



USING THE COMPONENTS

A creature controlling the orrery components at the heart of the ritual can channel their magic as a bonus action with a successful DC 12 Intelligence (Arcana) check. Splugoth has advantage on this check. With a success, the controlling creature can choose one of the following options:

- Stop or resume letting the ritual create new goblins (see “Ritual Actions” above).
- Prevent a Far Realm friend from appearing in combat on the following round.
- Give all goblins a mutation of an extra arm. All goblins, including any goblins summoned in the future, can make one additional attack each round. There is no limit to how many extra arms and attacks the goblins can have.
- Decrease the number of arms on all goblins. If the goblins are reduced to zero arms, they cannot attack.
- Mutate the current and future goblins to cause hard plating to appear on their skin, increasing their AC by 1. This increase can be applied multiple times.
- Reverse the above mutation to decrease the goblins’ AC by 1 (to a minimum of 1).
- Mutate the goblins to make them lumpy and awkward. Each goblin has disadvantage on attack rolls until the end of its next turn.

- Fire a bolt of eldritch energy at a target the controlling creature can see: +8 to hit; 16 (3d10) necrotic damage.

Splugoth is not affected by any goblin mutations created by the ritual.

COMPONENT MISHAPS

On any failed check to control the orrery components or to remove a component, the ritual magic flowing through the components is compromised. Roll on the Orrery Mishap table to determine the particulars.

ORRERY MISHAP

d6 Mishap

- 1 Each goblin has advantage or disadvantage (50 percent chance) on attack rolls until the end of its next turn.
- 2 Each character has advantage or disadvantage (50 percent chance) on attack rolls until the end of their next turn.
- 3 Each creature must make a DC 13 Constitution saving throw, taking 7 (2d6) radiant damage on a failed save or half as much damage on a successful one.
- 4 The ritual targets a random character who is below their hit point maximum. That character regains 2d4 hit points.
- 5 A random character grows two extra arms that last until the end of their next turn. While they have these arms, the character has advantage on weapon attack rolls, Strength (Athletics) checks, and Dexterity checks using thieves’ tools.
- 6 If a Far Realm friend appears in the next round, roll twice to have two appear.

VICTORY CONDITIONS

As long as Splugoth survives, his connection to the ritual prevents the characters from shutting down its magic, even if they are in control of the orrery components fueling the ritual. If Splugoth is dead and one of the characters controls the orrery components, any character on the top of the mesa can use an action to attempt a DC 15 Intelligence (Arcana) check. A successful check ends the ritual and saves the world.

If the battle goes poorly for the characters, they can end it at any point by ... well, dying. Alternatively, they can retreat and allow Faerûn to be taken over by Far Realm horrors, with either event leaving the fate of the world—and more important, the franchise’s future—to be determined by you.

CONCLUSION

With the present threat of the Six and the *Orrery of the Wanderer* ended, the characters attain 7th level! Or maybe they’re dead! When the fate of the world hangs in the balance, there’s always a chance that the heroes will be defeated. In which case, congratulations! You get to start a new campaign—perhaps one in which another Acquisitions Incorporated franchise plays a part in undoing all the mistakes made by those losers from the last franchise.