

spot a smirking goblin with one pale eye looking out at them through a porthole. Splugoth the Returned laughs at or curses the characters, as appropriate to the success or failure of his agents in retrieving the characters' orrery components. In a worst-case scenario in which the characters come after him, Splugoth points his airship at the ground, where it crashes in 2 rounds. During that time, he drinks a *potion of invisibility* and jumps overboard wearing a *ring of feather falling*. The characters get another chance at Splugoth in episode 6.

MOPPING UP

If the characters capture the Six's airship, they find it is in a sorry state. It will not fly much longer, and is beyond repair. By the same token, the characters need to repair their borrowed battle balloon. A few hours' work (including salvaging parts from the Six's airship if applicable) makes the Acq Inc battle balloon airworthy again for the continued journey.

Any Six operatives captured during the fight are keen to earn their freedom by telling everything they know. They were hired by Splugoth the Returned—a goblin who hates Acquisitions Incorporated, and who claims to have returned from the dead. Splugoth hired the hobgoblins and goblins to attack the characters as a distraction, but they know nothing else about the Six's plans.

(MIS)FORTUNE

Once the battle is over, the characters continue the voyage to the Greypeak Mountains, following up on the information gained in the Horn Enclave vault. The mysterious wizard, Lottie, is said to have destroyed the town of Fortune, and the characters are about to find out just what kind of destruction took place.

FORTUNE'S END

On the eighth day of travel, you finally locate the town of Fortune, hidden in the foothills of the Greypeak Mountains near the desert of Anauroch. Though dusk is upon you, even in the fading light, you can see that the town was never very big to begin with—and that it is completely destroyed. Most of its buildings are empty shells and piles of wreckage. Looming beyond the town is a large, dark cavern. A narrow river winds down from the mountain and along one side of the town. Its water is a strange phosphorescent green color.

The characters can wander around the town as desired, but the only thing that greets them is the wind blowing through empty streets.

Investigating the Town. A successful DC 12 Wisdom (Survival) check reveals infrequent tracks belonging to different humanoid creatures. Some travel alone, while others go in small groups. A check of 17 or higher also reveals dog prints, though some of those prints have more claws per foot than an ordinary dog.

A successful DC 13 Wisdom (Perception) check made to search the ruins determines that many of the houses

are not actually destroyed—they were simply in the process of being built and never finished. The construction was hurried and cheap, which caused the structures' rapid deterioration. None of the houses hold valuables, but a few reveal makeshift shelters within, along with piles of old clothing and bedding. One of the shelters is built from large wooden signs upon which is written: "There's a Fortune to Be Made in Fortune!", "Choose Fortune and Win!", and "Tokens! Lowest Prices!"

The grass, trees, and other plants in the area appear normal. Birds and rodents can be seen in typical numbers. A successful DC 14 Intelligence (Nature) check turns up no signs of physical damage consistent with a battle that could have leveled the town.

Questionable River. The water of the river is thick and slow moving, glows a phosphorescent green, and smells awful. A successful DC 10 Wisdom (Medicine) check indicates that the water has been contaminated by magic and has unusual side effects. Anyone drinking the water gains the poisoned condition for 1 hour and has a 50 percent chance to spontaneously grow an extra head. The extra head can speak, see, and hear, but provides no mechanical benefits. It shrinks away to nothing after 1 hour.

GAMBLING FEVER

After the characters have had time to look around, or if they make for the cavern straight away, read:

A murmur of voices slowly builds within the wrecked buildings. A stocky humanoid with gray skin and a white beard suddenly stumbles forth, swaying from one side to the other as if intoxicated. It stares at you, points a finger, and yells, "Tokens!" Three more humanoids emerge from the buildings, yelling, "Tokens!" Two of them control dogs on leashes—though each of those dogs has two heads.

Creatures. These four **duergar** start as Medium creatures. In the first 2 rounds of combat, each uses the Enlarge action after pulling out a bottle filled with phosphorescent green liquid and drinking it. (The liquid appears to trigger the duergar's sudden growth and battle prowess, but they drink only to firm up their resolve. See "Development" below.) The duergar are too inebriated to turn invisible. Because night is falling, their Sunlight Sensitivity does not hinder them.

The two **death dogs** quickly pull away from their masters and attack. Each drips green liquid from its jaws and fights until defeated.

As they fight, the duergar continually shout out, "Tokens!" in an angry tone. They can be convinced to calm down or surrender if they are shown and promised the tokens the characters received in Horn Enclave, but they otherwise don't respond to any attempts at conversation.

Development. The duergar are quite mad, having been poisoned by the stream and stricken with gambling fever in Lottie's Palace. (See the next section for more information.) Their clothing and armor is filthy, and they carry only their weapons and one extra bottle