

PCs:

Chumbo, Merisiel, Husky, Kyra, and Vaux

The story so far:

Excited after killing Jaul the Werewolf, the team picked up the body and headed to the town of Otari to claim their bounty. The guards stopped them and, amazed by their feat, took the body for an autopsy. Townsfolk gathered around, offering congratulations. Tamily, the first person to give them their quest, rewarded them by offering a house they could stay in. In addition, an experienced advisor was assigned to help them in future endeavors (in exchange for a small portion of the house).

Wrin, impressed by Chumbo's achievement, took him home, and they had some fun times *wink wink*.



While the autopsy confirmed that they had indeed brought in the real Jaul, the team still had to navigate a series of bureaucratic hurdles to claim their 500 gold piece reward. This involved dealing with the national guard as well as a shady tax collector who had suspicious ties to a mysterious cult. Meanwhile, the town was caught in political turmoil due to new policies enacted by the mayor. As a result, Chumbo briefly dabbled in politics, a career that ended almost as quickly as it began.

Despite the chaos, the team managed to recover at least part of their well-earned reward. Unfortunately, they also ended up killing their own advisor in cold blood... *by accident.*



After getting caught and winning their case in court, the team was introduced to their new advisor, Lobubu the Second, the son of their late advisor. They then headed to the market, where they met with their old friend blacksmith, Wrin, and others to purchase new equipment, spells, and supplies. Husky also gained a new companion: Hulu, a friendly dinosaur.

In the town, they also reconnected with Smokey and Borbo who was very happy to be alive.



Wrin encouraged the team to return to the Gauntlight after a strange reaction from the lighthouse, urging them not to linger too long in town. And so they did. As they continued exploring the floor, they came across Jaul's injured wolf and, thanks to the spells of Kyra and Vaux, managed to heal the creature they had previously beaten.

They then crossed a narrow bridge and found themselves in the company of a ghostly servant. After investigating the area, they chose to leave him undisturbed and uncovered several intriguing items and mysteries (many who were poisoned and a cook who died by suicide), including old wine bottles worth a good sum.

Soon after, they came face to face with Volluk, the man they had heard so much about.

A fierce battle ensued, but the team triumphed through clever strategy. They weakened their opponent with debuffs, bolstered themselves with buffs, and made effective use of the painting of Volluk they had taken from the headmistress.



The vain and cruel man who was once the most beautiful in the region had become nothing more than a cursed, worm-ridden creature, dying a pitiful and pointless death. After his defeat, the team collected his scrolls and made their way to the secret door they had previously discovered, behind which he had imprisoned a tortured dwarf.

With careful maneuvering and some expert rope work by Chumbo and Husky, they managed to release the dwarf, who then went on his way. The team, however, took a different path, one that led them to face an evangelist known as Vulgrist.



Vulgrist was torturing a poor morlock, and when she saw the team, she said, “Ah, I’ve been waiting for you. I sensed your menacing presence the moment you entered the lighthouse.” She then touched the ground and showed ghostly pictures of the team’s past actions, as if they were captured by a video camera (video cameras don’t exist in this universe, that was just for you to understand!).

The images showed the team torturing others—waterboarding, using ropes, and other brutal methods. From poor gremlins to morlocks and beyond, they had killed without mercy. The scenes included the cold-blooded executions of Monsier Beak, the advisor, and Jaul, the werewolf, who was slain without hesitation, driven by greed. The pictures revealed a team that brought only death, suffering, and destruction in their wake.

"You have shown cruelty, greed, callousness... all the good things this world needs to be cleansed with," Vulgrist said.

Then the visions shifted, revealing moments of empathy: rescuing the tortured dwarf, befriending Smokey, helping Borbo survive, and more.

"But you also showed hesitation. Weakness," Vulgrist added.

She then hurled the poor, tortured morlock at their feet and said, "Now you shall prove yourselves. Kill this creature and demonstrate your cruelty and—"

Before she could finish, Husky stepped forward, placed his foot on the morlock's chest, and crushed his skull with a crossbow bolt. The morlock had been begging for his life—not for himself, but for his family and children.

"You are indeed devils incarnate," Vulgrist said with a laugh. "You are the prophesied demons who shall take over Belcorra's throne and rule among the **DEMON LORDS.**"

Vulgrist handed her ghost whip to Husky and addressed the team. "Your actions will determine the path you eventually take. And remember, there is someone in the town of Otari who is hiding something from you. They are not being truthful. The traitor."