



MAP 6.1: THE DRAN & COURTIER

the inn and restaurant plays out as four distinct stages, each channeling a unique version of the establishment—and forcing the characters to face off against the effects of the dark magic churning within.

STAGE 1: THE DRAN & COURTIER?

The Dran & Courtier is normally a fine inn run by Prophetess “Propha” Dran, who happens to be Omin Dran’s mother, and her wife, Audra Courtier. The inn is a favorite of locals and travelers alike, but it also serves another purpose. When someone carrying an acorn whose cap is dipped in gold (usually given to them by Acquisitions Incorporated Head Office) passes through the door, they end up in an extradimensional version of the inn known as the Test Market.

The Test Market is meant to test new recruits to Acquisitions Incorporated, and it has several known versions. The multifaceted extradimensional nature of the Dran & Courtier makes it an ideal location for the *Orrery of the Wanderer* to channel the extraplanar magic of the Six’s ritual. A convenient number of days before the characters discovered the portal site, Splugoth accessed the extradimensional space and began the process of opening the portal. Energy from the Far Realm has infused several versions of the Test Market, making them even more dangerous than usual—including one version that has already defeated the “C” Team.

Map 6.1 shows the layout of this episode’s Test Market versions of the Dran & Courtier.

THE KEYMASTER’S PLANS

One of the seemingly ordinary inhabitants of the inn is an agent of the Six. Known as the Keymaster, the agent is a doppelganger presently posing as Prophetess “Propha” Dran (see area 3). The doppelganger holds a portal key that allows it to select which version of the Test Market the characters access when they open one of the inn’s interior doors. It does so in the hope of destroying anyone attempting to interfere with Splugoth’s ritual.

The Keymaster runs the characters through new versions of the warped Test Market until its identity is discovered. Once caught, the Keymaster can be forced to open the inn’s basement door—revealing the dimensional caverns leading to the ritual site.

ADVANCING TO STAGE 2 AND BEYOND

Until the characters confront the Keymaster, they advance to the next stage of the Test Market every time they open a door within the default version of the inn. Opened doors remain open, so the characters can explore the rooms beyond when they return from whatever stage is triggered by opening the door. Any treasure or other objects claimed in a stage stay with the characters.

The Test Market is not advanced when NPCs open the doors, since the Keymaster has control of the inn’s magic. As such, the NPCs stuck in the main stage (see below) wander around the inn as they please. If calculating characters think to have an NPC open a door for them, it advances the Test Market to the next stage for them only, plus any NPCs that appear in the next stage.