

# 20.7.2025

## Preamble:

Norhan may not have written down anything about the 'bank notes' from the harper who bought the chest found in the old Abeils tunnels and bought the 'party's story'

Lachlan talked about a locate object bauble the party loved. Nobody knows what he is talking about.

Lachlan doesn't seem to be a fan of the item rules for attunement.

Lachlan doesn't seem to be a fan of the sage advice comments on magical shields granting magic AC bonus while held but not wielded.

## Session 20/07/25 start

Session begins with the party beginning a long rest.

Cornholio sets up tripe wires and bells on the stairs and Dagoth sets an alarm spell across the entry to the temple. The party sets up under the weave fruit tree.

Yennefer approaches Dagoth to ask for help with her enslaved blink dog. Dagoth lends her a [helm of comprehending languages](#) through which she comes to the understanding she has enslaved not some simple animal but a fully sentient fey being who is afraid of her. She discovers the blink dog is called Jisan and 50 years old . Yennefer recalls that this is the name of the goddess of fruitfulness

from the land of fate Zakhara and that blink dogs often 'earn' their names.

Dagoth changes up some of his prepared spells and uses locate object to try get a feel for where they are located. He tries to locate the closest Evereskaan tomb guardian shield and gets a bearing. Deciding not to burn too many spells slots for the day since Lachlan won't let Dagoth abuse Elf 4 hour long rests.

#### GM Direction ▾

Lachlan has not firmed up exactly where we are

Dagoth spends 2 hours reading 'Codicil of the white' as the future dreamers in the party wake up the perceptive of them (aka none of them) notice Dagoth's breathing is such that we were in a cold environment.

The party breaks camp and all of a sudden Cornholio goes limp and his body starts floating around slamming into things. He manages to break a weave fruit tree branch with his thick half orc neck.

His limp body begins to start talking about humanoid tracks, bed rolls, fire pit, book cases, small desk, 4 poster bed with fahogany chests.

Cromash and Dagoth begin to move up behind him and start investigating the tracks in the dust and a veridian cloak

draped over a small altar. Dagoth starts looking for traps and then tries to remove the cloak with mage hand but finds it 'stuck', but notices the holy symbol of Jennath the Netherese incarnation of Chauntea on the cloak. Dagoth is starting to get some confused feelings about this place.

Cromash tries to force the cloak with all his might, Dagoth hands him a crow bar but to no avail. Cromash stops trying to force the issue before the cloak breaks.

Yennefer walks down the stairs and starts wondering aloud to herself about the cloak herself. Yennefer approaches the problem from a religion point of view and not Indiana Jones. She uses a 'give and take' approach. She places her pet raven on the altar and the cloak immediately slides off. Yennefer asks Dagoth what the cloak is and he is rather non committal only revealing it is a nice cloak. Yennefer recognising the exceptional quality inherent in all Elven craft she wears the cloak.

As she turns to leave she discovers her pet raven is trapped. She returns to the altar and places a dead outsider gnome and a live frog onto the altar. Not sensing that offering a once living thing tainted by the far realm onto an altar of the earth mother might not be a great idea. The gnome corpse rag dolls upright and starts cursing her in Abyssal. Nobody in the party understanding Abyssal knows exactly what was said, but we all got the vibes. Dagoth is rather unsettled.

Yennefer doubling down decides that maybe if the altar is removed from the ground, her problem might go away.

Lacking the tools she needs Dagoth transforms his [All purpose tool](#) into masons tools and then hands her a chisel and hammer. The alter spider webs and shatters apart. Despite her lack of PPE she suffers no physical damage, take that safety officer. She is however now concerned about 'the curse' and who could help with that. What is a paladin?

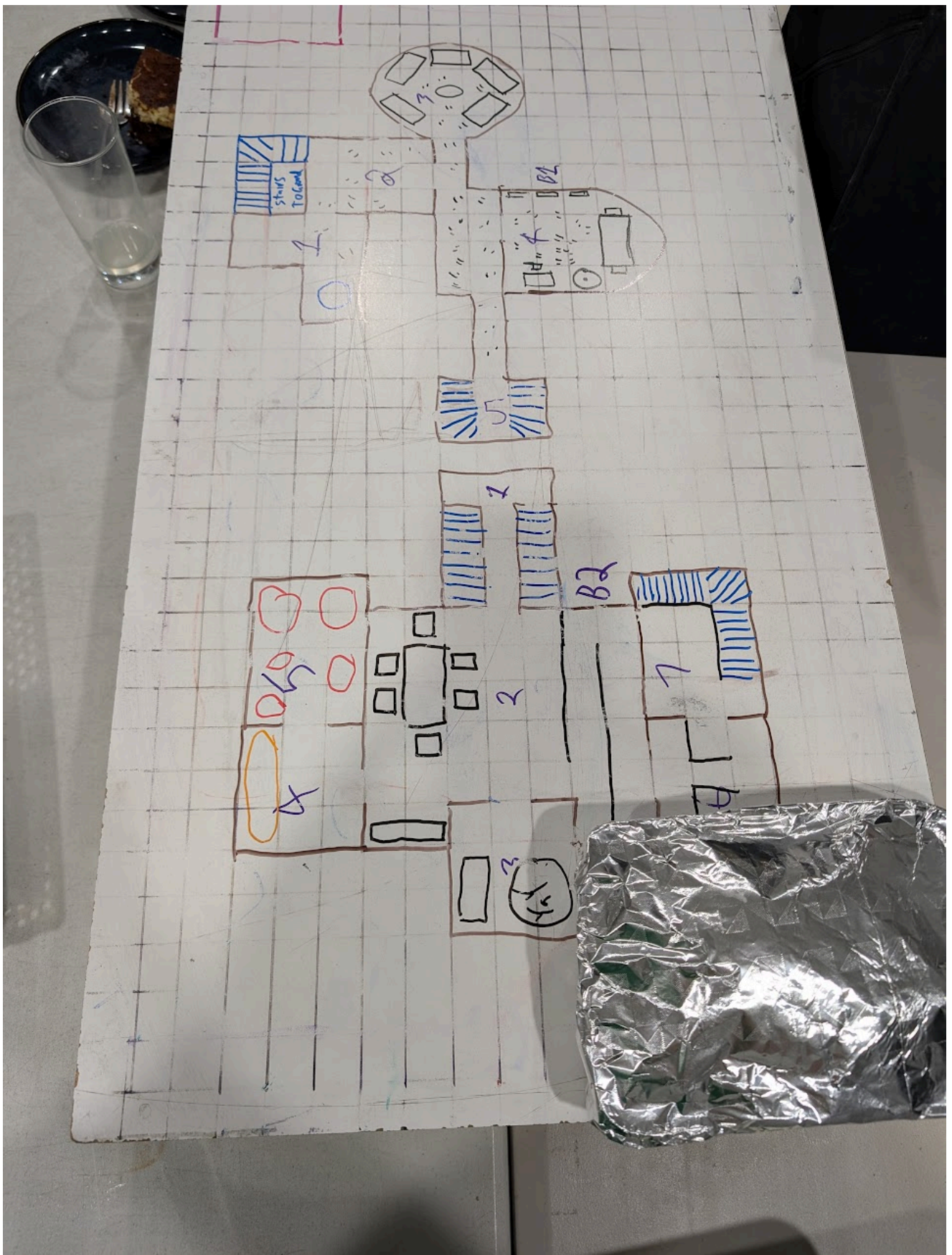


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B1R1: Hallway with [Cloak of Elvenkind](#)

B1R2: Humanoid tracks and real bad smell

B1R3: 5 bed rolls made from pelts from the fey owl things. 1



Bed is a lot larger than the rest.

B1R4: 3 bookcases (HYPE), 1 small desk (look for hidden stuff), 1 broken chair, 1 Fount, a 4 poster bed with mattress and the bed looks 'out of place', 2 fahogany chests attached to the bed, do not look in these.

Cornholio's echo moves up into B2 and his body is been dragged around by Cromash and his spectral wolf.

Cornholio sees 4 gnolls and 1 flind and another figure B2R3 on their knees facing an object behind the other gnolls.

The general area of B2R2 is splattered with blood.

The gnolls are wearing outsider gold half plate and wielding spears and shields. The flind has a 3 headed flail and a tower shield and some special grey armour. The far figure appears unarmed and is wearing a simple tunic

## Combat begins

Round 1:

Dagoth rolls annoyingly high on initiative and hopes to lure the the gnolls into B1R5/B2R1. Dagoth hands Cornholio some power thirst (haste) and he then proceeds to rush the gnolls.

Cornholio gets hit by an attack roll of 28 by the flind and takes some psychic damage. Cromash displaying even more personal growth uses a spell called misty step!

Round 2:

Cornholio crit fails

Cromash also takes some hits.

Discussion about magic shields.

Round 3:

Lachlan hates Matt Mercer and also Tina.

Some gnoll visits shar courtesy of Cromash.

Tunic guy eats scorching ray and turns to dust -76 HP

### Combat ends

Dagoth walks into the room and immediately starts rummaging around in the spilled open belly of the flind, while investigating the digestive tract of the flind he deduces the gnolls have been eating the fey owl things. He finds 3X50GP gems which he tosses to Cornholio and also finds a small silver chain of dwarven make with a small crystalline heart attached.

Cromash moves into B2R3 and finds a small altar to a so called gnoll 'god'.

Before Cornholio can vibrate out of existence Dagoth hands him a wand of magic detection and wand of secrets and makes use of the remaining ~40 seconds to search.

Cromash starts rummaging through the 'pile of shit' in B2R4. The party finds a lot of stuff. Loot written down in the DnD drawers.

Dagoth begins to prepare an identify ritual, Yennefer recognising what is happening throws herself into the pile of items to be identified.

Cromash picks up the flind corpse and hauls it upstairs and tosses it onto the mythallar. The corpse turns to plasma.

## Results:

Yennefer is a fiend who has been cursed with a plague of frogs. Frogs will appear around her and make a racket.

When the frogs are 'interacted' with they turn to leaves.

The crystalline heart is an [Amulet of Health](#)

A +1 Longbow made from Cambrian bone

More coins in the same style as the ancient Elven coins found last session.

Make sure to get the copper coins Cornholio ignored.

See post it notes for full details .

The party reaches level 10 and Lachlan calls it.



## Final thoughts ▾

Think about where the necklace in the flind came from. Why are the gnolls here and where did they come from. No evidence of them upstairs. Mere meters away the animals were safe until Yennefer and Voltaire arrived. Before moving to investigate the rest of the area post a sentry at the stair well. Use my owl familiar incase muscle is needed.

Investigate B2R5 and B2R3.

Look in detail at the gnoll alter. Can it be stolen. Is it worth breaking/descrating. Could that summon a ~CR20ish fiend who wants a holy water shower?

Return upstairs to look at the bookcase room.

If Cromash and Dagoth line all the books up and cast scholar's touch at each end of the line of books can we read them all in one go. Is this like Elven circle magic? Now that Cromash has Corellon's favour (totally going to get reincarnated as an Elf) this would be ok to do.

Under no circumstances open the fahaogny chests attached to the creepy bed.

Search the desk for hidden keys.

Suspect B1R4 was the gnoll 'priest' room

Collect all the ancient elven coins. Assess the full numismatic spread from copper to platinum for more information about this confusing place.

Lachlan feeding information in the drive home:

The gnolls are fortifying against something. I had assumed

they had taken over.