

PCs:

Chumbo, Merisiel, Lini (Doomi), Husky, Seelah, Kyra, and Anon

The story so far:

After defeating Nakhazarin, the team made their way to the headmistress of the library—a ghostly scribe who oversaw all the others to ensure their work was done properly. They learned a great deal about Volluk, the headmistress’s former lover, along with some knowledge of necromancy and Quagmire’s endeavors.

Upon regrouping as a full team, they managed to convince her to send them on a mission to retrieve Volluk. She gave them his portrait, just in case he turned hostile.



Session 11 was largely exploratory. The team discovered a strange light that burned their skin and gained knowledge about how to use teleportation devices, among

other things. But the highlight was probably their encounter with Jaul—the hunted man with a 500 gold bounty on his head, infamous for massacring an entire village. In their first attempt to confront him, they were defeated miserably, forced to hide in his own cabin, and eventually had to flee. However, while in his cabin, they learned that Jaul is on his way to “control” his werewolfism.



Jaul even bit Kyra, cursing her with lycanthropy. Once the team regrouped, they began searching for a cure or solution for the werewolf affliction—and a way to finally defeat Jaul, the hunted man. After combing through the library, they discovered that werewolves could only be slain with a special kind of pure silver—one that had been devoured by a ghoul residing in the library.

To their shock, they found out that their friend Augreal had swallowed it. Through some unspeakable (and frankly undignified) measures, they retrieved the silver from his... posterior. With the cursed weapon in hand, they prepared themselves to face Jaul once more.



With everyone gathered, the team slowly made their way toward Jaul, who was calmly feeding his wolf, Wolfie. Merisiel, the rogue, attempted to strike from behind and catch him off guard—but Jaul stopped her mid-leap with almost no effort. It was at that moment the team realized they were about to face the most difficult fight of their lives so far.

Jaul, much like a wolf toying with its prey, seemed to enjoy the fight with the young adventurers. At first, he didn't see them as worthy opponents—but that changed as the battle wore on. With the help of the entire team, Chumbo and Husky landed powerful blows that finally made Jaul take them seriously. In the end, the man was gone... and only the wolf remained.

Everyone but Chumbo and Husky had fled. Jaul's attacks were devastating, and landing a blow on him seemed nearly impossible. Yet Husky, through a mix of luck and sheer skill, managed to pierce Jaul's heart. As the life drained from his body, Jaul—recognizing the thrill of a worthy battle—smirked and muttered with his final breath, “Good one, mate,” offering a last, begrudging nod of respect to his killers.



It was an epic battle—one destined to be immortalized in poems and legends. And with it, a new chapter began in the saga of the **Abomination Vaults**.