

## 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.
- Lini: A skilled gnome with a unique ability to tame large predators, faced a life-changing encounter when a snow leopard pinned her down. Abandoned by her friends, she was guided by the mysterious voice of a Norn to seek help from the very creature threatening her. The leopard, however, showed no hostility and ultimately freed her. Naming the cat Doomi, Lini formed a deep bond with her new companion. Together, they journey across lands, with Lini collecting sticks from each forest they visit, a quiet ritual of reflection during their travels.
- Yolner: A wizard elf who specializes in math. Sadly, not much is known about the scholar, as she poisoned herself before she could truly bond with the team.

## NPCs so far:

- Tamily: 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:

Unfortunately for Chumbo and Husky, their attempts to earn money through farming and mining didn't pay off. In fact, Chumbo ended up losing money after breaking some farming equipment and vehicles.

However, the good news was that they found Lini, a druid with a cute leopard companion called Doomi, who agreed to join them on their journey to complete

Family's quest. They were also briefly joined by Yolner, a mysterious scholar and wizard.



Doomi, bringing doom to Lini's enemies

Before returning to the dungeon, the team stopped by Wrin's shop to pick up Chumbo's glasses, but sadly, Wrin was nowhere to be found. A catfolk merchant mentioned that she had last been seen near the fishery.

The team decided to venture deeper into the dungeon. In the very first room, Lini spotted a small kobold hiding behind a rusty table. With a stealth attack, she and her trusty companion managed to injure him. Another kobold scout appeared on the opposite side, but the team swiftly defeated both foes without much difficulty.

After breaking through some barricades, they discovered a mysterious chamber containing three magical orbs. Crossing the shallow water that covered the floor, they encountered a fog-shrouded, rat-like creature wreathed in flames. The creature appeared to be a formidable enemy. Yolner used her knowledge to recall that the orbs could grant powers to those who touched them and that the creature was vulnerable to cold. The team took advantage of this revelation: Lini gained powers from the fire orb, Husky from the wind orb, and Chumbo from the earth orb. Lini also learned that they could potentially retain these powers by defeating the creature.

Before they could test this theory, the creature stepped into the water and mysteriously vanished, leaving behind unanswered questions about the magical room.

(Yolner ate some rotten fish for some reason and got sick which made her leave for Otari)

The team pressed on and eventually entered the Xulgath's cavern, where they found Wrin cornered by a Xulgath leader and his minions. The heroes didn't hesitate to intervene. Chumbo's bold defense of Wrin impressed her, and she was charmed by how "manly and heroic" he looked in the heat of battle. The team fought ferociously, massacring the Xulgath forces and sparing only one survivor. Under Chumbo's intimidating interrogation, the remaining minion revealed that these creatures came from a distant, subterranean land known as the Darklands.

Wrin also told them that a kobold thief had stolen an old bottle of wine from her before she gave Chumbo a healing potion.

After the battle, Lini collected a few coins that appeared to be from the Darklands (an area accessible only to higher-level adventurers). She later sold the coins for a modest amount of gold.



Darklands

The team decided to continue, avoiding the trap-infested room with the fountain since Miresiel wasn't with them to disarm the traps. Instead, they used brute force

to break through and discovered a kobold next to a chest, seemingly placing something inside. Surprisingly, the team chose diplomacy instead of attacking him.

Through conversation, they learned that the kobolds were being led by a figure called the "great Zolgrath," who was using the dungeon to raise a baby dragon. Zolgrath's plan is to eventually use the dragon to conquer Otari and take revenge on those who had looked down on the kobolds.

Inside the chest, the team found Wrin's stolen wine and some additional loot. After a long discussion, Lini tricked the kobold, named Mike, into going to the Darklands, where he would face a fate worse than death.

Before returning to the surface, the team disarmed the traps in the fountain room, securing more gold pieces. Back in town, they rested and spent their newfound wealth. Chumbo returned Wrin's old wine and convinced her to go on a date with him. Meanwhile, after a failed attempt to persuade the smithy to craft him a legendary crossbow, Husky returned to the mines, hoping to make more money. Lini, on the other hand, attended Odd Stories, where she learned new spells.