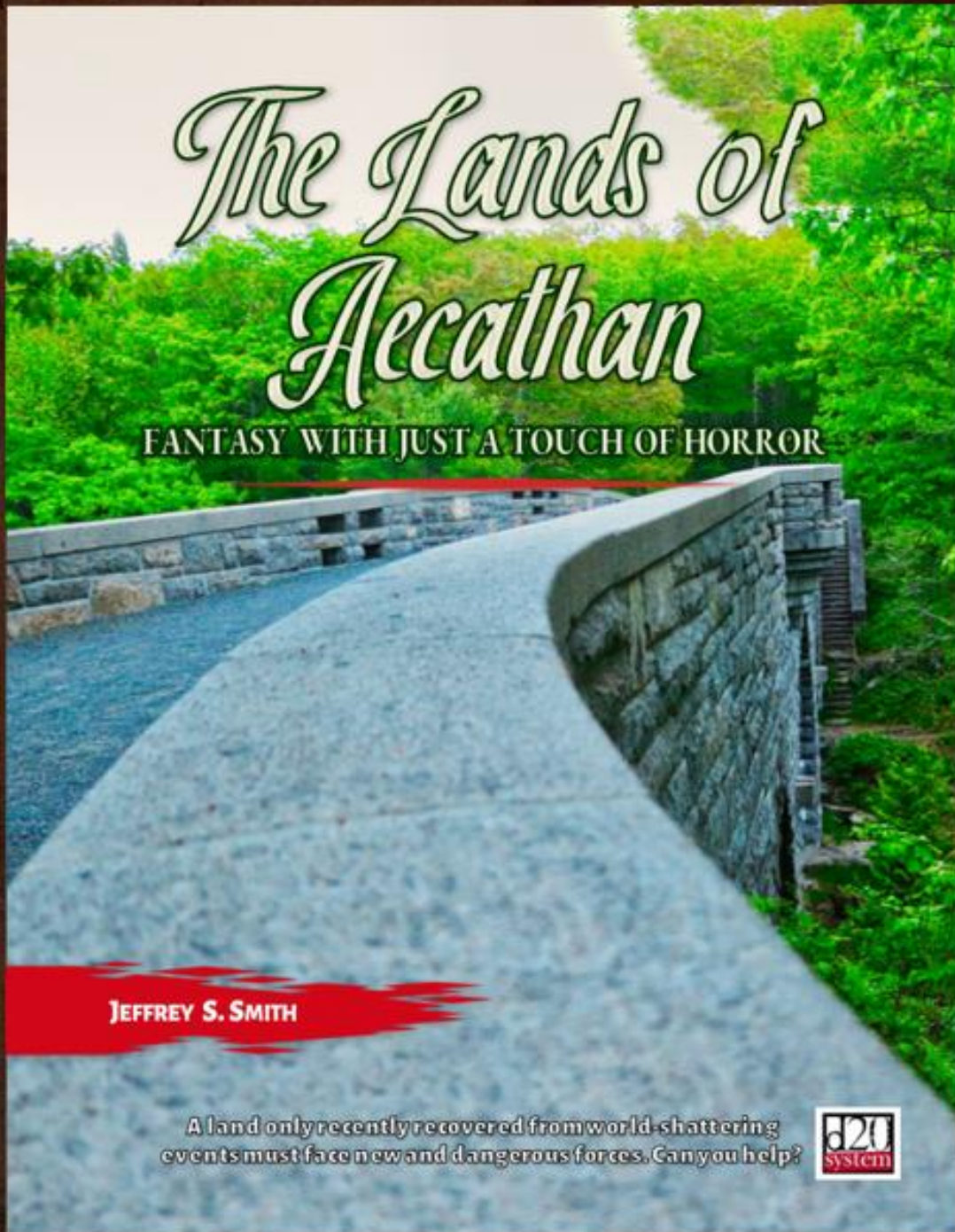


The Lands of Aecathan Summary



The Lands of Aecathan

FANTASY WITH JUST A TOUCH OF HORROR

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A land only recently recovered from world-shattering events must face new and dangerous forces. Can you help?



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Episode 1: Brother and Sister, Arimynn and Zorith Zyrcaan, rogue and sorcerer respectively, have been wandering the lands of Aecathan and have found themselves in the capital city of Aermagh. There, they happen across Aribell Iselynn, priestess of the Goddess of Life and Healing, Tiraura. After a strange encounter with a very territorial cat in the dockside tavern known as "The Shouting Pirate," the trio decide to band together and seek work as professional adventurer's. Perusing the tavern's jobs board, they choose a task and set out to hunt wild Tharinochs for the owner of "The Tharinoch's Talon Inn."

Episode 2: As they journey outside of Aermagh proper, they find that Aecathan is only tamed within the limits of its cities and villages, as they encounter several challenges (including the Tharinochs they were seeking). But once they enter the Jaonos Wood, they encounter strange and unsettling ivory creatures who seem to be hunting them while they hunt their quarry!

Episode 3: Upon completing their task and returning to the "Talon," the newly-minted group are paid for their efforts and set out to spend their hard-earned wages! In the process, they re-visit "The Cozy Blade Inn" and discover that the owner is in need of some assistance herself! As the siblings had stayed in the Inn previously and had a good experience, they agree to help and investigate the disturbances that are causing her guests to have vivid nightmares!

Episode 4: After hours, Arimynn, Zorith, and Aribell delve deep beneath the Cozy Blade Inn, searching for the cause of the nightmares plaguing those who sleep there. Unfortunately, the truth is almost more terrifying as they encounter strange creatures and more ivory horrors, similar in color but drastically different in form and demeanor from those they found in the Jaonos Wood!

Episode 5: After clearing out the creatures from beneath the Blade, the siblings and their paladin friend receive a reward from a grateful innkeeper! After returning to the Shouting Pirate for another look at the jobs board, they have the misfortune to come face-to-face with the smarmy Coinmaster Allerton, head of the local Temple of Idos, the God of Trade and Merchants, but pick up a new job hunting the bandits who are threatening the southern trade route out of Aermagh.

Episode 6: Arimynn, Zorith, and Aribell are assigned an escort in the form of a member of the Aecathan army, Lieutenant Tasha Greenvale, and the four set out along the southern trade route out of Aermagh in search of a pack of bandits that has been harassing any and all who attempt to travel toward the Swampswatch

watchtower and beyond! All too soon they find the bandits and a fight, a chase, and another fight ensue! What happens next is the stuff legends are made of... at least after Graff and his band of waggoneers finish embellishing the story.

Episodes 7 & 8: After securing a couple captive from the bandit groups, the four adventurers transport their charges back to Aermagh, get paid, get part of that payment stolen, chase the thief halfway across the city, and end up being escorted to a meeting with the infamous Viessa Vexx, head of the Aecathan Thieves Guild... which, of course, doesn't exist! <wink wink> She informs them that they are about to be drafted into the Aecathan army, as it appears there is going to be another conflict with the chromatic dragons of the east, and perhaps their orc servants as well. She offers the four an alternative and, while Aribell is none too pleased, the group accepts her offer and heads out of the city toward the far-off desert border city of Thunder's Edge.

Episode 9: The adventurous quartet sets off on their voyage to Thunder's Edge. The first leg is back on the magic-powered riverboat, "The Clever Sprite," with old friend Captain Yerobi at the helm. Unfortunately, someone has targeted the Sprite and launched an attack designed specifically to take her down. Arimynn, Zorith, Aribell, and Tasha help the captain and her crew defend the ship, defeat the bandits, and continue on their way to the end-port, the village of Costead's Wave.

Episode 10: Upon arriving in Costead's Wave, they meet up with Arimynn's mentor, Allian Parawin. After catching up, they prepare for their journey to the far-off Thunder's Edge, and Aribell prepares for her trial and (hopefully) the taking of her oath as a Paladin of Tiraura! Early in the morning of the day after they've arrived, Aribell struggles through a trial that tests her ethics, her dedication to law and the forces of good, and her compassion. Ultimately, she succeeds, and is appointed a full Paladin of Tiraura! Thanks to her mentor, Father Dilbis, Arimynn, Tasha, and Zorith are able to witness her trials. After Aribell completes the trial, the foursome rest up and the following morning, head out overland.

Episode 11: Their travels take them to the central Aecathan crossroads, a popular stop for travelers heading to various destinations. They set up camp, and end up chatting with a father, Osmon, who is escorting his son, Aron, both from Sandy Cove, to apply for the Wizard's school at the Tower of Azinor. Zorith takes Aron under her wing, shows him some basic astronomy, and tells him to look up her mentor, Obras the Lucky, in the Sorcerer's school, should he need some support while he's there. Grateful, the pair wish the traveler's well and part ways in the morning, Osmon and Aron going north, the group headed west toward the Great Northern Stonebridge.

Episode 12: After dealing with a bit of excitement (courtesy of the wildlife of the grasslands), the four cross the Great Northern Stonebridge, only to find that the wandering tribe known as the Sus'Haryn have set up camp at the western side of the bridge! The leader of the tribe, Urmon, comes to meet them and invites them into the camp for a meal, drinking, and dancing! There, they meet the matriarch of the Sus' Haryn, Mother Tassa, an elf who has seen centuries of life. She meets with each of them individually and warns them all that they have become "untethered" from their fates, meaning few if any will be able to foresee their future. After bestowing upon each of them a magical gift, she sends them on their way with her best wishes, and tell them she will see them again.

Episode 13: The heroes continue on their journey to far-off Thunder's Edge, but not without its issues! Harassed by harpies, the four survive to make a hasty dash for the Riverwatch Tower, where they rest up, meet a few interesting members of the Aecathan military, and find out more than they wanted to know about the dangerous and fast-approaching oddity known as the Everwood!

Episodes 14 & 15: Arimynn and Zorith, with companions Tasha and Aribell, traverse the legendary "Everwood" on the final leg of their journey. After meeting some strange but memorable creatures, they arrive and meet their contact, "Wiggy" and get the lay of the land of life in "The Edge." With Wiggy's help, they determine their first course of action: Attempting to solve the mystery surrounding Oversentinel Kroskulligum Overmane, part of the upper ruling echelon of the city, who has been accused of infidelity and murder! After an extensive investigation, they accrue enough evidence to exonerate Oversentinel Overmane and, as a bonus, to suggest that the attempt to smear his honor was the result of a dedicated Jogravannan plot!

Episode 16: They are received by the 2nd-in-command of Thunder's Edge, the sorcerer Aralakhis, to hear their evidence. Their evidence is accepted as legitimate, but they also end up meeting Athgar, the son of Lord Tremane, the leader of Thunder's Edge. The meeting results in Athgar taking a liking to the group, something they're not that happy with due to his immaturity, but as he is essentially the "Prince of the city," they are helpless to refuse his friendship.

Episode 17: Having succeeded in clearing Oversentinel Overmane of infidelity allegations, the foursome decide to investigate the rumors of a warehouse which is supposedly haunted and causes strange and unheard-of transformations on anything stored therein! What they find, however, is beyond anything any knew was even possible, let alone the likely cause of the strange happenings within this lone structure! Beneath the warehouse, a grove that appears to be filled with trees and vegetation from the Everwood is being grown by someone. A tunnel out leads to an uninhabited

shack a few hundred feet away, which they formulate plans to keep under loose surveillance.

Episode 18: After resting up in the Outer Enclave inn known as The Ivory's Wrath, the group sets off to tackle their current task. They head into the Inner Enclave to track down more information on the owner of the shack that connects to the hidden grove of Everwood trees. They get a little "help," however, from that rather sheltered young "princely" Bard who tests their patience even as they pursue any possible clues!

Episode 19: After staking out the shack, and breaking in once again, Arimynn confronts its current resident, Grinylla Pebblesmane, who is squatting there while working as a housekeeper, hoping to save up money to rent a legit place. She is very frightened by Arimynn's sudden entrance, although she is eventually calmed. The next morning, the four invite her to breakfast at the Ivory's Wrath and discover just how bad it can be for some of the outer enclave residents. But heroes don't stand by and do nothing, and the foursome head out with the intention of helping Grinylla and making themselves a bit more "permanent" residents of the 'Edge by renting their own home somewhere in the city.

Episode 20: Back at the Ivory's Wrath, tempers flare between Wiggy and the owner of the Inn, Oloric, but the four help negotiate more peaceful interactions. A... something... is brewing between Zorith and Oloric, resulting in her decision to write Oloric a note explaining her feelings of uncertainty and affection. Having secured a new base of operations in-town, Arimynn mans a lookout post in their new home. Wiggy apologizes in both word and deed, and Tasha and Aribell go searching for the source of the cracks in the Inner Enclave's wall, and find more clues! All this, and Grinylla gets introduced to her new home, which is better than she ever hoped!

Episode 21: The group then embarks on their final quest in Thunder's Edge, investigating the cracking of the Inner Enclave wall. They seize upon clues found earlier and re-double their efforts to find the person responsible for the sabotage. Along the way, they get an update on the situation elsewhere in the country, learn a bit more about Grinylla, and discover that they have another tenant in their new house: A kobold alchemist named Zek. With Athgar's help, they finally encounter the wall-cracker and prepare to try to take him down! Unfortunately, they're scattered across the Inner Enclave.

Episode 22: As a result, it becomes Zorith vs. the Wall-Cracker as Athgar, the Rykelead, and the other members of The Four try to get to the scene of the battle before something terrible happens! Unfortunately, the wall-cracking mage escapes, but the race is on to catch him the next time he tries his sabotage. Unfortunately, that

turns out to be more difficult than expected when he doesn't turn up the following night. But Wiggy arrives with a rumor that has The Four scrambling to catch another culprit they've been after. But that doesn't quite turn out like they expected either, in a heartbreaking way.

Episode 23: Our heroes find themselves in a fight for their lives, and with broken hearts, as the Jogravannan Tiedfling who had been masquerading as Grinylla springs her trap to kill the heroes who have so completely disrupted her plans. But the surprise arrival of Athgar, who joins the battle to aid the heroes, winds up helping save the day, although one of the Four is left near-death. Afterwards, however, the full extent of Grinylla's betrayal begins to set in, and our heroes grapple with how to move forward.

Episode 25: With heavy hearts, the Four put on their game faces and turn to more domestic activities, hosting a housewarming party for the friends they've made in town. Fortunately, the arrival of Wiggy and his lady friend, Oloric, and the bakers Hue and Sar, liven up the mood and it turns out to be a very pleasant affair. As the party is winding down, however, a surprise guest's arrival changes things: Lord Tremane himself! He informs the group that he is very pleased with them, both for their efforts in rooting out the Jogravannan spies, and for the effect their friendship appears to have had on his son. He names them honorary members of his clan, the Lion clan, and informs them that their house is no longer available for rent. Instead, it has been deeded to them, and work will begin shortly on establishing a permanent, private teleportation circle for the new christened "Fourhome."

Episode 26: The group awakens, only to find that Arimynn has been called away on a secret mission for Viessa Vex sometime in the night, as the note he left so informs them. But a surprise encounter outside the Ivory's Wrath with Zorith's mentor, Obras the Lucky, provides them with the perfect distraction! Obras, and his wizard fellow Indruz, have been requested by Aralakhis to investigate the Everwood grove underneath the warehouse. As it turns out, Obras and Indruz are also here with their valets to investigate the cause of the wild magic and chaos associated with the Everwood itself! They ask the three heroes, and Athgar, to accompany them back to the Everwood and assist them in their investigations.

Episodes 27 & 28: Aribell, Tasha, and Zorith, accompanied by Athgar, discover and delve into a subterranean ruin beneath the mysterious and magic-warping Everwood! Strange writings and never-before-encountered creatures make their exploration both intriguing and dangerous! As they continue their exploration of the strange complex beneath the magic-warping Everwood, they begin to figure out what the complex was, and perhaps, even why the Everwood is as it is: This temple appears to be dedicated

to a God of Chaos who perished with the other old Gods in the Shattering! After they remove the last threats found in the strange complex beneath the Everwood, they reunite with Obras and Indruz, who remain to study the ruins more thoroughly. Athgar is asked by the senior Azinor representatives to remain and assist them and, delighted, he accepts! He asks that the three have a message sent to his father explaining where he is, and why, which our heroes agree to see is sent. Then it's a quick trip back to Thunder's Edge where they're met by a very excited Wiggy and told that messages await them inside the Ivory's Wrath!

Episode 29: It's hard to say goodbye, but that's what Aribell, Tasha, and Zorith find they must do as they head north out of Thunder's Edge in search of not one, not two, but three former foes who may be meeting up to plot even greater threats to Aecathan! They are accompanied by Vines, a druid and member of the Aecathan military, who is headed home to Greenborough, on leave. The road holds many dangers, and one of them erupts from the ground to stop their trek in its tracks: A bulette, otherwise known as a Land Shark! And if that wasn't enough, as they approach Windswatch Tower, they come upon a gnoll ambush that is imperiling the tower and must use all their wits to tackle overwhelming odds and save any surviving soldiers who might be within!

Episode 30 & 31: They are successful, and manage to hold off the gnoll attack until reinforcements arrive. After leaving Windswatch Tower, the group finally arrives at Remane Keep. Upon settling in an Inn, they are accosted by a drunk who calls himself Kresson Valdoon. He insists he knows Tasha from Strafsoman's Keep, although she denies that he does, and keeps going on about how her Dad misses her and she should just head back on home. They later receive an invitation from Lord Brawnnavil, the leader of the Keep and the Lord Abbot of the monastery therein. After a surprising but pleasant dinner the following night, they're on their way home when they're lured into an ambush set up by Kresson! It's a fight for their lives, as Kresson and his mercenaries attempt to kill the companions and kidnap Tasha to return her to her "loving Father" back in Strafsoman's End!

Episode 32: After defeating the bounty hunter and his accomplices, back at the Iron Fist Tavern and Inn, the proprietor and informant for Lord Brawnnavil, Susannah, points out Drogo Dryden, the Keep's ne'er-do-well storeowner. Drogo is meeting with someone who obviously makes him nervous. After utilizing her magic to eavesdrop on his conversation, Tasha discovers that the male half-orc meeting with Drogo is none other than their old "friend," the Jogravannan cleric from Thunder's Edge who masqueraded as Grinylla, here to meet with a pair that might be the duo responsible for organizing the group's old foes, the bandits south of Aermagh!

Episode 33: Aribell, Tasha, Zorith, and Vines hatch a cunning plan to spy on the spies as two different factions of Jogravannans meet up for the first time, with the help of corrupt local shopkeeper Drogo. Add in the Lord Abbot of Remane Keep as part of the strategy, and there's a chance of pulling it off! They are successful in their attempts, and discover that there is an enemy living and working amongst the nobles of Aermagh itself! They must return as quickly as possible! With Zorith's new-found magical abilities, it's a first: Teleportation circle travel back towards Aermagh! But first, a surprise stopover at the Tower of Azinor, where Zorith's mentor has some surprising news!

Episode 34: Obras and Indruz have returned from the Everwood temple, and Obras has begun translating the books found in the ruin. He tells Zorith of a new school of magic discussed in the books, Noctomancy, as well as a surprising fable found in a book of children's story: The existence of metallic dragons that serve the forces of good!

After talking it over, it's decided that they need to seek out the Sus'Haryn matron Mother Tassa. With her advanced age, if anyone would know if this story of good dragons is true, it would be her. Perhaps she'd even know what happened to them and if they could be found and brought back to help save Aecathan! Unfortunately, the Sus'Haryn have gone to their winter camp, and no one knows the location of their camp except members of the Sus'Haryn.

Aribell, Tasha, and Zorith are also able to reconnect with young wizard, Aron, who they met on their way to Thunder's Edge. After a quick meal and a fond farewell, they return to Aermagh, to find the city seized by fear and partially burned after several attacks by flights of chromatic dragons! They manage to get to the Shouting Pirate undetected and meet with Tasha's commander, Captain Warbender, who helps them put into effect a plan to bring down the traitor, Coinmaster Allerton!

Episode 35: Because they will be drafted on sight if found in Aermagh, Aribell, Tasha, and Zorith take shelter in Jojo's apartment above the Shouting Pirate while he is off on a business trip. While there, they receive a surprise visit from Viessa and make contact with Arimynn, briefly. They then learn that Captain Warbender has achieved a compromise that will allow them freedom to be active in Aermagh for the foreseeable future: Aribell and Zorith have been conscripted into the army, but as "Special Consultants." Given the honorary rank of 2nd Lieutenant, and assigned to work under Tasha's command, who has receive a field promotion to Full Lieutenant.

Episode 36: The three then receive a visit from an old enemy-turned-friend, check in on another old friend, meet the Portmaster of Aermagh, Theldred Silverarm. While

entertaining the portmaster in his favorite restaurant, which is new to the trio, he tells them the story of the lone Sus'Haryn who abandoned the ways of his people after he fell in love with the sea, turning to the life of a sailor instead. They learn that the person who trained him is a tiefling named Valgarok, currently First Mate on a ship called the Black Parrot. He also tells them that the Parrot is a week overdue, but a search and rescue mission is due to leave two days hence!

Aribell, Tasha, and Zorith return to the Tharinoch's Talon for breakfast, and reunite with Meerla, who confesses a secret desire to study magic. After securing permission to have the army pay for a needed magical item, the trio take Meerla to the Marvelous Sigil where they negotiate with Wizard and shop-owner Shanairla Naeren on Meerla's behalf, securing her a chance at an apprenticeship! Then it's off to the manor house of Lord and Lady Thebes, Aribell's parents, for a "dinner with the fam." They are informed by Aribell's father that passage has been secured for them on the pirate-hunter, the Sea Devil, which will depart the next morning. After an amusing and eye-opening evening, they return to Aribell's house and begin to make their final preparations for their pre-dawn departure!

Episode 37: Near dawn, the trio head down to the docks, meet up again with Portmaster Silverarm who introduces them to Allannia 'Nia' Ilrie, First Mate of the Sea Devil, who takes them on board. She explains that the Captain, Urvur Krananagraach, is not thrilled with civilians being forced on him for a search and rescue mission, and that they should try to stay out of his way. After the ship leaves port, and once he finds out that the three are all officers in the Aecathan Army, the Captain's mood softens. But it's an encounter with a mysterious being calling himself "Jehennuon" that really thaws any remaining ice between the Captain and Aribell, Tasha, and Zorith, as they fight against the foe to save the ship and its crew!

[Episodes 39 and 40 were a side-adventure while members of the Aecathan group were unable to play. They are available for download & viewing on our YouTube page, but are not included in this summary.]

Episode 41: After fighting off the Marid, and a host of Sahuagin, the Sea Devil makes port at Darkcoast Keep. There, they are thrust into a tale of tragedy and a refugee crisis! It seems the northern Barbarian town of Ballinamard has been all but destroyed by an unknown enemy, and the survivors are all making their way, overland and on foot, to the Keep. After spending an evening offering what assistance they can, the Sea Devil and her crew depart to continue their search for the Black Parrot. When they find the missing ship, however, they are treated to a sight to chill the hearts of all on board!

Episode 42: So, the Black Parrot has been sighted! That's the good news. The bad news is that it's currently under attack from a truly alien-looking ship, made of some sort of black material and sporting red hexagonal sails. And to make matters worse, it turns out it's crewed by the Dragonservant Orcs! Aribell, Tasha, and Zorith, and the brave crew of the Sea Devil, leap into action to try to save what's left of the Black Parrot and her crew! The fight is long, and not without casualties, but the crews of the Devil and Parrot, along with the three heroes, are triumphant in the end, only to have the bodies of the orcs, and indeed their entire vessel, incinerated by unknown magic! Sore, fatigued, and mourning their dead, the Sea Devil sets sail back toward Aermagh. After speaking with Valgarok, who survived the attack, the heroes logic out that their Sus'Haryn sailor is none other than Jojo Oakenmast, the proprietor of their favorite tavern, The Shouting Pirate! As they feel they can not take the time to voyage back with the ship, they utilize Zorith's teleportation magic and once again return to the Tower of Azinor. After a hurried "hello" to Obras, they set out once again for Aermagh and, they hope, answers.

Episode 43: Upon their arrival, they reunite with their friend Jojo, proprietor of the Shouting Pirate Tavern, but under different circumstances. They've found out his long-hidden secret and need his help to find Mother Tassa and the answers they hope she holds. He is dismayed that his identity has been discovered, but after promises to keep that information confidential, he tells his friends the information they need to find the Sus'Haryn's winter camp. But finally knowing where to go and getting there are two different things, and when they find out that Thunder's Edge is under siege, they decide to risk everything to get there and help their friends against whatever foe assails them!

They are forced to turn to Viessa Vex for assistance, and Aribell humbles herself before the Thief Lord in order to obtain the magic they need to get to Thunder's Edge quickly. Although the magic is much more powerful than she is capable of casting safely, Zorith risks herself and successfully teleports them directly to the Ivory's Wrath, where they find the Inn has been repurposed as a field hospital, treating those fighting the attacks on the 'Edge's southern walls.

Episode 44: They reunite with Oloric, Wiggy, and Athgar, who discovers that his clansister and friend, the current Thoz'Gan (elite scout) of the Lion clan is either dead or captured by the Jogravannan forces laying siege to the city. Defying his father (and common sense), Athgar makes plans to head out into the desert to find his friend, even though his father, in keeping with tradition, has already appointed a new Thoz'Gan. Aribell, Tasha, and Zorith, unwilling to let Athgar attempt this alone, accompany him out of the city and into the desert where they are ambushed by Jogravannans who have an Abyssal Scorpion as an ally!

Episode 45: After defeating or driving off the Jogravannan ambush, they learn more about this "Thoz'Gan," who Athgar clearly has strong feelings for. She is the person who was as a foster-mother to Athgar when his own died, and became like a sister and friend to him as he grew older. He is incredibly dedicated to her, and is willing to test the honor of his clan and the anger of his father to save her. They continue to try to track down the 'Thoz'Gan (which, he informs the group, translates to the "Elusive Death" in the language of the Lion clan).

The trio, accompanied by Athgar, continue to search the desert sands for the command camp of the current Jogravannan forces laying siege to Thunder's Edge. Upon locating the camp, they hatch a plan to rescue Athgar's friend and clansister, and their plan goes off without a hitch... almost. Unfortunately, due to plain old bad luck, the camp followers and leader must be defeated before the group can fully rescue Gwendlaryn Duneshadow, the former 'Thoz'Gan, and safely head back to Thunder's Edge to face whatever repercussions await them at the hands of Lord Tremane.

Episode 46: The group of brave heroes end up being brought, at spearpoint, before the leader of Thunder's Edge, Lord Tremane, to defend their actions and the dishonor those actions have brought upon both his rule and the Lion Clan itself. Through statements by all involved, including an impassioned and surprising forthright statement from Athgar. The situation looks dire, until a recently revived Aralakhis enters the fray and points out a solution: Make the old 'Thoz'Gan into the new Kraith-Magdal, or "Honor Warden" and send her out into the world with the three honorary clansisters.

After a quick discussion, the companions welcome Gwendlaryn to their ranks, catch up with some old friends at the Ivory's Wrath Inn, and plan their departure. The quest to discover the truth about the rumored good metallic dragons can wait no longer!

Episode 47: After another round of goodbyes, the now four heroes depart Thunder's Edge to continue their quest to find the winter camp of the Sus'Haryn. Along the way, however, they are once again accosted by bandits! After rebuffing the attack on the road, the four set out to find their camp and dispatch the threat, only to find this bandit camp is holding a prisoner! The fight is ugly but relatively short, and afterwards the Four free the bandit's captive, a rather eccentric gnome by the name of Sukkoth's, a warlock forced to wander Aecathan looking for things to entertain his mysterious masters.

Episode 48: Apart from the distant roar of a giant dinosaur, the rest of this leg of the trip is peaceful, and the four find their way to the fishing village of Sandy Cove. There, they discover that their old friend Osmon has recently been elected Mayor of the village! After a very friendly reunion, some rest in a real bed, and the discovery of a pending romance in the village, the four meet Rosalind Northcott, the proprietor of The Radiant Blossum alchemist's shop, who agrees to help them unravel a mystery discovered in The Eyetower, an old wizard's tower which is now used as the Mayoral residence.

Episode 49: The Adventurer's Four head out from Sandy Cove, having uncovered the mystery of the sealed floor of the Eyetower. En route, they are ambushed by the Tyrannosaurus Rex they've been hearing for days, but Gwendlaryn figures out a surprising solution to the conflict. Afterwards, it's into the jungle in pursuit of the hidden camp of the Sus'Haryn, which leads them to a confrontation with Naga who questions their intentions. Upon delivering satisfactory answers to her, the group continues their journey, interacting with beasts both tame and wild, before making camp for the evening.

Episode 50: The next morning, they find the Sus'Haryn... technically. Actually, Urmon Vazana, the leader of the tribe, finds the Four as they rise for another day of searching. After some flirtation, Urmon leads the group to the hidden winter camp and, after chatting for a bit, heads off to tend to his duties for the day, promising to tell Mother Tassa that they have arrived. He also invites them to sit at his table at dinner that night (T-Rex steaks, yum!). At dinner, they once again meet Mother Tassa, the seer of the tribe, and relate to her why they've come all this way to find her. She answers their questions and then retreats to do her own research, asking them to meet at her wagon for breakfast. Sparks fly between Urmon and Gwendlaryn, leading to a true close encounter that takes most of the night, at least for the two of them (the others get a good night's rest). The next morning, at Mother Tassa's wagon, she is absent, but Urmon discovers a note and a bundle for the Four, and they once again magical transport themselves to meet Mother Tassa at the Tower of Azinor.

Episode 51: Arriving at the Tower of Azinor, they find Aron awaiting them, and spend the day waiting for Mother Tassa to emerge from her meeting with Zorith's mentor, Master Obras. They meet Aron's friend Xox, and S'Kuthos spends the day learning about other Warlocks (and other Warlock patrons). The following morning Mother Tassa informs the group that re-learning Noctomancy from the tomes Obras brought back from the Temple beneath the Everwood has unlocked a memory long dormant in her own mind: It is her quest to return Metallic dragons to the land! Shortly thereafter, they depart the Tower complex, headed due north through the Jaonos Wood, where they run into a group of hill giants foraging for food!

Episode 52: After emerging from the Jaonos Wood, the six travelers reach the mining community of Kilcross, a place Mother Tassa has visited before, and where both Aribell and S'Kuthos have family they wish to avoid. After checking into the Giant's Pickaxe, and learning that a regionally-renowned bard will be performing there that night, it's a quick trip to buy cold-weather supplies for their trek into the Trezzahn Mountains. They return to the Pickaxe and listen to the halfling bard, Reynard D'Kagnon, perform, including a tune absolutely skewering Zagrin Strafsoman, the son of the lord of that lawless town to the west. Everyone loves the tune... well... almost everyone, and the Four decide to protect D'Kagnon from a well-armed group of critics they rightly suspect to be laying in wait for his exit from the tavern!

Episode 53: After defeating the mercenaries from Strafsoman's Run and saving Reynard D'Kagnon, the group return to the Giant's Pickaxe and become the center of attention as word of their victory spreads like wildfire. They receive the Bard's appreciation and retire for the evening. In the morning, they load up on foodstuffs and set off into the northern wilderness toward the imposing Tressahn Mountains. As they near the edge of the first peak, Mother Tassa is able to guide them to the general vicinity of the entrance to the ancient Conclave Cavern, but it takes a bit of ingenuity to find the actual opening into the complex. As they venture inside, they encounter multiple horrors as they begin to close in on the good dragons, who are near and alive, but not quite living!

Episode 54: Traveling further into the ancient Conclave Caverns, the Four, accompanied by S'Kuthos and Mother Tassa, encounter more strange horrors, puzzles, altars walled off by curtains of magical energy, and ultimately find a massive cavern riddled with holes. Within each hole, a seemingly-sleeping bronze dragon can just be seen through a similar curtain of magical energy to those that were walling off the altars. So, metallic dragons have been found, but reviving them may be another task altogether!

Episode 55: Beyond the chamber of the Bronze dragons, the Four find caverns containing Brass dragons and Copper dragons, all held in stasis and trapped behind magical curtains of energy. As the adventurers, along with the odd warlock S'Kuthos and the venerable Mother Tassa, delve even deeper into the halls, the challenges seem to be increasingly difficult to overcome.

Episode 56: Over the next few days, our heroes and their companions continue to break down the defenses of the ancient draconic Conclave Cavern, including discovering the resting place of the Silver dragons and finding out a bit more of its history, which gave them a glimpse of the mysterious Thuilnu!

Episode 57: And finally, after days of fighting horrors, golems, demons, giants, and more, after several frustrating puzzles blocking their path, the catacombs of the Gold Dragons was reached. While the tunnels were clear of threats, there was still no clear means to awaken the dragons. With the help of Mother Tassa, the heroes completed the ritual and brought the Metallic Dragons of Aecathan back to the world for the first time in over 120 years! But now that they are restored, how can an entire country be made ready to accept that there are, for too many for the first time, good dragons to help fight the evil Chromatics! The conclusion to the story also brings with it some major surprises as well (that we won't spoil here).

Episode 58: Thus, with the dragons awakened, now comes the almost Herculean task of preparing Aecathan for their "official" re-emergence! No one in this time remembers the Metallics, and the sight of any dragon either provokes fear or aggression. Tassaprunatiel the Sentinel has tasked the Four with telling the world, but... how? So it's off to the Shouting Pirate in Aermagh to tell Jojo, then a quick briefing for Master Obras of the Tower of Azinor. The next day, however, the Four must announce this world-changing news to Lord Bonethane of Aermagh and Lord Tremane of Thunder's Edge who, it turns out, have a relationship of open hostility. Navigating politics while trying to come up with a campaign to get the populace ready for the Metallic's grand re-entrance is a bit more than the Four asked for!

Episode 59: They settle on a plan, but it all hinges on Tasha turning the entire quest for the Metallic Dragons into a catchy tune! After writing what will hopefully serve as "the song," she premieres it at the Cozy Blade, then at the Tharinoch's Talon, before the Four whisk themselves west to Remane Keep. There, the Lord Abbot, Aloric Brawnnavil, is as stunned as Lord Bonethane was, and becomes even more so when the four summon Eigein to cement the truth of the song in a private audience. B.A. then decides that, since no one has bothered to thank or reward the Four for their actions, he will in his own small way, and the adventurer's stock up on his dime before preparing to debut the song at the Iron Fist Inn and Tavern later that night!

Episode 60: Performing at the Iron Fist is always interesting. This time, Tasha is able to introduce the audiences to knowledge of the Metallic Dragon's existence and return, and even change the mind of a die-hard dragon hater. But it's afterwards, when a messenger from Lord Brawnnavil shows up, alerting The Four that someone is trying to locate Tasha, that things get dicey. It's a trap, but the trap is sprung revealing an old enemy's return, and a surprise alliance that bodes further ill for Tasha, for The Four, and for Aecathan! But after a night's rest, it's home to Thunder's Edge, a reunion with good friends, and the promise of a performance of "The Lost Guardians of Aecathan" at the Ivorys Wrath that evening!

Episode 61: After breakfasting at the Ivorys Wrath, the Four head to the "Fourhome" (or so it's been christened by the townsfolk) to spend a little time in the house they've yet to sleep in. There, they find that someone has left them something, but also find that Zek, their resident kobold alchemist, has come close to giving his life to guard it until their return. They discover their portable "starter dragon hoard" and are treated to a visit from the Sentinel of the Sand (in Elven form) who sorts out the misunderstanding with an awe-struck Zek. After a final revelation, the Four pair up and head out to run errands: Tasha and Gwendlaryn to the Faithful Tabernacle of Joy to talk to the leader of the Dresphine religion in Thunder's Edge about the song and the upcoming festival, and Aribell and Zorith to the Sentinel's Academy to question the stuffy owner about securing their dwelling against scrying, as someone has been watching them!

Episode 62: It's the debut of "The Lost Guardians of Aecathan" in Thunder's Edge, but it's a surprisingly large and diverse crowd made up of folk who don't usually patronize Outer Enclave establishments like the Ivorys Wrath. How will the Inner Enclave folks react, both to the song and to the culture of the Outer Enclave? Add to that, several special guests including Father Underwood of the Temple of Dresphine, Master Sorcerer Aralahkis, and Lord Tremane himself (in disguise)! Afterwards, the Four do a bit of shopping, and get a demonstration of a newly acquired magic item in a surprising and, ultimately, entertaining way! And Aribell asks Wiggy for help with a project that will ultimately make their travels just a bit more comfortable.

Episode 63: It's time to debrief Tremane, Lord of Thunder's Edge, about the return of the metallic dragons. Surely, a little prank pulled by Gwendlaryn, making people think there's more to her relationship with Tremane's son, Athgar, than there really is won't come back to bite anyone in the behind, right? It looks like things will remain civil until a surprise announcement has Gwendlaryn speaking her mind and then things turn... icy. Afterwards, Gwendlaryn goes to Athgar's house (alone) and tries to talk him into leaving Thunder's Edge with the Four. After consulting with the full Adventurer's Four, Athgar seems to have come up with a plan. The following morning, it's heartfelt goodbyes as the Four head east to inform the Sus'Haryn about Mother Tassa and the metallic dragon's return.

Episode 64: After a tense evening with the Lord of Thunder's Edge, the Four rise bright and early and head out to the Sus'Haryn winter camp aloft on their new flying carpet! Their plan to spread the word of the metallic dragons return is working, but they find out there's a downside to that when they are confronted by a red dragon furious about what the Four have accomplished! Then it's on to the jungle where they find a surprise waiting for them even before they reconnect with the charming Sus'Haryn chieftain, Urmon, and deliver their news to an amazed, but ultimately enthusiastic, tribe of wanderers!

Episode 65: After an interesting evening with the Sus'Haryn, our four adventurers, along with Athgar, set out from the camp, through the jungle, to Sandy Cove, all the while keeping their eye peeled for Pyroclastiathus. As they approach Sandy Cove, their last stop before heading to the Tower of Azinor, they find it under attack from a red dragon! Could Pyroclastiathus have foreseen their arrival or is this a different red? Either way, it's up to the Four +1 to save Sandy Cove!

Episode 66: Upon arriving once more on the campus of the Azinor School of Magic, the Four (with Athgar in tow) seek out Zorith's mentor, Master Obras, then get checked into the Magician's Rest Inn, and stop by Kozman's Kringle for some baked good snacks! Gwendlaryn tries to get to the bottom of Athgar's mood, which results in a deal being struck that both Tasha and Aribell have to clarify for Gwendlaryn. Then it's lunch in the Satiated Mind with Obras and Master Indruz, who receives the news of the Shattering's origin with no little shock. The plans are made for Tasha to play for the entire campus that evening, and the group returns to the Inn to rest up and get ready for the evening's activities and then, on the morrow, on to Costead's Wave!

Episode 67: In an enchanted concert hall, Tasha performs "The Lost Guardians of Aecathan" for the student body and instructors of the Tower of Azinor. Afterwards, it's a tribunal (of sorts) as the assembled faculty question the group about the specifics of their adventure and a lot of things they simply can't answer. Then it's off, through the snow, to Costead's Wave where they'll secure transportation to the Faelefiri Sanctum in the middle of Lake Ianassa. But a surprise message, an old comrade, and a worry-become-reality has them postponing that trip in order to try to locate and rescue the inventor at the heart of the magical vessel known as the Clever Sprite!

Episode 68: After enlisting the aid of the local Druid's companion to track the missing Sigrith, the group spends a couple hours resting and talking in the Shrine of Quisva, including a heart-to-heart discussion between Athgarr and Aribell that leaves Athgarr with more questions than he started the day with. When the wolf returns, he leads the group to a warehouse on the western edge of Costead's Wave where, according to him, Sigrith's scent stops. From there, it becomes a matter of figuring

out how to gain access to the warehouse without alerting any passers-by, and once that's accomplished, finding Sigrith and getting her our alive. Unfortunately, it is nowhere near that simple, and The Four are hard-pressed to keep everyone alive, let alone triumph over seemingly overwhelming odds. Only one of those things ends up happening.

Episode 69: The Four are attempting to come to grips with Athgarr's death and revivication, and some are having a harder time with it than others. After making it safely back to The Tavern, and securing a space to rest for the evening, the group returns Sigrith to the Clever Sprite, much to the relief of its crew, and embarks on a short voyage to the Faelefiri Sanctum! Upon arriving, they check in to the Traveler's Respite, then head to the Artists Temple where Athgarr reconnects with his old tutor who is now the Mastersinger of the church, and they leave to lunch together. They return to the inn for lunch and meet up with Aribell's old mentor, Father Dilbiss, who offers some sage advice to both Aribell and Gwenlaryn. After lunch, the group visits the Heart Temple (dedicated to Tiraura), then stop by the Jape Temple where they are surprised by a visit from an old traveling companion, before returning to the Inn and a conversation Gwenlaryn has been waiting to have with Athgarr.

Episode 70: Still reeling from watching Athgarr die in battle, Gwenlaryn tries to figure out her feelings while, at the same time, attempting to convince Athgarr to return to Thunder's Edge where he'll be safe. After the conversation doesn't go anywhere near how she wanted, she turns to the cherry wine served at the Traveler's Respite, and when the rest of The Four return from securing Tasha's performance for the Sanctum that evening, they find her in her cups and still trying to make sense of it all. Aribell goes to talk to Athgarr and finds him just as confounded, especially by Gwen's repeated use of the word "entanglements." After dinner, they take a walk around the entirety of the Sanctum, both as a tour and to try to sober Gwen up before the bells ring summoning the Sanctum to the evening's convocation, which Tasha will close with a performance of "The Lost Guardians of Aecathan."

Episode 71: Tasha performs "The Lost Guardians of Aecathan" in the Citadel of Light at the Faelefiri Sanctum to an appreciative audience! After meeting with the High Curate, the Four experience a pair of substantial ground tremors, accompanied by lights in the sky to the south. After some magical communication, they teleport to Aermagh and meet with Jojo and Viessa in the Shouting Pirate, where they learn about a new player that has resulted in a power struggle in the underworld of Aecathan: The Platinum Hammer! Viessa also informs them of the presence of not one, but two separate bounty squads from Strafsoman's Run who are in town to try to capture Tasha. After determining how to safeguard the Clever Sprite and her crew,

the Four prepare to head out to do a bit of disguised shopping before meeting with Tasha's commanding officer and determining their next move!

Episode 72: After a rather tense meeting with Jojo and Viessa Vexxa at the Shouting Pirate, the Four+ disguise themselves, in order to hide from the Strafsoman's End bounty squads currently in town searching for Tasha, and head out to resupply. After a bit of tension between Athgarr and Gwenlaryn is broken by a shocking one-word retort from a normally circumspect Aribell, the group returns to the Shouting Pirate and meet with a none-too-happy Captain Warbender for a debriefing and some advice on where the group should head next.

Episode 73: After a weird "time-out" for Gwenlaryn, the Four+ are provided a secure place to sleep by Viessa Vexx, tucked away from everyone and everything. But after Zorith has rested, she wakes Athgarr and asks him to send a message to Aralakhis to meet her in Thunder's Edge's teleportation chamber. When she arrives there, Aralakhis agrees to escort her through through the late-night streets to the Ivory's Wrath, where she has a heartfelt conversation with Oloric. Returning, she waits until everyone awakens and then informs them of her sojourn. The Four+ then teleport back to the Faelefiri Sanctum where Father Dilbiss is on-hand to escort them to the Inn. On the way, in response to a quick prayer, he receives insight directly from the Goddess Tiraura, which he then imparts to each member of the group, some when they are together, and others much more privately. Gwenlaryn returns from her conversation with the good Father shaken, and Athgarr leaves the Inn altogether after his. Aribell eventually travels to the Citadel of Light to advise Athgarr on dealing with the insight he received.

Episode 74: Father Dilbiss reveals that there is a delegation of orcs seeking asylum from their Draconic masters, although their sincerity is very much in doubt. Then, it's off to the Citadel of Light for a meeting with Mother Tassa (aka Tassaprunatiel, Speaker of Dragons) to discuss concerns and plans for the festival now only two weeks off. After a somewhat amusing alarm is dealt with, the Four+ gather on the Clever Sprite and begin the journey down the Tenassa River toward a safe dry-dock in Aermagh. Unfortunately, a little less than halfway there, an icy eruption from the river threatens to end the journey of the Sprite and everyone on it once and for all!

Episode 75: While escorting the Clever Sprite down to Aermagh where it will be dry-docked and hidden away until the Platinum Hammer can be dealt with, the Four+ and the crew are attacked by two White Dragons which come up out of the river! The fight is intense, and the injuries are quite severe, but eventually the Sprite continues on its way to Aermagh, where Viessa Vexx's plan is set into motion and the Sprite is secreted away in a sea cavern! After securing the ship, the Four+ discuss what they

should do next, and settle on going to visit Aribell's parents, and perhaps impose on their hospitality, but first they decided to stop in and see Jojo at the Shouting Pirate.

Episode 76: Stopping in at the Shouting Pirate on their way to Thebes Manor, the Four+ find out some startling news about the fate of the previous "Adventurers Four." As they leave, they are ambushed by a large, coordinated force, causing the Four+ to magically retreat to safety. Unfortunately, by the time they return to the scene of the attack, someone who came to help them died in the attempt. The Four+ journey with the body of their fallen friend to Luck's Lodge, the temple of Khostus in Aermagh, to see if they can right this wrong and return their friend to the world of the living.

Episode 77: After a surprise visit to the Shouting Pirate from Captain Warbender, the Four+ begin discussing the reclamation of Strafsoman's End, asking Warbender to secure them some additional manpower. They then head off to Thebes Manor for a dinner with Aribell's parents. After a surprise disclosure from Lord Ormond about Athgar's impending arranged marriage, and after getting a chance to clean up, the group joins Lord Ormond and Lady Lahrana for a meal that, too, provides its share of surprises in the form of unexpected information about Zorith's ongoing transformation. After dinner, Ormond offers the Four+ some sage advice, and a bit of assistance, regarding their plans for "The End."

Episode 78: After a tense breakfast caused by Athgarr and Gwenlaryn fighting again, Tasha decides to make her feelings on their seeming intolerance of one another known to both of them individually. Then, while Tasha, Aribell, Zorith, and Gwenlaryn strategize, Athgarr goes out by himself to pick up cold-weather gear, among other things. After thinking their way through the possibilities of how they're being watched, they determine that extra-dimensional spaces will safeguard them. After meeting with very old friends who now work for Lord Thebes, the Four+ climb into an extra-dimensional pocket via the "Rope Trick" spell and begin figuring out possible strategies for taking down the powers-that-be in Strafsoman's End. Following that, they head to the Shouting Pirate to check in on the convalescing Jojo, and figure how to meet with Viessa in a safe, non-scrutable space, to get her advice on their plans for Strafsoman's.

Episode 79: The Four journey to Lord Bonethane's keep to delivery a tapestry commissioned by Aribell from her mother as a gift. He is suitably impressed, and offers the heroes some advice after they reveal their intention to attempt the liberation of Strafsoman's End. They then head to the home office of Sulash Vetrilyn, the tailor recommended by Lady Thebes' maid Way, so Gwenlaryn can commission suitable ambassadorial robes. They travel back to Thebes Manor to consult with Lady

Thebes on the issue of having offended the nobility of Aermagh. After welcoming Nuhk to the group, and having a quick planning session via Gwen's rope trick spell, it's back to the protected walls of the Lord's audience hall in the keep, where Zorith teleports the group to the Tower of Azinor. There, Obras helps them contact the Master Enchanter, who agrees to loan them magical protection against scrying. After attuning to the items, the group then teleports to Thunder's Edge, where Aralakhis has a surprising but welcome bit of information to share with them!

Episode 80: The Four+ meet with the Serpent of the Sand and discover that there is an ancient compact, which the metallic dragons are still honoring, that prohibits their getting involved with non-dragon-related conflicts. She does, however facilitate a little non-combat help from Seolreossa, the leader of the Copper Sept. And, after a little love-help from Athgarr, Zorith teleports everyone to the cherry grove at the Faelefiri Sanctum, where they pick up their last helper and spend the night in Tasha's Magnificent Mansion! In the morning, it's north to the clearing where they meet Seolreossa, who ferries them across the northern straits to the shore just east of Strafsoman's End. After Tasha casts Seeming to turn them all into Druid petitioners headed for the Enclave, they get their first glimpse of the 'End. After a forced walk around the southern side of the city, they finally make into "The Paddock," the public part of the 'End.

Episode 81: Navigating Strafsoman's End is a perilous undertaking. From the sheer awfulness of the Menagerie to the squalid conditions at the Laughing Orc, the "city" feels more foreign than anywhere else the Four+ have traveled! After a run-in with a mysterious old woman, the adventurers and their companions retire to Tasha's mansion to plan, and Gwendlaryn scouts the location the old woman has asked them to travel to which seems to be a trap. Choosing to spring the trap, five of the eight companions enter the farm while the other three remain outside, ready to charge in at a moment's notice! What they find inside, however, isn't what they expected, and has them heading off to surveil the home of Zagrin Strafsoman's mistress, Yeleen, in preparation for an assassination!

Episode 82: After watching the house of Yeleen, Zagrin Strafsoman's mistress, for hours, the Four and their allies determine that he's not going anywhere for the evening and decide to attempt to tackle him there. After Gwendlaryn and Athgarr manage to take out his personal guard outside, the group enters the house. Yeleen gets up to investigate the creaking of the floor and is sent to another room until it's safe. Unfortunately, when Gwendlaryn enters Zagrin's bedroom, he's awake and armed. A fight ensues which almost costs one of the group their life, but ends in a more or less satisfactory way. Then Leena arrives to take care of Yeleen and her children as the Four head out toward Strafshome, hoping that the promised distraction from Leena's

group will allow them quick and easy access through the gates, and then it'll be off to Yaeseef's Keep and the final confrontation with the leader of Strafsoman's End, and the third (and hopefully final) confrontation with the evil cleric Parc!

Episode 83: Zagrin Strafsoman has been dealt with and now, with Leena's help, the Four and their allies head into the gated section of the 'End known as Strafsosome. After hiding from Strafsosome guards and investigating a warehouse, Vines is able to sniff out (literally) the secret door leading into the stables of Yaeseef's Keep. Once inside, the group encounters some formidable animated armor, then heads to the second floor in pursuit of the Zuaran Cleric, Parc, who they believe to be with Yaeseef. After fighting a quartet of odd, lightning-fast black skeletons in plate armor, the group is addressed magically by Yaeseef himself, instructing Tasha to come into a specific room so that they can 'talk.'

Episode 84: After offering a conversation, Yaeseef Strafsoman reveals his true colors when he tries to kill one of the Four! The fight simmers low, and he reveals his desire for Tasha to join him in Zagrin's place, running Strafsoman's End. As she refuses, he summons his lover and his creations and begins an all-out attempt to kill Tasha and all her companions! A battle of spell vs. counterspell, animated skeleton vs. living warrior, and twisted creation vs. dedication ensues, and when their nemesis Parc is at their mercy, and pleading for such, the group is faced with a moral dilemma: Should they agree to her surrender and try to deliver her to the rightful authorities in Aermagh, or take justice into their own hands?

Episode 85: Zagrin and Yaeseef Strafsoman are dead, as is the vicious Parc Naxxremis. The battle is won, but now comes the hard part: Convincing the town of Strafsoman's End to mend its evil ways and join the rest of Aecathan proper. After a long meeting with Tasha's Aunt Leena, the troupe return to Thunder's Edge for a well-deserved rest. Upon waking, Gwen and Athgarr have a butting-of-the-heads before Athgarr goes off to join Aralakhis at the Keep, while the rest of the group goes to the Ivorys Wrath for a reunion with Oloric and Wiggy, and a long-overdue meal! Then it's off to Aermagh to debrief with Captain Warbender, then an evening of relaxation in familiar surroundings as the group ends their night in the Shouting Pirate, before returning to Aribell's house for the evening, with plans to arrive back in Aermagh in the morning in time to pick up their formal clothing before an audience with Lord Bonethane!

Episode 86: Off to court go the Four and their allies, as they respond to a formal summons from Lord Bonethane, Gwen in her new custom-made ambassadorial regalia. Lord Bonethane makes clear his appreciation for the liberation of Strafsoman's End through both honorary and practical awards, including medals,

promotions, and the creation of a new noble! With plans to spend the evening in celebration at the Shouting Pirate (which will be closed for the occasion), three of the allies head off to deal with issues personal and professional, while the Four and Athgarr return to Aribell's house and Tasha's mansion. There, some long-simmering issues explode, causing one of the five to flee into the city, and another to flee much further. The group has been severely fractured, and it seems unclear if it can be mended, but regardless... the Four have tasks yet to be undertaken!

Episode 87: Both Athgarr and Gwenlaryn have left Aribell's home for parts unknown. The trio begin to sort things out, including getting rid of the bodies they're carrying in their portable hole. They contact Viessa Vexx who is, as Aribell puts it, "creepily happy" about getting fresh corpses. They then receive a visit from Viscountess Duneshadow's new majordomo, Toske, who brings them an invitation from Gwen to come to dinner at her new estate. There, Gwen announces her intention to remain in Aermagh and pursue being an ambassador full-time, especially after receiving Athgarr's note. The others try to convince her otherwise, and they table the discussion to head to the Shouting Pirate where Jojo has closed the tavern for the evening for a private celebration of the Four's successes and commendations that morning. After Aribell and Zorith head to Thunder's Edge and return with Oloric, Wiggy, and Aralahkis, the evening becomes one of drinking and discussing with those in attendance, including Lord and Lady Thebes! As the party eventually winds down, Viessa takes Wiggy off for a private chat, and when they return, he is pale and obviously frightened, but otherwise unharmed. Aralahkis whisks the 'Edge contingent home, and all four members of the group plan their next day's excursion to the Tower of Azinor and the Faelefiri Sanctum!

Episode 88: After a night at Duneshadow Manor, the Four breakfast and teleport to the Faelefiri Sanctum. There, they meet with Master Wranro, who had sent Tasha a message saying that Athgarr had left something for them (his Amulet of Proof Against Detection and Location). She returns his amulet, but reveals he borrowed another one from the church armory before departing. The group then meets with Ser Erelo about Aribell's wish to be considered for the ultimate gift to any paladin: A Holy Avenging Sword. Ser Erelo explains that it requires completion of a task and an official conclave, but that she can send Aribell on a task that may be worthy - to investigate why the north-shore Watchpost has fallen silent and those who were recently relieved haven't returned to campus. After discovering the horror of the truth, they return and meet with Father Dilbiss, delivering Lady Leena's request for Tiraoran clergy to establish a temple in Strafsoman's Dawn. They then teleport to the Tower of Azinor to return the amulets they borrowed, and learn from Master Obras that there may be spells which would enable one to defend themselves against the

Thuilnu powers. Finally, they return to Aermagh and Duneshadow Estate, where they contact Mother Tassa and invite her to dinner, which she accepts.

Episode 89: The Four entertain Mother Tassa for dinner at Duneshadow Manor, and get more information on a variety of topics from her before she departs. Then, it's the week before the Dragon Festival, and the Four split off to take care of things they haven't had time to accomplish until now! Aribell goes to talk to Viessa Vexx, which results in quite a surprising revelation on Viessa's part. Gwendlaryn spends time at Thebes Manor working with Lady Lahrana in her quest to learn all that she can about being a noble and acceptable behavior in noble society, which doesn't quite turn out as Gwen was expecting. And finally, Zorith travels to Thunder's Edge for the long-delayed dinner-date with Oloric, which turns out to be both a romantic evening and a chance to help bakers Hue and Sar with their niece's new restaurant, "The Lavender Heart!" The pre-festival week will conclude in the next episode, and then it's on, finally, to the Dragon Festival!

Episode 90: Zorith awakens to find her wings have emerged and does a bit of crowdsourcing with the rest of the Four and Gyrtia on how to control them. Gwendlaryn has a surprising dream conversation with S'Kuthos about Athgarr. Aribell and Tasha head to Strafsoman's End to inform Lady Leena of Aecathan's "official" response to the change to Strafsoman's Dawn, and while they're there, they discuss Viessa's rumor about Leena employing a doppelganger, Tasha begins to get to know her half-siblings, and Aribell spreads word of the upcoming Temple of Tiraura in a way only she could. Then it's off to the Dragon Festival in Aermagh, and a plethora of surprises both shocking and flattering from Rimmidi, the leader of the Bronze Sept. The day ends with the Four, Tasha's half-brother and half-sisters, and their mother each reacting to the metallic dragon in their midst in their own ways. But before the Four can whisk themselves away to Thunder's Edge, Aralakhis delivers the runic address to the Four's very own teleportation circle, which they then use for the very first time!

Episode 91: The Four, with Aralakhis in tow, head into the Fourhome from their new teleportation circle. Upon departing, they find their yard filled with the Sus'Haryn encampment as they walk to the location of Thunder's Edge's Dragon Festival, outside Lord Tremane's keep. There, Aralakhis' senior apprentice, Sten, reads an ancient story talking of the Chromatic Dragons, the Metallic Dragons, and a type of dragon known as Gemstone Dragons. When she finishes, Lord Tremane speaks and tells the assembled that the Metallic Septs are all welcome in Thunder's Edge, and should be treated as citizens all, and treated with respect. He then learns that Tasha is in the audience and requests that she perform "The Lost Guardians of Aecathan." She does so, and as she finishes, Gaeghointulth, the Sentinel of the Sands, settles onto the

stage. Gaygo speaks, identifying the Four as dragon-kin, and revealing that the Sus'Haryn are the "Children of the Dragon." Her speech is interrupted by a group of Jogravanans who launch a magical attack against the dragon, but who are almost immediately killed by a dozen other Metallic Dragons who were hidden in the crowd in their bipedal forms. Gaygo states that the Sentinel of the Sands will always help guard Thunder's Edge against the evil gods and their minions. Gaygo then meets the Children of Thunder's Edge, before leaving with the Four to return to the Sus'Haryn camp for an evening of revelry. There, the group is joined by Oloric, Hue, Sar, Cara, Urmon, and Mother Tassa. Tales are told, drinks are consumed, and eventually people pass out, including Urmon. After a night's sleep, Jojo and Viessa are fetched from Aermagh to join the festivities. Viessa and Mother Tassa appear to bond after a walking discussion, and Urmon and Jojo are reunited after many years of separation. The Four discuss their future plans over breakfast, and Gaygo discloses a bit more about the fate of the Gemstone Dragons.

Episode 92: After breakfast with the Sus'Haryn, Aralahkis leads the Four, and Mother Tassa, to meet with Lord Tremane, leader of Thunder's Edge. They discuss their new Sept status, as well as Gwen's nobility and Athgarr's having been awarded the Platinum Star. He then asks them to investigate the silence from the Jogravanans and discover whether they are planning some sort of massive attack or have had their attention drawn elsewhere. Afterwards, the Four return to the Sys'Haryn camp and split up for a bit of personal time. Gwen watches from the roof of the Fourhome for a bit before joining the dancers. Aribell decides to spend some time in the camp's kitchen area making desert pear tarts, while Tasha and Zorith just kick back on the grass and watch the festivities. Gwen laments constantly being asked about Athgarr's whereabouts, and then Zorith teleports Jojo, Viessa, and Syncryn back home. Before dinner, Gwen and Zorith try to come to terms with their various personal relationship issues and give each other some good advice. During, Mother Tassa inquires of the Four's future plans, relating information on the other Dragon festivals, and teasing Urmon about his fascination with the Druids in the Forest of Amblyantha. After the meal, Zorith decides to head to the Ivorys Wrath to have an honest conversation with Oloric, during which they sort out their relationship to both of their satisfactions. Gwen attempts to secure a bedfellow for the night, but her celebrity turns out to work against her in that respect, while Aribell and Urmon discuss a heretofore unspoken rule of the Sus'Haryn. The following morning, after flying lessons for Zorith, the Four say farewell to the Sus'Haryn, and prepare to investigate the recent Jogravanan silence.

Episode 93: The Four prepare to travel into the Godswrath Desert, at the behest of Lord Tremane, to discover why the Jogravanans haven't been attacking Thunder's Edge over the last four weeks. Before they depart, they avail themselves of the wisdom of the Sentinel of the Sands, who informs them of an oasis in the desert that

serves as a way-station for those traveling west toward the Dunesmount. Atop their flying carbet, the Four head into the desert, utilizing their magics to keep themselves cool and rested. Near the end of their second day of travel, so far uneventful, they are accosted by a handful of undead ogres who rise up out of the sands and attack. As the group prepares to deal with them, an enormous mottled and skeletal dragon, vestiges of blue dragonscale hanging on its body, rises from the sands and demands tribute to allow the group to pass unmolested... but can they find an amount the undead beast will accept?

Episode 94: Traveling even further into the deadly Godswrath desert, the Four stumble upon a massive caravan from the Temple of Jogravana, headed in the same general direction, at least according the Sentinel of the Sands, of the Firefly Oasis. Unfortunately, they seem to be relying on slave labor, something that sits poorly with both Aribell and Gwendlaryn. After a long time deliberating different strategies to help the slaves, their planning is interrupted by a mysterious stranger who appears in their midst, warns them against taking on the caravan alone, and vanishes. Eventually, the group retreats to do more planning in Tasha's mansion. They contact Gaeghointulth and invite her to dinner to strategize, and Aribell decides to extend an olive branch to the mysterious stranger and invite him to the meeting as well, to which he curtly accepts. At dinner, he names himself Cannethagalen, Canneth for short, and reveals the instructions he receive from the person who hired him, and the Four figure out it was their friend Wiggy from Thunder's Edge. Gaegho agrees to check in on the Firefly Oasis, which she has not visited since before the Shattering, suggesting that if the Four were to follow her there, they'd be able to find it more easily. Canneth turns down their offer to stay the night in the mansion after he and Gwen spent dinner exchanging insults, and vanishes in the desert.

Episode 95: After a day's rapid travel, the Four and Gaeghointulth arrive at the lush Firefly Oasis. They head immediately to the water, but choose instead to take their ease in the Delirious Traveler, an Inn run by the obsequious Bundrigo Jamarre. While there, Aribell tests out a method of tracking the elusive Cannath and succeed, although she fails to convince the elf to join them again. Afterwards, Bundrigo sends them to someone named Theo for answers. After encountering a laconic desert panther along the way, they find an elderly blind ranger who ends up asking them more questions than answering theirs. After turning his attention to Gwendlaryn for a period of time, he sends her to get him water from the lake and, when she returns, learns her face with his hands. He then asks her full name, and begins to choke up before revealing that he is Gwen's grandfather. He also reveals that Gwen has an Uncle and a cousin living in the Oasis as well. After several minutes of coming to terms with this new information, Theo and his panther companion Preez take them to meet Gwen's cousin Arona the Alchemist, and her Uncle Rynnald who is a master

bowyer & fletcher. After making arrangements to meet back at Rynnaald's for dinner, the Four set out to explore the rest of the settled Oasis.

Episode 96: Arona Duneshadow takes the Four on a tour of the local shoppes that sell enchanted items and, after a few purchases, they all return to Rynnaald's place for a homemade meal. They also meet with Glintefkaem "Tef" Yus, the elected leader of the Oasis community. After bringing him up-to-speed on many of the events of Central Aecathan, including the fact that there IS a functioning Central Aecathan, they turn their attentions to the incoming Jogravanan caravan, and Aribell and Gwenlaryn's intent to free as many of the slaves as possible. Rynnaald, Arona, Gaegho, Tef, and the Four cook up an ingenious plan in which the Four will be pivotal players, but will (if successful) cause no violence whatsoever, and will likely result in the Jogravanans experiencing some significant discomfort as they continue their journey to wherever they're headed!

Episode 97: After a lovely breakfast with Gwen's cousin Arona in Tasha's mansion, the Four went out to find the Chieftain of the Oasis in his home to coordinate meeting with representatives from the Jogravanan caravan plus informing them of the change in procedure for securing water. After Tef gets the potions that allow access to the Oasis water sent to the Delirious Traveler, and Drigo sets out tables and chairs, the Jogravanans arrive. The meeting between Tef and the squad of Jogravanan guards sent to secure the water purchase ends with the guards leaving unsatisfied. Tef informs the Four that there will be another delegation, likely the leaders of the caravan, coming back to 'discuss' the demand that the Jogravanans pay for the water with their slaves. Tef and Drigo come up with a way to disguise the Four so they can be there at the second meeting. The guard captain, a priestess of Gedola, and a black-and-red-swathed figure arrive to negotiate, only to end up being forced to accept the Oasis' offer. They settle on an exchange process, letting in one slave into the Oasis for every water-bearer allowed to leave. This does leave 3/4 of the slaves outside the Oasis, however, and the Jogravanans prove true to their reputation as they attempt to kill the remaining slaves by collapsing the sand under them and sending Tlincali to slay those in the pit. The Four spring into action and attempt to save as many as they can, but a few are abducted by the Tlincali after they are driven off. The Four return with the remaining slaves to the Oasis.

Episode 98: All but four of the Jogravanan slaves are safe! Now comes the task of taking care of them, and that falls squarely on the shoulders of Aribell, Gwenlaryn, Tasha, and Zorith. After hastily reconfiguring her enchanted Mansion, Tasha is prepared to house all of the refugees. Unfortunately, it turns out that none of them speak Common, so they're forced to resort to miming their intentions. Aribell's healing moves the former slaves a step closer to trust, and eventually they get them all

into the mansion. Chieftain Tef searches the Oasis for spare clothing and, hopefully, someone who can interpret for the Four, finding 12-year old Nessus, who learned the speech from his Grandfather, who was himself a Jogravanan escapee. After a few missteps, the Four, Tef, and Nessus manage to get everyone cleaned up, in clean clothes, fed, and bedded down for the night. A surprise multi-person message comes in from Obras, although it doesn't work quite as planned, he reveals he's working on an advanced sending spell. A message to Aralakhis gets his agreement to meet the Four and their charges at the Faelifiri Sanctum the next day, and reveals a message (of sorts) from Athgarr. The following morning, the entire large group take their leave of the Firefly Oasis and teleport to the Sanctum, where the living are fed and sheltered, and the dead are brought back to life. Aralakhis arrives with supplies from Thunder's Edge, and teleports back a while later, taking the recalcitrant Canaath with him. That night, the Four meet with the High Curate and the paired leaders of all four temples for a dinner and so the assembled clerics, paladins, and bards can hear the story of how so many slaves came to be rescued in the first place. The adventurers end their day back in the mansion after reassurances from the powers-that-be at the Sanctum that the former Jogravanan slaves will be taken good care of, educated, and trained to live a life as a free individual of Aecathan.

Episode 99: The ladies of the Four begin their day in the Faelifiri Sanctum, where Tasha has an early-morning meeting with High Artist Boffin to advise that the assembled clerics, bards, and paladins make certain that each slave is as they seem, and not a Jogravanan spy. Then it's off to Thunder's Edge, and a leisurely early morning reunion with Oloric at the Ivorys Wrath, where they hear of Lord Tremane's continued decline in health. Shortly thereafter, Aralakhis arrives to consult with the group, and leads them back to his office in the Lord's Keep, explaining along the way what he's observed regarding his ruler's behavior. Once in the building, Aribell gets in to see Lord Tremane and attempts to diagnose his ailment. Following a hunch, she casts Remove Curse and is somehow able to free Tremane from his confusion. Afterwards, the group begins to suspect the Thuilnu of causing his decline. Gwendlaryn provides him with some magical protection, at least for the next 24 hours, against a recurrence of his malady, after which he requests they continue on their mission to discover what has captured the attention of the Jogravanans. After returning to the Wrath, addressing Wiggy's faux pax with Cannath, and saying their farewells to Oloric, the Four magically transport to the capital city of Aermagh to bring their new from the Oasis to Lord Bonethane. After setting up an appointment with the Lord's seneschal, the ladies swing through the Shouting Pirate and witness a truly stupid bet. After drinks with Jojo, the Four return to the Keep and meet with his Lordship, bringing him up-to-speed on the Oasis, Western Aecathan, and the malady Lord Tremane was suffering from. After asking them to check in on Strafsoman's Dawn before they return to the desert, Bonethane drafts a quick proclamation

identifying Aribell, Gwenlaryn, Tasha, and Zorith as official emissaries of the nation of Aecathan, in case it will be helpful. The Four retire to Duneshadow Estate for dinner and preparations for a quick stop in the Dawn before returning to the desert to continue investigating the Jogravanans' intentions and activities.

Episode 100: An evening in Duneshadow Manor results in some interesting scuttlebutt about the actions of the Aecathan Army. A visit from General Warbender confirms that a major offensive is about to launch from Aermagh's port! After a restful night's sleep and a leisurely breakfast, the ladies of the Four head to Strafsoman's Dawn to check in with Tasha's Aunt, Lady Leena, the leader of the city in the midst of re-building after Yaesef's decades-long mismanagement. After a long talk, a tour of the renovations taking place in town, and a hearty dinner, Lady Leena suggests the Four head over to the newly-named "Sunrise Temple" to Tiraura that is almost completed, to meet its new high Priestess. Upon arriving, however, the four are attacked by fiends and a Jogravanan High Inquisitor armed with a bandoleer of Kylandril sticks! It looks like the Four may have finally met their match... until assistance comes, unexpectedly, from none other than the dawn's boogie man, The Doppelganger. But that's not the biggest surprise in store for our heroes that evening!

Episode 101: While resting in anticipation of breakfast with Athgarr, the Four (and Athgarr) are shunted into a strange dream-world of talking bears, mermen, a baby pegasus, a smoke dragon, and the dreaded Frempermen! Fortunately, it turns out that a friend is responsible, and the waking world reasserts itself in its normal fashion. Unfortunately, that's where things begin to take a turn for the worse. Athgarr is not at all as the Four remember him, and the only way he will accompany them on their continuing mission is as hired help. After negotiating his fee, the group heads to Thunder's Edge to pick up supplies. Zorith spends the evening with Oloric at the Ivorys Wrath, after which everyone gets a good night's sleep with no more strange dream adventures. In the morning, after gathering up everything they'll need, Zorith teleports the group back to the Firefly Oasis, in preparation for their journey farther into the unexplored reaches of the Godswrath Desert.

Episode 102: After meeting briefly with Chieftain Tef, Gwenlaryn goes to speak with her uncle and ask his forgiveness for leaving without saying goodbye. He is understanding, but warns Gwen that Theo is not as forgiving and is rather angry and hurt at her abrupt departure. She then goes to attempt a reconciliation with her grandfather, which starts rather rocky but smooths out when Theo realizes that Gwen has no experience having a family, and thus knows none of the social responsibilities, etc. Meanwhile, back at Bundrigo's tavern, tensions mount as Athgarr remains sullen and mostly silent, to the point where Aribell must step outside to get away from the toxic atmosphere. She encounters Theo and Gwen headed back to

meet back up with everyone, and once they all go back into the tavern, a silent battle of wills begins between Theo and Athgarr, culminating in Theo asking Athgarr to step outside for "a talk." Gwen tries to stop it from happening, then Aribell does stop it. Shortly thereafter, the Four, Athgarr, and Gaygo leave to pursue the caravan. After finding it some days later, and choosing to pass it, they reach the fabled Dunemount, and discover some strange magical behavior once they reach its summit.

Episode 103: The morning dawns with Gwen finding Athgarr in the throes of a nightmare. He awakens violently at her touch and, while she tries to get him to talk, he is sullen and non-communicative. Gwen brings food and the others of the Four to try to bring him out of his brooding, to no avail. After Zorith receives a message from Master Obras, she and Gaygo utilize a teleportation circle and arrive at the Tower of Azinor. Zorith retrieves their new Amulets of Proof Against Location and Detection, along with spare clothing should the Four encounter any additional slaves to rescue, and teleports back to the Dunemount. The first night past the Dunemount, when Tasha attempts to cast her mansion, something about the area causes a very painful backlash, injuring her for half her health, but she is able to get into the mansion with her comrades and the group manages another peaceful night's rest. The next morning, Aribell tries to cure whatever is affecting Athgarr, to no avail. Leaving the mansion, they find themselves surrounded by undead, which attack en masse. After the battle, they depart and the desert gives way to hills, which later gives way to prairie grasslands. Toward the evening, they see a newly-built wooden-walled city in the distance. Athgarr uses a Legend Lore spell to learn the name of the city and something of its purpose, which is not at all good, and the group tries to decide what avenue to pursue from this point on.

Episode 104: The next day, Gwenlaryn sends her magical owl to scout the town Athgarr called Oltz-aru, discovering that there are three paths leading out the other side. Afterwards, the group travels to the Faelefiri Sanctum where Father Dilbiss and Master Wranro take over attempting to diagnose and heal Athgarr. Through magical means both arcane and divine, the source of Athgarr's malady is determined and a course of action undertaken to return him to normal. While he is recovering, Gwenlaryn and Zorith go on a shopping trip for clothes suitable for any other slaves they might rescue, plus sacks to use organizing the coins in their portable hole. While they're away, Aribell is intercepted by her order's leader, Sir Erelo, and she is taken to the master forge below the Temple of Balmous and introduced to priest and weaponsmith Durald, who instructs her in how to forge a mithril longsword. Over the next 48 hours, Aribell is worked to exhaustion, but she is able to follow Durald's instructions well and, ultimately, returns to the rest of the group with her Holy Avenging sword. Athgarr attempts to mend his relationship with Gwen, and makes a very sincere apology to the Aribell, Tasha, and Zorith as well.

Episode 105: After departing the Sanctum, the group heads to Aermagh to do a spot of shopping with a focus on increasing the overall defenses of the group. After stopping off at the Shouting Pirate to catch up with Jojo, Viessa Vexx stops by and, due to a message she received, she heads off into the city. Aribell and Zorith head off the Thunder's Edge to check in with Aralakhis and secure a bit more defense, while Gwenlaryn, Tasha, and Zorith secure some cold weather gear for Athgarr and the rest of the group. When they all re-convene after the lunch rush in the Pirate is over, they bring Jojo and Viessa up to speed on what they've been doing, and Viessa clues them in on a lack of communication from Ballinamard, supposedly after the Orcs had once again re-taken the city. The Four decide to head that direction before going back to further explore the newly-discovered Western regions of Aecathan, and spend the night prior to their departure at Duneshadow estate.

Episode 106: Kaylin, the chef at Duneshadow Manor, sends the group off with a breakfast they can eat on the way as they teleport to Darkcoast Keep. They re-connect with Captain Virthana, learn that he knows little more than they do, and they set out for Ballinamard aboard their magic carpet. As the sun sets, the group comes within distant sight of the city, but chooses to stop for the night in Tasha's Magnificent Mansion. After a brief warm-up, it's decided that Gwen and Athgarr will take the carpet and do some nighttime recon of the city. The city is quiet, with lights on in a few of the buildings but, strangely enough, not a soul out on the streets. The next morning, the Four set off, concealed by their magics, to the farm on the southwest end of the city, where they witness an orc sitting at the breakfast table with two humans and the woman who apparently owns the farm. Still concealed, they explore the edge of the city and discover a temple to Balmous. They drop their concealment, and while searching for the Temple of Tiraura, encounter a group of Orcs acting as city guards. After a tentative but polite encounter, they point the group to the temple they're seeking, where they meet High Priestess Chalia Ravakas. Things are going well until a social faux paux gets them sent away. They make their way to The Barracks, the Inn in this section of town, where they meet Jas Prayrn, who took over the business after his father was killed by the initial Orcish attack. After choosing to show him the Rope Trick spell, they discover that Jas is the only person left in Ballinamard who isn't under the sway of creatures who live below the city! The Four decide to protect Jas, closing his shop and taking him first into Tasha's mansion, and then back to Aermagh to Gwen's manor house, where they begin to make plans to summon a war council to try to enact a plan to reclaim Ballinamard from the creatures they believe to be the Thuilnu!

Episode 107: The Four arose from a night's sleep at Duneshadow Manor and began planning their day. They contacted General Warbender, who arrived to hear their story of Ballinamard, but didn't seem all that upset at first, which was frustrating for a

few members of the group. He did agree with the wisdom of convening a war council of sorts and volunteered to contact Masters Obras and Indruz at the Tower of Azinor and Father Dilbuss at the Faelefiri Sanctum, leaving the group to contact Mother Tassa. When the evening arrived, the group assembled also included the High Enchanter Ahagan Unvusim from the Tower and the High Curate, Awinita Nokomis from the Sanctum. After verifying that none of the attendees had had their memories changed in any way, Mother Tassa was able to provide the group with some much needed intelligence on the Thuilnu, although she admitted that her knowledge of the Thuilnu is over a century old at this point. Based on that information, the group began to formulate a plan to return to Ballinamard, seek out the Thuilnu conclave beneath the city and, with the help of some promised assistance from the Tower and the Sanctum, wipe it out. A plan was then put in place to meet again the following evening to finalize strategies and then put the plan of attack in motion.

Episode 108: The following morning, after a breakfast in the private dining room at Duneshadow Manor, Tasha contacts Corporal Hering "Vines" Cherrier, an old traveling companion of theirs, and asks if he can join them for the assault on the Thuilnu. After Jas cleans up and dons the new clothes provided for him, Aribell, Tasha, and Jas head to General Warbenders office to request that Vines be officially attached to their team, and then it's off to the Shouting Pirate in search of Viessa. After chatting with Jojo briefly, they head down into her complex, finding her in her pub. After verifying that she has not had any memories altered, she explains the situation in Ballinamard and asks for her assistance in searching for additional Thuilnu conclaves beneath the other towns and cities in Aecathan. She also offers Jas the same opportunity his father once enjoyed while working for her. The entire group then reconvenes in the Pirate for a late lunch and to give Jas a chance to talk to Jojo about his experiences aboard a ship, something that Jas seems intrigued with. That evening, Vines arrives and is checked and briefed on the situation. Shortly thereafter, Master Obras arrives with a halfling mage he introduces as Arbogast "Bo" Claynanger, who will be accompanying the group on behalf of the Tower of Azinor. After Obras briefs the assembled on the full extent of the Noctomancy spells he has deciphered from the tomes located in the ruined Temple of Othoathok, Father Dilbiss arrives with a young half-elven woman he introduces as Sefryna von Alfthan, a cleric of Balmous, who Aribell is able to identify as a fellow member of the Aermaghian nobility, but unfortunately one from a family that is not held in much favor or esteem. Master Obras and Father Dilbiss depart, leaving the group with Mother Tassa for whatever additional information she has discovered from the various Sept Sages.

Episode 109: Mother Tassa briefs the Four and their allies, both new and old, on the information uncovered by the Sept Sages. After she departs, Vines, Bo, and Sephyrna head to rooms in Duneshadow Manor while the rest of the group, along with Jas, gets

invited into Athgarr's new Magnificent Mansion, one that appears as a Hacienda in the desert. The following morning, after breakfast, the group teleports to The Barracks in Ballinamard. After searching to make sure the Inn is both empty and not the conclave's connection to the surface, and after finalizing on a strategy for dealing with the citizens of the city, the Four venture outside. They first head for the Council House, but find it dark and empty. They then stop off first at the Temple of Quisva where they meet the High Druid of Ballinamard, Vesh Chofoh, who provides them with information on finding High Speaker Gesos, who moonlights as a trainer at The Wolf's Den, the kennel for a variety of canines. Upon arriving at the Den, Gwendlaryn speaks with a young male wolf, who is surprisingly helpful in providing them their next move.

Episode 110: The group meets Fen Gesos, high speaker of the Council of Ballinamard, at the Wolf's Den kennel. After a bit of subterfuge, he is released from the subconscious alterations caused by the Thuilnu and brought up-to-speed on the current state of his community. After Gwen make a purchase that surprises no one, they head to the Council Building where Fen has summoned the other four members. One-by-one, they come in and are released from the Thuilnu-imposed reality they've been living in, each with a different reaction: Vengeance, Horror, Rage, and one simply passes out. The group brings Fen and the Council into Tasha's Magnificent Mansion, where they're away from the Thuilnu's influence, to consult with the locals on how to find the entrance to the Thuilnu's subterranean conclave!

