



GM EDDY'S TABLE CHRONICLE - Beta

Stories, Consequences, and Open Threads

SESSION BRIEF

Chafkhem's Dust and the Name in the Portrait. The session opened with the party badly hurt but alive after destroying Chafkhem's body. The group spiked his chamber shut, searched for a way to end his perfected circle, and chose Otari rather than staying below because Murk's mummy rot and Reiko's vampire drain could not wait. In town, Reiko's drain was treated by blood transfusion, Bran removed Murk's curse and disease with a heightened cleanse affliction, and the party learned that consecrating Chafkhem's room is only the first part of ending him. The night then turned toward the portrait and Maret's memory: Grandma Brindy pointed the group toward Maret, and the portrait opened a painful Black Hand history involving Siorra Fallowglade, Viola Mirethis, a sabotaged love, and a necklace Maret guarded closely enough to make the party wonder what it might prove.

Party in the Record

Valaerys il'Tharandiir

Deputy Murk

Bran Wills

Reiko Junna

SESSION EVENTS

Scene 1 - Chafkhem Falls to Dust, but the Room Still Matters

The night opened immediately after the **Chafkhem** fight. His body did not remain as a corpse to haul away or imprison elsewhere; it fell into fine dust and residue, leaving the perfected magic circle as the real surviving danger. **Reiko** spiked the door into the mummy's chamber before the party withdrew, buying what safety they could from a room that had already nearly killed them. The group then moved carefully through known routes, avoiding unnecessary risks in the **Gauntlight** while **Murk** still carried mummy rot and **Reiko** still carried the vampire's drain.

***Result:** The party did not treat Chafkhem's destruction as a final victory. The chamber was sealed as best as possible, and the next objective became learning how to make the circle vulnerable.*

Scene 2 - A Dark Arena and a Library That Gives Only Part of the Answer

The party paused in Shaitan's arena overlook long enough for **Bran** to treat wounds and for **Valaerys** to refocus. The arena below was dark, Shaitan's tent was gone, and at least one basilisk remained visible, which kept the group from treating the arena as safe territory. From there they worked back toward the library through familiar routes, including Volluk's old chambers and the reopened stairs. The library was difficult to use: much of it was organized for someone else's mind, much of the writing was not in Common, and the party's search found very little after hours of work. **Reiko** finally located the useful passage: **the circle cannot be broken while it remains profane; first the place must answer to a god, and only then can the hidden lines be cut.**

***Result:** The library did not solve the whole problem, but it confirmed the sequence. Consecration comes first; destroying the circle without that blessing would not be enough.*

Scene 3 - Otari First: Blood, Prayer, and Recovery

The party chose **Otari** over remaining below. The order of operations became clear at the table: **Murk's** curse came first, **Reiko's** drain was next, the shadow problem remained urgent, and Chafkhem's circle could not be ignored but would require preparation. In town, **Reiko's** vampire drain was treated with a blood transfusion after a willing donor was found, and the procedure cleared the condition. **Bran** then prepared cleanse affliction for **Murk**. After the counteract question was worked through at the table and **Bran** spent a hero point on the attempt, the magic took: **Murk's** mummy rot was removed, the curse and disease were treated as gone, and follow-up healing restored what the affliction had kept from returning.

***Result:** Murk and Reiko both came out of the session medically stabilized. The immediate life-or-death pressure from Chafkhem's touch and the vampire's drain was resolved before the party moved on to ritual planning.*

Scene 4 - Downtime Work: Song, Staff, Papers, and Consecration

Valaerys used the Rowdy Rockfish to make Murk's blind victory over Chafkhem into a song, turning a terrible fight into the first public shape of a story and earning 3 gp after a hero-point reroll. The unusual staff taken from Chafkhem was identified as a *Staff of Protection*, though no one seemed immediately positioned to use it well. The loose papers recovered from Chafkhem were treated as spellbook material rather than a finished book; Morlibint can assemble them into usable form for a small fee, but it will take days. Bran also went to the Dawnflower Library, where Vandy Banderdash taught him the consecrate ritual and then pointed him toward Grandma Brindy for the kind of undead problem that ordinary temple instruction does not cover.

Result: The party converted several loose ends into actionable downtime tasks: a ritual learned, a staff identified, Chafkhem's writings placed in scholarly hands, and Valaerys's performance adding coin and reputation to the recovery day.

Scene 5 - Grandma Brindy Explains What the Circle Will Demand

At the Rowdy Rockfish, Grandma Brindy answered the mummy problem with an old Hellknight story from Geb. Her crew had once faced a mummy ruler who kept returning because his circle did not care how much damage they dealt to bodies, relics, or stone. The answer was not stronger violence but changing the authority of the room: a proper three-day consecration, secondary voices, hired protection, and then the destruction of the circle's revealed joints once the profane pattern could no longer hide itself. Brindy translated that experience into Chafkhem's problem. The party will need a holy fixture and three prepared offerings tied to identity, body, and return - the name-knot, breath-glyph, and returning gate - each discussed at 40 gp. Once consecration holds, the hidden anchors should show themselves and can be destroyed.

Result: The Chafkhem solution is now concrete but costly and dangerous. The party knows the ritual path, the likely checks, the offering costs, and the need to guard the room for three days.

Scene 6 - Brindy Points Toward Maret

Before leaving, Brindy let the mask slip a little. She said she was not as naive as she sometimes acted, and then named Maret as the strange part of the warehouse story: not strange because he was a Black Hand operative, since half the harbor had done business with them one way or another, but strange because Maret had always been Maret. Brindy's own grandfather had known him. Maret disappeared for years and returned looking the same, until whatever happened in the warehouse left him tired, old, and aging by the minute. If anyone in Otari might remember business from before Otari was Otari, Brindy thought it might be him. She told the party he had been sitting in his cups at the Crow's Cask.

Scene 7 - Maret, the Portrait, and Siorra Fallowglade

At the Crow's Cask, the party found Maret changed: no longer the preserved young man they remembered, but tired, aged, drinking, and refusing food. He described the warehouse attack in fragments rather than certainty: something came from the sewer, took his partner, struck at him, and then another unseen thing seemed to clash with it. When the party showed him the portrait, he went pale. He identified the woman in the painting as Siorra Fallowglade, a skilled and disciplined outsider who had petitioned repeatedly to join the Diobel Black Hand and had a relationship with Viola Mirethis, daughter of Guildmaster Caladrel Mirethis. According to Maret, Caladrel destroyed that relationship by fabricating the claim that Siorra only wanted access as a spy. Viola had painted the portrait, including roses painted with Siorra's blood. Siorra vanished afterward. Maret's account explained the woman in the portrait; it did not settle what the warehouse shadow is.

Result: The portrait now has a history and a name. Siorra Fallowglade is no longer just the elf in the painting: she was an outsider who petitioned the Diobel Black Hand, loved Viola Mirethis, and was ruined by Caladrel's lie.

Scene 8 - The Necklace and the Proof Still Missing

Maret also explained why he had not aged normally. Years ago in the Mwangi Expanse, he stole an intelligent trinket that cursed him to never age and to watch everyone he loved die. The warehouse attack appears to have broken or damaged that curse, and life is catching up with him fast. The conversation sharpened when Reiko noticed the necklace Maret kept close. Maret would not explain the necklace, surrender it, or confirm exactly whose it had been. He made clear only that the subject was too personal to give away on suspicion and

that he needed stronger proof before risking whatever message or obligation it carried. He also claimed he had not been the one who forbade the relationship; the rejection letters and the initial L. point elsewhere, to [Lorvan Setch](#), while [Maret](#) had only been a lesser functionary who had no authority to intervene.

TREASURE, REWARDS, AND CARRY-FORWARD

Rewards Noted

Reiko's vampire drain was cleared through a successful blood transfusion after a willing donor was found in Otari.

Bran's heightened cleanse affliction removed Murk's mummy rot; the curse and disease were both treated as gone, and follow-up healing restored Murk's hit points.

Valaerys turned Murk's blind kill into a Rowdy Rockfish performance and earned 3 gp after the hero-point reroll turned the song around.

The unusual staff was identified as a Staff of Protection on Valaerys's sheet. [Corrected by GM: was a staff of abjuration pre-remaster].

Bran learned the consecrate ritual from Vandy Banderdash at the Dawnflower Library for 6 gp.

Chafkhem's loose papers were handed off to Morlibint to assemble into usable spellbook material; the discussed cost was 5 gp and the work should take about five days.

Carry-Forward Threads

Chafkhem's perfected circle still remains. The room must be consecrated and then the revealed anchors must be destroyed before his return-work is truly ended.

Ritual planning now has concrete costs and roles: 60 gp in consecrate materials was discussed, plus four 40 gp offerings - the holy fixture, name-knot offering, breath-glyph offering, and returning gate offering.

The ritual is a three-day job in Chafkhem's lair. Bran's primary Religion DC was discussed as 28; secondary checks are easier for same-faith helpers and harder for merely aligned allies. The group will need guards/ringers during the work.

Grandma Brindy's experience suggests Chafkhem's return may not be on a fixed clock. Her examples ranged from about five to nine days, with the table treating time as thin rather than safe.

The crate problem is still immediate. Reiko's materials should now be ready or nearly ready, and the party has an old Black Hand story attached to the elf in the portrait.

DISCORD-STYLE RECAP

Copy/Paste Player-Facing Summary

After Chafkhem's body fell to dust, the party spiked his chamber shut and tried to find a way to end the magic circle before he could return. The Gauntlight library did not give a full answer, but Reiko found a passage that made the order clear: the room must first be made holy through consecration, and only then can the hidden lines of the circle be cut. The group returned to Otari because Murk's mummy rot and Reiko's vampire drain had to come first. Reiko's drain was cleared through a blood transfusion, and Bran removed Murk's mummy rot with a heightened cleanse affliction after rest and prayer. Valaerys spent part of the downtime turning Murk's blind defeat of Chafkhem into a song at the Rowdy Rockfish. Bran learned the consecrate ritual from Vandy Banderdash, and Grandma Brindy explained from hard experience that the circle will reveal anchors only after the consecration takes. Ending Chafkhem now means preparing a three-day ritual, gathering costly offerings, choosing secondary casters, and guarding the room while the work is done. Before the night ended, Brindy pointed the party toward Maret, who has begun aging rapidly after the warehouse attack. At the Crow's Cask, the portrait shook him badly and he confirmed Siorra Fallowglade's Black Hand history, her relationship with Viola Mirethis, and the lie that destroyed them. For Maret, the portrait proved an old Black Hand wound around the elf in the painting, not what attacked the warehouse. He also guarded a necklace closely enough to draw the party's attention, but he would not explain or surrender it on suspicion alone.