

Friday Game — Consolidated Session Summary

April 3, April 10, April 17, and April 24, 2026

PCs appearing in the records: Valaerys il'Tharandiir, Deputy Murk, Bran Wills, and Reiko Junna.

Sources reviewed: The April 3, April 10, April 17, and April 24 Craig transcripts; the March 20–April 24 Foundry chat log; the provided Chafkhem conversation guidance; and the session-summary template.

What Led Here

- The party had already reached the deeper Gauntlight levels and made contact with Chafkhem, the ancient undead scholar-priest. He wanted Jafaki dead and had put pressure on the party to act quickly.
- The party had recently been through a heavy sequence of fights and hazards, including blood oozes and traps, before pushing into rooms connected to the lower arena and laboratories.
- Chafkhem's table role for this stretch was not as a friendly patron, but as a thankful yet imperious figure: grateful to be freed, dangerous, demanding, and likely to treat the heroes as subordinates unless they impressed him.
- The party was also carrying unresolved Otari problems: the Black Hand, the warehouse killing, the shadow creature connected to those events, and Deputy Murk's unfinished pursuit of Noxag.

Session 1 — The Black Cell and the Blue Fire

Date: Friday, April 3, 2026

Primary movement: From Chafkhem's lower-level demand into the locked cell rooms, the black pudding fight, and the active teleportation circle.

Scene 1 — Looking for Jafaki's Level

- The party began by discussing how to find Jafaki and whether the arena, Shaitan, or the lower passages could lead them to him.
- They understood that Chafkhem expected results soon. The table discussed a short deadline, often remembered as five days.
- Rather than return immediately to Chafkhem, the group explored deeper, moving toward the southern rooms and locked chambers.

Scene 2 — The Ruined Room and the Locked Cells

- The party found a devastated chamber with overturned petrified-wood furniture, preserved monster heads, silver plaques, and a glowing runed circle in an eastern alcove.
- Nearby doors were locked or bolted from the outside. The rooms beyond resembled bare holding cells, each with sparse furnishings such as a bed, footlocker, or chamber pot.
- Several cells had a magical aura concentrated near the back. The party detected magic but did not definitively identify the effect.
- The group treated these rooms as deliberate containment spaces, but the exact purpose of the magic remained unresolved.

Scene 3 — The Viscous Black Pudding

- One opened chamber contained a black, bubbling, tar-like mass that attacked with pseudopods.
- The creature was fought as a Viscous Black Pudding. It soaked up or ignored some attacks, dealt significant acid and bludgeoning damage, and threatened the party's equipment as well as their bodies.
- Valaerys, Deputy Murk, Bran, and Reiko fought through a messy, punishing battle. The party defeated the pudding and earned xp.
- Afterward, the party healed and repaired damage, including work on Valaerys's reinforcing steel shield through a temporary trade and repair sequence.

Scene 4 — The Stairs and the Portal

- The party continued exploring the linked cell-and-stair area and found a route that connected back toward the arena-level spaces.
- They discovered an active portal or teleportation circle. The group tested it cautiously at first, including throwing a gold coin onto the circle.
- When Valaerys stepped onto the portal, blue fire and a loud clanging effect carried him away. The rest of the party followed.
- The session ended with the party abruptly transported into a blood-stained stone chamber with enemies present. The party had not fully understood where the circle led before using it.

Threads from April 3

- The locked cells and their magical auras still needed explanation.
- The party had found a fast but uncontrolled route deeper into Jafaki's territory.
- The teleportation mistake put the group into immediate danger without a planned exit route.
- Chafkhem's demand remained open in the background.

Session 2 — Through the Portal into Jafaki's Domain

Date: Friday, April 10, 2026

Primary movement: Surviving the teleport destination, navigating the lower pens and arena connection, forcing the guarded door, and starting the Jafaki fight.

Scene 1 — The Blood-Stained Chamber

- The session resumed in the chamber where the teleportation circle had deposited the party.
- The room was described as a twenty-foot-high stone chamber, heavily stained with blood, with a wall of transparent stone.
- The party endured destructive sonic or harmonic effects from creatures in the area. Some characters were sickened, deafened, or stunned by the assault.
- The chamber appeared to be part of a controlled testing, holding, or observation area, though the party did not fully identify its function.

Scene 2 — Watched Through Stone

- Through the transparent stone, the party saw a seugathi-like researcher or fleshwarped observer with a clipboard, watching and taking notes.
- The observer did not engage the party directly through the wall. The image reinforced the sense that the party had stumbled into a laboratory or experimental holding area.
- The party found a hatch or latch in the floor and heard water below. They considered how the room might drain, clean, or connect to other spaces, but did not fully resolve that feature.

Scene 3 — Back Toward the Arena

- The party found stairs leading up and reoriented themselves toward the arena-level connections.
- They emerged into an arena space that was unusually quiet. Expected features such as the throne or central pit were not visible at that moment.
- The party continued toward a guarded double door, hoping to force their way closer to Jafaki rather than negotiate through the arena structure.

Scene 4 — The Door, the Warning, and the Alarm

- A woman or guard at the door challenged them. Bran translated or interpreted part of the exchange behind the door.
- The defenders indicated that Shaitan had not contacted them except to provide arena contestants. They also reacted to Chafkhem's name and seemed surprised he was still active.
- In Common, the door-guard offered a dismissive bureaucratic response: Jafaki's calendar for flesh adaptations was full, and Chafkhem could arrange a meeting through Shaitan.
- The party recognized the exchange as delay and suspected an alarm activated rather than a real appointment process.
- They forced the door open, first overcoming the outer door and then the bar behind it.

Scene 5 — The Fleshwarper's Room

- Inside, the party ran into Jafaki's defenders and the fleshwarper himself.
- Confirmed combatants included Jafaki the Fleshwarper, PipNee Dreshkan, and a drider.
- The fight escalated quickly. The drider used webbing and immobilization. Jafaki and PipNee used magic, alchemy, and violent support actions.
- A critical effect broke the drider's jaw. At the table, this mattered because the drider could no longer speak normally, bite normally, or cast spells requiring speech.
- By the end of the session, at least one enemy had been dropped, the drider was badly impaired, and the fight was still unresolved.

Threads from April 10

- The party had reached Jafaki by accident and aggression rather than by careful approach.
- The alarm meant reinforcements could plausibly be coming.
- The drider's broken jaw gave the party a crucial opening.
- Jafaki was still alive at the end of the night, and Chafkhem's demand had not yet been fulfilled.

Session 3 — Jafaki Falls, Noxag Revealed

Date: Friday, April 17, 2026

Primary movement: Finishing the Jafaki battle, grabbing what could be taken, fleeing reinforcements, and revealing Noxag among the pursuers.

Scene 1 — The Fight Continues

- The session opened in the ongoing combat against Jafaki, the drider, and the remaining defenders.
- The table clarified how the drider's shattered jaw affected spellcasting and bite-related options.
- Jafaki's aura of confusion entered the fight and caused dangerous chaos. Multiple PCs had to resist or suffer confusion effects.
- The confusion and poison pressure nearly turned the battle against the party. Deputy Murk in particular was badly hurt, and friendly-fire chaos made the danger worse.

Scene 2 — Jafaki's Last Attempt

- Jafaki attempted to use a powerful healing elixir or similar item to keep himself in the fight.
- Reiko had prepared a reaction. When Jafaki attempted the manipulate action, the reaction landed and dropped him before he could heal.
- This fulfilled the central task Chafkhem had set: Jafaki was defeated.
- The remaining fight was still dangerous, but the party brought the encounter to an end.

Scene 3 — Poison, Healing, and the One-Minute Search

- After combat, the party had to deal with poison, wounds, and the threat that more enemies were on the way.
- Bran and Valaerys used healing and medicine to stabilize the group. Deputy Murk's poison required attention before the party could safely move.
- The fleshwarper's room contained disturbing laboratory features: bodies or specimens, tubes, glass vessels, smoking substances, slime, tools, and a living severed or preserved head used in the room's apparatus.
- The party had less than a minute to grab what they could.
- Items taken or noted included Jafaki's large rapier, a crafter's eyepiece, healer's tools, mysterious vials, and other laboratory gear. Some items remained unidentified or were not fully sorted during the escape.

Scene 4 — Reinforcements and Flight

- Reinforcements approached from the arena-side routes. The party saw a dangerous mixed group, including driders and other altered or monstrous figures.
- Rather than hold the room, the party fled through the route that led out by the smugglers' cove and into the wilderness.
- The escape became a chase through the Fogfen or surrounding wilds.
- Deputy Murk helped cover the party's trail. Valaerys laid a false trail toward the bog. Reiko used mud, twigs, and camouflage. Bran prepared a poisonous or irritating plant-based hindrance.
- The final obstacle was a ravine. Each character made the crossing, and the party bought enough distance to escape instead of leading the pursuers straight to Otari.

Scene 5 — Noxag

- As the party hid and watched from the far side of the ravine, Deputy Murk recognized one of the pursuing figures.
- The figure was Noxag, the person Murk had been hunting.
- Noxag's face remained recognizable, but his body had been fleshwarped into a spider-legged drider-like form.
- This changed Murk's pursuit from a simple manhunt into a direct tie between his target, Jafaki's work, and the deeper Gauntlight horrors.

Threads from April 17

- Jafaki is dead, so Chafkhem's demand can be answered.
- The party escaped but left behind enemies, reinforcements, and possibly valuable or dangerous laboratory material.
- Noxag is alive, changed, and connected to the fleshwarper's forces.
- The party needs rest, disease care, and a decision about whether to return to Chafkhem immediately.
- Because the pursuers may not know exactly where the party went, Otari was not directly led into immediate pursuit during the chase.

Session 4 — Return to Otari, Recovery, and the Crate Problem

Date: Friday, April 24, 2026

Primary movement: Escaping the last danger of the chase, resting in Otari, treating disease, and confronting the shadow-creature/Black Hand dilemma through Yinyasmera.

Scene 1 — Free of the Chase

- The session opened with a recap of the party's flight from the Gauntlet, through the tunnel they had previously reopened, across the wilderness, and over the ravine.
- The party watched Noxag on the far side of the gap. He seemed to search for them but did not understand where they had gone.
- After waiting silently, the party appeared to be free. Otari lay ahead, close enough to reach before the night was over, while the Gauntlet remained behind them.
- The group discussed whether the pursuers would still be too strong if faced at full strength. The party believed the enemy group included multiple dangerous creatures, likely including driders, the clipboard observer, and other altered figures.

Scene 2 — Back Through the Northeast Gate

- The party chose to press on to Otari rather than camp in the wilderness or turn back toward the Gauntlet.
- They entered from the northeast near the bridge and road, late at night, and were challenged by a guard patrol.
- The guard recognized them as friends, noted that they were alive, and saw that Deputy Murk looked especially battered.
- The party continued to the Rowdy Rockfish for food, drink, baths, and rest.

Scene 3 — Rest, Healing, and Fungal Illness

- At the Rowdy Rockfish, the party bought food, drink, and bathing, then took a long rest.
- The next morning, the group woke sickened and slowed.
- Valaerys used Cleanse Affliction to reduce the affliction's stage on Bran, and Bran used Medicine to examine the party.
- Bran determined that the group had likely picked up a fungal infection from somewhere below the Gauntlet, though the exact source was not confirmed.
- Using Ward Medic and Treat Disease, Bran treated the group over multiple days. The party spent two days convalescing before the disease was cleared down to no sickened condition.
- The group bought lesser antiplagues afterward, not wanting to be caught by a similar affliction again.
- This recovery cost time. The table noted that if Chafkhem's deadline was five days, two of those days had now been spent getting healthy.

Scene 4 — Reiko Meets Yinyasmera

- After recovery, Reiko went to Crook's Nook to meet Yinyasmera privately.
- Yinyasmera framed herself not simply as a criminal boss, but as someone who keeps Otari from eating itself.
- She slid over a crude diagram of a specialized crate: double-walled, tar-lined, iron-banded, with secret compartments and one large concealed space.
- The order was for three crates. They needed to be quiet, heavy, and designed so the Black Hand would not want to open them casually.
- Yinyasmera explained that she had been visited by a voice from the shadows and given an ultimatum. The creature wanted to leave Otari with its crew hidden in a shipment meant for the Black Hand.

- The creature promised not to return if the crates were made and the shipment arranged. If Yinyasmera refused, people in Otari would die.
- Yinyasmera did not know exactly what the creature was. The party and table associated it with the shadow creature tied to the warehouse killing and previous threats.
- The creature said there were six of them including itself. The crates did not have to work like normal human hiding spaces; the party discussed that the passengers may be incorporeal or able to pass through cracks.

Scene 5 — The Moral Problem

- Yinyasmera’s problem had three parts: build the crates, send or trigger the signal, and move confiscated Black Hand property into the shipment.
- One option was for Reiko to build the crates while Yinyasmera’s network handled the rest.
- The other option involved a heist to retrieve or move gear being held by the garrison under Captain Longsaddle’s authority.
- Reiko accepted the crate-building side as something they could technically do, but brought the problem back to the rest of the party instead of treating it as a private job.
- The party debated whether helping the shadow creature leave would save Otari or merely export the danger to another community or another group of victims.
- The Black Hand was recognized as dangerous and criminal, but the party also wrestled with the fact that unleashing a vengeful undead or shadow creature on them could still kill people beyond the obvious targets.
- Valaerys argued that handing over the crates without question was reckless. Reiko worried that refusing or betraying the creature could cause it to lash out in Otari.
- Deputy Murk’s lawman perspective pushed the discussion toward confronting the creature rather than simply enabling it.
- The emerging compromise was to build or use the crates as bait, prepare magic and ghost-related resources, attempt conversation if possible, and be ready to confront the creature(s).

Scene 6 — What Must Be Decided Next

- The party had not yet resolved the crate plan by the end of the session.
- The materials for the crates would take about two days to become available, including ironwood or similarly durable wood that needed cutting and curing.
- The party also remembered they still owed Chafkhem a return visit regarding Jafaki’s death and the teleportation ritual he had offered or discussed.
- The session ended with the party balancing three clocks: Chafkhem’s demand, the crate materials, and the risk that the shadow creature would harm Otari if delayed or refused.

Current Campaign State After April 24

Important Open Threads

- Chafkhem: He still needs to hear that Jafaki is dead. His promised ritual or teleportation-system knowledge remains unresolved.
- Jafaki’s aftermath: His lab was only hastily searched. Items taken from it still need full identification and distribution.
- Noxag: Murk’s target is alive, transformed, and potentially with a crew associated with the “leadership.”
- The pursuers: Driders and other altered figures remain below the Gauntlet and may respond to Jafaki’s death.

- The teleportation system: The party now knows at least one active route exists, but not how to operate it safely.
- The locked cells: The permanent magical auras in the cell rooms remain unexplained.
- Yinyasmera and the crates: Three specialized crates are requested, with materials becoming available in about two days.
- The shadow creature: It wants passage to the Black Hand with a crew of six, threatens Otari if refused, and promises not to return if helped. The party has not decided whether to enable, trap, question, or destroy it.
- The Black Hand: The party continues to uncover how strongly the Black Hand is tied to Otari's docks, warehouse, and smuggling routes.
- Captain Longsaddle / garrison gear: The crate plan may require a heist or manipulation involving confiscated goods, or diplomacy either would directly entangle the party with Otari law.

Uncertain or Deliberately Qualified Points

- The exact spell or purpose behind the magical cell-room auras was not clearly identified in the evidence reviewed.
- The exact source of the fungal disease was not confirmed. The party suspected it came from somewhere below the Gauntlight.

Condensed Discord-Style Recap

Across these four Friday sessions, the party pushed from Chafkhem's demand into the lower Gauntlight's locked cells, killed a vicious black pudding, and accidentally activated a teleportation circle that threw them into Jafaki's domain. They survived the blood-stained testing chamber, saw a seugathi-like observer taking notes, forced their way through Jafaki's guarded door, and began a brutal fight against Jafaki, PipNee, and a drider. The fight carried into the next session, where confusion, poison, and friendly-fire chaos nearly broke the group before Reiko dropped Jafaki as he tried to heal himself. With Jafaki dead, the party looted what they could and fled approaching reinforcements through the smugglers' route and the wilderness. During the escape, Deputy Murk recognized Noxag—his quarry—now fleshwarped into a drider-like form. The party returned to Otari, rested at the Rowdy Rockfish, spent two days recovering from a fungal illness, and bought antiplagues. Then Reiko met Yinyasmera, who revealed a new crisis: the shadow creature wants three special crates built so it and its crew can leave Otari in a Black Hand shipment, promising not to return but threatening the town if refused. The party has not resolved whether to help, trap, negotiate with, or destroy it, and they still need to report Jafaki's death to Chafkhem.