

their first glimpse of Splugoth the Returned, one of the Six's mysterious members, and the point goblin for the plan to claim the orrery. In fact, the attack is only a distraction, providing cover for an attempt to steal the orrery housing and the components the characters have obtained.

Continuing across the Greypeaks, the characters reach the ruined town of Fortune and the casino resort known as Lottie's Palace. There, they discover that Lottie is a lich whose exclusive retreat holds secrets and deadly threats in equal measure. With no hope of winning a fight against Lottie and her numerous lich allies, the battle must be one of wits as the characters attempt to convince her to help Acquisitions Incorporated, tell the orrery's origin story, and provide the final orrery component.

ENTER FLABBERGAST

While the characters sought out information on Horn Enclave, word of their investigations reached Head Office. Alternatively, if the characters couldn't figure out the connection between the orrery and the enclave, word of that mystery reaches Head Office instead. Either way, the characters receive an unexpected visitor, offering some unexpected assistance.

Standing before you is a tall, smooth-headed male human with a neatly trimmed black beard, dressed in pressed business attire. He pauses from writing in his ledger to look up at you. His eyes narrow as if evaluating you. At his feet is a calico cat wearing a monocle and a horned helmet. The cat is busy licking itself but pauses to look at you. It also narrows its eyes.

"I am Flabbergast, gentlepersons," the figure says. "In the employ of Acquisitions Incorporated's Head Office, and at your service." He gestures down to the cat. "This is Mister Snibbly. We need to talk. It's about your mission."

Flabbergast, wizard and majordomo to Head Office (see appendix A), has been dispatched to assist the characters with the goal of gaining the final orrery component from Horn Enclave. Mister Snibbly has no agenda, beyond making it clear that he thinks the characters leave much to be desired. If the characters haven't yet figured out that the enclave is where the component is stored, Flabbergast can fill in the missing bits of what they know, all the while chiding the characters for missing important clues. If the characters haven't yet heard about the Dhargun Ironworks caravan's imminent trip to Horn Enclave (see "Dhargun Ironworks" below), he can relay that information as well.

Flabbergast can also provide or reinforce the backstory regarding Acquisitions Incorporated's well-known incursion of the enclave. In response to any discussion of that past mission, the wizard sums up the party's position as follows:

"As you might well guess, gentlepersons, infiltrating Horn Enclave by traditional means would be difficult at best. And if you were discovered, then your status as agents of Acquisitions Incorporated would place you in grave peril. Though likely not for long." Flabbergast sighs. Mister Snibbly spits up a hairball in disgust. "The dwarves of Clan Horn would kill you immediately, is what I'm saying. As such, Omin Dran has requested that I offer my assistance. Have you ever heard of the *ritual of astral transmogrification*?"

The characters will not have heard of the legendary ritual Flabbergast names, which has long been lost to history. Its magic allows characters to enter a dream-like state, leaving their bodies safely behind while their souls temporarily possess other bodies. Flabbergast explains that the ritual's creator died long ago, and its components are now unknown. But if the characters can help him determine and track down those components, Flabbergast can provide them the perfect means to infiltrate the dwarven stronghold. By taking possession of some other group with legitimate business in the enclave, the characters can wander its vaults at their leisure without arousing suspicion. Well, maybe just a little suspicion. But it'll all be fine.

SEEKING THE RITUAL

You decide what form the ritual's components might take, from ancient verses and arcane inscriptions, to rare herbs and alchemical reagents, to any other obscure bit of magical paraphernalia in between. You also decide how much time and what specific effort is necessary for the characters and Flabbergast to determine and track down those components. This might involve short side quests of your own devising, or having NPCs conveniently turn out to be a source of some components. The Splintfig sisters from episode 2 are good candidates, as is Hoobur Gran'Shoop if the party stayed on good terms with the psychopathic gnome.

If the characters take more downtime to seek out the ritual's components, they might use marketeering to find customers or brokers of magical supplies and rare spell components. The shady business practice activity could alternatively turn up connections to those who dabble in more dangerous and secretive magic.

DOES ANYONE HAVE A BETTER IDEA?

This episode assumes that the characters make use of Flabbergast's ritual to enter Horn Enclave, but the information presented on the enclave is easily adaptable to other approaches. As such, the players and characters are absolutely free to come up with other methods of seeking the final orrery component. Even though the dwarves of Clan Horn remain furious at Acquisitions Incorporated and the enclave's defenses are formidable, the players should always have the last say regarding the characters' actions.

Workable alternatives include such plans as the characters secreting themselves aboard the Dhargun