

PCs:

Chumbo, Kyra, and Lini

NPCs so far:

- Family: 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 Gauntlet'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 Gauntlet.



- 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 embarked on their journey to uncover the mysterious light emanating from the Gauntlet. As they entered, they heard strange voices from magical pixies encouraging them to eat a mystical pixie mud that would

supposedly grant powerful abilities. However, Lini and Kyra used their skills to discover that the mud was nothing more than ordinary dung. After convincing the pixies that they were unworthy of consuming the so-called magical substance, the group moved forward.

A sabotaged bridge connected the first area to the main body of the lighthouse. While Kyra and Lini easily jumped across, Chumbo's weight betrayed him, causing him to fall into the swamp below, where Slurks and a large crocodile lurked in the distance. With the help of his friends (and Doomi's motivational tail!), Chumbo managed to climb back up, and together, they explored a vast new section of the lighthouse, uncovering clues about an ancient battle that had likely taken place there.

The heroes also uncovered a hidden chamber containing a strange machination—likely a teleportation portal that had long since lost its magical properties. While investigating, they were ambushed by a group of gremlins riding mudlicker maggots. Disgusted by the grotesque sight, the heroes were overcome with nausea but quickly steeled themselves for battle.



Amid the chaos, Kyra managed to convince one of the gremlins, Jamal, and his mudlicker, John, to abandon the fight and join her *totally-not-a-cult* religion. Enthralled by her words, they set off on a journey to a mysterious land called Dubai, seeking self-exploration and faith.

The heroes also uncovered information about Abu Skrawng, the leader of the gremlins, and his hiding place from Jamal. Meanwhile, one of the mudlickers

began devouring the corpse of its own rider, a horrifying sight that filled the heroes with disgust—some threw up!

Choosing to explore more of the lighthouse's first floor, they wisely avoided the maggot stable at all costs (no throwing up!). Instead, they ventured into an adjacent room, where they encountered a group of ghostly kobolds. In a decisive battle, Lini discovered that destroying the ghosts' bones was the key to victory (because of video games!). With the spirits vanquished, the heroes claimed their hard-earned loot and pressed on. Very smart!

The adventurers pressed on and confronted a bloody apparition of a woman known as Belcorra. Chumbo managed to defeat her by simply washing away her blood. Very intelligent!

With their victory secured, the group began searching for secret doors leading to the second floor. However, upon realizing just how massive the second map appeared (!), fear got the better of them, and they wisely decided to turn back. Instead, they set their sights on facing Abu Skrawng.



Lini overheard some gremlins deep in discussion about the manosphere and the alpha-sigma paradigm. Intrigued, the group joined in, diving headfirst into the

discourse. Chumbo confidently proclaimed himself to be very alpha, while Kyra took the opportunity to indoctrinate the gremlins into her faith—masterfully exploiting their self-loathing nature. A true *marketplace of ideas!*

Some gremlins, including Muhammad and the overweight Abul, were convinced that their destiny lay in Dubai, embarking on a journey of self-improvement. The others, however, remained steadfast in their hostility, choosing to fight instead.

After defeating the tiny gremlins, the heroes finally confronted Abu Skrawng. He was undeniably strong (pun intended) but equally self-loathing. At first, they attempted a civil conversation, but when they discovered he was hoarding a map of Otari, he immediately resorted to denial. Tired of his nonsense, the heroes engaged in battle.



The fight nearly overwhelmed them, as Abu Skrawng wielded a devastating trident. However, in a tactical move, Kyra commanded his loyal spider, Bite Bite, into the swamp, where the giant crocodile made short work of it. With the odds shifting, the heroes managed to persuade Skrawng to surrender and lay down his weapons.

Now, it's time to talk—and to see what *the sigma king* Abu Skrawng has to say for himself.