



MAP 1.1: CAMPAIGN AREA

force, imprisoned death slaad, yadda yadda), Caerhan returned from a research trip to Candlekeep to find his fellow party members all dead.

Recognizing too late that the orrery housing channeled dark power, the grieving Caerhan decided that the relic must be destroyed. However, its artifact-level magic made it seemingly impervious to harm. More research was undertaken with the help of Caerhan's goblin sidekick, Gorkoh. In the end, Caerhan concluded that the best place to ensure the orrery's end was a secret shrine to destruction beneath Waterdeep, rumored to be able to destroy even powerful magic relics. So the pair packed up and headed for the City of Splendors.

The veteran dwarf adventurer located the underground tunnels leading to the shrine easily enough. He and Gorkoh braved those dangerous passages, but were separated during an encounter with a carrion crawler. Caerhan pressed on. But when he activated the shrine, he caused a minor earthquake that opened a sinkhole in Waterdeep's Dock Ward, and which cracked walls and sidewalks across the city. In the end, the orrery housing was too strong even for the destructive power of the shrine, and Caerhan died during his heroic attempt to rid the world of the dangerous device. Now, the orrery waits for someone else to take possession of it.

As the characters will learn in time, the orrery and its components were intentionally scattered long ago. But the pieces of the orrery maintain a connection, and have been steadily making their way toward each other for years. With one piece permanently held by the orrery's creator in the Greypeak Mountains, the other compo-

nents and the orrery housing have ended up scattered across the Sword Coast, falling into the hands of different adventuring groups. One of those groups is the evil faction known as the Six, whose members have become aware of the orrery's existence—and have a full understanding of its potential for destructive power. That power is described in the orrery write-up in appendix D.

As the characters are drawn into contact with the orrery, they discover that two of the artifact's components have been claimed by Acquisitions Incorporated franchises that have come under recent attack by unknown foes. The rival faction of Dran Enterprises becomes a prime suspect, with its agents found on the scene for both attacks. And all the while, the shadowy members of the Six pull together a tangled plot to gain control of the orrery to destroy Acquisitions Incorporated—and bring ruin to Faerûn.

As the adventure unfolds, the characters travel hither and yon across the Sword Coast and the North, checking in on some classic adventure locations and exploring a number of brand-new sites. Map 1.1 shows the sites and locations featured in "The Orrery of the Wanderer."

EPISODE 1: RIGHT PLACE, WRONG HEROES

In episode 1 of the adventure, a case of mistaken identity gives the characters a rare opportunity to make a name for themselves in Acquisitions Incorporated. Their assigned task is to investigate a sinkhole fissure that