spective. They cannot detect any magical effect upon themselves that could be ended, and the resizing appears permanent.

SPLUGOTH'S BARGAIN

When the characters have had a bit of time to adjust to their diminutive state, read:

A loud voice calls from above, dripping with disdain. "Hello there, members of Acquisitions Incorporated!" Peering through the rails of the second-floor balcony is a smirking goblin with one pale eye who towers over you in your present forms. "Listen up, bugs! And welcome to the most important bargaining session of your lives." The goblin walks haughtily toward the stairs. "I am Splugoth the Returned. Surely you know who I am?"

Splugoth can't conceal being pleased if the characters know that he once worked with Acquisitions Incorporated. In fact, he is enraged if they do not know his past. He fills in the details as needed, underscoring the travesty of his treatment from his own biased perspective. The goblin approaches the characters and takes a seat at a table where he can see them. Use the following possible dialogue to guide the conversation:

 "I was a young, up-and-coming goblin. Like any other goblin, filled with hopes and dreams."

 "A sorcerer named Kalarel employed me and other goblins to harry townsfolk while they opened a portal trying to free a Shadowfell death god. Look, it was work."

 "Acquisitions Incorporated foiled Kalarel's plans. Sure, partly due to a bargain I forged with Acquisitions Incorporated. But I was left to die all alone when one of Omin Dran's friends was in trouble. Death is overrated."

"Fortunately, there are real heroes, and they
hate Acquisitions Incorporated! Jeff Magic, an
awesome lich who was also betrayed by Jim and
Omin, resurrected me. Now I'm Splugoth the
Returned! I've been given real responsibilities,
including coordinating goblin raids. Goblins just attacking here or there? Oh, you have no idea. We have
big plans. It's all coming together, you'll see."

 "And now I have my greatest responsibility: crushing Acquisitions Incorporated once and for all."

If Splugoth was ridiculously successful in episode 5 and the Six now possess all the orrery components except the *wheel of stars*, he's mostly just here to gloat. But no matter how many components the characters still possess, he offers the following sweet deal.

"See, you must know that I'm all about business—something Omin and Jim were too blind to see. This, between you and me? It's not personal. It's commerce. I can make you a deal. You give me your orrery components, and I let you live. We both profit. Easy, right?"

Splugoth laughs darkly if the characters are foolish enough to give him their orrery components (which resize when he takes them), or when his deal is refused. The goblin whistles loudly a moment before he teleports away, followed by the heavy footsteps of something enormous and furry approaching from behind the bar.

ONYX ASCENDANT

The cat stepping out from behind the bar looks gigantic from your current height. Onyx walks in nonchalantly, yawns, and drops down on the floor to lick herself. Suddenly, a shimmering portal opens up in the middle of the room. You hear Splugoth laughing again as a ball of yarn pops through the portal before it vanishes. Onyx sits up, suddenly attentive, her eyes following the ball as it unravels toward you.

