

EXPLORING THE SERVANT'S LEVEL

PARTY: IXOR • REGIT • VAELISTRIX • LAHOTA • BARON (BORGO) • ILLIAN (LESHY)

OTARI (DAYTIME): With Wrin still working on the party's etchings/writings, the group chose to head back into Gauntlight. Quick "devil homework" research happened (useful vibes, nothing fully solid). Baron pulled a "weed" and got absolutely weaponized by the stench—plan became "wash him off" ASAP.

BACK IN GAUNTLIGHT: Rechecked the secret door barricaded from the far side (doable, but ~1 hour of work), decided to leave it for later.

WATER CAVERN / TRIBUTE: Draconic singing led to a standoff with Frenzelkesh (river drake) and Sludge Sage (young black dragon). They demanded tribute: "Bring the leader's body." The party hauled Grauglust + a morlock worker corpse back as payment. Tribute accepted; passage granted (with plenty of taunting/warnings). Broken boats and the cavern's routes felt "important later."

LOCKED DOOR → TELEPORT ROOM (SAME BEAT): Key didn't fit; brute force hurt... until Illian solved it with a flying kick, shattering the door and revealing a 15×15 inactive teleportation circle chamber. Party concluded it needs a special ritual to activate; Vaelistrix sketched the circle.

SARCOPHAGI HALL FIGHT: Narrow hall lined with sarcophagi turned into an ambush—shadowy effects (including Enfeebled 1 on hit) plus the Majordomo. Vaelistrix got hammered low; Baron's conjured Antique Guardian got obliterated. Party recovered and won, then patched up/refocused.

THE RIBBON OF PALE BLUE: Through the "creepy light" door: a circular room with a floor-to-ceiling pale blue light ribbon/column blistering the stone where it touched. Inside lay a huge dried corpse the table pegged as a (likely) purple worm. Everyone treated the beam as "DO NOT TOUCH."

END: Quick peek down the east exit, then the party chose to return to Otari to level up and come back better prepared.