

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.

NPCs so far:

- Tamily: A Halfling from Otari who owns a fishery recruited our adventurers to uncover who—or what—is feasting on her fish and threatening her source of income beneath her warehouse. She gave each of them 10 pieces of gold as a reward after they completed the deed.



- Wrin Sivinx: An nephilim eccentric merchant who specializes in potions and all things strange and otherworldly. She is the owner of Wrin's Wonders. She is claustrophobic. She guided the heroes to find out the mysteries behind the Gauntlight's centuries-old malfunction.



- Morlibint: A human wizard who runs the Odd Stories shop where she sells spells, academic texts, and books. She can teach any spellcaster spells if they inform her a day in advance.



- Carman: A grumpy man who runs Blades for Glades which is the major smithy in Otari. He seeks to gain his birthright by becoming the mayor of Otari and is not happy with the Menhemes.



- Klorte: Day-to-day operation of the Giant's Wheel and its mill fall to its foreman, the heavily scarred ex-gladiator named Klorte Hengus. In his youth, Klorte made a name for himself in Absalom's gladiatorial arena, the Irorium, by fighting with paired hatchets, picking up the monicker "The Lumberjacker." Klorte has put that violent past behind him and fails to see any ironic humor in the fact he's now employed by honest-to-goodness lumberjacks.



- Menhemes: The Menhemes family is one of the most influential families of Otari. They own the Otari Lumber company (Klorte's boss) and the town's lumber delivery and processing infrastructure. The adventurers learned that apparently the Menhemes' daughter, Diana is suffering from an unknown curse.



- Yinyasmera: A lanky expressive woman and owner of the Crook's Nook. While she's never run for mayor, her influence in town remains as strong as that of any publicly elected official thanks to her position in the Osprey Club. Yinyasmera keeps her illicit operations from overly inconveniencing Otari's citizens and economy, so Captain Longsaddle turns a blind eye. The adventurers learned that she secretly runs a thieves guild and has lost a few of her employees near the Gauntlight.



- Vandy: The priestess of the grand library. She can heal and revive the heroes as long as they are brought to them.



The Story so far:

The adventurers defeated Zolgran, the leader of the kobolds, after a long battle. They extracted the necessary information -thanks to Kyra's non-violent suggestions- about her operation and why the kobolds had been stealing fish from Tamily. Apparently, the kobolds had once been driven out of Otari and were now seeking revenge on the town by feeding a baby dragon they were raising.

The adventurers traced the source of the problem to the baby dragon, which was perched atop a cluster of giant yellow mushrooms deep in the basement. Chumbo provided support for Husky, who used his soup to wash the dragon. This act eventually eased the dragon's suspicions, allowing it to befriend them. With the help of Chumbo's giant holders, the dragon—named Smokey—began accompanying the heroes.

After completing the quest and collecting their loot, the adventurers returned to the surface and received their rewards from Tamily. Waiting outside was Chumbo's date, Wrin. Despite the failed date, she took it upon herself to show the heroes around town. Along the way, they met the town's many colorful characters and learned more about the community.

Kyra spoke with Morlibint about learning spells and how to acquire new ones in the future. Husky learned about the Thieves' Guild from Yinyasmera, while

Chumbo reunited with Klorte and exchanged a few words. The adventurers also learned about the political situation in Otari where everyone is in different ways looking forward to see who is going to be the next mayor.

The adventurers also attempted to decipher Dr. Quagmire's letter, which they had found in Tamily's basement after befriendng the baby dragon. The letter pointed them toward the Gauntlet—the very place Wrin had urged them to explore. There, something far greater than they could imagine awaited.