

SKULL CHAPEL, STONESCALE SPIRITS

THU DEC 4, 2025

PCs: Osmund, Lahota, Grack, Ixor

WHAT LED HERE

- Ground level of the Gauntlight, in darkness, picking up at the dead scorpion.

SCENE 1 — SKULL CHAPEL

- From the scorpion hall, the party pushed north into a clammy skull-lined chapel with a bone-white altar and stained-glass windows of ghosts rising toward a four-pointed orange star; a dead thief slumped by a cracked skull wall and mossy skeletons lay along the upper chamber.

SCENE 2 — CORPSELIGHTS

- Moisture ran uphill into the skeletons as pale witch-light swelled and yanked three corpselight-riden skeletons upright; after a hard grind where Ixor tanked, Osmund and Lahota poured on damage, and Grack kept everyone up with Heal and medicine, the corpselights and their wisp forms were finally destroyed.

SCENE 3 — EMPTY DEATH VERSES & LOOT

- Deciphering the altar and window script revealed a shrine to Nimbaloth, the Empty Death, feeding on souls Pharasma never records; the party claimed a Scroll of Restore Senses (2nd), a Wand of Heal (1st, now with Lahota), a minor Healing Potion, and a Lesser Darkvision Elixir — all identified.

SCENE 4 — STONESCALE SPIRITS & ADDER VENOM

- In a nearby room, the Stonescale Spirits haunt tied to kobold bones unleashed Confusing Confrontation; several PCs were frightened, Lahota briefly went confused, and Grack grappled allies to stop friendly fire before the mental assault faded. They identified the last “unusual liquid” as a vial of adder venom labeled “YUM”, plus a bit of coin (5 sp each). They put the haunt to rest by giving the bones last rites.

THREADS

- Ground-floor Nimbaloth shrine now mapped; its Empty Death theology may be relevant.
- Stonescale kobolds once lived in gauntlight, plus open leads on the “mushroom-eyed” squatters and dark-clad surface folk.