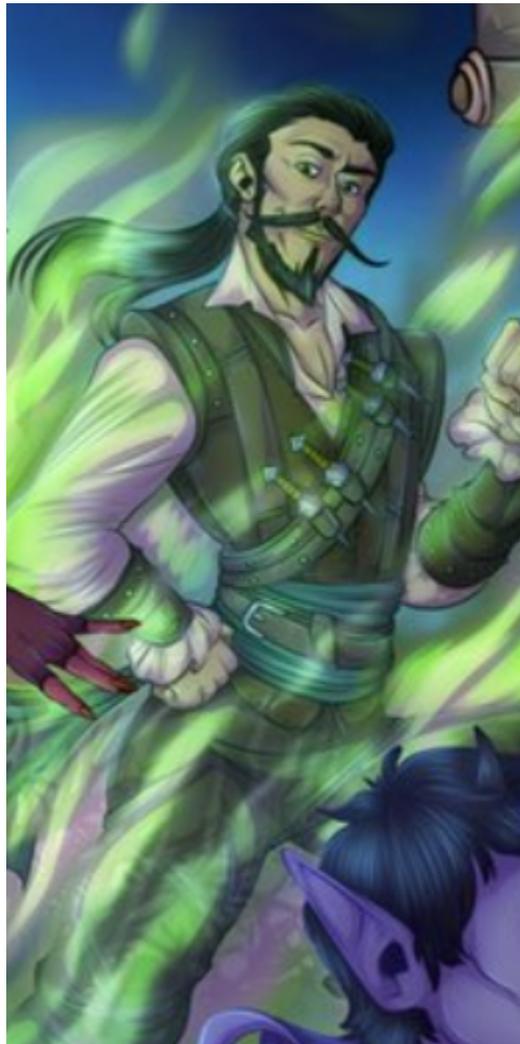


PCs:

Chumbo, Husky, Kyra, and Seelah

The story so far:

After undergoing a test of morality by the Vaulgrist, the team encountered the ghost of Otari Ilvashti, the very founder of the city of Otari. He provided them with valuable information about Belcorra, her grudge against Absalom, and revealed that he had once been part of the original group that attempted to end her vengeful campaign. That team also included Aesephna Menhemes, Vol Rajani, and Zarmavdian, whose artifacts are now required to open the gate to the floor below.



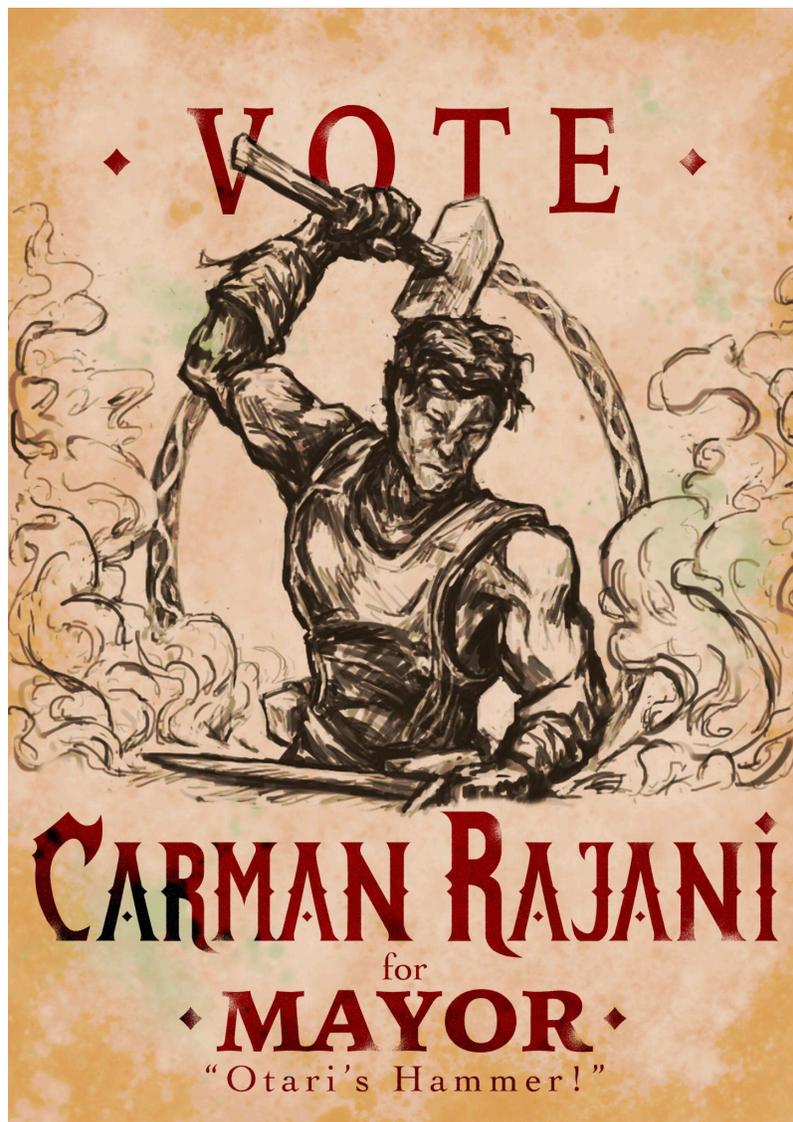
The team then teleported back to town and immediately encountered Wrin, Chumbo's girlfriend, who informed them that the Menhemes household was facing multiple crises:

1. Oseph Menhemes' daughter's condition has worsened over the past few days, following a decline that began about two weeks ago.
2. The Cooperative Sword, an ancient relic belonging to their house, has been stolen, most likely by the town blacksmith, who has since gone missing.



While the team learned a few things, such as that she is physically fine, according to Kyra's examination, and that she speaks a Darklands language, which Husky was able to understand after learning Aklo for eight hours, they were unable to heal or help her. Instead, they decided to pursue the other quest and retrieve the stolen sword.

Faced with the blacksmith, Seelah first attempted to steal the sword but failed. The team then engaged in a conversation with Rajani, the blacksmith, who explained that the cooperative sword had belonged to his dynasty since ancient times. He claimed he stole it because Menhemes was using it to remain mayor of Otari without facing any real challenges. Chumbo also suspected something was amiss after losing the election. The team decided to help Rajani out, moved by his honor and goodwill, a rare moment of virtue in the team's otherwise menacing history.



Now armed with the cooperative sword, the team descended to the fifth floor—a place reeking of chemicals and rot. It didn't take long for them to be trapped by

Gremlins, old enemies who had once been promised something. The team had vowed to kill Graulgaust, the Morlock leader who had driven the Gremlins from their homeland. However, they never followed through on that promise (despite having killed virtually everyone else!), and now they were sent to the Arena to fight and be punished for their betrayal.

In the arena, they faced the most vicious foe they had ever encountered: the Shanrigol Behemoth. They were beaten, their blood spilled across the floor as the audience cheered them on. Just as defeat seemed inevitable, Kyra's curse took hold and transformed her into a werewolf. With her lycanthropy, powerful spells, and Husky's ridiculously strong crossbow, the team managed to slay the Behemoth and win the crowd's favor.



The victors of the arena continued exploring the floor. They killed a leaping frog-like creature, defeated a mimic, and eventually discovered an imprisoned, insane Velstrac who laughed maniacally. Left to rot and utterly dehumanized, she knew only pain, and when she saw Husky's ghostly whip, gifted to him by

Vaulgrist in recognition of his brutality, she recoiled in dread. Husky proceeded to whip the helpless prisoner for no reason other than sadistic pleasure, both of them laughing maniacally as he embodied cruelty and the manifestation of evil.

Finally, they pulled a lever and sent her to the floor below, where hound-like entities descended upon her still-laughing corpse and devoured it.



Shortly after, the team set a prison ablaze, committing genocide against all the Shanrigol infants inside. Afterwards, they encountered a mummified old man who asked them to kill a being named Jafaki, the one who had imprisoned him there. The team, having heard Jafaki's name mentioned multiple times before, accepted the quest and vowed to free the old man. In return, he promised them great rewards and added that he would feast upon the helpless once released, a sentiment Husky could truly appreciate.