes on the control panel. For example, between the initial state (as described in Handout 1) and the next step (Handout 5), there are two changes: The dial's position was changed from 100 to 85, and the position of Lever A was changed from UP to DOWN. Thus, if the PCs make those two changes and then press the "Confirm" button, they have successfully completed that step. The way you let them know they were successful is by telling them that indicator #2 changed from RED to YELLOW. (If they had done anything else, you would let them know that was incorrect, and the puzzle resets to the last step so they can try again.)

There are exactly two changes that need to be made in each of the five steps, and one of those changes is always to change the position of the dial. By working through the changes between each pair of visions, you can determine the entire sequence of steps that are needed to open the altar. Because each vision shows what the controls look like AFTER that step has been completed, you just have to imagine what must have changed between each pair of visions to change the controls from their old configuration to their new configuration. Specifically, the entire control sequence looks like this:

- **Step 1:** Change the dial from 100 to 85, and change Lever A from UP to DOWN. Push the Confirm button. (This causes gauge #2 to change from RED to YELLOW.)
- **Step 2:** Change the dial from 85 to 49, and change Lever D from UP to DOWN. Push the Confirm button. (This causes gauge #1 to change from RED to YELLOW.)
- **Step 3:** Change the dial from 49 to 18, and change Lever B from UP to DOWN. Push the Confirm button. (This causes gauge #2 to change from YELLOW to GREEN.)
- **Step 4:** Change the dial from 18 to 92, and change Lever C from UP to DOWN. Push the Confirm Button. (This causes gauge #1 to change from YELLOW to GREEN.)
- **Step 5:** Change the dial from 92 to 67, and connect the two wires. Push the Confirm button. (This causes the button to start glowing.)
- **Step 6:** Push the glowing button, which opens the altar.

Now, logic puzzles aren't everybody's cup of tea, so if after reading this description you're still completely stumped, go ahead and give your players a chance to figure it out anyway. Hopefully this Appendix makes it clear exactly what steps need to be taken and in what order, so you can tell whether the players are doing the right thing at each step. If the players ask for help, you can give them some clues. Good clues are: Handout 1 represents the starting point; Handout 2 represents the end point; there are exactly two changes that need to be made at each step; and the colors of the indicators change from RED to YELLOW to GREEN to show when progress is made.

PLAYER HANDOUT 1: A VISION

You stand in the glorious Artificer's Workshop, surrounded on all sides by parts for golems and other metallic constructs. Nearby tables and workbenches are covered with tools, clasps, and bits of wire and wood. Vaguely humanoid limbs and rods made of adamantite and mithral have been sorted into piles by length and thickness. Shelves groan with cogs, wheels, gears, and other parts of all shapes and sizes. Huge basins of flowing lava ring the perimeter of the room, ready for use in the Sacred Unmaking.

At the back of the room rests the sacred altar of Gond Wonderbringer, an unusual and amazing design. It is covered with whirling gears, rows of pistons, and innumerable other moving parts, all moving up and down, left and right, in and out... a dizzying symphony of perpetual motion. The clash of metal upon metal and the constant grinding of unseen cogs cause the entire chamber to reverberate with a deafening cacophony, but it is music to your ears.

Beyond all the thrashing machinery, there is a large bronze coffer at the very heart of the altar. It's difficult to make out, and would certainly be impossible to reach, because of the endless undulation of the pistons and the constant whirling of the cogs, whose edges seem very sharp indeed. Reaching into that metallic maw would surely result in at least the loss of a limb, and perhaps far worse if you were to be grabbed up and pulled into the heart of the thing.

A control panel, covered with levers, gauges, dials, and other indicators, stands to one side. If there is any relationship between the individual controls and the actions of the machine, however, it is not at all obvious. There are four levers, two status indicators, a dial, and a button that draw your attention and seem to be of particular importance.

Somehow you know that you have just completed the locking sequence and the altar is now completely sealed. Anyone who comes along would need to figure out the entire control sequence in order to open the altar. And since only you and the Artificer know the control sequence, the Wonderbringer's treasures should be perfectly safe.

The dial is marked with positions numbered 1 through 100. It is currently set at 100.

Next to the dial is a large red button. The button seems to be made of some kind of crystal, as if it could be illuminated from within, but it is currently dark. It is labeled "Confirm."

There are two colored pieces of glass (numbered 1 and 2). You remember that these indicators automatically change color from red (locked), to yellow (partially unlocked), to green (unlocked) depending on the progress of the control sequence.

Both indicators are currently emitting a red glow.

Long, loose wires dangle from the bottom of the control panel. They look as though they could be connected.

The levers are labeled from left to right, A through D. All four levers are in the UP position.

Suddenly there is a horrible noise, as if the very fabric of the world were suddenly tearing apart. The entire temple lurches violently and you find yourself falling forward, directly into the altar... and then you know no more.

PLAYER HANDOUT 2: A VISION

You stand in the glorious Artificer's Workshop, surrounded on all sides by parts for golems and other metallic constructs. Nearby tables and workbenches are covered with tools, clasps, and bits of wire and wood. Vaguely humanoid limbs and rods made of adamantite and mithral have been sorted into piles by length and thickness. Shelves groan with cogs, wheels, gears, and other parts of all shapes and sizes. Huge basins of flowing lava ring the perimeter of the room, ready for use in the Sacred Unmaking.

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A control panel, covered with levers, gauges, dials, and other indicators, stands to one side. If there is any relationship between the individual controls and the actions of the machine, however, it is not at all obvious. There are four levers, two status indicators, a dial, and a button that draw your attention and seem to be of particular importance.

Somehow you know that you have just completed and confirmed the entire control sequence and the altar is ready to be opened. All you have left to do is push the glowing red "Confirm" button and then you will be able to add the Artificer's latest creation to the temple's collection of treasures.

The dial is marked with positions numbered 1 through 100. It is currently set at 67.

Next to the dial is a large red button. The button seems to be made of some kind of crystal, and it is illuminated from within by periodic flashes of light, as if daring you to press it. It is labeled "Confirm."

There are two colored pieces of glass (numbered 1 and 2). You remember that these indicators automatically change color from red (locked), to yellow (partially unlocked), to green (unlocked) depending on the progress of the control sequence.

Both indicators are currently emitting a green glow.

Long wires dangle from the bottom of the control panel; their ends have been twisted together to form a closed loop.

The levers are labeled from left to right, A through D. All four levers are in the DOWN position.

Suddenly there is a horrible noise, as if the very fabric of the world were suddenly tearing apart. The entire temple lurches violently and you find yourself falling forward, directly into the altar... and then you know no more.

PLAYER HANDOUT 3: A VISION

You stand in the glorious Artificer's Workshop, surrounded on all sides by parts for golems and other metallic constructs. Nearby tables and workbenches are covered with tools, clasps, and bits of wire and wood. Vaguely humanoid limbs and rods made of adamantite and mithral have been sorted into piles by length and thickness. Shelves groan with cogs, wheels, gears, and other parts of all shapes and sizes. Huge basins of flowing lava ring the perimeter of the room, ready for use in the Sacred Unmaking.

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Beyond all the thrashing machinery, there is a large bronze coffer at the very heart of the altar. It's difficult to make out, and would certainly be impossible to reach, because of the endless undulation of the pistons and the constant whirling of the cogs, whose edges seem very sharp indeed. Reaching into that metallic maw would surely result in at least the loss of a limb, and perhaps far worse if you were to be grabbed up and pulled into the heart of the thing.

A control panel, covered with levers, gauges, dials, and other indicators, stands to one side. If there is any relationship between the individual controls and the actions of the machine, however, it is not at all obvious. There are four levers, two status indicators, a dial, and a button that draw your attention and seem to be of particular importance.

Somehow you know that you have just finished and confirmed one part of the command sequence to open the altar. You remember that each step of the sequence involves adjusting the position of the controls, then pushing the "Confirm" button.

The dial is marked with positions numbered 1 through 100. It is currently set at 49.

Next to the dial is a large red button. The button seems to be made of some kind of crystal, as if it could be illuminated from within, but it is currently dark. It is labeled "Confirm."

There are two colored pieces of glass (numbered 1 and 2). You remember that these indicators automatically change color from red (locked), to yellow (partially unlocked), to green (unlocked) depending on the progress of the control sequence.

Both indicators are currently emitting a yellow glow.

Long, loose wires dangle from the bottom of the control panel. They look as though they could be connected.

The levers are labeled from left to right, A through D. The levers marked "A" and "D" are in the DOWN position while the levers marked "B" and "C" are in the UP position.

Suddenly there is a horrible noise, as if the very fabric of the world were suddenly tearing apart. The entire temple lurches violently and you find yourself falling forward, directly into the altar... and then you know no more.

PLAYER HANDOUT 4: A VISION

You stand in the glorious Artificer's Workshop, surrounded on all sides by parts for golems and other metallic constructs. Nearby tables and workbenches are covered with tools, clasps, and bits of wire and wood. Vaguely humanoid limbs and rods made of adamantite and mithral have been sorted into piles by length and thickness. Shelves groan with cogs, wheels, gears, and other parts of all shapes and sizes. Huge basins of flowing lava ring the perimeter of the room, ready for use in the Sacred Unmaking.

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Beyond all the thrashing machinery, there is a large bronze coffer at the very heart of the altar. It's difficult to make out, and would certainly be impossible to reach, because of the endless undulation of the pistons and the constant whirling of the cogs, whose edges seem very sharp indeed. Reaching into that metallic maw would surely result in at least the loss of a limb, and perhaps far worse if you were to be grabbed up and pulled into the heart of the thing.

A control panel, covered with levers, gauges, dials, and other indicators, stands to one side. If there is any relationship between the individual controls and the actions of the machine, however, it is not at all obvious. There are four levers, two status indicators, a dial, and a button that draw your attention and seem to be of particular importance.

Somehow you know that you have just finished and confirmed one part of the command sequence to open the altar. You remember that each step of the sequence involves adjusting the position of the controls, then pushing the "Confirm" button.

The dial is marked with positions numbered 1 through 100. It is currently set at 92.

Next to the dial is a large red button. The button seems to be made of some kind of crystal, as if it could be illuminated from within, but it is currently dark. It is labeled "Confirm."

There are two colored pieces of glass (numbered 1 and 2). You remember that these indicators automatically change color from red (locked), to yellow (partially unlocked), to green (unlocked) depending on the progress of the control sequence.

Both indicators are currently emitting a green glow.

Long, loose wires dangle from the bottom of the control panel. They look as though they could be connected.

The levers are labeled from left to right, A through D. All four levers are in the DOWN position.

Suddenly there is a horrible noise, as if the very fabric of the world were suddenly tearing apart. The entire temple lurches violently and you find yourself falling forward, directly into the altar... and then you know no more.

PLAYER HANDOUT 5: A VISION

You stand in the glorious Artificer's Workshop, surrounded on all sides by parts for golems and other metallic constructs. Nearby tables and workbenches are covered with tools, clasps, and bits of wire and wood. Vaguely humanoid limbs and rods made of adamantite and mithral have been sorted into piles by length and thickness. Shelves groan with cogs, wheels, gears, and other parts of all shapes and sizes. Huge basins of flowing lava ring the perimeter of the room, ready for use in the Sacred Unmaking.

At the back of the room rests the sacred altar of Gond Wonderbringer, an unusual and amazing design. It is covered with whirling gears, rows of pistons, and innumerable other moving parts, all moving up and down, left and right, in and out... a dizzying symphony of perpetual motion. The clash of metal upon metal and the constant grinding of unseen cogs cause the entire chamber to reverberate with a deafening cacophony, but it is music to your ears.

Beyond all the thrashing machinery, there is a large bronze coffer at the very heart of the altar. It's difficult to make out, and would certainly be impossible to reach, because of the endless undulation of the pistons and the constant whirling of the cogs, whose edges seem very sharp indeed. Reaching into that metallic maw would surely result in at least the loss of a limb, and perhaps far worse if you were to be grabbed up and pulled into the heart of the thing.

A control panel, covered with levers, gauges, dials, and other indicators, stands to one side. If there is any relationship between the individual controls and the actions of the machine, however, it is not at all obvious. There are four levers, two status indicators, a dial, and a button that draw your attention and seem to be of particular importance.

Somehow you know that you have just finished and confirmed one part of the command sequence to open the altar. You remember that each step of the sequence involves adjusting the position of the controls, then pushing the "Confirm" button.

The dial is marked with positions numbered 1 through 100. It is currently set at 85.

Next to the dial is a large red button. The button seems to be made of some kind of crystal, as if it could be illuminated from within, but it is currently dark. It is labeled "Confirm."

There are two colored pieces of glass (numbered 1 and 2). You remember that these indicators automatically change color from red (locked), to yellow (partially unlocked), to green (unlocked) depending on the progress of the control sequence.

Indicator #1 emits a red glow, while indicator #2 emits a yellow glow.

Long, loose wires dangle from the bottom of the control panel. They look as though they could be connected.

The levers are labeled from left to right, A through D. The lever marked "A" is in the DOWN position, while the other three levers are in the UP position.

Suddenly there is a horrible noise, as if the very fabric of the world were suddenly tearing apart. The entire temple lurches violently and you find yourself falling forward, directly into the altar... and then you know no more.

PLAYER HANDOUT 6: A VISION

You stand in the glorious Artificer's Workshop, surrounded on all sides by parts for golems and other metallic constructs. Nearby tables and workbenches are covered with tools, clasps, and bits of wire and wood. Vaguely humanoid limbs and rods made of adamantite and mithral have been sorted into piles by length and thickness. Shelves groan with cogs, wheels, gears, and other parts of all shapes and sizes. Huge basins of flowing lava ring the perimeter of the room, ready for use in the Sacred Unmaking.

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A control panel, covered with levers, gauges, dials, and other indicators, stands to one side. If there is any relationship between the individual controls and the actions of the machine, however, it is not at all obvious. There are four levers, two status indicators, a dial, and a button that draw your attention and seem to be of particular importance.

Somehow you know that you have just finished and confirmed one part of the command sequence to open the altar. You remember that each step of the sequence involves adjusting the position of the controls, then pushing the "Confirm" button.

The dial is marked with positions numbered 1 through 100. It is currently set at 18.

Next to the dial is a large red button. The button seems to be made of some kind of crystal, as if it could be illuminated from within, but it is currently dark. It is labeled "Confirm."

There are two colored pieces of glass (numbered 1 and 2). You remember that these indicators automatically change color from red (locked), to yellow (partially unlocked), to green (unlocked) depending on the progress of the control sequence.

Indicator #1 emits a yellow glow, while Indicator #2 emits a green glow.

Long, loose wires dangle from the bottom of the control panel. They look as though they could be connected.

The levers are labeled from left to right, A through D. The lever marked "C" is in the UP position, while the other three levers are in the DOWN position.

Suddenly there is a horrible noise, as if the very fabric of the world were suddenly tearing apart. The entire temple lurches violently and you find yourself falling forward, directly into the altar... and then you know no more.