



GM EDDY'S TABLE CHRONICLE - Beta

Stories, Consequences, and Open Threads

SESSION BRIEF

Chafkhem Falls, but the Circle Remains. The session resumed inside Chafkhem's prepared chamber with the party still pinned by fear, paralysis, blindness, bad angles, and the pressure of a vampire and cultist in the doorway. The battle stayed ugly until Bran's vitality magic kept the group standing, Reiko and Valaerys forced openings, and Deputy Murk, fighting blind almost the entire night, finally found Chafkhem in the dark and cut him down. The victory did not end the danger: Murk was marked by mummy rot, Reiko carried a vampire's drain, Chafkhem's papers revealed further ritual knowledge, and the perfected magic circle in his room remained the engine of his return unless the chamber is consecrated and the circle's hidden anchors are destroyed.

Party in the Record

Valaerys il'Tharandiir
Deputy Murk
Bran Wills
Reiko Junna

SESSION EVENTS

Scene 1 - Back in Chafkhem's Prepared Room

The session opened without a reset. Chafkhem still owned the advantage of his cramped, warded chamber: blur and concealment around his body, red warding script at the ready, and a despair aura that kept the living frightened and could lock them in paralysis. Reiko began the night drained and recovering from paralysis, Valaerys was still fighting through the previous round's pressure, Bran was hampered by hideous laughter and loss of reactions, and Murk remained blind from the earlier failed warding-script save. The active enemies were concrete rather than atmospheric: Chafkhem, the vampire, the cultist, and later the bloodsiphon.

Scene 2 - Taking Pawns Off the Board

The vampire made the doorway worse by feeding on Reiko and leaving her drained, while the cultist used a last scrap of strength to heal itself before striking Reiko with phantom pain. Bran chose the practical answer first, using vitality magic to destroy the cultist and remove one body from the fight. The vampire fell once, but restoration and later healing kept it from feeling like a cleanly solved problem. Reiko and Bran kept pressure on it while Chafkhem remained the larger threat behind the room's defenses.

Result: The cultist was destroyed early, but the vampire continued to tax actions and attention until after Chafkhem fell.

Scene 3 - Fire, Blood, and Warding Script

Chafkhem escalated with hideous laughter, mummy-rotting blows, and fireballs thrown into the tight quarters even when the blast scorched him as well. Valaerys answered by using a potion of fire retaliation and repeatedly punishing Chafkhem for landing blows, while Flash of Grandeur protected allies and left attackers exposed or dazzled. The warding script was a continuing hazard, but its worst long-term mark on Murk came from the blindness already carried into this session; later in the fight it was Reiko who was repeatedly punished by fresh blindness as he pressed Chafkhem through the threshold.

Scene 4 - The Fight Becomes a Grind

A bloodsiphon entered the middle of the fight and gave Reiko another opening. His reactive strike destroyed it, but the creature burst into necrotic blood and wounded several party members on the way out. Chafkhem then leaned into harm magic, damaging the living while restoring himself and the vampire. Bran's healing became the counterweight that kept the fight from collapsing, including a group heal that dragged the party back from the edge and a massive single-target heal that restored Valaerys after Chafkhem had nearly broken him. Valaerys used soothe and lay on hands to rebuild his footing before stepping back into danger.

Result: By the middle of the fight, the party had survived Chafkhem's strongest control of the room, but the cost was high: spells, focus healing, health, positioning, and patience were all running thin.

Scene 5 - Murk's Blind Reckoning

Deputy Murk spent almost the entire battle trapped in the worst version of the room. He was blind, frightened, and forced to swing into a concealed enemy without knowing whether he had missed Chafkhem, missed the square, or lost a good strike to the blindness check. The fight kept giving him almost-victories: strong attack rolls erased by hidden flat checks, critical chances swallowed by the dark, and allies trying to point him toward a mummy he could not see. Then the turn finally came. Still blind, still inside the fear and warding of Chafkhem's own room, Murk landed one heavy cut through the uncertainty, then another. The second blow destroyed Chafkhem's body. After spending the night robbed of sight and agency, Murk earned the kill on the creature that had made the room a prison.

Result: Chafkhem's body was destroyed, and the vampire collapsed immediately afterward.

Scene 6 - Mummy Rot, Papers, and the Circle That Remains

The aftermath became dangerous almost immediately. Murk's body withered under the consequence of Chafkhem's touch, and Bran's healing could not fully restore him. With Reiko aiding and guidance layered onto the examination, Bran identified the affliction as mummy rot: both curse and disease, with damage that cannot be healed until the curse is removed and a death consequence that would reduce the victim to dust. Reiko's vampire drain also remained a problem, with the table identifying that this version requires blood transfusion with a compatible donor rather than simple sleep alone. Searching Chafkhem's room revealed hundreds of densely written parchment sheets serving as spellbook material and preserving the awaken portal and create undead rituals. Valaerys took an unusual staff, the party recovered Chafkhem's burial cache, and the larger truth became clear: Chafkhem is not permanently ended while the perfected magic circle remains active. The chamber must be consecrated, and the circle's hidden anchors must be destroyed while that consecration holds.

Cliffhanger: The next session begins with the party heading back toward Otari, carrying Murk's curse, Reiko's drain, Chafkhem's papers, the unusual staff, and the urgent problem of preventing Chafkhem's return.

TREASURE, REWARDS, AND CARRY-FORWARD

Rewards Noted

180 XP each was awarded for the Chafkhem fight, bringing the party total to 818 XP as discussed at the end of session.

Chafkhem's body was destroyed, though not permanently ended while the magic circle remains active.

Valaerys picked up an unusual staff from Chafkhem's room; its exact identity and usable mechanics still need to be finalized.

The party collected Chafkhem's written papers, which function as spellbook material and include the awaken

Carry-Forward Threads

Murk has mummy rot. The damage from the affliction cannot be healed until the curse is removed; cleanse affliction is the immediate plan after rest.

Reiko remains affected by the vampire's drain. Blood transfusion with a compatible donor was identified as the needed recovery path for this drain.

Chafkhem's perfected magic circle remains active. The room must be consecrated, and the circle's hidden anchor points must be destroyed while the consecration holds.

No one clearly had the consecration ritual ready at session end. The party likely needs Otari's religious

portal and create undead rituals.

Coins from Chafkhem's burial cache were distributed as 4 pp, 5 gp, 7 sp, and 5 cp to each of Valaerys, Deputy Murk, Bran, and Reiko.

resources, the Dawnflower Library, or another source of ritual support.

The party chose Otari over staying near Shaitan because of Murk's curse, Reiko's injuries, depleted resources, and unresolved Otari threads: the Black Hand, the portrait, Nightfisher, Candlepenny, and the crate plan.

DISCORD-STYLE RECAP

Copy/Paste Player-Facing Summary

The night resumed in Chafkhem's chamber with the party already in serious trouble. Chafkhem used the room itself as part of the fight: despair kept the living frightened, blur and concealment turned strong attacks into missed chances, and the warding script punished anyone who pressed him through the threshold. Murk remained blind from the earlier failed warding-script save and spent most of the fight swinging into darkness, while Reiko carried the vampire's drain and later suffered fresh blindness from the script. Bran removed the cultist with vitality magic, Reiko and Bran kept dragging the vampire down, and a bloodsiphon added one more complication before Reiko destroyed it and triggered its necrotic death burst. Chafkhem used fire, mummy-rot strikes, and harm magic to keep the room under his control, while Bran's healing kept the party standing and Valaerys's fire retaliation and champion protection made Chafkhem pay for attacking. The fight finally turned when Murk, still blind, landed two clean hits through the uncertainty and destroyed Chafkhem's body. The victory immediately revealed the next danger: Murk has mummy rot, Reiko still needs recovery from the vampire's drain, and Chafkhem is not truly finished while his perfected magic circle remains active. The party recovered Chafkhem's dense papers, including the awaken portal and create undead rituals, an unusual staff, and a burial cache of coins. The next session begins with the party heading back toward Otari to deal with the curse, the drain, the ritual problem, and the unresolved Otari threads.