

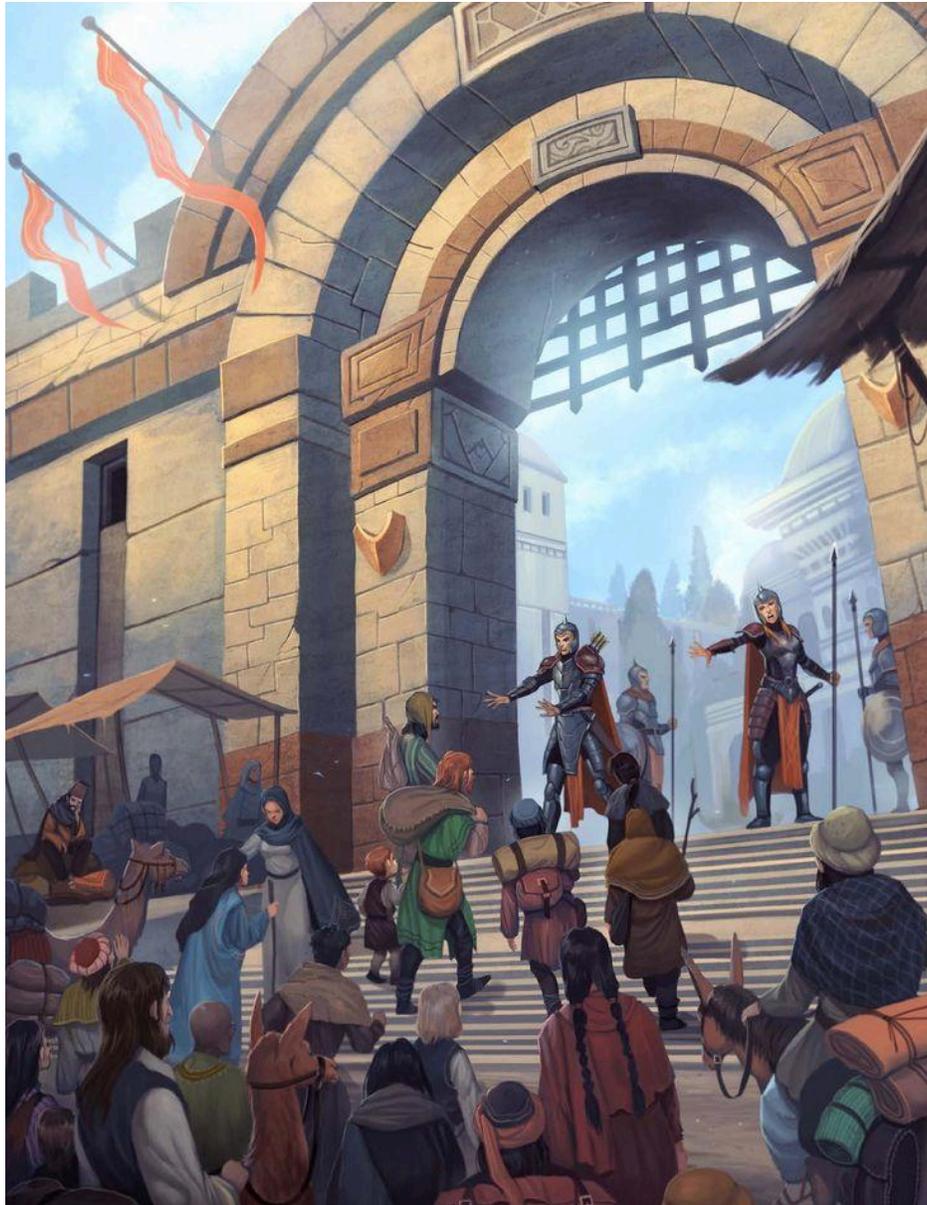
PCs:

Chumbo, Husky, Kyra, and Vexa

The story so far:

After some back and forth with Chefkhem, the team learned additional information about Jafaki and discovered how to cure Kyra's curse. As a result, they decided to travel to the town to find someone who could liquidate wolfsbane silver.

Unfortunately, neither Wrin nor the blacksmith were much help, though the blacksmith directed the team toward the great city of Absalom, a city that has long been under the threat of Belcorra.



Diverse groups of people were gathered at the gate, each trying to enter with their permission documents. Chumbo met a single mother and her two sons, who were seeking to immigrate to Absalom after their village had been burned down by “bad men.” He persuaded her to go to Otari and stay at their house instead, giving her his weapon to sell. In return, the mother gave him her entry permit.



After passing through the gate and finding the Grand Bazaar, the team realized they had spent far too much time in the dungeons and now reeked of blood, sweat, dirt, and all manner of nasty odors. They decided to wash up at a bathhouse. Upon hearing the price, Husky immediately pimped out Chumbo—taking advantage of his... large penis—which led to a long, exhausting day for him spent pleasing old men –and one woman. In the end, however, the team received a “full” service at the bathhouse.

They returned to the Grand Bazaar and, after spending an absurd amount of time haggling, decided to just steal the liquidator. Afterwards, they spent some time exploring the town. Kyra visited the temple to pray, which led her to confront the conflict within her, both her struggle with lycanthropy and the guilt of having

blood on her hands from traveling with the likes of Husky. Chumbo, meanwhile, continued his work as a prostitute. Vexa, on the other hand, watched a captivating performance in the city's center, which inspired her to learn a particular melody. Husky, in the meantime, learned to speak Elvish!



After binding her to their bed, the team attempted to cure Kyra. When she transformed into a mindless werewolf, they fought to restrain her. With Husky's mancatcher and Vexa's timely escape to Wrin, who provided a crucial potion, the team managed to cure her. But would that potion also heal the guilt she carried within?

For reasons known only to himself, Chumbo convinced Advisor II to take the immigrant woman on a date. Afterwards, the team returned to the Gauntlet. While exploring the next floor, they stumbled upon a bizarre tavern in the middle of the dungeon. Husky attempted to aura-farm but quickly became the laughingstock of the establishment.

They struck up a conversation with the bartender and gathered some information before deciding to challenge the resident band, the Black Shadow, to a performance duel. Thanks to Vexa's newly learned melody and the team's creative, if occasionally hit-or-miss ideas, they put on an impressive show. In the end, they emerged victorious.



They found some poor people trapped in a nearby room who had been beaten and tortured. One of them, a Drow, respectable and honest, promised to welcome them to his city if they ever found it on the floors below. Another was an insane skulk speaking Alko, who strangely repeated the exact words Dorianna Menhemes had spoken when the team had tried to perform an exorcism on her. And last but not least, there was a poor gnome who, once freed, jumped into Chumbo's backpack and was sent home.

The team then stumbled upon a boxer who also wanted a duel. Arrogant after their narrow victory over the band, they sent Chumbo to fight him and placed a hefty bet on the match. Unfortunately, the giant orc nephilim proved absolutely useless

without his axes, swords, and other weapons. Beaten as if he were facing Muhammad Ali, Chumbo's chances dwindled, until Vexa decided to cheat using her sneaky magical hand and a rope. It was a brilliant idea... only if it had worked. The tavern crowd quickly noticed the trick and called them out. The owner came over at once, blacklisted the entire party, and kicked them out.



But this was the least of their worries, for the time had come for Kyra to leave the party forever. After spending time in the temple of Sarenrae, she realized her path lay elsewhere. Though often frustrated by the team's needless cruelty and apathy, Kyra had seen glimmers of hope in them: when they helped the gnome, the drow, and, most of all, when they helped her recover.

Before departing, she gave a heartfelt speech and entrusted them with her most treasured possession: a statue of Sarenrae, meant to remind them that there was still good within them, and that they could always choose the right path.

“Goodbye, Kyra. You were the most honest, kind, and steadfast soul... take care. A world full of knowledge awaits you,” I said, the GM.

