

SINKHOLE PARLEY, GROUND-FLOOR HUNT

NOV 6, 2025

WHERE: Gauntlight, ground level (unlit)

PARTY: Osmund • Lahota • Sy • Ixor Giest (Guardian, new)

EVENTS

SINKHOLE SKIRMISH: We opened on the ground floor in darkness and clashed with a mitflit pack at the central sinkhole. The party routed them decisively. Discovered sinkhole contains a collapsed stair case that could be freed of rubble with a lot of manual labor.

PARLEY WITH BOSS SKRAWNG: Seeing he was outmatched, Skrawng begged for his life and offered information if we'd clear out the "mushroom-eyed people" squatting below. He also warned us about:

- a "scary shrine" to the north (avoidance vibes),
- other surface folk moving through the area, dressed darker,

We let him slink off—for now—and banked his intel as a lead.

GROUND-FLOOR EXPLORATION: We fanned out across the level, keeping light tight and noise low, checking side halls and rubble pockets on the route Skrawng hinted at. Belcorra office and sanctum found. Found some unidentified potions/exliris. AND a rusty key ring with a key.

ENTERED SPOOKY HALLWAY but went south to minimize getting ambushed. Strong feeling ancient primal power coming from shrine. Search remains of a desiccated corpse

GIANT SCORPION AMBUSH: A scorpion burst from cover. We won initiative; Sy tagged it with Phase Bolt, Lahota layered control (Scrounger's Glee and Scatter Scree), and Ixor stepped in with Intercept Attack to blunt a nasty hit. Steady pressure dropped the beast without casualties.

Result: Area secured, resources modestly spent, no deaths. The ground floor remains active and dangerous even with the beacon dark.

PAUSE POINT / LEADS: We ended at the scorpion's carcass on the ground level. Open threads: investigate the north shrine, track the dark-clad surface folk, and descend to deal with the "mushroom-eyed" squatters Skrawng wants gone.