

## CHAPTER 4: THE ORRERY OF THE WANDERER



**T**HIS CHAPTER PRESENTS A COMPLETE Acquisitions Incorporated adventure divided into six episodes. Episode 1 is for players using shiny new 1st-level characters. They're ready to take on the world and hoping to become part-owners of a share in a valuable, prestigious Acquisitions Incorporated franchise—or at least gain a coveted internship with the organization.

At the end of each episode, characters gain a level. Each episode is an appropriate challenge for a party of four characters of the indicated level, but that challenge can be modified to accommodate your group. At the end of the sixth and final episode, the characters attain 7th level. But even more importantly, they will be fully vested in an operational and maybe even profitable Acquisitions Incorporated franchise. After that, the players and characters can take their treasure-hunting activities in any direction that you and they desire.

Between episodes, characters will use downtime to undertake a variety of activities to better themselves or their franchise. By later episodes, choices of downtime activities might alter the flow and challenge of the story. After all, there's no rest for the wicked, so there shouldn't be rest for heroes either. (Logically then, wicked heroes would need to work twice as hard. Budget the time.) Familiarize yourself with the new activities presented in "Franchise Tasks and Downtime" in chapter 2 of this book, and with the standard D&D downtime activities discussed in that section.

The *Monster Manual* contains stat blocks for most of the creatures found in this adventure. All the necessary stat blocks are included there or in appendix B. When a creature's name appears in **bold** type, that's a visual cue for you to look up the creature's stat block in the *Monster Manual* or the monster appendix in this book.

Spells and equipment mentioned in the adventure are described in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide*, except for the *Orrery of the Wanderer* and its components, described in appendix D.

### NO PLAYERS ALLOWED

This part of the book is for the DM only. If you're planning to run through the adventure as a player, stop reading now! Unless you want to keep going, that is. Because seriously, it's not like anyone's going to stop you. After all, information is power—in an Acquisitions Incorporated campaign, and in life. Maybe you having a bit of an inside track is just what this adventure needs to make it really pop, and to keep the DM from getting all, "Ooh, look at me! I'm the one with the secrets!" I mean, can you believe how smug they are? It's like they're just begging you to turn the page ...