

PCs:

- Chumbo: An extremely strong and gigantic Orc-Nephilim from the Otari farms. He spent most of his life working on the farm and fights enemies using his club and sickle. He is often described as "not the sharpest tool in the shed."
- Harsk/Husky: A Dwarven ranger who is an expert with crossbows but also wields his Dwarven axe to chop enemies into pieces. He is highly skilled at hunting prey, though he has a habit of choosing the wrong target.
- Enki: A castrated Halfling who compensates for his lack of sexual prowess with a wide array of magic spells to combat enemies and support his allies. A creative bard, he once used a lightning spell on Chumbo to light the way through the dungeon.
- Merisiel: An Elvish rogue trained in the arts of thievery and stealth. She relies on sneak attacks and ambushes to turn situations to her advantage. Her exceptional hearing helps her detect whether the path ahead is clear of potential monsters or enemies.

NPCs so far:

- Temily: A Halfling from Otari who owns a fishery has recruited our adventurers to uncover who—or what—is feasting on her fish and threatening her source of income beneath her warehouse. She has promised to reward each adventurer with 10 gold pieces upon the successful completion of their mission.

The Story so far:

After being recruited by Temily to uncover the source of her financial ruin, the adventurers ventured into a dungeon. While breaking through barricades for no apparent reason, Chumbo accidentally alerted a group of Giant Rats, which crawled out of a hole and attacked the party. Thankfully, the group survived the attack, though Merisiel took a significant beating. Enki was of course there to heal her afterwards.

As they climbed upward and pressed forward (Chumbo needed some help!), they realized that only those with darkvision, like Husky, could see in the oppressive darkness. To solve this problem, Enki cast a light spell on Chumbo's head to illuminate the path. However, in a less-than-wise decision, the team burned down some webs in the darkness, which provoked two giant spiders to attack. Once again, Merisiel became a primary target, getting entangled in the spiders' webs. Despite the setback, the group managed to defeat the spiders. Husky's curiosity led him to explore the spiders' lair, where he discovered a shortsword adorned with an emerald and a healing potion.

After continuing on, the adventurers reached a crossroads. Husky used his axe to destroy the barricades that were blocking the road, paving the way to a graveyard where they were ambushed by a group of skeletons and a zombie. Initially terrified, the group considered fleeing but quickly realized how easily they could dispatch the undead. Encouraged, they wiped out the enemies. Merisiel claimed a rusty but valuable shield, while Enki picked up a strange crystal that glowed continuously.

Husky's insatiable curiosity and greed then led him to disrespectfully search the coffins. Among the skeletons of the dead, he managed to scavenge a single gold piece.

Returning to the crossroads, the group decided to head back to the town of Otari for the time being, planning to revisit the dungeon and resolve Tamily's problem later. They went to Crow's Casks, a popular tavern, for a drink and a night's rest.