

GM EDDY'S TABLE CHRONICLE

Stories, Consequences, and Open Threads

WHICH SIORRA WILL YOU BE SINGING ABOUT?

The Inheritor, the Bones, and the Shadow at Crow's Cask

SESSION BRIEF

The night opened with **Deputy Murk** asking **Braun Wills** what **Iomedae** could possibly expect from a man the world already assumes is a monster. **Braun**'s answer was simple: honor, justice, courage, and loyalty were already things **Murk** practiced. **Murk** chose to try, purchased a silver religious symbol, and began a new relationship with the **Inheritor**. That question - whether duty can survive hatred - became the quiet spine of everything that followed.

Reiko Junna finished all six crates while **Valaerys** kept the docks listening to **Siorra**'s story. The party informed **Mira Dosk**, then realized that wanting to put **Siorra** to rest was not the same thing as knowing how. They returned to **Gauntlight**, where **Braun**'s prayer was answered by a nosoi and a vision from five centuries ago: **Siorra** was ambushed from behind, left dying within reach of the escape tunnel, and buried when **Belcorra**'s death shook the dungeon apart.

After a day of digging, the party recovered almost all of **Siorra**'s skeleton, discovered the magical prison that had trapped her shadow for centuries, and found a hidden pair of diamond earrings matching her portrait. They carried the remains back to **Otari**. At **Crow's Cask**, **Valaerys** sang a new lament. **Siorra** answered - with five shadows at her side - and forced the party to confront a harder question than whether they had found her body: what, after five hundred years in darkness, does the name **Siorra** even mean?

PARTY IN THE RECORD



Valaerys



Deputy Murk



Braun Wills



Reiko Junna

THE FAITH

Murk chose the Inheritor before the shadow crisis tested exactly what justice means.

THE BONES

The party finally learned where Siorra died and recovered nearly all of her remains.

THE QUESTION

Finding the body did not settle Siorra's identity. It made the question sharper.

SESSION EVENTS

Scene 1 - Murk Takes Up the Inheritor's Symbol

Murk asked **Braun** for something more personal than a feat choice. He described himself as an orc who enforces human law in a world that often expects him to be a monster. Holy wrath did not interest him. Duty, honor, keeping his people alive, and refusing to let the hunt for his quarry turn him into what he fights did.

Braun recognized those values immediately. **Iomedae**, he explained, is the **Inheritor** of honor, justice, and valor - and the things **Murk** feared losing were precisely the things her faith demands. **Murk** agreed to try. He spoke about learning to pray for guidance, and the table turned the moment into something concrete: **Murk** bought a silver religious symbol for 2 gp so that his new divine magic had a focus.

> ***"I don't care about holy wrath. I care about duty, honor, and keeping my people alive."***
>
> **— Deputy Murk**

Result: *Murk did not become a different person. He chose a faith that gives language to the person he is trying not to lose.*

Scene 2 - Six Crates and a Deliberate Invitation

The party decided to stop circling the shadow problem and finish the six crates. **Reiko** took the work seriously rather than rushing. **Valaerys** stayed at the docks and kept performing **Siorra**'s story while she worked, turning the construction itself into part of the invitation.

One batch exposed a flaw in the wood. **Reiko** spent a Hero Point to reroll the Crafting attempt and salvaged the work; the final batch then came together cleanly enough that all six crates were completed by late evening. The party took the news directly to **Mira Dosk**. The house looked different - packed, altered, and very much like the Dosks were preparing to leave. **Mira** said she would let **Yin** know the crates were ready.

Result: *The crates stopped being a contingency. The party deliberately completed the signal that was supposed to draw **Siorra**'s attention.*

Scene 3 - The Question They Had Forgotten

Back at the warehouse, **Braun** and **Murk** could not shake the feeling that the plan had a hole in it. The party had a portrait, letters, Viola's story, a necklace still held by **Maret**, and a growing understanding of **Siorra**'s anger - but they did not actually know how to lay a shadow to rest. More importantly, they did not know where **Siorra** had died or what had happened to her body.

That realization changed the night's direction. Instead of waiting beside the finished crates, the party chose to return to **Gauntlight** and the old collapsed escape passage. They had been trying to solve the spirit before they had solved the death.

Result: *The investigation pivoted from 'How do we summon her?' to 'What happened to the woman who became her?'*

THE DEATH BENEATH GAUNTLIGHT

Scene 4 - The Nosoi and the Death Five Centuries Ago

At the collapsed tunnel, **Braun** laid a hand against the stone and prayed to **Iomedae** for guidance. The answer did not come as a voice. The corridor became bitterly cold and a nosoi flew in, landed, and began a strange rhythmic dance. The world then snapped out of focus.

For a heartbeat there was no floor, no wall, no sound. Then the party was standing in the same corridor roughly five hundred years earlier. The stone was fresh, torches burned, and fighting echoed through **Gauntlight**. **Siorra** came running around the corner, silver-blond hair loose, blood on her temple, desperate for the escape passage. She never saw the guard waiting in the dark beside the guard room.



The nosoi's vision: mortal Siorra is stabbed from behind and collapses in the dungeon corridor while her killer flees.

The guard drove his blade deep into her from behind. **Siorra** dropped, tried to speak, and was lowered to the stone. When voices called for **Belcorra** and the **Roseguard**, the killer abandoned her and ran. **Siorra** dragged herself toward the escape tunnel once, then again, leaving a dark smear behind her until her strength failed. She died on the guard-room floor only a short distance from freedom.

The vision moved forward. Somewhere above, **Belcorra** died. A violent magical pressure wave ripped through **Gauntlight**, the walls buckled, and the tunnel sealed beneath collapsing stone. When reality returned, the party knew exactly where **Siorra** had died - and why no one had found her.

***Result:** **Siorra** was not lost somewhere in history. She died here, was buried here, and the tunnel collapse became her tomb.*

BENEATH THE STONES

Scene 5 - Siorra's Bones - and Her Prison

The party began digging. Three worked while one watched, rotating through the rubble until dusk. The first useful find was a Masquerade Scarf. Then came a femur, ribs, teeth, fingers, and finally enough pieces to assemble more than ninety percent of a skeleton. **Valaerys** removed his cloak and wrapped the remains with care while singing the lament that had followed **Siorra**'s story through **Otari**. **Murk** refused to stop simply because most of the body had been found: there had to be more.



After a day beneath the rubble: Murk keeps digging while Reiko, Braun, and Valaerys recover and wrap Siorra's remains.

There was. **Braun**'s religious senses drew him into the adjoining rooms, where the old magic finally made sense. A powerful boundary still marked the entire sub-complex **Siorra** had once used. It was the sort of barrier that could prevent certain undead from leaving. Whatever happened after **Siorra** became a shadow, that magic trapped her here for centuries. The escape tunnel the party had previously cleared had also created the first route by which her shadow could finally get out.

Murk then searched **Siorra**'s old room with a criminal's eye rather than an adventurer's. A pattern of small dents in a desk revealed a coded release mechanism and a secret compartment no one had previously found. Inside lay a pair of exquisitely cut diamond earrings, worth about 100 gp and matching the earrings visible in **Siorra**'s portrait.

Result: *The party recovered the dead woman, discovered the prison that shaped the shadow, and learned that their earlier escape from **Gauntlight** had also opened **Siorra**'s cage.*

THE SHADOW AT CROW'S CASK

Scene 6 - A Lament at the Crow's Cask

The party carried the wrapped remains back to **Otari** and went to **Crow's Cask**, hoping in part to find **Maret**. The tavern was busy, loud, and ordinary. **Valaerys** took the floor anyway. He turned the night's discoveries into a new lament: five hundred years beneath stone, a woman forgotten in the dark, the bones recovered at last, Viola's search, and the possibility that **Siorra** did not have to remain a blade forever.

The room quieted. The song landed. Then the temperature fell to freezing and the lights dimmed.

Scene 7 - Which One of Us Is Siorra?



Siorra rises from the floor as a shadow with five shadow companions. The party holds its ground while the Crow's Cask empties around them.

Siorra rose through the floor as living shadow. Five more shadows surfaced around her - nebulous echoes with no clear faces from life. **Reiko** stood but deliberately left her weapons alone. The others did the same. **Siorra**'s first real interest was not the portrait. It was the bundle on **Valaerys**'s pack. 'You found her bones.' She wanted to know why they had removed the rubble, why they had brought the remains here, and whether they believed they had actually found **Siorra**.

Reiko's attempt to make sense of the pieces briefly produced a frightening possibility: what if the body were Viola's? Speaking Viola's name did not resolve the mystery. Instead **Siorra** described the mortal elf almost as another person. The woman who died knew her own life, fear, and betrayal. The shadow remembered waking in darkness, learning what she had become, the first year, the tenth, the hundredth, and centuries the dead woman never lived to see.

> *“So tell me: which one of us is Siorra?”*
>
> — Siorra Fallowglade

Finding the body had not answered **Siorra**'s question. It had given her another one. **Valaerys** argued that the living elf and the five-hundred-year shadow did not have to be separate and tried to move her disposition away from vengeance and toward justice. He made an impression - enough that the meeting did not become a fight - but **Siorra** rejected the assumption that being present meant she wished to be buried. Her work, she said, was not finished.

As **Siorra** and the five shadows faded through floors, walls, and ceiling, she left **Valaerys** with a final challenge: if he sang her song again, which **Siorra** would he be singing about? The party's final Religion and Occultism checks confirmed the uncomfortable truth. They were closer, but something was still missing. Only afterward did the absence become obvious: no one had brought **Maret** into the encounter at all.

Result: *The party reached **Siorra** without drawing steel. They did not lay her to rest, but they forced the shadow to look at the dead woman she had been - and survived the answer.*

REWARDS, HERO POINTS, AND CARRY-FORWARD

HERO POINT LOG

- Reiko spent 1 Hero Point to reroll the flawed-crate Crafting attempt and salvaged the batch.
- Murk rerolled a natural 1 during the Crow's Cask confrontation; Foundry records the reroll ending at 31. This is treated as the night's second Hero Point reroll.
- No explicit Hero Point awards were captured in the August 7 transcript or Foundry chat log.

REWARDS / EVIDENCE

- Six completed crates, now ready for whatever signal or plan follows.
- Masquerade Scarf recovered while excavating the collapsed guard room.
- Pair of exquisite diamond earrings from Siorra's hidden compartment, valued at about 100 gp.
- More than 90% of Siorra's skeleton recovered and carried out of Gauntlight.

CARRY-FORWARD THREADS

- Siorra explicitly said her work is not finished.
- The body and the shadow are not a simple one-to-one answer to Siorra's identity.
- Maret and Viola's necklace still matter; Maret never entered the Crow's Cask encounter.
- The six crates are finished, but their final purpose is undecided.
- The party knows their earlier tunnel work opened the magical prison that had held Siorra's shadow for centuries.
- The remains are recovered, but the final condition for putting Siorra to rest is still unknown.

DISCORD-STYLE RECAP

Murk asked **Braun** what **Iomedae** could want from a man the world already expects to be a monster. **Braun** answered with honor, justice, courage, and loyalty; **Murk** chose to try and took up a silver symbol of the **Inheritor**. **Reiko** finished all six crates, using a Hero Point to save a flawed batch, while **Valaerys** kept singing **Siorra**'s story at the docks. After alerting **Mira**, the party realized they still did not know how **Siorra** died. At **Gauntlight**, **Braun**'s prayer brought a nosoi and a vision from 500 years ago: **Siorra** was stabbed from behind, left dying near the escape tunnel, and buried when **Belcorra**'s death shook the dungeon apart. The party recovered nearly all of her skeleton, found a Masquerade Scarf, learned that ancient magic had trapped her shadow for centuries, and uncovered diamond earrings hidden in her old room. At **Crow's Cask**, **Valaerys** sang a new lament and **Siorra** rose with five shadows. No one drew steel. She instead forced the question: which **Siorra** matters - the elf who died, or the shadow that remembers five centuries? She left without fighting, but said her work is not finished. The party is closer, but **Maret** never entered the encounter.