

## PCs:

- Chumbo: An extremely strong and gigantic Orc-Nephilim from the Otari farms. He spent most of his life working on the farm and fights enemies using his two clubs. He is often described as "not the sharpest tool in the shed."
- Harsk/Husky: A Dwarven ranger who is an expert with crossbows but also wields his Dwarven axe to chop enemies into pieces. He is highly skilled at hunting prey, though he is often described as a "loot goblin" because of his love for gold and all things valuable.
- Kyra: A priestess and cleric devoted to Sarenrae, she often finds herself healing her comrades in battle and yearning to learn new spells. Among the team, she is the more reasonable and peace-loving member.
- Merisiel: An Elvish rogue trained in the arts of thievery and stealth. She relies on sneak attacks and ambushes to turn situations to her advantage. Her exceptional hearing helps her detect whether the path ahead is clear of potential monsters or enemies.

## NPCs so far:

- Family: A Halfling from Otari who owns a fishery has recruited our adventurers to uncover who—or what—is feasting on her fish and threatening her source of income beneath her warehouse. She has promised to reward each adventurer with 10 gold pieces upon the successful completion of their mission.



- Wrin Sivinxi: An nephilim eccentric merchant who specializes in potions and all things strange and otherworldly. She is the owner of Wrin's Wonders.



- Morlibint: A human wizard who runs the Odd Stories shop where she sells spells, academic texts, and books.



- Carman: A grumpy man who runs Blades for Glades which is the major smithy in Otari.



The Story so far:

After getting drunk at Crow's Casks, a popular tavern in Otari, Enki left with a woman and forgot about the quest. Desperate for a healer, the team found Kyra sitting alone in the tavern, who agreed to join them in completing Family's request.

After persuading the owner to lower the price for their night's stay, the team returned to the dungeon, where they encountered a squid-shaped statue. Beside it was an altar filled with magical water. When Husky drank from it, he was slightly injured due to its magical properties. Unfortunately, the team's lack of intellect prevented them from learning much about the statue or the altar. After Kyra took some of the water to keep and sell, Husky, for some reason, destroyed the entire area, alerting the kobolds on the other side.

The team engaged in a fight with the kobolds, who employed tactics and strategies such as flanking to gain an advantage over the adventurers. However, their efforts were in vain as the heroes utterly defeated them, leaving one fleeing in fear. Kyra noticed that some of the kobolds were carrying dried fish stolen from the fishery, confirming their involvement in the thefts. However, there were still more fish missing than could be accounted for by just four kobolds. Miresiel suggested they might be feeding something larger. She then attempted to open a cell containing treasure using her thieves' toolkit but failed. Chumbo, relying on brute force, succeeded instead. The group looted the area and moved on.

Thanks to Miresiel's thievery skills, the team passed through a trap-filled hallway and found themselves before a statue. The statue contained a puzzle involving nine coins. Chumbo (surprisingly!) and Miresiel solved it quickly, unlocking a hidden room. After looting its treasures, they gained access to mechanisms that allowed them to disarm the traps in the next area of the dungeon.

In the next area, they encountered Kobolds lying in wait, hoping the adventurers would fall into their traps—but they didn't. After defeating the kobolds by smashing their heads, the team claimed the Kobold trapmaster's necklace, which held a fragment of an egg. The egg was so large that no one could determine which creature it might belong to.

After a long day of slashing, smashing, and healing, the team returned to town to sell loot and buy items, gear, and weapons. During this time, Kyra attended a Djinn tea party at Wrin's place, where she learned of a far-eastern city shrouded in a magical dome. Meanwhile, Chumbo, frustrated by his repeated misses against the kobolds, paid Wrin some coins and offered her a tentacle he had broken off the statue earlier. In return, she promised to craft him a pair of glasses to improve his aim.

Unfortunately, the group found themselves broke as F. While Miresiel headed to the tavern for some rest, Chumbo decided to help on the farms, Kyra decided to help at the library, and Husky in the mines, all in hopes of earning some much-needed cash.