



GM EDDY'S TABLE CHRONICLE - Beta

Stories, Consequences, and Open Threads

SESSION BRIEF

The Wreck, the Dinner, and the Shadow at the Kiln. The session began with the party still trying to turn **Maret's** story into a way to reach **the elven vampire** rather than simply fight her. **Maret's** added test - ask the thing what he last said to "**Siorra**" - remained one possible proof. **Longsaddle** interrupted at the **Rowdy Rockfish** with a wrecked **Absalom**-registered boat and three dead smugglers in a rocky cove. **Bran** identified the deaths as void damage, not the wreck itself, and the bodies had no shadows. The cargo and tattoos pointed to the **Hooded Beaks**, Chelaxian silk, and a route through **Otari** toward **Diobel**. **Reiko** checked the mark with **Yinyasmera** while **Murk** and **Bran** went to **Aldous** and **Mira Dosk**, only to discover that **Mira** is the mastermind behind the local **Black Hand** pipeline. **Mira** and **Aldous** admitted they handed **the elven vampires'** crate demand to **Yinyasmera** because they want out: if **the thing** goes to **Diobel** and tears into the **Black Hand**, the Dosks think they can retire. The party did not accept that as clean. **Valaerys** began turning **Siorra** and **Viola's** story into a lure, while **Reiko** kept the crate plan alive as leverage. At midnight a guard at the **lumber kiln** survived a void-wounding encounter with the same shadowy threat, confirming that whatever hunts the **Black Hand** is now checking whether the crates are being prepared.

Party in the Record



Valaerys



Deputy Murk



Bran Wills



Reiko Junna

The wreck

Void damage and missing shadows turned a smuggling accident into more mystery.

The dinner

Mira and **Aldous** exposed the paperwork-and-signal machinery behind **Otari's** **Black Hand** pipeline.

The kiln

The crate materials are intact, but **the dock killer or something like it** is now checking the work directly.

SESSION EVENTS

Scene 1 - Maret's Last Question and the Unfinished Siorra Plan

The party opened at the **Rowdy Rockfish** reviewing what **Maret** had given them about the portrait, **Viola**, and **Siorra**. They understood that **Maret** had not accepted the shadow's identity on faith and that the portrait alone did not give him enough proof. The group discussed whether the letters, the necklace, or a direct encounter with the **elven vampire** could convince him.

Before the party fully moved on, **Maret's** ask was clarified: if the group met the thing and if it truly was "**Siorra**", they should ask what the last thing he ever said to her was. That question became another possible way to separate a true memory from rumor, monster, or impostor.

Result: *The party entered the night wanting more than a fight. They were looking for proof, a message, and maybe a way to reach **Siorra** before she killed again.*

Scene 2 - Longsaddle Leads the Party to the Wreck

Captain Longsaddle interrupted the party at the **Rowdy Rockfish**, tired and plainly worried. A patrol had found a boat with dead bodies in it, and the captain wanted the party to see the scene before it became another town rumor or another compromised harbor problem.

Longsaddle took them by wagon along the coast west-northwest of **Otari** to a rocky cove. The boat was small, roughly thirty-five feet with a tiny cabin, recently battered against the rocks. The shore was too rough for a clean landing, so the guards had approached from above by ropes. Inside the cabin were three dead bodies and enough blood to make the wreck look worse than the true killing.

Result: *Bran determined the blood came mostly from the bodies being battered after death as the boat foundered. The fatal harm looked like void damage, and the bodies cast no shadows.*



Scene image: the wrecked Absalom-registered boat below the rocky Otari coast.

Scene 3 - Hooded Beaks, Chelaxian Silk, and a Diobel Route

The dead were identified at the table as a ratkin, a kenku, and a catfolk. Their bodies bore a tattoo the party had not seen on **Black Hand** members. **Reiko** copied the mark, and **Longsaddle** recognized it only loosely as the kind of ink seen on junior thieves. The boat's registration pointed to **Absalom** through what looked like a shell company.

The wreck carried soggy dry goods and six bolts of illegal Chelaxian silk. Papers and maps suggested a route involving **Absalom**, **Otari**, and **Diobel**, with the stronger read that a pickup had been made in **Otari** and the cargo was supposed to continue toward **Diobel**. **Longsaddle** became visibly uncomfortable as the party connected the boat, the cargo, and the harbor's tolerated criminal traffic.

Result: *The boat added a second criminal outfit to the problem. The dead were Hooded Beaks from Absalom, not clearly Black Hand, but their route and cargo still brushed against Black Hand logistics.*

Scene 4 - Reiko Checks the Mark with Yinyasmera

Back in **Otari**, the party split the investigation. **Reiko** and **Valaerys** went to **Crook's Nook** while **Bran** and **Murk** went to the **harbor office**. **Reiko** asked **Yinyasmera** privately about the tattoo from the bodies. **Yinyasmera** identified it as the **Hooded Beaks**, a small outfit out of **Absalom**. She recognized the three dead operatives as the sort who sometimes passed through, but she made clear they were not operating in **Otari** under her authority.

Reiko also updated **Yinyasmera** on the crate materials. The materials should be ready by the following day, and **Reiko** intended to keep building the crates, not because the party had committed to **the elven vampire's** demand, but because having the crates available kept options open if the better plan failed.

***Result:** The Hooded Beaks became a confirmed name, and the crate work remained alive as leverage, bait, or emergency appeasement rather than a settled promise to ship the elven vampire away.*

Scene 5 - Murk and Bran Meet Aldous and Mira Dusk

Murk and **Bran** approached **Aldous Dusk** at the **harbor office** to ask whether the wrecked boat had been in **Otari** during the last week or two. **Aldous** stiffened at the official tone, then began to deflect the matter toward records and next-day office hours. **Mira Dusk** entered, took over the conversation, and invited them inside for food rather than answering directly on the dock.

Mira's small talk was not idle. She asked about homes, duty, and retirement while **Aldous** fetched wine. Then she sent **Aldous** out to burn papers and create a ring of bright light around the residence. **Murk** could tell the burning papers were evidence, but the Dosks did not seem worried that he noticed. They seemed to want him to choose which truth mattered more: how the **Black Hand** operates in **Otari**, or why they had invited the party in that night.

***Result:** The Dusk dinner turned from a records request into a controlled confession. Mira and Aldous were not innocent harbor clerks; they were trying to survive the thing they had helped set in motion.*



Scene image: dinner at the Dusk residence, where hospitality, confession, and competing interests share the same table.

Scene 6 - Mira's Confession and the Black Hand Pipeline

Mira explained that she and **Aldous** have been part of the local **Black Hand** pipeline for a long time. She is the mastermind that makes who keeps shipments moving past authorities. **Keeleno** handled the merchandise end before his current state, and **Mira** made the official side of the operation look clean.

About a week earlier, **a shadow** came to **Mira's** door, knew exactly what **Mira** did, and threatened **Mira** and **Aldous** unless they helped her get to **Diobel** and the **Black Hand**. **Aldous** suggested pushing the problem to **Yinyasmera** encouraging her to recruit the heroes, so the Dosks handed the crate demand to the **Osprey Guild**. **Mira** then told **this shadow** to wait for the signal once the plan was in motion. The Dosks' hope is ugly but simple: **the shadow** reaches **Diobel**, the **Black Hand** gets torn apart, and the Dosks retire north, possibly toward **Kyonin**.

Mira also gave the party two major practical warnings. First, the shadow can operate in daylight; bright light does not stop it, though it can make it easier to see. Second, the numbers are bad. One dead at the **warehouse**, another guard outside, three dead **Hooded Beaks** on the boat, and **the shadow** herself make six - the same number of crates requested.

*Result: The party learned why **Yinyasmera** had the crate job, why the Dosks are desperate, and why the boat deaths may matter less as a crime scene than as a count of **the shadow's (elven vampire)** possible crew.*

Scene 7 - The Necklace, the Ballad, and the Moral Split

Bran shared the party's understanding of **Siorra**, **Viola**, **Maret**, and the necklace. **Mira** rejected the simplest version of that story. Her read was that **Maret** loved **Viola**, but **Viola** did not prefer men. The necklace was not merely a keepsake; it was likely a final "wicked" test by **Viola**. If **Maret** truly loved **Viola**, he would give the necklace to **Siorra** if **Siorra** could be found. If his "love" towards **Viola** was merely infatuation or obsession he would keep it.

Valaerys began shaping the story into a public lure: a ballad naming **Siorra** and **Viola**, carrying **Viola's** last message, and daring the shadow to hear it. The party did not agree that sending **Siorra** to **Diobel** was acceptable, because innocent people could be caught in the revenge. **Reiko** still planned to build the crates as a fallback and possible lure. **Valaerys** wanted conversation first, peace if possible, and ghost touch oil if peace failed.

*Result: The party's plan shifted toward drawing **the elven vampire** out rather than simply completing **Mira's** shipment. The necklace now looks like a likely key to any attempt to put "**Siorra**" to rest.*

Scene 8 - Midnight at the Lumber Kiln

Near midnight, after **Valaerys** began spreading the ballad, bells and shouting rose near the dockside **lumber district**. The party ran toward the commotion and found **Longsaddle**, two guards, and an injured guard beside the place where **Reiko's** crate materials were drying in the kiln.

The guard had severe void damage and very little strength left, but he was alive and still had his shadow. **Valaerys** healed him with Lay on Hands, and the guard recovered enough to brag through the pain. He said he had seen a nebulous figure looking over the materials, tried to take it down for the promotion, and hit it just as it turned. His hands or weapon went through it, and it struck back hard enough to nearly kill him.

Reiko checked the materials and found nothing obviously stolen or damaged. After the group considered the scene, the best read was not theft or sabotage. The shadow had come to see whether the work was being done. **Longsaddle**, hearing too much talk of vampires, started handing out garlic. The session closed with the party recognizing that **elven vampire**, or something moving for her, is now monitoring the crate schedule directly.

Result: The shadow knows where the materials are, and the town guard survived only because the creature chose not to finish him.



Scene image: the lumber kiln attack, after Valaerys reaches the injured guard beside Reiko's crate materials.

Scene 9 - What the Night Proved

By the end of the session, the party had more than a smuggling lead. The wreck showed that the shadow can strike beyond the original **warehouse** pattern. The Dosk dinner proved that **Otari's** official harbor paperwork has been quietly bent around the **Black Hand** for years. The **lumber kiln** proved that **Siorra** is no longer waiting passively for a signal; she is watching the work and testing the town's compliance.

The party also has competing risks. Ignoring the crate demand may provoke more killings in **Otari**. Completing it may release **Siorra** and her claimed crew into **Diobel**, where **Black Hand** targets and innocents could be tangled together. Trying to put her to rest may require **Maret's** necklace, **Viola's** message, and enough courage to make the first meeting something other than an ambush.

Result: *The session turned the crate problem from a side job into the active center of the **Otari** shadow crisis.*

TREASURE, REWARDS, AND CARRY-FORWARD

Rewards / Evidence Noted

- Three dead **Hooded Beaks** were identified by tattoo: a ratkin, a kenku, and a catfolk from an **Absalom**-linked outfit.
- Six bolts of illegal Chelaxian silk were recovered from the wrecked boat along with papers suggesting an **Otari** pickup and intended movement toward **Diobel**.
- **Reiko** copied the **Hooded Beaks** mark well enough to show **Yinyasmera** and compare it against the **Black Hand** mark.
- **Mira** and **Aldous Dosk** revealed that they are the paperwork-and-signal side of the local **Black Hand** pipeline.
- **Valaerys** began circulating The Ballad of **Siorra** and **Viola** as a deliberate lure rather than ordinary tavern entertainment.
- **Valaerys** healed the injured guard at the **lumber kiln** for 24 vitality, leaving him alive, braver than wise, and still carrying his shadow.

Carry-Forward Threads

- **Reiko's** crate materials are drying at the **lumber kiln** and should be ready soon, but **this elven vampire** is now checking the work directly.
- The party still has to decide whether the crates are bait, appeasement, a shipment, or a trap.
- **Maret's** necklace and the question about the last words he spoke to **Siorra** may be central to proving identity or offering peace.
- The six-crate count may match **the shadow** plus five shadowed victims: the **warehouse** dead operative, the outside guard, and the three **Hooded Beaks**.
- **Mira** and **Aldous** may flee, burn evidence, or even destroy their own property if they think the **Black Hand** will learn they turned the tide against it.
- The **Hooded Beaks** boat can still expose **Black Hand** logistics, but **Mira** believes it is not a helpful path.
- The sewer/salt/nitrate problem remains open. **Keeleno** was the one maintaining that protection, and nobody has been doing the work while he is down.
- **Chafkhem's** consecration problem remains unresolved in the background.
- **What about Shiatan?**

MARKS, FACTIONS, AND EVIDENCE



Hooded Beaks

Found on the three dead operatives from the wreck.

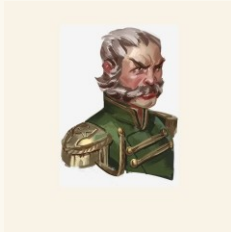


Black Hand

The older **Diobel/Otari** mark behind the harbor pipeline.

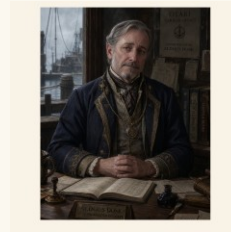
IMPORTANT FACES IN PLAY

These NPCs shaped the investigation, the confession, and the stakes of the crate plan. They are gathered here as a visual reference rather than interrupting the scene flow.



Lardus Longsaddle

Captain who brought the party to the wreck and answered the kiln alarm.



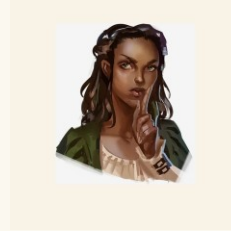
Aldous Dosk

Harbor official and compromised partner in the **Black Hand** paperwork channel.



Mira Dosk

The Mastermind behind the local **Black Hand** pipeline.



Yinyasmera

Osprey Guildmaster

DISCORD-STYLE RECAP

Longsaddle interrupted the party at the **Rowdy Rockfish** with a wrecked **Absalom**-registered boat and three dead bodies in a rocky cove west of **Otari**. **Bran** determined that the crew did not die from the wreck itself; they had no shadows and showed the same kind of void damage tied to the shadow attacks. The dead operatives were a ratkin, a kenku, and a catfolk marked with a tattoo that was not **Black Hand**. **Reiko** copied the mark, and **Yinyasmera** later identified it as the **Hooded Beaks**, a small **Absalom** outfit that sometimes passes through **Otari** but does not operate under **Osprey Guild** authority. The wreck also carried six bolts of illegal Chelaxian silk, and the papers suggested an **Otari** pickup bound toward **Diobel**. **Murk** and **Bran** went to the **harbor office** and found **Aldous** and **Mira Dosk**. **Aldous** deflected, but **Mira** invited them in, fed them, and surrounded the house with suspiciously bright light. She finally revealed that she and **Aldous** are the paperwork-and-signal mind behind the local **Black Hand** pipeline. **Siorra** came to them about a week ago, knew what **Mira** did, and threatened them into helping her reach **Diobel**. **Aldous** pushed the problem to **Yinyasmera**, which is why **Reiko** received the crate job. **Mira** wants **Siorra** shipped to **Diobel** so the **Black Hand** gets destroyed and the Dosks can retire, but the party did not accept that as harmless. **Mira** also raised the worst implication of the six crates: one dead in the **warehouse**, one guard outside, three dead from the boat, and **Siorra** herself make six. She also believes the shadow can move in daylight, though bright light makes it easier to see. **Bran** shared the story of **Viola**, **Siorra**, **Maret**, and the necklace, and **Mira** read the necklace as a test of **Maret's** unrequited love rather than a simple keepsake. **Valaerys** began spreading The Ballad of **Siorra** and **Viola** as a way to draw **Siorra** out and maybe force a conversation. **Reiko** still intends to build the crates as leverage or fallback, but the party is leaning toward using them as bait rather than simply sending **Siorra** to **Diobel**. Near midnight, a guard at the **lumber kiln** was badly hurt by a nebulous figure inspecting the crate materials. **Valaerys** healed him, **Reiko** found the materials intact, and the party concluded the shadow was checking whether the job was being done. The session ended with the crate plan no longer theoretical: **Siorra**, or something acting for her, is watching the work.

THE BALLAD OF SIORRA AND VIOLA

Valaerys began circulating this as a lure and a message, not merely as tavern entertainment.

In Diobel where shadows fall,
And whispered knives rule over all,
There lived a maid with restless eyes,
Who dreamed beneath forbidden skies.

Brave Siorra loved Viola, fair,
As summer loves the morning star.
To stand beside her heart's delight,
She sought the Black Hand's hidden rite.

But Caladrel, proud and stern,
Saw love as something he could turn.
No skill she showed, no oath she swore,
Would open him that secret door.

Cast out, rejected, left behind,
A wound took root within her mind.
She saw the door, she heard the "no,"
But not the love she could not know.

For Viola watched her walk away,
And could not find the words to say.
Silence built where truth belonged,
And grief grew deep and years grew long.

The seasons passed, the decades fled,
The living aged, the old were dead.
Yet Siorra wandered, lost in pain,
With vengeance forged from loss and blame.

But Viola kept a silver chain,
And spoke her lost love's name again.
Through all her years, through joy and strife,
She searched for Siorra all her life.

No wedding vow, no lover new,
Could dim the memory she knew.
Though time stole beauty, strength, and breath,
Her love endured untouched by death.

And when at last her journey waned,
One final hope alone remained:

"If ever Siorra still should roam,
Lost between the dark and home,
Then tell her this, and tell her true—

I never stopped loving you."

So lay down anger.
Lay down pain.
The years are lost;
Do not lose them again.

The debt is paid.
The search is done.
No more shadows.
No need to run.

For though the world forgot your name,
One faithful heart remained the same.

Rest now, Siorra.
Cease to roam.

She waited.

You were loved.

Come home.