GM EDDY'S TABLE CHRONICLE

Stories, Consequences, and Open Threads

THE LAST SURPRISE

SESSION BRIEF

The arena level was not the same place the party had left behind. The return to Gauntlight opened in unnatural quiet. A large creature appeared to be standing guard far below near the laboratories, and an old magical site associated with the mummy had gone inert. Then Shaiatan delivered his farewell: Jaffaki was dead, his audience was gone, and the laboratories below had fractured into rival factions.

The party followed his warning into the arena complex and found two of Shaiatan's basilisks still roaming the broad upper cobblestone promenade. **The creatures had gone feral.** The party survived their petrifying gazes, cleared the walkway, and earned **40 XP.**

Only then did they descend to inspect a grotesquely oversized treasure chest sitting alone in disturbed sand. **Murk circled it looking for traps. The chest vanished.** A Shanrigol Behemoth erupted from beneath the arena floor and turned the rest of the night into a brutal control fight.

When play stopped after **seven rounds** Reiko was still trapped and bleeding in the Behemoth's grasp, Bran remained immobilized by webbing, and the monster was still alive. The next session begins exactly where this one ended: **in initiative.**

PARTY IN THE RECORD



Valaerys



Deputy Murk



Bran Wills



Reiko Junna

AT A GLANCE

LOCATION	Gauntlight, sublevel 5 - arena complex
COMPLETED	Two feral basilisks
XP EARNED	40 XP
SESSION END	Round seven - initiative active
IMMEDIATE DANGER	Reiko grabbed/bleeding; Bran webbed

INSIDE THIS ISSUE

1
SCENES 1-2
Something Has Changed
The dungeon is quiet, the old magic is gone, and Shaiatan leaves one last warning.

2
SCENES 3-4
The Arena Master's "Dogs"
Two abandoned basilisks turn the broad T-shaped upper promenade into a petrification gauntlet.

3
SCENES 5-7
The Chest That Wasn't
The treasure vanishes, the floor erupts, and the Shanrigol Behemoth refuses to die before the clock runs out.

"There is one last surprise waiting for you in the arena. I have no control over it. ... Good luck."
SEVEN ROUNDS LATER, THE SURPRISE WAS STILL ALIVE.

Something Has Changed

SCENES 1-2 | RETURN TO GAUNTLIGHT AND SHAIATAN'S FAREWELL



Only the four adventurers are present when Shaiatan's prepared magical message appears in the arena approach.

Scene 1 - Return to the Arena Level

The return to Gauntlight began with a change in atmosphere. As the party came down from Belcorra's retreat into the arena level, the complex was quiet. They remembered commotion here before; now they heard nothing.

At the central stairwell they looked down toward the laboratory level. At least one large creature stood below and appeared to be guarding the area. Rather than descend immediately, the party detoured through familiar territory to check an older loose end.

The route carried them through the fungus-contaminated room, so the group used antiplague against the spores. In the mummy-associated room they checked the old magical circle. Bran reported the important change: he sensed no magic there now.

Result: Jaffaki's death did not make this part of Gauntlight safer. It made the lower complex less predictable.

Scene 2 - Shaiatan's Farewell

In a room they had visited before, the equivalent of a magic mouth appeared out of thin air. The voice was unmistakably Shaiatan's.

He congratulated the party for killing Jaffaki, then explained that his own time in Gauntlight was over. Jaffaki had been his audience; without him, the arena held much less interest. More importantly, Shaiatan confirmed that the laboratories below had been disrupted and had now split into factions.

"There is one last surprise waiting for you in the arena. I have no control over it."

Shaiatan ended with a dry "Good luck," a farewell, and the possibility that they might meet again someday. The party understood that whatever remained in the arena was not another managed performance.

Result: Shaiatan's chapter closes, while the dungeon below becomes a fractured political problem instead of a single organization.

ATMOSPHERE	BELOW	OLD MAGIC	POWER VACUUM
The arena level is unnervingly quiet.	A large creature appears to be guarding the laboratory level.	The mummy-area circle no longer radiates magic.	The fleshwarping labs have fractured into factions.

The Arena Master's "Dogs"

SCENES 3-4 | FERAL BASILISKS ON THE UPPER PROMENADE



The fight stayed on the broad T-shaped cobblestone promenade above the arena floor, with the great gong at the southern end.

Scene 3 - Shaiatan Left His Dogs Behind

Opening the arena doors from the upper level revealed two things that would define the next hour: an enormous treasure chest sitting alone on the arena floor below, and Shaiatan's basilisks still roaming the upper approaches. They had not gone with their master. They had gone feral.

The battle happened entirely on the broad cobblestone promenade above the sand. The walkway formed a T-shaped approach with a large gong at the southern end. Railings, elevation, open drops into the arena, and long stone lanes gave the encounter a very different feel from the staged matches Shaiatan once ran below.

Scene 4 - Petrifying Eyes and Reluctant Mercy

The basilisks repeatedly forced petrification saves and briefly slowed Bran. Hero Points came out against the threat. Reiko landed one of the fight's heaviest blows; Valaerys repeatedly used Flash of Grandeur and Courageous Anthem; and Murk kept pressure on the creatures with Hunt Prey and his paired weapons.

The party also felt oddly bad about the killing. Shaiatan had treated the creatures as pets and the players openly called them his "dogs." Valaerys even apologized to the absent genie. But two feral basilisks loose in Gauntlight could not simply be ignored.

ENCOUNTER RESULT

40 XP

Foundry recorded the encounter as Trivial and awarded all four characters 40 XP.

HERO POINTS HEARD

Valaerys: used one on a petrification save.

Bran: used one on a petrification save and another on an attack during the fight.

AFTER THE FIGHT

The party healed, repaired gear and shields, cleared the slowed condition, and refocused before descending to the arena floor.

Result: The upper promenade was cleared. Now the party could inspect the absurdly large chest sitting alone below.

ABOMINATION VAULTS | FRIDAY GAME | SEPTEMBER 4, 2026

The Chest That Wasn't

Scene 5 - Ten Feet of Treasure

From above, the chest looked ridiculous even by adventuring standards: roughly ten feet tall and sitting by itself in the middle of the sand. The floor around it looked as though a small sandstorm had rolled through. Little dunes and disturbed patches suggested something had moved beneath or across the arena.

The party did not rush it. After recovering from the basilisk fight, they moved down to the arena floor and began the oldest adventuring ritual in existence: assuming the treasure was trying to kill them.

Scene 6 - Murk Circles the Chest

Murk approached first and deliberately began circling the chest, describing his search for traps and suspicious details. He got only partway around it.

The chest vanished.

The floor shook. Sand and debris shifted beneath Murk's feet as something enormous forced itself upward. He kept his footing - and suddenly found himself almost point-blank from a grotesque fleshwarped horror: a Shanrigol Behemoth.



Reiko is caught in the Shanrigol Behemoth's coils while the rest of the party tries to keep the fight from collapsing.

Scene 7 - Seven Rounds and Still Fighting

The Behemoth took control of the arena almost immediately. Reiko became its favored target: grabbed, off-guard, immobilized, bleeding, and repeatedly subjected to Sapping Squeeze. She spent a Hero Point on one Fortitude save and kept attacking from inside the creature's grasp. Bran opened with Holy Light and mixed offense with support until the Behemoth's web attack left him immobilized. Valaerys kept Courageous Anthem, Flash of Grandeur, shield work, and healing in play. Murk stayed in melee even as the monster blunted much of his weapon damage.

ROUND	BEHEMOTH	REIKO	BRAN
Seven when play stopped.	Still alive; no encounter XP yet.	Still grabbed and bleeding.	Still immobilized by webbing.

Result: What looked like a quick surprise encounter became a full boss battle. The session ended in initiative with the Shanrigol Behemoth still fighting.

Combat Ledger & Carry-Forward

WHAT MATTERS WHEN THE DICE COME BACK OUT

Encounter Results

Feral Basilisks: defeated on the upper arena promenade. 40 XP awarded to Valaerys, Deputy Murk, Bran Wills, and Reiko Junna.

Shanrigol Behemoth: encounter still in progress. No XP awarded.

End state: round seven; Reiko still under grab/bleed pressure; Bran immobilized; the Behemoth still fighting.

Hero Point Uses Heard in the Transcript

Valaerys: Hero Point call during a basilisk petrification save.

Bran: Hero Point on a basilisk petrification save; another on an attack during that fight; another on the opening Holy Light against the Behemoth; later used a point the GM confirmed he had earned during the session.

Deputy Murk: rerolled a critical miss against the Behemoth; the Hero Point turned it into a hit.

Reiko: rerolled a Fortitude save against Sapping Squeeze, improving the result to a success.

Carry-Forward Threads

- The Shanrigol Behemoth fight resumes immediately. The party has had no time to regroup or reposition.
- Shaiatan has left Gauntlight and does not intend to manage the arena any longer.
- The laboratories below have fractured into factions since Jaffaki died.
- At least one large creature was seen guarding the laboratory level far below the arena stairwell.
- The old magical circle in the mummy area no longer radiates magic.
- The upper arena promenade is now clear of Shaiatan's feral basilisks.

Discord-Style Recap

The party returned to Gauntlight's arena level and immediately found it unnervingly quiet. Looking down toward the laboratories, they spotted a large creature apparently standing guard, while a check of the old mummy circle found its magic gone. Then Shaiatan delivered a farewell by magical mouth: Jaffaki's death cost him his audience, he has left Gauntlight, and the laboratories below have fractured into factions. He also promised one last surprise in the arena - something he did not control. Shaiatan's abandoned basilisks had gone feral, forcing a fight on the broad upper cobblestone promenade beneath the great gong. The party survived the petrifying gazes, killed both creatures, and earned 40 XP. After healing, repairs, and refocusing, they descended to investigate a gigantic treasure chest sitting alone in disturbed sand. Murk circled it looking for traps. The chest vanished. The arena floor erupted, and a Shanrigol Behemoth came up beneath them. What followed was seven rounds of brutal control and attrition: Murk struggled to punch through its defenses, Bran's Holy Lights fought bad rolls, Valaerys kept Courageous Anthem and Flash of Grandeur working, and Reiko was grabbed, squeezed, and left bleeding while still trying to stab the thing from its coils. The Behemoth also webbed Bran in place. The session ended mid-fight with the monster still alive.

Next Session Starts Here

LOCATION	ROUND	BIGGEST PROBLEM	KNOWN CHANGE BELOW
Gauntlight sublevel 5 - arena floor.	Resume immediately from the stopping point in round seven.	Reiko remains trapped; Bran remains immobilized.	The laboratories have split into factions since Jaffaki's death.