



THE DRAN & COURTIER

Far Realm goblin horde, Splugoth's control of the orrery components that fuel the ritual lets him summon forth twisted, evil versions of some of Acquisitions Incorporated's most famous members. Oh, and there's a thing where the ritual keeps resurrecting Splugoth every time the characters kill him.

In the end, clever thinking and a measure of luck might allow the heroes to keep Splugoth dead, seize control of the orrery components, and end the ritual. If victorious, the characters will earn accolades from Head Office for a job well done!

And the world will be safe from destruction. That's always a plus.

SEEKING THE RITUAL SITE

In the course of locating the ritual site (see "Franchise Downtime" in episode 5), the characters might travel to any number of locations, either to confirm that those locations are not the ritual site or to gain additional information or magic useful in the search for the real site. If you want to set up a prolonged search for the site, any of the following iconic locations along the Sword Coast might make an interesting stop for the characters. Each location offers the potential to gain information regarding sites known for planar disturbances or strange magic, or to seek lore and materials to refine the operation of the characters' portalometer.

CANDLEKEEP

The many towers of the largest and most storied library in all Faerûn are the perfect place to search for clues leading to the location or nature of the ritual site, or to find instructions for crafting a portalometer. Gaining lore or befriending the monks of the library could reveal that someone else recently came to Candlekeep to inquire into the nature of portals to other dimensions. In fact, this representative of the Six was studying the very tomes the characters are now investigating!

To dial up the action in an otherwise studious scene, remember that research in Candlekeep is never entirely safe. Opening a particular book might lead to a pocket dimension, conjure up a fiend, or create any other distraction of your design. More information on Candlekeep can be found in the *Sword Coast Adventurer's Guide*.

MANTOL-DERITH

Duergar, drow, and svirfneblin trade and exchange information in the city of Mantol-Derith deep in the Underdark. A deep gnome sage named Lunicifer dwells in the city, living in a crumbling home on the shores of the Darklake. A half-mad servant of a forgotten deity named Azmekidom, Lunicifer has been researching planar disturbances for more than a century and can provide the characters with insight or research—if the party helps him with his dangerous errands. These