

If the characters were victorious, you can all celebrate a job well done! When the ritual ends, any remaining goblins surrender and beg for mercy (and jobs). Where the rift once opened, a temporary portal now leads back to the Dran & Courtier, which has returned to normal. The freed (and real) Propha Dran thanks the characters for saving the establishment and promises that they will always drink for free while in Red Larch. The members of the “C” Team are likewise indebted to the characters, promising them “just heaps of money” at some time in the future.

### ORRERY OF THE WANDERER

The final state of the orrery depends on what happened during the ritual. If a significant number of mishaps occurred while the characters and Splugoth fought for control of the components, the orrery might develop even more random properties, or it might lose some of its more potent powers. Either way, it remains a powerful artifact, as detailed in appendix D.

In keeping with their promise to Lottie, the characters are obliged to break the orrery up again and scatter its components far and wide. But hey, sometimes adventurers are forgetful. In the end, Omin Dran might have to announce that Head Office is taking charge of the orrery's final fate—though the franchise might certainly be entitled to keep a favorite timepiece. (Or two. Really, who can keep track of these things?) And wherever its pieces end up, the *Orrery of the Wanderer* still has a will of its own, and might spawn additional adventures in the future.

### THE FATE OF THE FRANCHISE

At an appropriate time, Omin Dran summons the characters to Acquisitions Incorporated Head Office in Waterdeep for a special dinner to thank them for a job well done. The cost of admission is even reduced for the characters and their guests! Whatever reward you think is appropriate can be bestowed upon the characters—including magic or contracts that provide convenient hooks for upcoming adventures.

### FRANCHISE DOWNTIME

Even though “The Orrery of the Wanderer” is at an end, the characters should run downtime activities, both as a celebration of their victory (or to lessen the sting of a partial defeat) and to set the course for the campaign to come. The characters might enjoy changing cosmetic elements of their franchise headquarters to reflect their recent victories, spread their reputation as heroes, cement recent alliances, wrap up open plot hooks, or deal with debts or obligations incurred while saving the world.

### FRIENDS AND ENEMIES

The characters' heroics might have changed the dynamic between Acquisitions Incorporated and Dran Enterprises, for good or ill. Likewise, a failed ritual deals the Six a severe setback, though Jeff Magic (Splugoth's lich boss) is still out there somewhere. But whether the Six seek immediate revenge or decide to bide their time, things don't stay quiet for long for an

Acquisitions Incorporated franchise. New rivals, new allies, and new opportunities are sure to make their presence known.

## THE CAMPAIGN TO COME

So what's next? Only you and the players know for sure. You can extend this campaign by allowing the characters to resolve plot hooks left open from previous episodes, or you can build on this adventure with new hooks like the following:

- If the characters were successful in giving relationship advice to Raah the ancient deep crow, it might ask for (or, you know, demand) their assistance to locate and assess potential mates, involving combat or matchmaking as you determine.
- Acquisitions Incorporated has been working to open a franchise in Luskan, and the characters' experience in that city makes them the perfect people to lead the operation. Because they're totally on the best of terms with Dran Enterprises!
- Lottie the lich calls in her favor of not killing the party to hire the characters as troubleshooters. She might need someone to help her out with difficulties in her expansive business operations, or to take care of rivals trying to shoehorn their way into the Greypeaks casino trade. Sure, she's evil. But is she really “evil”? It's a fine line.
- When the characters left the bodies of the dwarf wedding party at the end of episode 5, the dwarves immediately understood that they'd been possessed. Through divination magic or incriminating evidence accidentally left in the caravan on the way out of Horn Enclave, Clans Thunderwind and Dhargun know that the characters were the ones responsible. Clan Dhargun might want to hire the characters as operatives for their business operations or engage in commercial agreements with the franchise on the basis of the characters' extraordinarily clever ruse. Clan Thunderwind might want them all dead.
- If the characters didn't defeat him, evil archmage-for-hire Hoobur Gran'Shoop is still out there somewhere. The crazed gnome might be spoiling for revenge. Or he might have forgotten all about the characters, only to accidentally cross their paths again on completely unrelated business. Seriously, he's a little out of it.
- As word of their triumph over the Six spreads, characters returning to Waterdeep for business will be sought out by Otis Adalgrim, who wants them to meet the Blackstaff, Vajra Safahr. The characters could be asked to join the Gray Hands, and might have an opportunity to work with Force Grey—an elite group of specialist adventurers drawn from the Gray Hands.
- Rumors begin to spread of purple-and-black versions of famous Acquisitions Incorporated members robbing treasure vaults up and down the Sword Coast. That can't be real, right?

Whatever direction you and the players decide to take your Acquisitions Incorporated campaign in, keep one eye on the balance sheet, the other eye on the competition—and have fun.