

PCs:

Chumbo, Husky, Seelah, and Anonymous

The Story so far:

Seelah, a champion of great strength who was raised on the streets in poverty, teamed up with a halfling witch of charlatan nature in hopes of earning some coin. The two learned that a group of adventurers had emerged from the eerie lighthouse of Gauntlight with a fortune, spending wildly in Otari's grand bazaar. They soon joined the team on the third floor.



After getting caught up, they began exploring the remaining rooms in search of a way to defeat the lead scholar, Nhakazarin. They discovered a room filled with an eerie light that could potentially harm them. Sensing magic within it, Anonymous jumped onto Seelah's back and used her powers to uncover its nature. Husky then destroyed the source, clearing the way forward. Seelah picked the lock on the next door, allowing the group to continue.

They then encountered Augreal, a morlock ghoul exiled from his pack. A scholar by nature, he was studying to find a way to reverse his ghoulnood. After convincing him to assist them, Augreal gave them the Book of the Dead so they could learn how to craft the antidotes. Seelah also picked up a tome that taught her how to lay ghosts to rest.

While they were studying and resting, two ghouls, Larry and Barry, entered the room—one of them emerging straight from the toilet. Augreal scolded them, calling them fools for forgetting to lock the door.



Larry and Barry infected nearly every member of the team with ghoul fever—everyone except Chumbo. Despite the affliction, the ghouls were ultimately slain by the party. By morning, antidotes in hand, they confronted Nhakazarin.

After a long and grueling battle—bolstered by the DM’s timely assistance—they finally defeated the lead scholar, clearing the path deeper into the library.

Tragically, they had tricked Nhakazarin into revealing valuable information about the headmistress, only to then kill him in cold blood—a grim display of the party's questionable morality.