

Friday March 13 2026 Session Summary

March 13, 2026 — “Midnight in the Throne Room”

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

What led here

- The party picked back up in the recently opened room where mutagens and other evidence pointed toward an active fleshwarping program somewhere deeper in the Gauntlet.
- With the in-game clock at midnight, they chose to keep pushing and finish exploring the remaining stretch of hallway rather than withdraw.

Scene 1 — The Pits and the Throne

- Opening the northern door, the party found a chamber full of open pits, with a stone throne on a dais at the far end.
- Water could be heard below, and air moved up from the darkness under the floor.

Scene 2 — Acid in the Dark

- Two Gibtas Bounders attacked.
- Their acid spit and leaping rushes put immediate pressure on Valaerys, whose shield took a beating while persistent acid kept chewing through him.
- Bran kept him standing, while Murk, Reiko, and Valaerys cut the creatures down in a hard-fought melee.
- The party won the fight for 70 XP.

Scene 3 — The Throne Compartment

- With the room secured, the party searched the throne and found a hidden compartment concealed among its handles and fittings.
- Inside were coin, a Dragon Turtle Scale, and a Climbing Bolt.
- The coin was split 7 gp each among Bran, Murk, Reiko, and Valaerys.

Scene 4 — “Glomp Glomp ... the Smell Is This Way”

- While the group was still inspecting the room and catching its breath, a voice drifted in from the hallway.
- The warning was simple and grotesque: something had caught their scent.
- The party immediately shifted into a defensive posture at the doorway.

Scene 5 — The Gibbering Mouthers

- Two gibbering mouthers came in through the hall and turned the choke point into a nightmare of gibbering, bites, spit, grabs, and engulfing flesh.
- Valaerys took the worst of it, getting mauled nearly to collapse as the monsters locked him down and dragged him into close-quarters misery.
- Bran burned through healing to keep him alive while Murk and Reiko helped grind the things down under brutal pressure.
- When the second mouther finally dropped, the party earned 80 XP and decided they had reached a natural stopping point.

Scene 6 — Retreat, Rest, and Seventh Level

- Rather than press deeper, the party withdrew to the ready room to recover.
- There they took a long rest, leveled to 7, and handled the practical aftermath of the night's fighting.
- Reiko and Valaerys traded shields, and the sturdy shield was repaired back to full before the session ended.

- The group closed the night rested, advanced, and better prepared—but with a much sharper sense of how dangerous this level still is.

Threads

- The fleshwarping evidence still points deeper below.
- The throne room's pits and the sound of water beneath it suggest another dangerous connection downward.
- The dungeon is not just trapped or haunted; it is still inhabited by things that patrol, speak, and hunt.
- The party is now level 7, but this session made clear that the Gauntlet can still punish them hard if a fight turns into a choke-point brawl.