

PCs:

Chumbo, Husky, Vexa, and Seelah

The end:

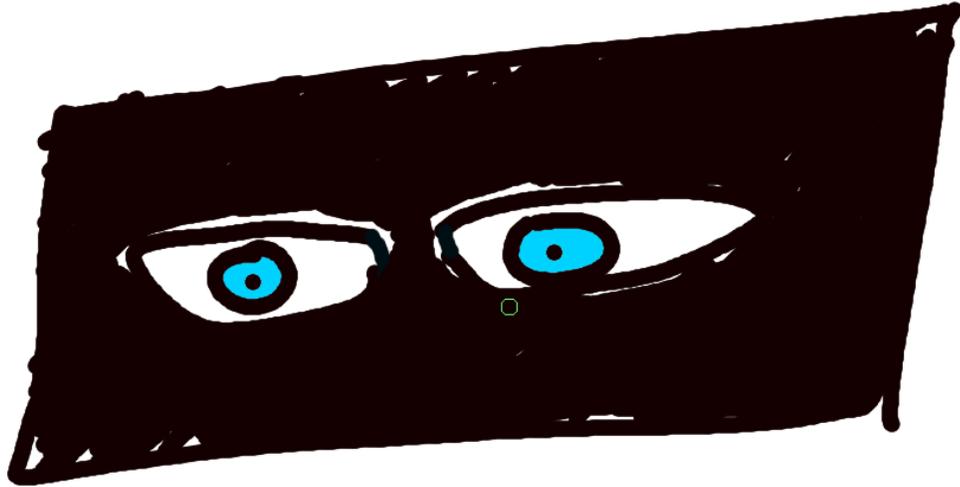
As the team entered Belcorra's room, they were faced with a woman of flesh and blood who cut herself and said, "Ah, I see. You have found the lenses." The team was then told a fairly long exposition about how her people were genocided and how the people of Absalom came and took over. Learning that she would stop at nothing to take revenge on Otari and Absalom, the team killed her.



The team was then faced with a choice by the god of death, Nhimbolath, to sacrifice themselves or replace Belcorra. All chose the selfless option, except Chumbo, who got a little confused for a minute.

And then it was time for them to face their inner selves.

Husky was the most challenging. A skilled archer had to fight himself. He was reminded of the time he was cast aside as a child in a pit, fed only scraps by dead eyes looking at him. He remembered, in particular, two bright [blue eyes](#). He destroyed those eyes as he destroyed his greed and selfishness.



Chumbo faced his giant self. He looked into his own eyes and saw the rabbit. He loved furry things as a kid, so he tended to a rabbit, a rabbit that died in his arms, and he was told, “you ain’t fit to look after nothing.” But he proved them wrong, all of them. He could take care of the rabbit, just as he took care of his friends.



Seelah faced her champion self. Looking carefully at herself, she saw her mother, the mother she ran from. The abusive mother who beat her, suffocated her, and left her with nothing but the chance to run away and become a street urchin. But Seelah remembered that family is not what you are born with, but who you choose to be with.



Vexa faced her crazy self, and she saw the loneliness that led her to madness, the hunger that made her kill animals and do things she once deemed impossible. She did everything for survival. But then she realized that she was no longer lonely.



After which they all faded away, they remembered everything one last time, all the goodness they had ever done. But sadly, when Nhimbolath devours you, nothing of you remains; it is as if you were never born. Otari went on safely. All their friends, from Smokey to Morlibint to Wrin, were safe, but none remembered the heroes who saved them. It was as if Chumbo, Vexa, Husky, or Seelah had never existed.

However, a sense of déjà vu lingered in everyone's thoughts, especially Wrin, who suddenly felt the urge to make plushies. She knitted plushies of four heroes. When she looked at them, for no apparent reason, a tear fell from her eye... but she didn't know why.



The End.