

### KEEPING THE BATTLE EXCITING

This final fight is a complex battle with a lot going on. Whether you want to simplify the encounter or dial up the chaos, you can tweak the elements of the fight as needed to create an exciting challenge.

When the ritual summons new goblins, you can have the minimum or maximum number appear, depending on how the characters are doing in the fight. If the characters are so focused on the fight that they don't make the connection between Splugoth's control of the orrery components and the goblins' appearance, have any character trained in Arcana or Religion intuit that controlling the components can shut down the summoning.

Likewise, if Splugoth is brought back to life by the ritual, you can make it clear to the characters that seizing control of the orrery components can prevent this from happening. At your discretion, you might also limit how many times Splugoth can be returned to life in this manner.

During the fight, feel free to reward player ingenuity. Maybe a character attempts to baffle or seduce a Far Realm friend to remove that manifestation from the fight for the round. If it's roleplayed well enough and you think it might be fun, let it work.

and by Splugoth's control of the orrery components during the fight. See "Ritual Actions" and "Using the Components" below for more information. The goblins spread out, with some hanging back to use their shortbows and others pushing forward into melee.

### RITUAL ACTIONS

The ritual takes its own turn on initiative count 1. If the characters do not control the orrery components, the rift pulses and 2d4 additional goblins appear on the battlefield wherever they are most effective.

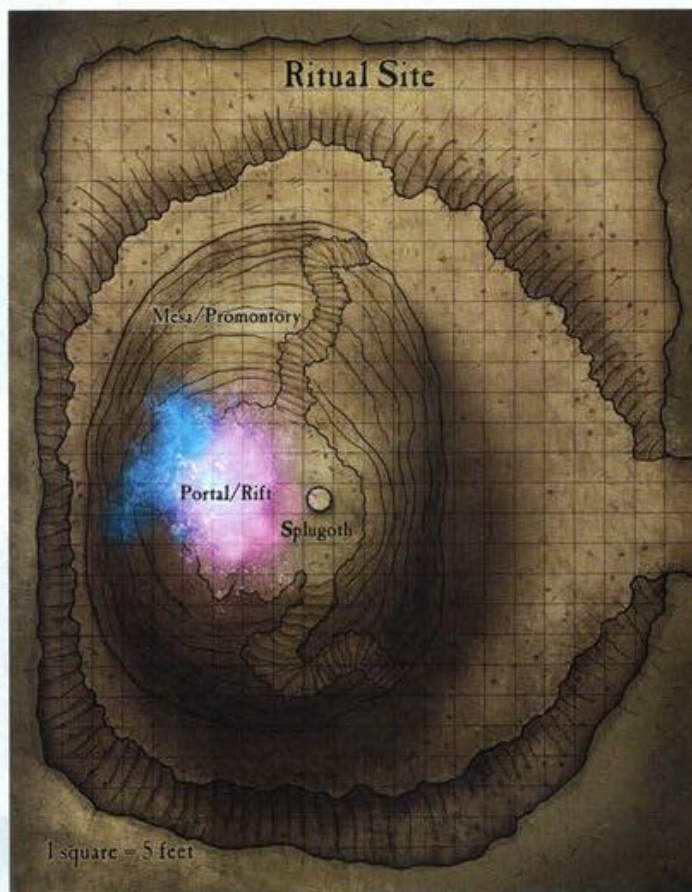
If Splugoth is dead and the characters do not control the orrery components, no goblins are summoned. Instead, the ritual resurrects Splugoth from the dead no matter what condition his body is in, returning him to combat with half his normal hit points.

### CONTROLLING THE ORRERY COMPONENTS

Depending on which components the Six managed to steal in episode 5, and whether the characters gave up other components to Splugoth in the Test Market, the ritual might be fueled by anything from a single component to all six components set into the orrery housing. While the ritual is in progress, the normal magic of the orrery components and housing does not function in the ritual cavern, even if a component is not being used in the ritual. The ritual works regardless of how many components are involved, but adding or removing pieces has an impact on the ritual's magic (see "Adding Components" and "Removing Components" below).

To seize control of the components fueling the ritual, a creature on the top of the mesa can use a bonus action to attempt a DC 15 Intelligence (Arcana) or Charisma (Persuasion) check. Splugoth has advantage on this check from his familiarity with the ritual. A successful check wrests control of the components from any creature already controlling them.

A creature that fails in its attempt to control the components triggers a mishap (see "Component Mishaps"



MAP 6.2: RITUAL SITE

below). A creature gaining control is able to use the components as a bonus action (see "Using the Components" below). Once the components are under a creature's control, they remain under that creature's control unless another creature successfully gains control.

**Adding Components.** The characters hopefully have at least one more component (the *wheel of stars* given to them by Lottie), and might still possess additional components and the orrery housing. Any character on the top of the mesa who studies the existing components understands that adding a new component to the mix makes it easier to control the ritual. With an action and a successful DC 12 Intelligence (Arcana) check or Dexterity check using jeweler's tools or thieves' tools, a character adds a component, granting advantage on any character's next check made to control the ritual.

**Removing Components.** Any of the components fueling the ritual can be removed as an action with a successful DC 12 Intelligence (Arcana) check or Dexterity check using jeweler's tools or thieves' tools. A failed check results in a mishap (see below). Removing a component weakens the ritual, preventing it from summoning any goblins or raising Splugoth on its next turn. This can be done multiple times, until only one component or the orrery housing remains. The final piece can be removed only once the ritual has ended.