

A successful DC 16 Intelligence (Nature) check allows a character to recall obscure lore about deep crows and their reproductive practices. A deep crow mates only once in its lifetime, and Raah has so far been spectacularly unsuccessful in its attempts to find a mate.

A successful DC 16 Charisma (Persuasion) check encourages Raah to share that its deep crow parent and nest mates taught it only to embrace rage and physical power. It never learned about its emotions or how to listen to others. As a result, the deep crow doesn't know what to say to a potential mate. It just tries to break stuff to impress them.

**Giving Raah Advice.** A successful DC 12 Intelligence (Investigation) or Wisdom (Perception) check to quickly assess Raah's reading material determines that the ancient deep crow is highlighting everything, no matter how good or bad the advice might be—and with no thought given to the fact that relationship advice for humanoid has no bearing on its own needs. Raah needs better guidance.

Allow the characters to give Raah any relationship advice that feels apropos. This might involve roleplaying in more ways than one, as a character takes on the part of a prospective deep crow partner and Raah tries to put the advice into practice. If you need mechanics for this scenario, call for DC 14 Charisma (Persuasion) checks from each character offering advice to determine how well Raah takes it.

## MOVING ON

When the characters have either defeated or befriended Raah, they can continue beyond the ancient deep crow's cavern toward the ritual site.

The ancient deep crow's cavernous lair begins to taper down again, revealing another canyon passage ahead. The light of volcanic vents fades behind you as you continue into darkness.

## THE END OF THE WORLD

This is it! The showdown with Splugoth! The moment of truth as the characters battle for control of the orrery and try to stop the world's end!

The read-aloud text below assumes that the Six successfully gained the housing of the *Orrery of the Wanderer* in episode 5. If they don't have the housing, any components the Six have obtained spin in place on their own. (Even if the characters thwarted the Six at every turn, Splugoth holds at least the *far gear*.)

Map 6.2 shows the setup of the ritual site and the final battle.

All franchisees must note:  
Expenses incurred during extraplanar excursions are NOT eligible for reimbursement.

—Omin Dran

The inky black space above is now dotted by pulses of purple and green fire. The canyon narrows, then opens again into a cavern, where a broad sandstone rise is lit by sheets of green flame that scour the ceiling. Thin shelves of eroded rock emerge from the center of the rise to create a large central mesa. Ten other goblins stand guard around this promontory, which has twisting steps leading up to where Splugoth stands.

A sandstone pillar rises from the mesa before the goblin. Floating above it is the orrery, its clockwork components spinning rapidly, glowing with power. Behind Splugoth is a rift in reality—a purple wound in the world, beyond which you can see goblins with purple eyes, extra limbs, and other strange mutations. The Far Realm goblins push forward, trying to press through the portal and into your world.

Splugoth laughs. "You are too late! The ritual is under my control, and now you must hear my most villainous speech! Oh, who am I kidding? Goblins, kill these meddling fools! And just to sway the odds, how about some ironic assistance for my minions?" With a flourish, Splugoth manipulates one of the orrery's clockwork components. Four purple-black outlines begin to form before the rift—slowly taking the shape of characters you recognize.

## FRIENDS FROM THE FAR REALM

As the ritual approaches its end, the magic imbued into the orrery components senses the presence of the characters and works to thwart them. Drawing from the franchise's collective subconscious, the ritual manifests the most terrifying figures the characters can think of—their bosses.

At the start of combat, wraithlike Far Realm versions of Omin Dran, Jim Darkmagic, Mörgæn, and Viari appear in front of the planar rift. On initiative count 10 each round, roll on the Far Realm Friends table to determine which of those manifestations vanishes from before the rift, appears suddenly in the thick of combat at a location of your choosing, and lays into the characters.

### FAR REALM FRIENDS

d4	Far Realm Friend
1	Omin Dran
2	Jim Darkmagic
3	Mörgæn
4	Viari

Whichever Far Realm friend appears in combat lingers on the battlefield until initiative count 0, when it vanishes and reappears before the rift again.

Each Far Realm version of an Acquisitions Incorporated character is shaded purple-black, its eyes glowing yellow-gold. A Far Realm friend has all the information about the characters that Head Office knows, and uses