

GM EDDY'S TABLE CHRONICLE

MERCY BELOW THE GAUNTLIGHT

A fragile truce, an offered cure, and the founder's warning



SESSION BRIEF The party finished the Canker Shrine, discovered a useful vertical route, and overheard how little Aller Rosk's followers trust their truce. At Jaul Mezmin's bridge, they chose a possible cure and future judgment over a bounty killing. The night ended beside Otari Ilvashti's remains, where the founder's ghost warned them of a wisp ambush and joined the unfinished fight.

PARTY IN THE RECORD • Regit • Ixor • Ilia • Grizzle • Sgt. Flint • Slag

ACT I

The Canker Shrine Falls



Opposing waves of Harm and Heal turned the shrine battle into a chaotic exchange of void and vitality.

The session resumed in the Canker Shrine amid gore, fungal growth, two canker cultists, a ghoulish undead defender, and a violet fungus. One cultist released a broad Harm that restored the undead while punishing the party. Slag answered with a three-action Heal, undoing part of the damage—but the vitality also restored the living fungus.

Ilian and Grizzle tore down one cultist together. Ixor held the center with shield and Hampering Stance, killed the second cultist, and absorbed the fungus's attacks. Flint raged through the chamber with scattergun and reinforced stock. Slag survived a dangerous bite, critically destroyed the final undead defender, and finished the fungus with silver Needle Darts.

THE GHOUL GARDEN

Gray enriched soil held teeth, bone fragments, and other remains—the compost feeding the fungal beds.

THE SILENT ELEVATOR

A skull-like Nhimbalo control called a stone lift that rose about sixty feet to a previously explored corridor.

Voices Behind the Door

Before moving deeper, the party found a well-preserved locked door and overheard Aller Rosk speaking with his surviving followers. They feared the party would open the route below, return stronger, and destroy them. Rosk admitted that he did not trust the party either—but argued that mutual distrust was exactly why the bargain might hold.

Rosk still expects the lower obstruction cleared so he can lead all of his followers out. He also revealed a desperate ink-based contingency that might kill some of his own people, perhaps himself. Regit persuaded the party not to reveal that they had listened.

ACT II

Jaul Mezmin at the Bridge



Across the L-shaped bridge over the underground lake, the party offered Jaul a cure instead of a killing.

In a humid cavern crossed by an L-shaped bridge built on pylons above an underground lake, Jaul Mezmin waited with two wolves. Ixor led the parley while Flint kept his scattergun ready. The party invoked Worliwynn's name and read her letter aloud: she believed the Moonsunder ritual—Moon's Mercy—could free Jaul from his curse.

Jaul admitted that his lycanthropy was no ordinary infection. As a young druid, he had been deceived and punished by Lamashtu. He questioned why anyone would help after the crimes he had committed. Flint proposed that Jaul be cured and then face Otari's judgment as a man. Ixor framed acceptance as an act of defiance against Lamashtu.

Jaul agreed to wait and sealed the promise by clasping Ixor's hand. The party promised to escort him safely to Worliwynn and return him to the cavern if the ritual failed. He entrusted his only valuable possession—a porpoise necklace inscribed 'Ayla, My Beloved'—toward the cost of the cure.

THE CHOICE

The party rejected the bounty path in favor of cure, accountability, and eventual judgment.

JAUL'S WARNING

A handsome shadowy ghost waited to the south. Something much worse lay to the north.

ACT III

The Southern Route

A Warning and an Unexplored Route



A gigantic otyugh had mineralized around the mouth of a massive pipe.

Along the southern route, the party found an enormous pipe descending into mud and water. A huge otyugh had become mineralized or crystallized around it, fused into the surrounding stone like a grotesque natural formation. The pipe itself remained open.

The opening offered a possible way forward, but it was narrow enough to constrain movement and make any fight inside especially dangerous. The party chose not to crawl into it without preparation. The pipe remains an unexplored route—and the mineralized corpse around it leaves unanswered questions about what passed through it, what killed the creature, and how long the transformation took.

WHAT JAUL EXPECTED

Jaul had warned that a handsome shadowy ghost waited to the south. The party moved onward expecting danger from the dead—not help.

ACT IV

Otari Ilvashti Rises



Otari's ghost rose from his remains and urgently pointed toward the coming ambush.

A faint green glow led to a flooded chamber and a low island covered in pale mushrooms and mold. At its center lay a human skeleton in rotted leather armor with a rapier. The ghost of Otari Ilvashti rose from the remains—not to attack, but to point urgently toward the ceiling and western approach as wisps descended into position.

THE TURNING POINT Jaul's warning framed the southern ghost as a likely danger. Otari's first act overturned that expectation: he warned the party and immediately joined the living against the ambushers.

Lightning in the Flooded Dark

Flint opened the ambush with two devastating critical scattergun attacks, leaving the first visible flickerwisps barely intact. Regit entered the flooded battlefield with his silver sword cane. Slag's Needle Darts and Ilian's Caustic Blast passed harmlessly through the creatures, revealing extraordinary resistance to magic.

Otari entered Regit's shadow, sickening him, then destroyed a wisp with a powerful ghostly strike. Ixor destroyed another weakened attacker but was hammered by repeated electrical strikes from concealed wisps. Flint used Battle Medicine on Slag, Slag crossed the chamber to heal Ixor, and Ilian abandoned ineffective magic to leap through the air and strike a wisp physically.

CLIFFHANGER

The Battle Remains Unfinished



The flooded cavern remained a dangerous battlefield. The visible attackers had been badly damaged or destroyed, but other wisps still moved unseen in the darkness. Their lightning repeatedly found Ixor, and the party was forced to divide attention between locating concealed enemies, keeping one another standing, and finding attacks that could overcome the creatures' defenses.

The session ended in initiative. Otari was fighting beside the party rather than haunting them, Ixor remained badly injured but upright after Slag's healing, and the surviving wisps still had the advantage of concealment and open air above the flooded chamber.

NEXT SESSION COLD OPEN

Lightning still crawls across the flooded cavern. Otari fights beside the living, and unseen wisps remain in the dark.

AFTERMATH

Rewards, Consequences, and Open Threads

EXPERIENCE

- 100 XP each for clearing the Canker Shrine encounter.
- Recipients: Regit, Ixor, Ilan, Grizzle, Sgt. Flint, and Slag.
- No XP yet for the unfinished wisp battle.

TREASURE / PENDING

- Jaul's porpoise necklace, inscribed 'Ayla, My Beloved' (10 gp), entrusted toward his cure.
- Dragon Keepsakes remain pending disbursement.
- Augrael's one-day service may now be owed; confirmation remains pending.
- No Jaul bounty was claimed.

Moon's Mercy: Carry-Forward

The proposed Moonsunder ritual is a three-day undertaking requiring secondary casters, expert Religion or Nature, purified silver, cold iron sigils, sacred oils, and special incense. Its expense is 100 gp × Jaul's level. A full or blood moon is ideal; otherwise a consecrated site and special materials from a side quest may be needed. Because Lamashtu imposed the curse as supernatural punishment, Jaul may be especially difficult to free.

Open Threads

- Finish the battle beside Otari Ilvashti's remains and learn what he knows.
- Gather the Moonsunder components, return for Jaul, and decide what justice follows a cure.
- Determine what Aller Rosk's ink contingency does and open the route his faction expects to use.
- Investigate the mineralized otyugh and pipe.
- Confirm Augrael's one-day service and distribute the Dragon Keepsakes.

Discord-Style Recap

The party finished the Canker Shrine, where Harm restored the undead and Slag's answering Heal restored the party—but also the living violet fungus. Ilan and Grizzle tore down one cultist, Ixor held the center and killed the other, Flint battered through the chaos, and Slag destroyed the final undead defender and fungus. Everyone earned 100 XP. Beyond the shrine, the party found the Ghoul Garden and a silent Nhimbaloth-marked elevator connecting to a previously explored corridor.

At a locked door, the party overheard Aller Rosk and his followers debating the truce. Rosk still expects the lower route opened so he can lead his people out, but keeps a potentially lethal ink contingency in reserve. The party chose not to reveal that they had listened.

On an L-shaped bridge over an underground lake, the party met Jaul Mezmin and his wolves. Worliwynn's letter offered a possible cure through Moon's Mercy. Jaul admitted Lamashtu had deceived and cursed him, and accepted the party's promise: cure first, then face judgment as a man. Keeleno remains alive in Otari and has had little direct contact with the party.

Farther south, the party found a mineralized otyugh fused around a massive pipe, then entered a flooded chamber where Otari Ilvashti's ghost rose and warned them of a wisp ambush. Otari joined the fight, Ixor endured repeated lightning strikes, Slag rushed to heal him, and Ilan leapt through the air to strike a wisp physically. The session ended with concealed wisps still active.