

Here's a draft in your session-template style. I leaned on the transcript for scene flow and the chat log for combat/loot confirmation, including the 80 XP award, the copper key, and the supply-room items.

March 6, 2026 — “The Copper Key”

PCs: Valaerys il'Tharandiir, Deputy Murk, Bran Wills, Reiko Junna

What led here

- The party had just witnessed Otari's spirit being seized and dragged away by a terrifying manifestation tied to Nhimbaloith.
- In the aftermath, they gathered the small coin pouch Otari left behind and debated whether to chase answers in town, revisit the warehouse mystery, or continue pressing deeper into the Gauntlet.
- They chose to return to the arena level, speak with the genie again, and keep exploring for clues.

Scene 1 — After Otari Was Taken

- Back on Belcorra's Retreat, the party took stock of Otari's disappearance and the scattered coins he left behind.
- They agreed that whatever seized him felt connected to the deeper evil haunting the Gauntlet, but they lacked enough information to act directly.
- Rather than spin in place, they decided to head back down and consult the genie.

Scene 2 — The Genie's Counsel

- The party returned to the arena level and spoke with the genie about Otari's fate and the name of Nhimbaloith.
- The genie had no immediate answer about the manifestation itself, but he pointed the party toward a more practical next step: reconnoiter this level and the one below.
- He stressed that the fleshwarpers below are part of Belcorra's larger infrastructure and hinted that sabotaging them will matter more than blindly charging ahead.
- With that in mind, the party chose to finish clearing unexplored rooms on the level before descending further.

Scene 3 — The Sister's Room and the Broken Grate

- The party entered the room once occupied by the slain velstrac sister. Hanging chains, scrap-filled alcoves, and a rusted grate over a deep shaft made the chamber feel like a slaughterhouse stripped for parts.
- As Deputy Murk moved in to inspect the debris, Bran caught the danger a heartbeat too late and yanked him back just as the grate gave way.
- The iron collapsed into the darkness below, revealing a drop of roughly sixty feet or more to the next level.
- The near-fall confirmed two things: the room was still dangerous even after its former occupant was dead, and there were direct physical connections to the laboratories beneath.

Scene 4 — The Cells and the Copper Key

- Pressing north, the party found a brig-like chamber with three locked cells. Inside each lay rotting organic sludge and old remains.
- In the middle cell, they spotted a glistening copper key half-submerged in decomposed gore.
- Deputy Murk picked the lock while Bran offered magical guidance, then cautiously checked the cell for traps.
- Finding no obvious mechanism, the party worked the key free without reaching directly into the muck.
- The moment the key came loose, the “corpse” proved not to be dead at all.

Scene 5 — Shanrigol Heaps

- The gore in the cells heaved itself upright into warped masses of flesh and bone—Shanrigol Heaps, corpse-born horrors that lashed, grabbed, and bled their victims.
- The fight was uglier than it first looked. Deputy Murk was grabbed and bloodied, while Valaerys took a brutal

hit that nearly dropped him outright.

- Bran's healing and battlefield support kept the line from collapsing, and Valaerys' divine defenses repeatedly blunted the heaps' momentum.
- Sharpe controlled the corridor with punishing reaction attacks, helping keep the creatures from freely swarming the group.
- After a hard melee, the party hacked the heaps apart and secured the room. The encounter earned 80 XP, and Valaerys claimed the copper key.

Scene 6 — Jafaki's Supply Room

- The copper key opened a locked door nearby, which in turn led to a second locked door and a hidden supply room beyond.
- Inside, the party found shelves packed with preserved organs, bones wrapped in rags, surgical tools, and other grisly signs of an ongoing fleshwarping operation.
- Among the valuables were a **Wand of Heal (Level 2)**, **Bestial Mutagen (Moderate)**, **Juggernaut Mutagen (Moderate)**, **Quicksilver Mutagen (Moderate)**, and one additional magical item that remained unidentified by session's end.
- The room strongly suggested this was not random storage but a live support cache for the fleshwarpers below.

Scene 7 — What the Mutagens Meant

- As the party examined the mutagens, their discoveries snapped into place with what they already knew: somewhere below lies the laboratory level, home to Jafaki and the fleshwarping program that feeds Belcorra's horrors.
- The mutagens told a story of design rather than mere alchemy: bestial aggression, juggernaut resilience, and quicksilver speed.
- Together, they pointed to a single obsession—building a more ferocious, durable, responsive soldier through cruel transformation.

Threads

- Otari's spirit has been taken by a manifestation tied to Nhimbalo, and his fate remains unknown.
- The genie believes deeper reconnaissance is more useful right now than a direct rush toward vengeance.