

# Thursday Game — Session Summary

*April 30, 2026*

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**PCs appearing in the records:** Regit Lacher, Ixor Giest, Ilian, Lahota, Sgt. Flint Ironhand

**Other party actors appearing in the log:** Chauncey, Grizzle

## What Led Here

The Thursday party was still caught between Otari's public memory of heroism and the deeper dangers beneath the Gauntlight.

Above ground, the Deadtide had changed how people talked about heroes, founders, and the old bloodlines of Otari. Carman Rajani's resentment toward Oseph Menhemes and his obsession with Vol Rajani's legacy had already begun to surface.

Below ground, the party continued exploring old library spaces within the Gauntlight. These rooms were not simply abandoned. Some were unfinished, some still held salvageable books, and at least one contained a wrathful spirit that had not yet been laid to rest.

The session moved from Regit's tense conversation with Carman into dungeon exploration, the discovery of books and a magic weapon, the retreat of the Vengeful Furnace, and finally a dangerous unfinished fight against three gibbering moutherers.

## Scene 1 — Regit Gets an Earful from Carman

Regit continued his conversation with Carman Rajani.

Carman was drunk, wounded, proud, and deeply unreliable. He was not giving Regit a clean history lesson. He was losing control of something he had kept buried under anger, shame, and resentment.

The conversation turned on Carman's belief that there is a sword connected to Vol Rajani, the Roseguard, Oseph Menhemes, and Carman's own claim to be seen as worthy. The scene was not about proving Carman correct. It was the party's first vague hint that the Rajani name, the old founder stories, and Oseph's control of Otari's public memory may be tangled together.

At the height of the outburst, Carman broke a chair and declared that the sword was his. The words came out too loud and too raw, and he tried to recover from them almost as soon as he said them.

He named Vol Rajani his ancestor as the Rose Knight, a member of the Roseguard who fought Belcorra. He suggested that the blade belonged to Vol and that Oseph knew more than he admitted. He did not explain where the sword was or provide proof of his claim.

Carman's mayoral ambition also came into sharper focus. He does not simply want the office for authority. He believes becoming mayor would change how Otari hears him. If he were mayor, his claim to Vol's legacy might stop sounding like a bitter smith's grievance and start sounding like duty.

By the end, Regit did not have an answer. Carman might have a real claim. He might be building a dangerous fantasy out of old family wounds. Oseph might know more than he has said. Or all of those things might be true at once.

## Scene 2 — Preparing to Push Deeper

After the Carman conversation, the party returned to the Gauntlight thread.

Sgt. Flint Ironhand bought elemental ammunition from Vial's Apocrazy, including moderate fire ammunition and lesser cold ammunition. Lahota cast light, preparing the group to move through dark or dangerous spaces.

## Scene 3 — Books from the Library Rooms

The party explored library-connected rooms and recovered books.

They found 4 Bulk worth of books in the siege history room and 2 Bulk worth of books in the main library, for 6 Bulk total.

## Scene 4 — The Unfinished Library Wing and the +1 Striking Pick

The party also found a room that had never been fully remodeled. It may have been intended as another library wing, possibly for scrolls.

In that unfinished space, the party found a +1 striking pick.

The room's unfinished state is important. It suggests a part of the Gauntlight that was planned, altered, abandoned, or interrupted rather than simply ruined by age.

## Scene 5 — The Vengeful Furnace

The party encountered the Vengeful Furnace, a wrathful spirit or haunt-like presence tied to heat, pain, and mental force.

The Furnace struck hard early. Regit was blasted by fire and mental damage, dropping from 38 hit points to 12 and becoming stupefied. The encounter forced the group to deal with it as something more than an ordinary creature. The log preserved special interaction options such as Burn Knowledge, Cow a Spirit, and Exorcise the Spirit.

The party did not defeat the Vengeful Furnace. They did not put it to rest.

Instead, Ixor cowed it into retreat.

They found a ventriloquist ring buried in the ash of the furnace.

## Scene 6 — Recovery After the Furnace

After the Furnace retreated, the party stabilized.

Regit recovered from the worst of the opening blast. Ixor had held the line with shield and warhammer. Lahota supported the party with healing magic, including Life Boost. Sgt. Flint continued to operate as the party's firearm support.

The group was able to continue, but the encounter left behind an important truth: the library area was not safe, and not every threat there could be solved by simply winning a fight.

## Scene 7 — Three Gibbering Mouthers

The next major fight was against three gibbering mouthers.

The fight became chaotic almost immediately. The mouthers' gibbering created confusion and loss of control. The party had to fight the monsters while also fighting the battlefield disorder they caused.

Chauncey was badly hurt by acid, dropping from 28 hit points to 12. Sgt. Flint became confused and off-guard, making his scattergun presence dangerous in a crowded battlefield. Regit, Ixor, Ilian, and Lahota were all pulled into a fight where positioning, confusion, and forced saves mattered as much as damage.

## Scene 8 — Regit Is Nearly Swallowed

One of the most dangerous moments came when Regit was caught by a gibbering moulder's engulfing attack.

He took heavy damage and ended up grabbed, slowed, off-guard, and immobilized. His hit points dropped dangerously low before the situation stabilized.

Regit's amazing escape became a turning point. The fight did not become easy afterward, but it stopped sliding toward disaster.

## Scene 9 — Ixor's Confused Breakthrough

Ixor entered Hampering Stance and tried to hold the line, but the mouthers' gibbering complicated the party's choices.

Confusion then produced an ugly kind of luck.

Ixor, caught in the chaos, hammered into one of the gibbering mouthers again and again. His attacks landed hard, including a critical blow, and he destroyed one of the mouthers.

It was not a clean plan. It was one of those moments where the dungeon's own madness bent the wrong way and accidentally gave the party the opening they needed.

## Scene 10 — Ilian Brings One to Death's Door

Late in the fight, Ilian landed a major critical hit against the moulder recorded as Medium Aberration Evil.

That creature was brought to death's door. It was not fully resolved in the session record, but it was effectively on the edge of death and suffering badly.

This shifted the fight again. One moulder was dead, another was nearly finished, and the party had clawed its way back from the worst of the encounter.

## Scene 11 — The Session Ends Mid-Combat

The session ended mid-combat.

At the stopping point, one gibbering moulder had been destroyed, one was at death's door, and one sick gibbering moulder remained active.

The party had survived the worst turns of the fight, but the encounter was not over.

## Threads from April 30

- Carman's obsession with Vol Rajani's sword is now in play. Regit has the first real hint that the sword, Vol Rajani, Oseph Menhemes, and Carman's mayoral ambition are connected.
- Carman remains unreliable. He may have a legitimate claim, he may be turning shame and old family stories into a dangerous obsession, or both may be true.
- Oseph may know more about Vol Rajani's sword or its custody than he has said.
- The party recovered 6 Bulk of books: 4 Bulk from the siege history room and 2 Bulk from the main library.
- The party found a +1 striking pick in an unfinished library or scroll-wing room.
- The Vengeful Furnace was not defeated or put to rest. Ixor cowed it into retreat, but the spirit remains unresolved.
- The gibbering moulder fight is still active. One moulder is dead, one is at death's door, and one sick moulder remains.
- Regit survived a near-disastrous engulfment.
- Ixor's confusion accidentally helped destroy one moulder.
- Ilian's critical hit nearly finished another.
- Chauncey was badly hurt by acid and may need attention once the fight ends.

## Condensed Discord-Style Recap

Regit continued his tense conversation with Carman Rajani, who drunkenly revealed the first vague hint of a deeper mystery: a sword tied to Vol Rajani, the Roseguard, Oseph Menhemes, and Carman's desperate need to be seen as worthy. Carman did not prove his claim, but he made it clear that he believes the blade should belong to him or the Rajani line. Afterward, the party returned to the Gauntlight's library spaces. They recovered 6 Bulk of books—4 Bulk from the siege history room and 2 Bulk from the main library—and found a +1 striking pick in an unfinished room that may have been intended as another library wing or scroll space. The party then encountered the Vengeful Furnace, which blasted Regit with fire and mental force. They did not defeat or lay the Furnace to rest; Ixor cowed it into retreat. The group then fell into a brutal fight with three gibbering moulthers. Gibbering confusion, acid, engulfing attacks, and scattergun danger made the battle ugly. Regit was nearly swallowed, Chauncey was badly hurt, Ixor's confusion accidentally helped him smash one moulder to death, and Ilian's critical hit brought another moulder to death's door. The session ended mid-combat with one moulder dead, one nearly finished, and one sick gibbering moulder still active.