

throw a token into one of the fountains within 1 round, the creatures attack. The water elemental enjoys taking grappled creatures into the pool so that the water weird can play with them.

Treasure. Flecks of gemstone embedded into the bottom of the pool are valuable if collected. With 1 minute of uninterrupted work, a character can collect 10 gp worth of gems, to a total of 1,000 gp for the entire pool.

7. OFFICE

Lottie's books are here—both those she likes to read and her financial records for the gambling hall. A successful DC 13 Intelligence (Investigation) check made to look through the account books reveals that several liches have invested in Lottie's business. If the check is 18 or higher, it becomes clear that Lottie keeps two sets of records—one that she discloses to her investors showing lower profits, and one she keeps to herself with the true profits. If used carefully, this information could let the characters blackmail the lich.

This area can also contain other information of your choosing about the Six or the *Orrery of the Wanderer*. If the characters have missed out on any key revelations up to now, or are having trouble with certain plot points, you can clear them up here and set the stage for a final question-and-answer session in the boardroom.

8. BOARDROOM

Large clockwork double doors open by themselves as you approach, revealing a luxurious room decorated with fine art, rich carpets, several leather couches, and a boardroom table. Crystal balls sitting on pedestals around the room flicker and glow, and a huge fish tank swarms with unusual creatures. Some of them are even alive.

Nine liches occupy the room, either lounging around or arguing at the table. All wear leisure suits or sun dresses, including one sitting comfortably with a dog in her lap. All appear surprised to see you.

This area is Lottie's public and personal space, with a private bedroom adjoining the swanky boardroom. Eight of the nine liches are here on an annual retreat, taking a break from the various exploitative and profitable enterprises they run back home. Lottie is the ninth lich. This year was her turn to host, and she's regretted every minute of it so far. It's a lot of pressure dealing with these high-powered undead.

Negotiating with the Liches. Lottie (surprised that the characters survived her clockwork behir if they went that way before coming here) wants to disintegrate the characters immediately and says so. However, two liches lounging on couches are bored to the point of seeking any distraction, and they urge Lottie to let the characters speak. Allow the characters to explain why they have come, and to plead the case for receiving the information they need and the last orrery component. You can ask for Charisma (Persuasion) checks to carry the conversation, or let good roleplaying rule.



If the characters haven't encountered the illusory Lottie in area 5, the revelations in that section can be moved here, revealed by Lottie or the other liches. Some of the other liches have heard rumors of the Six's plots, and that the Six have seemingly bargained with terrible powers to learn how to use the orrery components to open a portal to the Far Realm. The commercial interests of these liches means that all understand how destroying the world is bad for business, so the Six must be stopped.

The Orrery. If the characters convince Lottie that their goals are to end the orrery's threat and save the world, she shares any information regarding the artifact that the characters don't already know. She then provides them with the last orrery component, called the *wheel of stars*. Lottie underscores the importance of the characters stopping the Six and preventing that group from opening a portal to the Far Realm. The means by which they do so are entirely up to them. But whatever the outcome of the battle with the Six, Lottie insists that the orrery must be broken up and never used again—and sets a very real threat of dark destruction on the characters if they fail to permanently disable the relic.

Franchise Opportunity. The bored liches' thirst for entertainment might inspire them to ask the characters about what they do—and about Acquisitions Incorporated. Like Lottie, all these undead are focused on the limitless commercial aspects of immortal evil, and might be talked into partnerships with the franchise. The potential for such deals (and the potential risks