

PCs:

Chumbo, Kyra, Lini (with Doomi), and Quinn (Guest PC)

The Story so far:

While fighting the vampiric mist, the team was overwhelmed by its sheer power. Merisiel, being the rogue she is, sneakily ran away. On the verge of destruction, Lini and Doomi, along with a new friend, jumped in to help the group escape from the mist.



Back on the second floor, the new friend introduced himself as Quinn of Absalom, on a mission from the investigatrous of the great city. He was eager to learn more about the Gauntlight and had joined Lini on her way to rescue her friends. Lini, previously distracted by her mushroom-sniffing addiction, was now back at full energy.

After regrouping, the team came across a group of morlocks kicking and bullying one of their own. In good spirit, they attacked the bullies, while Quinn managed to comfort the crying, bullied morlock and convinced him to join their side. His words even demoralized the remaining morlocks. However, before that, the enemies managed to deal a fair amount of damage—Quinn was badly hurt, and Chumbo was bleeding from a knife wound to his belly button.



Thankfully after defeating and destroying the bullies, Kyra healed Chumbo's bleeding belly button and then the group engaged in conversation with Arian, the bullied morlock who told them about his boss, Gaurlgust. Unfortunately, the group didn't give in to his greedy needs to reveal the boss' location and this led to him picking up his knife and attacking the group.

After stabbing Doomi, the morlock begged the team to spare his life and revealed all the information he knew. The team tied him up and took him as their prisoner. He revealed that a drake was sleeping in the mold-covered area and warned them to stay quiet. In fact, he even saved Kyra from making a noise that might have woken the creature. However, at the end of the corridor, he attempted to betray the team—but failed. Doomi hunted him down without mercy.

This led the group to use ropes and water from the mold-filled area to torture him through waterboarding. Driven by the sheer joy of inflicting sadistic pain, the needless suffering broke the three-year-old morlock's mind. Left unable to speak or walk, he became a docile, leash-bound creature—more animal than person. Kyra also noticed an individual who was secretly watching them while they were tutoring the poor morlock.



The team eventually came across a locked door, which Chumbo forced open—unintentionally waking the drake slumbering on the other side. In their twisted attempt to imprison Arian, they stumbled upon a teleportation device and discovered that a ritual was required to activate it—one that someone might be able to teach them.

Taking the now-insane morlock with them, they made their way to Gaurlgust, the morlock leader—a vain figure surrounded by doting servants who massaged his feet, trimmed his toenails, and fed him worms. Gaurlgust appeared impressed by the team's remarkable displays of sadism and offered them a deal: kill Abu Bakar and the cult leader occupying the third floor, and they would earn a place as his loyal servants. “You can have my left foot”, the great Morlock said.



However, the team wasn't convinced by Gaurlgust's initial offer. After a lengthy negotiation, they struck a far better deal—one that involved slaying the drake in exchange for its treasure. Still wary of the morlock king, Quinn disguised himself as the Ghost Queen, a deity worshipped by the morlocks, and commanded Gaurlgust to aid the team in any way he could. Against all odds, the ruse worked. Thoroughly convinced, Gaurlgust handed over everything he had to offer, though he still demanded the drake's head in return for further information.

