



- Lady Kira Horn and Lord Zardak Horn head the clan. Rizwin Horn is their daughter, and the public face of the enclave. Ironbeard is the enclave's head mage.
- The dwarves of Horn Enclave are no friends to Acquisitions Incorporated. During a prior visit to/incursion of/assault against Horn Enclave by Acquisitions Incorporated, a number of regrettable incidents occurred.
- Those incidents may or may not have included impersonation, mendaciousness, and violence.
- Also, there was a major theft from the enclave's vaults.
- And there was a thing about threatening Ironbeard. And sleeping with Rizwin, then stealing Rizwin's jewelry under the pretense of wanting to remember her ... it's a long list, actually.

If the characters double down on research, you can share additional specific details from the "Horn Enclave" section of episode 5 if you like. This might include information on residents and guards, gaining access to the hold, the general workings of its vaults, and so forth.

CONTINUING THE ADVENTURE

The more the characters learn about Horn Enclave, the stronger their understanding that getting inside will be a difficult task for most—and an impossible task for anyone openly connected to Acquisitions Incorporated. Thankfully, Head Office has some assistance it can offer in that regard as the characters plan their incursion!

EPISODE 5: HIDE AND SEEK

The characters (now 5th level) know that Horn Enclave is the hiding place of the last unclaimed clockwork component of the *Orrery of the Wanderer*, called the *wheel of stars*. They also know that Horn Enclave is all but impossible to get into. Thankfully, Acquisitions Incorporated has the party's back.

With the help of Acq Inc fixer Flabbergast, the characters make use of a unique ritual that lets them swap bodies with a group of dwarves heading to the enclave for a wedding. This gives the characters access to the vaults, but the deception creates complications as they struggle with the deep secrets of their possessed dwarves and must try to keep the wedding on track.

Accessing the orrery component vault reveals valuable information from the clockwork creatures that guard the vault. But the characters are ultimately chagrined to discover that the component isn't there, with the vault set up as a ruse to distract anyone attempting to rebuild the orrery. Still, the orrery's creator—a wizard named Lottie—wishes to meet anyone savvy enough to have come this far, provided they share her interest in ensuring that the orrery's power is never used.

Traveling in style in a borrowed battle balloon, the characters journey to Lottie's sanctum in the Greypeak Mountains. But en route, the franchise is intercepted by airships belonging to the Six. The characters get