

May 12, 2025

The party just barely defeats Shmeshkah's personal bodyguards. We prepare for confrontation, but instead she offers to return our souls if we do her another favor - portal to the realm of a beholder god (missed the name) and get rid of the flood of modrons passing through. We agree and get our souls back, instantly leveling up to 17. Plus we get 4 rare items, 2 very rare, or 1 legendary.

We travel through the portal into Gzemid's realm. We are soon attacked by a tentacle from a giant beholder but successfully drive it off. We climb down to the cave floor where an endless stream of modrons is marching along. We head "upstream" and shortly encounter a large demon skull that asks us to carry it back to the Nine Hells. He tells us to go find the "maw" where we can request escape from the realm.

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