

PCs:

Chumbo, Kyra, and Merisiel

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 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:

After defeating Abu Bakr Skrawng, Lini took Doomi to the vet and left the dungeon. On the way, she saw Merisiel, who was returning from a failed attempt at completing some violent quests, and showed her the way to Abu Bakr's room.

Together, the team spoke with Abu and learned that he and the Gremlins had been driven out of their home below by ‘mushroom-eyed people,’ led by someone who could damage a person’s brain just by looking at them. Abu tasked the group with eliminating this leader so the Gremlins could reclaim their home, offering them a great deal of treasure in return. Additionally, he showed the team the safest passage to reach the second floor.

The team then discovered a boathouse leading to the isle where the safe passage lay. While investigating the boathouse, they found evidence that people had been there quite recently. They also came across some fairly fresh salmon on the boat, which they decided to take with them after inspecting it.

As they traveled across the water, they heard erotic noises coming from the other side of the swamp—sounded like young women playing in the water. Merisiel, horned up, was eager to check them out. However, as they moved toward the mist, where the shadows of naked women were faintly visible, a dangerous Wisp suddenly appeared and attacked them.

Due to the thick mist, Chumbo accidentally struck Kyra with his fire sword, setting her ablaze. In a panic, he threw her into the swamp to extinguish the flames, but this left her reeking of swamp water. Realizing that the Wisp was far too powerful for them, Kyra urged the team to flee. However, Merisiel struggled to escape at first and ended up taking a hard slap from the mirage of a naked woman (the Wisp).



Deciding to follow the route suggested by Abu Bakr, the team found their way to a large study, where they heard a spooky voice belonging to a ghost. After Chumbo intimidated it, they discovered that the ghost was actually a small creature resembling a baby.

The creature then gave them a task: to retrieve a shiny object that had been stolen from him by Mister Beak.



As they made their way toward where Mister Beak resided, the team came across several giant paintings lining the corridor. One depicted the city of Absalom engulfed in flames, with ghosts rising from the ground. Another showed the Gauntlet as it once was in the past. There was also a portrait of a drow, and lastly, a striking picture of Lady Belcorra with a handwritten inscription beneath it that read: *"I serve you still! You will be avenged!"*

The team then entered a room where they encountered a moving doll resembling a bird. Searching for his master, Volluk, Mister Beak was disappointed to learn that he was not there. Merisiel noticed a shiny object embedded in Mister Beak's back. While Chumbo and Kyra engaged him in conversation, Merisiel stole the gem, instantly turning him into a lifeless, ordinary doll.

However, overwhelmed with guilt, Chumbo and Kyra decided to tie Mister Beak up and restore his life so they could question him further, while Merisiel hid under a desk. From him, they learned about his creator, Volluk, and discovered that he had some connection to a woman living downstairs. But before Mister Beak could

free himself, the team took his life away once more, ending his endless wait for his master—forever.



Returning to the baby, the team learned that the gem was a family heirloom, stolen by Volluk for his inventions. They also discovered another shiny gem in Mister Beak's room, though it didn't fit into Mister Beak's back.

After handing the heirloom back to the baby, they gathered as much information as they could before setting off for the second floor.

On the second floor, the team encountered a locked door, which Merisiel expertly picked open using her thievery skills—only to realize moments later that they had the exact keys to unlock it.

Inside, they discovered a room filled with tools for alchemy and invention. Using her knowledge, Kyra examined the various contraptions and uncovered dark intentions behind them, including experiments in necromancy and the horrific transformation of souls into vermin.

In the room, they also found a giant tank filled with liquid, inside which a dead goblin floated. Nearby, they spotted a doll resembling a goblin, though it had no hands or legs. Curious, the team inserted the shiny gem into its back, bringing it to life. At first, the goblin doll was terrified, but after Chumbo gently kissed its small head, it calmed down and provided the team with invaluable information about Volluk and his sinister plans.



The doll revealed that Volluk had a relationship with an important woman downstairs—someone who worked for Belcorra, the ghostly figure worshiped by the Morlocks, the same mushroom-eyed people Abu Bakr had warned them about.

Smokey then picked up the goblin doll, allowing it to see the world and decide what it wanted to do with its future.

After exploring the goblin's room for treasure, the team decided to return to the first floor to examine the paintings, prompted by Quagmire's letter. However, when

they approached the portrait of Belcorra, it unexpectedly conjured a Vampiric Mist, triggering a combat scenario.