

PCs:

Chumbo, Husky, and Kyra

The Story so far:

Joined by their trusty cleric Kyra (now armed with a rifle!), Chumbo and Husky made their way back to the second floor of the Gauntlet to find the source of the mysterious light. As they debated where to explore, they attempted to enter the large circular room at the center. Alas, the entrance was sealed behind a sigiled door, inscribed with a Dwarven poem.



After spending some time, the adventurers managed to solve the Dwarven riddle and open the gates to what appeared to be a place of decay.

Using their intellect, they deduced that a great battle had once taken place here—between a massive worm, whose corpse still lay in the chamber, and a group of adventurers led by Otari Ilvashi, the founder of the city many centuries ago.

They sensed something ghostly lingering around the giant worm, and when Husky picked up the warhammer lying nearby, the corpse reacted in an uncanny way. After a lengthy debate, they decided to set the corpse on fire—releasing what appeared to be a ghostly presence. The entire room soon erupted in flames.

Escaping the blaze, they made their way to a new section of the second floor. Thanks to Graulgust's guidance, they now knew where to head next, and chose the room rumored to house both a devil and valuable items.

It was a cleaning room, filled with various related items stacked together—among them, a cane that looked particularly valuable. From the adjacent room came a faint *buzz buzz* sound. Curiosity getting the better of him, Chumbo took the cane out, causing the entire pile of items to collapse in a loud clatter.



The rumored devil then entered the room, cleaning wherever he walked with his long, grotesque tongue. After a brief conversation, the team learned that the devil had been cursed by Lady Belcorra to clean this area for 18 hours a day, every day. It had been so long that he no longer remembered his life before the curse.

Kyra, using his eye, glimpsed a vision of the past—seeing the devil locked in battle with a group of mysterious adventurers.

The group discovered that Zozzlarin, the devil, grew agitated whenever they tried to enter the adjacent room. In the end, they decided to fight him—probably because he was incredibly disgusting, too.

Zozzlarin lashed out with his tongue, poisoning the team while removing one of his own eyes for reasons unknown. The group recalled that devils could be defeated in one of two normative ways: by forging a new pact (through a ritual) with them or by striking them with a holy or good-aligned item.

Remembering a jar of holy water she had taken during a mission for Tamily, Kyra handed it to Chumbo while she tended to Husky's wounds. Chumbo hurled the holy water at Zozzlarin—but missed entirely, wasting the entire jar.

Frustrated, the team focused their attacks on the devil's eyes and tongue. Meanwhile, Kyra, overcome with disgust and depression, chose to leave the fight behind.

As Kyra left, Zozzlarin—his eyes nearly destroyed by Husky and his tongue severed by Chumbo—used his one remaining eye to reverse time. Writhing in agony and burning from within, he desperately rewound the battle to restore his health and regrow his tongue. Bound by his infernal pact, he was compelled to clean at all costs—and failure to do so brought him unbearable torment.

The team then destroyed Zozzlarin's final eye, and with a well-placed shot to the heart, Husky ended the devil's tortured existence.

In the adjacent room, they discovered a strange contraption bathed in an eerie green light. "I was Otari... save me from below!" echoed in the room. After a long

and careful effort, they managed to open it—revealing a collection of glittering gemstones inside.

Suddenly, the green light slithered away like a serpent, disappearing into a hidden passage. Without hesitation, the team followed its trail and descended to the third floor—where an unsettling, almost suffocating atmosphere awaited them.

As they ventured deeper, the group found themselves enveloped in a thick, swirling mist—within which lurked a massive spider. Moving with great care, they managed to slip past the creature unnoticed.

Beyond the mist, they encountered a red devil standing guard before a sealed door. Surprisingly friendly, the devil explained that he was bound to serve Belcorra under a contract lasting *99 weeks and 99 days*. However, he admitted he had no idea when that time would actually end—so he simply continued to stand watch.

Striking a deal, the team agreed to search for his contract in the sprawling library. In return, the devil promised to let them pass through the door once they had freed him from his eternal post.



While exploring the vast library, the group came across a painting of a tiger. Recalling Quagmire III's letter from their encounter with Smokey, they checked behind the painting—and, sure enough, discovered a second letter tucked away.

Unfortunately, neither Chumbo nor Husky were quite scholarly enough to locate the documents quickly. Forced to camp in the eerie silence of the library, they spent eight long hours poring over ancient tomes and scrolls.

Their efforts paid off: not only did they uncover valuable insights and knowledge, but they also discovered the legendary *Book of the Dead*. More importantly, they found the red devil's contract and, with it, freed him from his eternal post.

Just as they prepared to move deeper into the library, the team was halted by the sight of a group of grotesque, shuffling figures emerging from the shadows.

“Donate flesh for the Canker,” they chanted in unison, their voices hollow and warped. The phrase echoed through the corridors as the creatures advanced slowly, their intent disturbingly clear.