



# GM EDDY'S TABLE CHRONICLE - Beta

*Stories, Consequences, and Open Threads*

## SESSION BRIEF

**Portrait, Research, and Chafkhem's Choice.** After two days recovering in Otari, the party balanced the Black Hand crate problem, the blood-painted portrait, and Chafkhem's tightening deadline. Yinyasmera tied the portrait's hidden initials to Viola Mirethis, Bran and Valaerys researched mummy dangers, Murk brought coded Black Hand papers to Morlibint, and the party returned to report Jafaki dead. Chafkhem honored the bargain with portal ritual knowledge, but the session ended mid-combat after Valaerys refused to let him leave.

### Party in the Record

Valaerys il'Tharandiir  
Deputy Murk  
Bran Wills  
Reiko Junna

## SESSION EVENTS

### Scene 1 - Yinyasmera, the Crates, and the Portrait

The session returned to the unresolved crate problem. Yinyasmera clarified that special materials would take time, did not know exactly how to signal the Black Hand pickup, and pushed the party toward dockside leads. The party showed her the female elf portrait; the red in the roses proved to be more than paint, and Sharpe found the hidden message: "I will always love you. V.M." Yinyasmera connected the initials to Viola Mirethis, daughter of old Black Hand figure Caladrel Mirethis, and also named the changed warehouse survivor as Maret, possibly reachable at the Crow's Cask.

### Scene 2 - The Portrait as More Than a Clue

Bran reasoned that if the roses were painted with blood and the owner of that blood still existed in an undead or spiritually bound state, the portrait might be an anchor rather than just evidence. The party considered taking it to Wrin for a reading, but Chafkhem's deadline, the crate materials, the Black Hand signal chain, and the risk to Otari all competed for time. Murk also recalled a rumor of a human-looking Black Hand operative who had not aged normally.

### Scene 3 - Materials, Research, and Morlibint

Sharpe began ordering the crate materials, with the smuggling preparation settled at roughly 30 gp. Bran and Valaerys researched mummies at the Dawnflower Library and learned to expect supernatural despair, fear, paralysis, and the possible importance of fire and binding marks. Meanwhile, Murk took coded Black Hand documents to Morlibint, who identified a logistics pattern using signals, sea movement, and Otari Market laundering. He gave Murk two names or code names: Nightfisher and Candlepenny.

*Result: The party also bought supplies: fire retaliation potions, simple manacles for the Noxag problem, and antiplagues for the contaminated lower passages.*

### Scene 4 - Back into the Gauntlet

After resting and preparing, the party returned by the surface entrance rather than the smugglers' route, fearing Jafaki's surviving followers might watch their old escape path. The surface approach was clear. Sharpe scouted, Valaerys defended, Bran searched, and Murk moved ready for trouble as the group passed familiar unresolved areas and avoided drawing attention. Near the particulate-filled passages, they drank lesser antiplagues before pushing toward Chafkhem.

### Scene 5 - The Bargain Is Paid, Then Refused

Chafkhem was waiting, packing, and preparing to leave with undead servants nearby. The party confirmed Jafaki's death, and Valaerys produced the huge rapier as proof. Chafkhem was pleased and gave Bran the promised portal or awakening ritual. He then expected to leave, arguing that he had survived Jafaki, wanted books and distance, and had no interest in inviting villagers with torches down on himself. Valaerys refused to let an undead spellcaster who could create servants walk into the wider world. Chafkhem offered a trap password as a final bargaining chip, but the standoff became a fight.

*Decision: The party accepted the promised knowledge but refused Chafkhem freedom.*

### Scene 6 - Fighting Chafkhem in His Own Room

The fight began on Chafkhem's terms: a tight doorway, cramped room, despair aura, red warding script, undead servants, and poor positioning. Chafkhem blurred himself and forced the party through fear and paralysis. Bran's holy light missed through concealment; Valaerys and Sharpe lost momentum to paralysis; Murk charged in, marked Chafkhem as prey, missed through the blur, and was blinded by the warding script. A vampire servitor clawed and grabbed Murk while a canker cultist pressured the party. Chafkhem's fireball hit hard, especially Bran, before Bran answered with a three-action heal that restored the group and burned the undead.

**Cliffhanger:** *The battle remains unresolved: Murk is blind, Chafkhem is still active in his prepared room, undead servants remain in play, and the party has already spent major resources.*

## TREASURE, REWARDS, AND CARRY-FORWARD

### Rewards Noted

Bran received Chafkhem's promised portal or awakening ritual. Sharpe ordered crate materials and concealment supplies, roughly 30 gp. Library research identified mummy despair, paralysis risk, fire references, and binding marks. Morlibint identified an Otari Market smuggling pattern and the names Nightfisher and Candlepenny. Supplies bought: minor potions of fire retaliation, manacles, and antiplagues.

### Carry-Forward Threads

Chafkhem fight active: Murk blind, tight doorway, despair aura, and undead servants still in play. Portal ritual is on Bran's sheet; learning, retention, or downtime still needs confirmation. Chafkhem's trap password was offered but not accepted before combat. **Portrait:** blood-red roses and "I will always love you. V.M." may make it a shadow-creature anchor. Viola Mirethis, Maret at the Crow's Cask, Wrin's possible reading, Nightfisher, Candlepenny, and the crate plan all remain unresolved. Noxag was not pursued this session, though Murk bought manacles with that quarry in mind.

## DISCORD-STYLE RECAP

### Copy/Paste Player-Facing Summary

The game began in Otari with the unresolved crate problem. Yinyasmera clarified that the special materials would take time and that she did not know exactly how the Black Hand pickup signal worked, pushing the party toward dockside leads. The group showed her the female elf portrait, and the red roses proved to be more than paint. Sharpe found a hidden message in the painting: "I will always love you. V.M." Yinyasmera connected those initials to Viola Mirethis, daughter of old Black Hand figure Caladrel Mirethis, raising the possibility that the shadow creature's story is tied to a forbidden or rejected relationship rather than simple vengeance. Bran suggested the blood-painted portrait might be an anchor that could help lay the being to rest if the party learns enough of the story. The party then split preparations: Sharpe ordered crate materials, Bran and Valaerys researched mummies at the Dawnflower Library and learned about despair, paralysis, fire, and binding marks, while Murk took the Black Hand papers to Morlibint. Morlibint identified a smuggling and laundering pattern through Otari Market and gave two code names: Nightfisher and Candlepenny. After buying supplies, antiplagues, potions, and manacles, the party returned to Gauntlight by the surface route, avoided old dangers, and found Chafkhem packing to leave with undead servants. They confirmed Jafaki's death and received the promised portal ritual, but Valaerys refused to let Chafkhem walk into the wider world. Chafkhem offered a trap password as a last bargaining chip, but the standoff became a fight. The battle is unresolved: Chafkhem is blurred in his own warded room, his despair aura is punishing the party, Murk is blinded, Valaerys and Sharpe have both lost turns to paralysis, and Bran's three-action heal has kept the group alive while damaging the undead.