

GM EDDY'S TABLE CHRONICLE

THE DEAD REMEMBER

Otari's final road, the Roseguard relics, and a stolen sword carried back below.



Otari Ilvashti fights beside the party as the final Eye of the Empty Death breaks apart.

SESSION BRIEF

Two sessions moved the Thursday table from one long-delayed victory into the next stage of the Gauntlight. On July 23, the party finished the wisp battle on Otari's island, saved his ghost, learned how he died, and heard the warning that Volluk Azrinae must fall before the spectral seal is opened. After a week of recovery, level 5, and Carman's dragon keepsakes, the July 30 session turned toward justice and inheritance: Ixor returned Ana's locket to Keeleno, Slag earned Zarmavdian's spellbook, and Carman carried Vol Rajani's sword back below.

PARTY IN THE RECORD Regit Lacher ♦ Ixor Giest ♦ Ilian & Grizzle ♦ Sgt. Flint Ironhand ♦ Slag

THE LAST EYE GOES DARK

The wisps fall, and Otari finally tells the road that ended on the island.

SCENE 1 The Eyes of the Empty Death Fall

The fight resumed with the wisps still intent on destroying Otari. One repeatedly vanished, reappeared, and shocked the ghost while the party struggled against creatures that ignored most magic and were exceptionally difficult to strike. Ixor was critically hit and dropped. Flint's hurried treatment went badly, but Ixor's resilience kept the mistake from becoming fatal. Slag committed his last three-action heal to restore the group; the Eyes were not undead, yet their magical immunity also kept the burst from aiding them. Otari destroyed one of the beings that had tormented him for centuries, and Ilian landed the attacks that broke the last wisp. Each party member earned 100 XP.

SCENE 2 Otari's Last Road

With the chamber quiet, Otari reconstructed the journey that killed him. The Roseguard confronted Belcorra in the Gauntlight's grand hall, where a pulse of magic collapsed the floor beneath him. Separated from the others, he tried to reach the surface, but Belcorra's creatures watched every route. He hid in a cramped washroom, fled past a minotaur, survived a chul's den, and found secret stairs that led only deeper. A silent library offered no escape. At the underground lake, an otyugh struck and infected him. Fevered and failing, Otari crawled onto the island, died there, and never left.

SCENE 3 The Relics and the Warning

Otari named the Gauntlight for what it is: Belcorra's weapon, built to turn cursed light toward Absalom and raise the dead in its wake. The spectral seal below feeds upon the Roseguard's psychic imprint. To open it, the party must place four relics upon the upper temple's altar. But the relics are not the first task. Volluk Azrinae has spent centuries shaping this level, creating undead, and feeding power back into Belcorra's work. If the seal opens while he remains active, the party could be trapped between whatever waits below and everything Volluk commands above. Otari also asked them to return after the seal is broken, perform his last rites, and finally release him.

OTARI THIEVES' TOOLS SECURED	AESEPHNA HUNTER'S BROOCH SECURED	ZARMAVDIAN SPELLBOOK ENTRUSTED	VOL RAJANI LONGSWORD WITH CARMAN
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OTARI'S FINAL REQUEST

Defeat Volluk before opening the seal. Then return to the island, perform Otari's last rites, and release the founder of the town that bears his name.

A WEEK ABOVE GROUND

Level five, recovery, and five pieces of a dragon that refused to become ordinary.

⌚ Level Five and Otari’s Inheritance

The party returned to Otari and advanced to level 5. They recovered Otari's special thieves' tools and sneaky key, along with his venomous dagger, enchanted studded leather, and a powerful healing potion. Regit spent part of the week recovering from the otyugh-linked illness carried away from Otari's remains. Slag retrained Combat Grab into Snagging Strike, while the rest of the group handled purchases, tattoos, equipment changes, and the ordinary work that follows an extraordinary delve.

🔥 Carman's Unexpected Magic

At Blades for Glades, Carman unveiled the dragonhide commissions with an Otari Gazette reporter watching. He had not deliberately enchanted them. As each piece took its final shape, the cured hide seemed to answer the person who would carry it. Carman also refused to waste a leftover fang, creating a fifth keepsake for Slag.



THE GENTLEMAN'S CANE

Regit • Once per day, +1 to Deception or Society when the cane serves as prop, status, or misdirection.



THE COMMAND GRIP

Ixor • Once per day, +1 to Athletics to Trip, Shove, Reposition, or Disarm.



SCALE-SLIP WRAPS

Ilian • Once per day, +1 to Acrobatics to Tumble Through, Balance, Escape, or cross treacherous ground.



SMOKE-SCALE BANDOLIER

Flint • Once per day, smoke and sparks conceal him from an attacker until his next turn.

THE FIFTH KEEPSAKE

DRAGON FANG RELIQUARY Carman set a leftover green dragon fang into a bronze reliquary for Slag. **Healing Breath, once per day:** when Slag casts heal, one target gains 1d8+2 temporary Hit Points.

A LOCKET RETURNED

Ixor asks Keeleno to choose justice over vengeance—and places Ana's memory in his hand.



Ixor returns Ana's necklace while Keeleno tries to decide what remorse can possibly mean.

SCENE 4 The Plea for Jaul

Ixor told Keeleno that the party had found Jaul hiding deep in the Gauntlight. They argued that Ana's death occurred while Jaul was controlled by the lycanthropic curse, and that his remorse survived the monster he became. Their proposal was not simple forgiveness: cure him, let him make restitution, and allow him to face justice as himself.

SCENE 5 Six Hundred Gold

Keeleno produced the original 300-gp bounty and added a diamond worth another 300 gp. Bring him Jaul's head, he said, and the matter would be easy. Flint rejected the role outright. If Jaul must answer for Ana's death, he should stand before Longsaddle—not be murdered for a purse. Keeleno withdrew the offer and said only that he would think about the bounty.

SCENE 6 Ana's Locket

Ixor placed Ana's necklace and locket over Keeleno's hand. Jaul had preserved it and offered it as proof of remorse. Keeleno stared at the piece, looked back at Ixor, and asked everyone to leave. Ixor offered one last thing: if Keeleno still demanded a pound of flesh, he could take it from Ixor instead. Keeleno did not forgive Jaul or withdraw the bounty. He closed his office and took the day to process what had returned to him.

BORROWED FROM THE ROSEGUARD

The museum yields a hidden brooch. A dead wizard demands an answer before surrendering his book.

OTARI
THIEVES' TOOLS
SECURED

AESEPHNA
HUNTER'S BROOCH
SECURED

ZARMAVDIAN
SPELLBOOK
ENTRUSTED

VOL RAJANI
LONGSWORD
WITH CARMAN



Slag answers Zarmavdian's test of stewardship and accepts the Roseguard wizard's greatest work.

SCENE 7 The Museum Opens Its Vaults

At Menhemes Manor, Doriana first assumed the party wanted a museum tour. Instead, they asked to borrow the Roseguard relics. Oseph returned from hunting, signed the required authorizations, and gave Morlibint permission to release Zarmavdian's spellbook. Doriana removed the real Hunter's Brooch from a secret compartment behind the imitation on display. Vol Rajani's sword, they learned, was currently being shown at the library.

SCENE 8 The Test of Stewardship

The spirit within the spellbook refused to surrender it merely because the mayor had signed a document. Zarmavdian asked by what right a keeper would retain dangerous knowledge, by what right it might be surrendered, and how the greater duty could be judged. Slag answered from Irori's teaching: knowledge is sacred and must be safeguarded, but it must also be shared when it serves a worthy greater good. Rather than simply hand the book to a claimant, Slag would personally aid the cause and judge it. Zarmavdian accepted the answer. Slag spent a full day learning Morlibint's exact handling procedures and gained training in Archived Materials Lore.

FIRE AT THE LIBRARY

A relic disappears in the smoke, and the sword's heir chooses to carry it below himself.



At Smuggler's Refuge, Ixor offers Carman a third choice: carry Vol's sword into the Gauntlight himself.

SCENE 9 The Bells in the Night

The sword gallery was closed, so the party planned to return in the morning. During the night, Otari's bells sounded and smoke rose from the library. Slag ran to protect the books in Irori's name, but clerics and townsfolk had largely contained the blaze by the time the party arrived. Vandy and a second witness had seen Carman fleeing with Vol's sword. Neither actually saw him start the fire.

SCENE 10 Where Carman Went

Carman's shop was closed and he never returned during the night. At Crook's Nook, Yinyasmera understood immediately: Carman had finally taken back what he believed belonged to the Rajani family. She directed the party to Smuggler's Refuge, an old inland cave once used for light contraband and now better known as a place for drinking, parties, and ghost stories.

SCENE 11 The Heir and the Blade

Carman had a small fire going at the back of the cave. He warned the party to keep its distance, claimed both the refuge and the sword, and dismissed their story about Otari's ghost as another trick to take his inheritance. Ixor changed the terms: Carman could come into the Gauntlight and carry Vol's sword himself. Carman accepted. He kept the blade and joined the expedition. Longsaddle still intends to answer the library damage when Carman returns.

FOUR KEYS, ONE WARNING

The relics are together—but Otari’s warning still points to Volluk before the seal.

OTARI’S THIEVES’ TOOLS Carried from the island and bearing his psychic imprint.	AESEPHNA’S HUNTER’S BROOCH Released from behind the museum’s imitation.
ZARMAVDIAN’S SPELLBOOK Entrusted to Slag under Morlibint’s archival rules.	VOL RAJANI’S SWORD Physically present, but still carried and claimed by Carman.

SCENE 12 Through the Old Route

With Carman carrying the sword, the party returned through the swamp-shrine tunnel and the former dragon lair. They recovered kobold gear and trophies that had been overlooked during the earlier retreat. Slag also faced the delayed danger of ghoulish fever and successfully fought off the incubating disease before it could take hold.

SCENE 13 The Mermaid's Cold Welcome

A previously unopened southern door led to a chamber dominated by a mermaid fountain. The mechanism unleashed a freezing, high-pressure torrent that struck Slag critically. Flint blasted part of the statue away, and the party destroyed the trap before it could continue firing. Its destruction released one final surge of water across the room. Coins and minor treasure were recovered from the basin.

SCENE 14 Where the Night Ended

Carman remained behind the experienced delvers during the trap fight; he is a talented smith and an angry heir, not yet an adventurer. The session closed with him still accompanying the party, Vol's sword physically present in the Gauntlight.

IMMEDIATE POSITION ◆ All four Roseguard relics are physically assembled. ◆ Carman is inside the Gauntlight carrying Vol’s sword. ◆ Otari remains on the island awaiting final rites.	NEXT OBJECTIVE ◆ Find and defeat Volluk Azrinae before using the altar. ◆ Do not open the spectral seal with Volluk’s forces behind the party.
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REWARDS, CONSEQUENCES & OPEN THREADS

What changed across the two sessions—and what now waits for the party.

REWARDS NOTED

- ◆ 100 XP each for defeating the remaining Eyes of the Empty Death.
- ◆ The active party advanced to level 5.
- ◆ Otari's thieves' tools, sneaky key, venomous dagger, enchanted armor, and healing potion were recovered.
- ◆ Four dragonhide keepsakes were completed, plus Slag's Dragon Fang Reliquary.
- ◆ Aeseephna's Hunter's Brooch and Zarmavdian's spellbook were released to the party.
- ◆ Slag gained training in Archived Materials Lore.
- ◆ Additional kobold gear and fountain coins were recovered.

CARRY-FORWARD THREADS

- ◆ Volluk Azrinae should be confronted before the spectral seal is broken.
- ◆ Otari awaits final rites after the seal is opened.
- ◆ Keeleno has not forgiven Jaul bounty status unclear.
- ◆ The party still intends to cure Jaul and determine what justice follows.
- ◆ Carman is carrying Vol Rajani's sword, but the library fire and theft remain unresolved.

DISCORD-STYLE PLAYER RECAP

COPY/PASTE PLAYER-FACING SUMMARY

The party finished the battle against the Eyes of the Empty Death, saving Otari Ilvashti's ghost after Ixor was dropped and Slag committed his last major heal. Otari destroyed one wisp himself, and Ilian ended the last. He then told how the Roseguard's fight with Belcorra sent him falling into the lower Gauntlight, where an otyugh's infection killed him on the island. To break the spectral seal, the party needs Otari's thieves' tools, Aeseephna's brooch, Vol Rajani's sword, and Zarmavdian's spellbook—but Otari warned that Volluk Azrinae must fall first. After a week of recovery, level 5, and Carman's dragonhide keepsakes, Ixor approached Keeleno about curing Jaul and returned Ana's locket. Keeleno refused forgiveness but agreed to think about the bounty. At Menhemes Manor, the party secured the brooch and authorization for the other relics. Slag earned Zarmavdian's spellbook by explaining that sacred knowledge must be protected, shared when worthy, and personally stewarded. That night the library burned and Carman fled with Vol's sword. The party found him at Smuggler's Refuge and persuaded him to carry the sword into the Gauntlight himself. With Carman beside them, they returned below, defeated a freezing mermaid-fountain trap, and ended the night with all four Roseguard relics assembled and Volluk still ahead.

SOURCE RECORD | July 23 and July 30, 2026 transcripts and Foundry chat logs; The Otari Gazette: Dragon Keepsakes; Dragon Fang Reliquary item record.