



GM Eddy's Table Chronicle

Stories, Consequences, and Open Threads

SESSION BRIEF

The Dragon's Fall and the Fogfen Shrine. The party began at the dragon's turn, survived its final frenzy, finished Zolgran's kobolds, searched the lair, followed a tunnel into the Fogfen, found a crude shrine to Nhimbaloth, defeated two will-o'-wisps, and returned to Otari shortly before 10 p.m.

Party in the Record

- Regit Lacher
- Ixor Giest
- Ilian
- Lahota
- Sgt. Flint Ironhand
- Companions: Grizzle and Chauncey

SESSION EVENTS

Scene 1 - The Dragon Bites Itself

The night opened with Regit badly hurt beside the wounded juvenile horned dragon while Ixor stood stopped short from his last opening. The dragon lashed out at Ilian, then tried to finish Regit, but a disastrous swing turned against it. Regit seized the sudden opening and cut the dragon down with the silver sword cane.

Scene 2 - Zolgran and the Last Kobolds

The dragon's death did not break the kobolds at once. Flint blasted Zolgran and was punished by force magic in return. Lahota remained in play for the night and helped clear kobolds with Electric Arc and Ignition. Ilian killed Zolgran in brutal fashion, while Ixor, Regit, Flint, and Grizzle finished the final survivors.

Result: The dragon and kobold fight ended for 120 XP each.

Scene 3 - Zolgran's Hoard and the Dragon Body

After healing, the party searched bodies, opened the locked treasure chest, and found eggshell necklaces that suggested the kobolds had hatched, raised, guarded, worshiped, or failed to control the young dragon. The group found Zolgran's treasure, climbed to the dragon's lair, and chose to haul the dragon's body out for later teeth, hide, crafting, sale, or study.

Scene 4 - The Tunnel to Surface Air

The party debated whether to retrace the known route or risk a side passage. The tunnel was not clearly climbing, but signs of bats and surface air convinced them it probably reached daylight. Dragging the dragon slowed the trip, but the passage opened through a muddy hole into the Fogfen, with the Gauntlight roughly within a mile and no safe road visible.

Scene 5 - The Skull Shrine in the Fogfen

The clearing held a small, wet, improvised shrine: a moss-choked skull form on a platform with crude offerings, bones, and humanoid skulls nearby. It radiated fear, left dead insects scattered around it, and allowed snakes to move through the ruin. Drawing on what they knew from Wrin, Regit and Lahota recognized the place as a crude shrine to Nhimbaloth.

Scene 6 - Will-o'-Wisps in the Dark

Two lights answered the shrine. Lahota identified them as will-o'-wisps, servants of Nhimbaloth, and warned that magic would do little against them. The fight became a struggle to seek, point out, close distance, and strike through concealment. Flint revealed one hidden wisp; Ixor's guardian pressure and hammer blows brought it down.

Scene 7 - The Wisp on the Shrine

The second wisp circled back toward the altar. Lahota hurled acid at the shrine itself to insult the place and flush the creature out. The acid exposed the wisp cresting over the skull and descending from the platform. Flint struck it with elemental ammunition, and Ixor finished it with the warhammer.

Result: The party defeated both will-o'-wisps for 80 XP each and reached Otari shortly before 10 p.m.

TREASURE, REWARDS, AND CARRY-FORWARD

Rewards Noted

- Dragon/kobold fight: 120 XP each; will-o'-wisp fight: 80 XP each.
- Coin from the dragon lair: 9 gp and 9 cp each to Ilian, Ixor, Regit, and Flint.
- Iron key, eggshell necklace, bolt of fine silk cloth, marvelous miniature ladder, minor healing potion, 19 sp, and emerald.
- Zolgran's treasure: smoking sword, masquerade scarf, old dungeon map, wand of heal, and silver bracelet with fish pattern.
- Regit claimed the masquerade scarf and old map; Ixor claimed the smoking sword.
- Dragon remains were hauled out for later teeth, hide, crafting, sale, or study.

Carry-Forward Threads

- The party ended in Otari, not in active combat, shortly before 10 p.m.
- Lahota returned with the party; her in-world departure or next step can now be resolved from town.
- The crude Nhimbaloth shrine remains in the Fogfen unless the party returns to cleanse, destroy, study, or report it.
- Dead insects, living snakes, fear, and will-o'-wisps make the shrine more than a simple swamp idol.
- The tunnel gives the party another hidden route between the kobold lair, the Fogfen, and the Gauntlight region.
- The old map, smoking sword, wand, dragon remains, and fish-pattern bracelet may need follow-up identification or use.
- Ixor still has valuable books, and the party mentioned getting them to Morlibint.

DISCORD-STYLE RECAP

Copy/Paste Player-Facing Summary

The party resumed at the dragon's turn, with Regit badly hurt and Ixor stopped cold from his last opening. The juvenile horned dragon mauled Ilian and nearly turned the fight, but a disastrous fumble opened the door for Regit to finish it with the silver sword cane. The kobolds fought on after their dragon fell, but Flint blasted Zolgran, Ilian killed the kobold boss in brutal fashion, and Lahota helped finish the last survivors with Electric Arc and Ignition. Afterward, the party searched the lair, found Zolgran's treasure, recovered strange items including a smoking sword, masquerade scarf, old map, wand of heal, emerald, silk, miniature ladder, coins, and eggshell trophies, and decided to drag the dragon's body out for later use.

The tunnel from the lair led to the surface, but not safely home. The party emerged into the Fogfen near a small, wet, improvised shrine to Nhimbaloth surrounded by bones, dead insects, and living snakes. The shrine radiated fear, and two will-o'-wisps came out of the dark. The wisps vanished, shocked the group, and fought from concealment, but Flint revealed one, Ixor's guardian pressure kept it from escaping, and the party destroyed it. Lahota's acid blast against the shrine exposed the second wisp as it crested over the skull and descended from the platform. Flint wounded it with elemental ammunition, Ixor finished it with the warhammer, and the party pushed back to Otari shortly before 10 p.m. with dragon remains, strange treasure, and new evidence that Nhimbaloth's rot reaches into the Fogfen.