



GM Eddy's Table Chronicle

Stories, Consequences, and Open Threads

SESSION BRIEF

Dragon Teeth, Third Salt, and Salt-Tick's

Warning. The party returned to **Otari** with the dragon carcass, turned the trophy into town rumor and practical salvage, refused a dangerous Absalom buyer, revealed the greasy parchment with the Third-Salt-Bath, learned **Yinyasmera's** warning about **Vesk Ruln**, and heard a druidic plea tied to **Jaul Mezmin**, **Keeleno**, and the old werewolf tragedy. The group ended at the **Rowdy Rockfish**.

Party in the Record

- **Regit Lacher**
- **Ixor Giest**
- **Ilian**
- **Sgt. Flint Ironhand**

SESSION EVENTS

Scene 1 - The Dragon Comes to Town

The party reached **Otari** around 9:45 p.m. with the juvenile horned dragon in tow. The carcass drew a crowd, fresh rumors of more dragons beneath **Otari**, and a small line of townsfolk willing to pay copper to touch a dragon tooth for luck. The body was stored with the mortician, where the cold could keep it usable for later cutting, curing, study, or sale.

Scene 2 - Keepsakes, Buyers, and the Tongue-Root

The group spoke with **Carman Rajani** about turning parts of the dragon into mundane keepsakes and useful fittings, including items such as a sword-cane grip and a bandolier. In the morning, **Morlibint** and **Vial** each had lists of specimens they hoped to study. A traveling Absalom merchant, **Gothab Mo** of the **Grand Bazaar**, arrived seeking the dragon's tongue-root and kept raising his offer. **Ilian** recognized that the tongue-root served only ugly purposes, and the party refused the sale. **Flint** burned the merchant's card, and the group extracted and destroyed the tongue-root instead.

Result: Destroying the tongue-root earned the party 30 XP.

Scene 3 - Morlibint Takes Notes

The party brought **Morlibint** the story of the dragon, sold off some of the bulk books, and watched him gather measurements, sketches, samples, and every detail he could about what they had killed and where it had been found. He rewarded the group with healing potions for their time and scholarship, then turned his attention to the greasy parchment **Regit** had carried back from the **Gauntlight**.

Scene 4 - The Third-Salt-Bath

Morlibint recognized the parchment as something hidden by an old method no one uses much anymore, because newer alchemy made such reveals cleaner. He called it the Third-Salt-Bath, an older guild-style way to hide writing. With moon alum, copper vinegar, lampblack oil, and fish glue gathered, **Flint** handled the alchemical work. The bath revealed a route map and a chamber sketch: an Osprey Guild-marked drawing of a dangerous hidden way, a winding descent, and a strange chamber below.

Scene 5 - Yinyasmera and the Ruln Letter

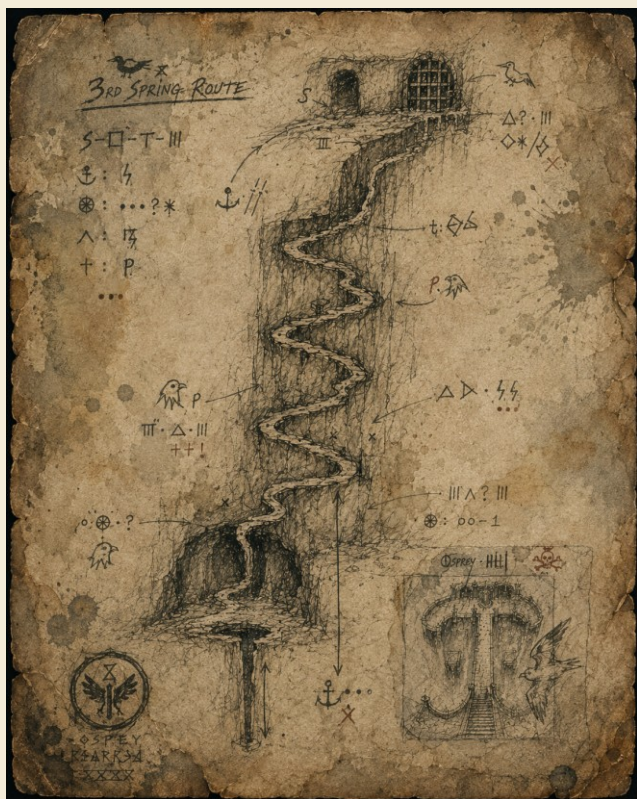
Morlibint wanted no part of the map once the Osprey Guild mark appeared, and sent **Regit** toward **Yinyasmera**. At **Crook's Nook**, **Regit** paid to wake her, showed the parchment, and watched her mood change at once. She warned that knowing more might be something he could never put down. In her office, a secured case produced the old Ruln letter: the warning left by **Salt-Tick Vesk**, an Osprey Guild thief who went below with five companions and returned broken. **Yinyasmera** explained that the guild keeps **Vesk Ruln's** tomb swept, sealed, and lamp-lit, not from sentiment, but from fear that whatever madness found him might climb back up if neglected.

Scene 6 - The Route Beneath the Spring Tunnel

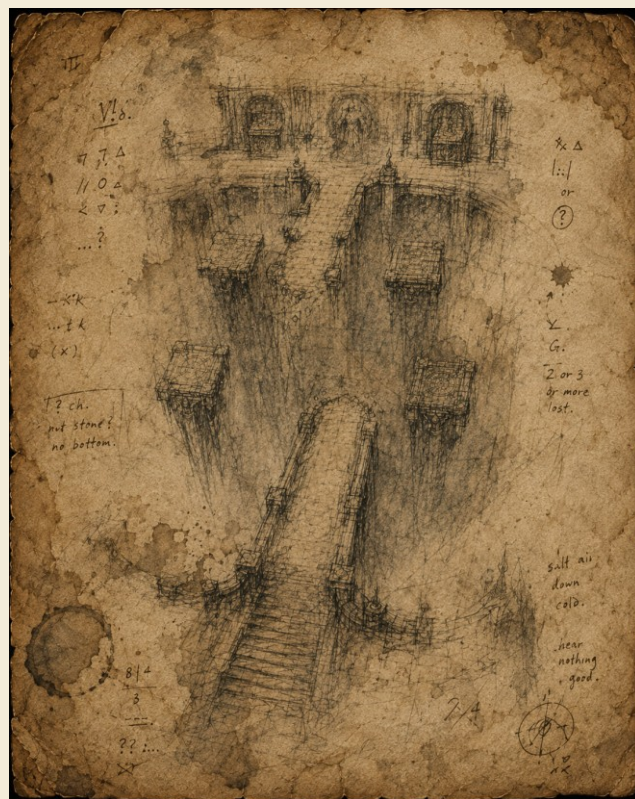
The letter tied the parchment to a hidden way off the **Spring Tunnel** on the third deep: an old mineral-choked grate, a narrow ledge along a natural crevice, a long descent to a plateau, and a ceiling opening above a chamber far below. **Vesk** described floating stone slabs, false platforms, a promenade, twin locks that must open together, and the **Guardian** that read the thieves before taking all five companions. **Yinyasmera** and her archivist could not translate the map's code. If **Vesk** ever knew every mark, that knowledge died with him.

RECOVERED PARCHMENT SKETCHES

The Third-Salt-Bath revealed two working sketches on the greasy parchment. They are included here as small reference images, not as decoded maps; the marks remain unresolved.



Third Spring Route Sketch



Ruln Chamber Sketch

Scene 7 - The Druid's Werewolf Plea

As the party prepared to head back toward the **Gauntlight**, **Worliwynn** stopped them with a different old wound. She told them that **Keeleno's** wife died about thirty years ago after **Jaul Mezmin**, a member of the druid circle and secretly a werewolf, lost control. The town believed **Jaul** threw himself from the sea cliffs and died, but she and **Keeleno** are not convinced. She has searched for signs for years, including rare human and wolf tracks near the water, and asked the party to remember him if they find a sea cave, tunnel, or **Gauntlight** passage that could have hidden him. She believes she may have found a ritual that could cure his lycanthropy if he can be found and convinced.

Scene 8 - Back to the Rowdy Rockfish

The party decided not to start a new delve with only a little time left in the night. They returned to the **Rowdy Rockfish**, with plans to resume from **Otari** and then head back through the dragon-lair tunnel toward the **Gauntlight** region.

Result: The session ended in Otari, not in combat, ready for Slag to join next session.

TREASURE, REWARDS, AND CARRY-FORWARD

Rewards Noted

- 16 cp from townsfolk paying to touch the dragon tooth for luck.
- 30 XP for refusing **Gothab Mo's** escalating offer and destroying the dragon tongue-root.
- Dragon salvage placed in cold storage with the mortician for later cutting, curing, study, or sale.
- **Morlibint** rewarded the party with healing potions after hearing the dragon account and collecting notes.
- **Regit** identified or confirmed the scroll of hypercognition and oak potion; the oak potion remained useful for a frontliner.
- **Ixor** bought a shield boss from **Blades for Glades** for 5 sp.
- Dragon keepsakes and practical pieces were discussed with **Carman Rajani**, including a sword-cane grip and bandolier work.

Carry-Forward Threads

- The party ended at the **Rowdy Rockfish** and will likely begin next session there with **Slag** joining.
- The dragon carcass remains a resource: **Morlibint**, **Vial**, **Carman Rajani**, and possibly others may all have uses for pieces of it.
- The greasy parchment is no longer blank. It revealed the **Third Spring Route**, an Osprey Guild mark, and a chamber sketch.
- The map code remains unresolved. **Yinyasmera** and her archivist did not provide a legend; **Vesk Ruln's** knowledge may have died with him.
- The route appears to begin from the third-deep **Spring Tunnel** grate and descend through a dangerous crevice toward a ceiling access above a hidden chamber.
- The **Guardian**, floating slabs, false stone, twin locks, and vanished crew make the **Ruln chamber** a dangerous optional lead, not a simple treasure map.
- The Osprey Guild still maintains **Vesk Ruln's** tomb because they fear the madness attached to his story may not be only superstition.
- **Jaul Mezmin** and the old werewolf killing remain unresolved; a sea cave or hidden **Gauntlight**-connected tunnel could matter if the party finds one.

DISCORD-STYLE RECAP

Copy/Paste Player-Facing Summary

The party returned to **Otari** carrying the juvenile horned dragon, creating a late-night stir and fresh rumors that more dragons might lie beneath town. The dragon was stored with the mortician to keep the body usable, while the group spoke with **Carman Rajani** about turning pieces into practical keepsakes. The next morning, **Morlibint** and **Vial** both wanted samples and notes, and a traveling Absalom merchant named **Gothab Mo** tried to buy the dragon's tongue-root. **Ilian** recognized that the tongue-root could only be used for bad purposes, so the party refused the escalating offer, destroyed the organ, and earned 30 XP for keeping it out of the wrong hands. **Morlibint** then heard the dragon story, took careful notes, rewarded the party with healing potions, and examined **Regit's** greasy parchment.

Morlibint recognized the hidden writing method as the old Third-Salt-Bath and helped the party reveal the parchment with moon alum, copper vinegar, lampblack oil, and fish glue. The reveal produced a route map and chamber sketch marked with the Osprey Guild symbol. **Morlibint** wanted nothing to do with it and pointed **Regit** toward **Yinyasmera**. At **Crook's Nook**, **Yinyasmera** connected the parchment to **Salt-Tick Vesk**, an Osprey Guild thief who went below with five companions and returned broken. The Ruln letter warns of a hidden route from the third-deep **Spring Tunnel**, a deadly ledge, floating stone slabs, twin locks, and a **Guardian** that took **Vesk's** crew. Before the party could return to the **Gauntlight**, a druidic contact also raised the old **Jaul Mezmin** werewolf story and asked them to remember him if they find sea caves or hidden tunnels. The session ended at the **Rowdy Rockfish**, ready to begin next time in **Otari** with **Slag** joining before the party heads back toward the **Gauntlight**.