
Spyglass Bargain, Mr. Beak's Gem (Thu Jan 1, 2026)

PCs: Regit • Ixor • Ilian • Borgo (Mazu) • Velstrix (Zero-Prime) • Rain (Sy)

What led here

- Two of the party's own were already missing in the ruins: **Grack Greystone** and **Osmund**.
- Boss Skrawng was dead
- The party needed *direction*, and they were willing to bargain for it.

Scene 1 — Tangletop's Offer in the Flooded Workshop

- In a waterlogged, book-ruined room that felt like someone's half-drowned study, **Tangletop** finally named his price: a **shiny object** kept in the next area.
- He promised secrets—real history, if the party brought him the shiny.
- He also warned them plainly: a **mean beak-faced doll** guarded it, and Tangletop wouldn't go near it.

Scene 2 — The Beak-Faced Doll Becomes Real

- Beyond Tangletop's threshold, the "doll" proved to be no metaphor—an animated, beak-faced thing with intent behind its movements.
- It didn't just lash out like a trapped construct. It *hunted*—as if it knew what it was protecting.

Scene 3 — Mr. Beak in the Ruins

- The party fought the doll in close quarters while it punished hesitation and punished proximity—fast, cruel, and far more dangerous than its size suggested.
- When it finally fell still, it felt less like "defeating a creature" and more like smashing a tool that someone had built to hurt intruders.

Scene 4 — Borgo's Dungeon Core on the Field

- Borgo brought his **Dungeon Core** to bear—manifesting support the way a living dungeon would: weapons when the party needed reach, and healing when the line started to buckle.
- The fight turned from scrambling to survive into a controlled push to finish the job.

Scene 5 — The Shiny, and the Wrong Gem in Its Back

- With the guardian down, the party recovered the **shiny spyglass** Tangletop wanted.
 - Close inspection of the doll revealed the detail that mattered: a **dark gem** magically bound into its back—something placed there on purpose, not a random treasure.
 - The room didn't feel "cleared." It felt *tampered with*—like the dungeon had been fitted with a cruel little lock, and the party had just pried it open.
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Tangletop's Pocket Door, Borbo's Release (Thu Jan 8, 2026)

PCs: Regit • Ixor • Ilian • Borgo (Mazu) • Lahota (Dushara) • Velstrix (Zero-Prime)

What led here

- The party returned to **complete Tangletop's bargain**: spyglass for truth.
- This information was **not** about the captives—Tangletop's "secrets" were about the dungeon's makers and the stain they left behind.

Scene 1 — Tangletop Takes the Spyglass

- Tangletop seized the spyglass with both hands like it might vanish, pressed it to his chest, and treated it like a treasure he'd dreamed about for years.
- Then—bargain honored—he began telling them what he knew.

Scene 2 — "Master Azrinay's Little Nest"

- Tangletop framed that section of the ruin as a place that still smelled of **oil, blood, and magic**—a workshop that never truly stopped being a workshop.
- He named **Volluk Azrinay**: clever, mean, and relentlessly productive—hands that "never stop making wrong things."
- He tied Azrinay directly to **Belcorra**: not a partner, not a beloved—an instrument hoping the "lady" would look his way again.

Scene 3 — Mr. Beak's Wrongness, and Borbo's Fate

- Tangletop explained what the party had already felt in their bones: **Mr. Beak was wrong because something was inside it that didn't belong**.
- He named the trapped origin: **Borbo**, a goblin helper who wanted to be important.
- Azrinay granted that wish in the worst way—**important forever**—sealed into a toy that waited, guarded, and hurt.

Scene 4 — Tangletop Leaves Through a Pocket Door

- With the bargain complete, Tangletop made his exit the way only Tangletop could: a quick *zip* of reality, a step sideways into a **pocket dimension**, and he was gone.

Scene 5 — The Gem Shattered, the Prison Opened

- The party destroyed the soul-gem bound into the construct, breaking the mechanism that made Mr. Beak more than a doll.
- In the aftermath, **Pharasma's favor** touched the table: a brief, chilling flash of fate—something like a one-time glimpse that could be held and spent later, before the month was out.
- The boon went to **Ixor** and **Regit**.

Scene 6 — The Bloodsiphon: Fresh Blood and Tissue

- Not long after, the ruin reminded the party that knowledge doesn't keep you alive.
- In the dark, they met a **wormlike horror**—wet, hungry, and dripping with fresh blood and tissue.
- The fight went bad fast. People hit the floor. The party pulled each other back from the edge—then made the hard call to **retreat** rather than die for stubbornness.

Blood Burst and the Orange Star Rubbings (Thu Jan 15, 2026)

PCs: Regit • Ixor • Ilian • Borgo (Mazu) • Lahota (Dushara) • Velstrix (Zero-Prime)

What led here

- The rescue of **Osmund and Grack** couldn't be delayed forever; the party had to commit to the second level.
- Before descending, they wanted something tangible—evidence, not vibes—of what this place believed about death.

Scene 1 — Back to the Bloodsiphon

- The party returned to finish what they'd fled: the blood-dripping horror that had nearly broken them.
- This time they forced it down—no escape, no stalling, no letting it recover.

Scene 2 — The Death Burst

- Victory came with a price. When the creature died, it **burst**—a cloudy red bloom of necrotic filth that splashed the room and punished anyone too close.
- Even the win felt contaminated.

Scene 3 — Borbo's Room, Picked Clean

- The party worked through Borbo's abandoned space and inventoried what was left behind:
- A **jade shard**.
- A **silver statuette of two succubi**—too intimate to be “random decor,” too deliberate to ignore.
- An **oily slick armor rune**, like someone had planned for a survivor to keep moving when things got close and ugly.

Scene 4 — Korlok at the Stair

- At the top of the descent, **Korlok** was there again: present, watching, and invested in what happens when people go down those steps.
- He confirmed the lower floor's reality in plain terms: the **undead control the level below**, and the dungeon's factions have been pushing each other around for a long time.

Find his contract and he will share secrets

Scene 5 — The Etchings and Stained Glass (Rubbings Taken)

- Before descending, the party took rubbings and copied the room's story into something they could carry:
- Forgotten graveyards; headstones slumped, names eaten away.
- Graves splitting open—spirits pulled **not** toward a waiting psychopomp, but toward a **four-pointed orange star**.
- The star ringed with a jagged **open maw**—devouring, not guiding.
- Above it: a cracked spiral echoing **Pharasma's holy symbol**, broken and bleeding away into the star's darkness.

- The room’s message was a thesis written in glass and bone: **a way to die outside Pharama’s sight**, built as worship of the thing that promises that escape.

Scene 6 — Down Into the Second Level

- With evidence in hand and no more excuses, the party finally moved to the stairwell and **descended**.
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Traps, Morlocks, and the Storeroom Jail (Thu Jan 22, 2026)

PCs: Regit • Ixor • Ilian • Velstrix

What led here

- The party was now operating on morlock turf—hurt, undermanned, and committed.
- Separately—but converging here—**Yinyasmera’s missing Osprey Guild operatives** had vanished into the same ecosystem.

Scene 1 — The Door That Lies

- The second level greeted them with the kind of “welcome” that doesn’t negotiate: a door opened, and a **sharp pop** detonated into a **blast of colorful light**.
- The effect was immediate—disorienting, blinding, the kind of hit that makes you realize the dungeon prepared for you *specifically*.

Scene 2 — The Heavy Gas Crawls In

- Moments later, the floor-level threat arrived: **thick gas** rolling in like a cold fog, settling low, biting at leather and flesh.
- It wasn’t dramatic. It was practical. The sort of defense meant to soften intruders before the residents show up.

Scene 3 — Morlock Ambush at Crossbows

- When the morlocks finally revealed themselves, they didn’t posture—they aimed. Crossbows leveled, shouted demands, the ugly confidence of creatures who’ve done this before.
- The party fought anyway, because there wasn’t another way forward.

Scene 4 — A Running Fight, and a Caster Who Wouldn’t Hold Still

- In the chaos, one enemy worked like a professional problem: a spellcasting morlock who hid behind false copies and kept the party from getting clean, satisfying finishes.
- The room became a grind—hit, reposition, survive the next surprise—until the party finally forced the fight to end on their terms.

Scene 5 — “Take One Alive.”

- Instead of slaughtering everyone on principle, the party chose leverage: they kept their prisoners alive breathing and questioned him in **Aklo** while they were still bleeding.
- Under threat, he broke with the kind of obedience that’s half fear and half survival-instinct: the prisoners were **in the jail**, and he would **lead them** there.

Scene 6 — The “Jail” Is a Repurposed Storeroom

- The “jail” wasn’t a proper cellblock—just an old storeroom converted into a holding pen.
- Inside were three emaciated, chained survivors: **Shad, Zalinsky, and Gorul**—the missing **Osprey Guild operatives**.
- Nearby were two bodies: **Grack Greystone** and **Osmund**.

Scene 7 — Too Late

- Examination made the truth worse, not better: they hadn’t been executed cleanly. They’d **died of infection**—wounds left untreated until time finished the job.
- The rescue mission collapsed into recovery: three living souls to extract, and two dead friends whose weight would follow the party out one way or another.

Scene 8 — Revenge After the Door Opens

- With the “jail” found and the cost made plain, **Ixor** chose fury over restraint and **killed Graulgust and the captured morlock** rather than let them remain problems for tomorrow.