

OCTOBER EXCLUSIVE CONTENT

TAKE IT SLOW!

Encounters Level: 8th

Encounter Type: Exploration/Social/Combat

Encounter Overview: The party arrives at a beautiful park surrounded by a fair, but everyone is still, like if time had stopped.

Encounters Location: Any settlement.

BACKGROUND

Set on a pedestal in the Knights' Round, the Golden Hourglass's dormant protective magic was triggered by an unsuspecting thief. The burglar attempted to pry some of the hourglass's gold off. The city's administration knew of hourglass's magical properties and assigned two elite soldiers to guard and protect it, but the thief managed to keep them busy.

THE ENCOUNTER

When the party arrives at the Knight's Round, read the following text aloud:

A beautiful and quiet park lies ahead, with four bronze mounted knights flanking a fountain, filled with flowers. Colorful tents dot the surroundings, along with people. Still people, seemingly imitating statues. Even the water from the water is still, like if whatever was going there froze.

Upon a closer look, the party notices a few more obvious objects: a golden hourglass shining under the sunlight, and a sundial.

The thief, called Thabor (CN, male human **master thief**) was working with his sister Narah (LE, female human **assassin**) who created a distraction by setting her two **mastiffs** free on the people around. She said that nobody should move and that they wouldn't attack and the elite guards tried to help, as expected.

When Thabor took advantage of the distraction to scrape the gold off the hourglass, it's protective magic burst and froze time in a radius of 200 feet.

The party can analyze the scene with multiple DC 15 Intelligence (Investigation) check to try to understand the situation. Each success reveals one of the information below:

- The man close to the hourglass was trying to pry off gold out of it
- A woman seemed to be in communication with the crowd, on the opposite side of the hourglass
- Two dogs were probably snarling at the people
- Judging from their position and facial expressions, many people seem to be scared

To solve this situation, the party needs to manually adjust the sundial information to match the current time of the day. A DC 13 Intelligence (Investigation) reveals that the sundial seems stuck at 10 minutes ago.

To set the sundial to the current time, the party can move its pointer until the correct time is



reached. However, the party needs access to another sundial to know the current time. There's a tower with a sundial that can be seen from the current location.

Once the time is adjusted, the scene continues as if nothing had happened: the confusion with the dogs remains, the thief continues to scrape the gold, people are still scared.

The party can try to stop Thabor, who will attempt to escape the vicinity. His sister will follow and call her dogs off. If the party gives chase, use the alleyway map I provided on July to run a fight against the **master thief**, the **assassin**, and the two **mastiffs**.

The elite guards will thank the characters if they are still around when the situation calms down and tell them to go to the City Watch HQ to get their

reward. The Commander will pay them 500 gp for their help.

OUTCOMES

Some of the possible outcomes are listed below:

- The party ignores the situation
- The party gets to the conclusion of what was happening but decided to ignore the situation
- The group fixes the situation and scares the thief off
- The characters give chase and fight the quartet

REWARDS

If any character gets to the conclusion of what was going on before the time froze, award the party XP equal to a hard encounter. If they fix the situation, award them additional XP equal to a Deadly encounter.