

Guild Expedition Report

Submitted by: Finn Packwell

Location: Abandoned Tollhouses, northwest of Kisertvia

Mission Objective

Investigate the abandoned tollhouses recently identified through information provided by Lord Kalios of The Foot as a possible cult hideout.

Summary

Our party arrived to find two ruined tollhouses, later discovered to be connected by an underground structure. We were guild members Finna Packwell, Clifford Amberglade, Louis De Montclair, Pallida Procella and Rain. Initial reconnaissance provided by Rain and Pallida revealed a group of goblins occupying the eastern side of the ruins. Their intentions were unknown at the time, though later events confirmed they were hostile to the cultists rather than allied with them.

After securing the western building, we located a trapped staircase protected by magical runes. Through careful investigation and teamwork, the runes were identified as *Magic Mouth*, *Alarm*, and *Fireball*. The challenge phrase required to bypass one of the wards referenced "the Child of Night," knowledge fortunately possessed by Louis. It refers to a unit or role with demon host armies. We did not need to use this to bypass the ruin but it is noted here in case of future connection.

A summoned spider familiar explored the tunnels below before being slain by an unfamiliar Underdark creature identified, and named, by Pallida as a Dark Stabber, with warning that such creatures rarely travel alone.

As fighting broke out between the goblins and cultists above, we prepared an ambush below. Cultists descending to investigate were caught off guard and eliminated. The remaining goblins were also dealt with, save for one survivor who escaped. No injuries were sustained during this engagement.

Further exploration uncovered evidence that prisoners were being held for ritual sacrifice. While investigating the eastern passages, Rain was briefly paralysed by an unseen threat before being recovered by Louis.

Advancing with lanterns, we were ambushed by several Dark Stabbers. The engagement proved significantly more dangerous than the fighting above. Louis sustained multiple serious wounds while the rest of the party exhausted much of their strength holding the creatures back. During the battle, a Spectator revealed itself as the source of the earlier paralysis. Both the aberration and several Dark Stabbers were slain, though two of the creatures escaped deeper into the tunnels.

The prisoners were successfully located and rescued. Exploration revealed additional stairways descending further underground, suggesting the tollhouses conceal a much larger complex.

Results

- Cult hideout disrupted.
- Seven cultists confirmed dead.
- Several Dark Stabbers destroyed.
- One Spectator destroyed.
- Prisoners rescued before sacrifice.
- One goblin escaped.
- Two Dark Stabbers retreated into the deeper tunnels.

Assessment

The immediate threat at the tollhouses has been significantly reduced, but not eliminated. The lower passages remain unexplored and likely connect to a more extensive underground complex. Given the presence of Underdark creatures and surviving hostiles, the location should be considered active and dangerous.

Our party lacked the resources to continue. Louis had suffered substantial injuries, Clifford had expended his most powerful arcane magic, and the remainder of the expedition was running low on supplies and endurance. Pressing onward would have risked unnecessary casualties.

Recommendations

- Organise a follow-up expedition with fresh supplies and personnel.
- Prepare for prolonged underground exploration with ample light sources and healing provisions.
- Expect additional Dark Stabbers and potentially larger Underdark threats.
- Investigate the deeper complex for remaining cult activity and determine the extent of their operations.

The mission achieved its primary objective of investigating the site and preventing an imminent sacrifice. However, the tollhouses should not yet be considered secured.