

# Recent Events (Aeshandra 30–Uriah 15?, C.Y. 756)

**Aeshandra 30:** Companions depart for Coralis aboard the *Windfall*. Charis remains behind and returns to Tringarde.

**Aeshandra 31:** Companions discover the wreck of the *Star of Coralis* and defeat the remnants of the sahuagin raiding party. Several of the sahuagin fight with matching swords, unusual for a race that prefers nets and tridents. Andrew Tiller, captain of the *Star* and sole survivor of the attack, is healed and brought aboard the *Windfall*. The party also discovers the corpse of Achemon, a priest of Wyshhan later found to be associated with the sahuagin.

Arriving in Coralis, the companions meet Brother Adeus, harbormaster of the port, who has been hired to accompany them on their sea voyage to Kesh. Shortly thereafter they are greeted by Guichard, who escorts them to the home of the moneychanger Vergé Orlou.

At a sumptuous feast given by Vergé that evening, the companions learn that the harbor has been closed until the sahuagin can be rooted out, and resolve to deal with the menace themselves. Shana is reunited with her kittens.

**Aeshandra 32:** Lupus and Pinch visit the smithy of Leofwin Hammer, primary maker of swords for House Ramsey. When shown one of the swords used by the sahuagin, he confirms that it was made by his smithy, and was one of the weapons lost in the attack on a coastal vessel known as the *Terrapin*. Leofwin offers a masterwork sword to anyone who can prove the identity of the ship's betrayer.

Shana is confronted by her youngest brother, James Hartley. Addressing his questions to a soldier named Giles to preserve the letter of Pontean law, James attempts to interrogate her about the sword recovered from the *Star*, the whereabouts of "his" brother William, and information about Vergé, whom he suspects of being a spy for Aridane. Shana reveals nothing.

Adeus and Pinch search Achemon's quarters, discovering a logbook detailing the sea voyages of priests of Wyshhan based in Coralis. Adeus notes that Achemon accompanied William Hartley the Elder's private vessel *The Lady Ramsey* on a trip to Coralis from 12–16 Skerta, 755, which took twice as long as usual. Shortly thereafter, the entire crew was reassigned to other Hartley ships. This, combined with Shana's revelation that her father was a silent partner in the ownership of the *Terrapin*, leads the companions to suspect his involvement.

That evening, Pinch and Lupus make inquiries in dockside taverns and learn that *The Lady Ramsey* made an unscheduled stop on the night of Skerta 12 to pick up an unsavory character named Ian Croome. This meeting apparently caused the rift between William the Elder and William the Younger, though no further details are learned.

The companions later find Ian at *The Flying Fish* when he bursts in, argues with a patron, and rips the fellow's arm off. Mirod and Adeus follow Croome to a deserted area of beach under cover of invisibility, where they watch him swim far out to sea without returning.

**Aeshandra 33:** The companions track down and subdue Ian Croome, discovering that he is a wereshark in the process. He leads them to the sahuagin lair, then attempts to slay them

with the aid of several summoned sharks. Both Croome and the sharks are slain in the ensuing struggle. Adeus and Lupus locate a concealed entrance far beneath the waterline, but are nearly slain by sharks. Mirod arrives just in time to turn the tide of the battle, and the three retire to the surface to rest and recover spells.

**Aeshandra 34:** The companions return to the lair and slay the remaining sahuagin. The party is nearly slaughtered in the final battle, but ultimately returns to Coralis and presents the body of the sahuagin chieftain to Sheriff Candrian de l'Épée. The harbor is reopened, and only the intervention of Vergé prevents the sheriff from attracting unwanted attention by honoring the companions publicly. That evening, Vergé merrily presents the companions with the roasted head of the sahuagin chieftain at dinner.

**Rhodelain 1:** The merchant ship *Sculpin*, captained by Solomon Baynard, arrives in Coralis. It departs for Biraktar with the companions on board shortly before nightfall.

**Rhodelain 3:** King Anton III completes deliberations with the Aridan court. The results of this council are officially published as the Assize of Chaddingham. This document fills a vacuum in the Aridan legal system by granting sheriffs the right to override the local authority of barons in the pursuit of criminals.

**Rhodelain 11:** Brother Turstan spends the night at a Rhondite hostel in Norgill. His visit excites the fervor of the hostel's warden, Sister Rosalinde Copthorne, who recognizes the staff of Brother Alberic. Turstan departs before dawn the next morning, but Rosalinde becomes a vocal supporter of the movement to declare Alberic a saint.

**Rhodelain 12:** King Anton III crosses into Versic and begins a four-year campaign to stabilize his territories in Candria and elsewhere.

**Rhodelain 19–24:** Members of the *Sculpin's* crew teach Shana how to fish, enabling her to fulfill her religious duties during The Great Hunt.

**Rhodelain 24:** Okon and the Wazsula create a zombie animation pit at the *Locus Refugium* site, causing a rain of blood throughout the Matai valley.

**Rhodelain 27:** In Norgill, Sister Rosalinde Copthorne preaches a stirring sermon urging the canonization of Brother Alberic.

**Rhodelain 30:** Birth of Celeste DuRoy, third daughter and seventh child of King Anton III and Margaret of Chartraille.

**Rhodelain 32:** Two sacred artifacts—a statue of Rhodelain and a silver mirror—are stolen from the Rhondite hostel in Norgill.

**Rhodelain 34:** Sister Rosalinde Copthorne appeals to several adventurers staying at the Norgill hostel to recover the stolen artifacts. Those who take up the challenge include the dwarf Bearwyth, elves Daevia and Seliwyn, a human monk called Tarrak, and a gnomish priest, Roondar "Aleslosh".

**Ponteous 3:** *Dungeon of the Fire Opal* adventure sequence. The Rhondite party discovers the ruins of the Fire Opal Mon-

astery, cleans out its inhabitants and treasure, and recovers the stolen artifacts.

**Ponteous 14:** The Kystfeldan privateer *Inquisitor* attacks and destroys the Talish ship *Sovranità*.

**Ponteous 17:** The *Sculpin* rescues four sailors from the burned wreck of the *Sovranità*. Solomon consults the companions, and all agree to hold their present course despite the possibility of attack.

**Ponteous 19:** The companions and the crew of *Sculpin* repel an attack from *Inquisitor*, slaying the enemy captain. Edgar snatches a *wand of magic missiles* from the *Inquisitor*'s magus.

**Ponteous 22:** Companions arrive in Biraktar and bid farewell to Adeus. Lupus is met by Ivor McFee, a disreputable mercenary and former comrade-in-arms. After a boisterous dinner with McFee and his men, Mirod returns to his quarters to find Jaramogi and Tacuma. Jaramogi sends Tacuma to Ashia with the message that Mirod has arrived, and instructs the party to prepare for an early departure the next day. In the night, distant drums carry a message summoning the "sons of the clans" to "gather at Gaburu and expel the *mazunga*."

**Ponteous 23:** Jaramogi and the companions depart Biraktar on foot before dawn.

**Ponteous 26:** Companions cross the Sable Plain, known to the Kesh as the "Evil Desert." Magic does not function here. While on the plain, they defeat three half-starved ogres and their boar companions in a tense battle.

**Caidian 2:** Companions attacked by tasloi.

**Caidian 3:** Companions arrive in Matai Valley and meet Ashia.

**Caidian 4:** Companions visit the lair of the awakened K'hona priest Shumba, whose followers have preyed on villagers since the attacks of the Wazsula began. Shana convinces him to hunt Tasloi instead while the party attempts to thwart the cult's activities. Raymond is among Shumba's followers.

**Caidian 5:** Companions travel to the excavation site of *Locus Refugium*, passing an old statue of Beratu en route. After defeating two guards, Mirod uses a *potion of gaseous form* to enter Morian's tower. Here he finds the damaged remnants of a journal and an amulet bearing a warding rune. Wounded by magical traps, he uses the *wand of sundering* to escape, alerting additional guards in the valley below. The reinforcements are defeated and the companions withdraw.

**Caidian 6:** Just after dawn, the companions use *feather fall* and *silence* spells to drop into the valley and defeat two guards at the entrance to the *Locus Refugium* excavation. They slip quietly inside, avoiding many Wazsula camped nearby. They descend deep into the earth via undead-driven lifts and discover the former surface levels of a buried stronghold. They defeat several bands of Wazsula, including their leader Okon, and enter the inner courtyard using the medallion found by Mirod.

Beyond, they discover two nearly-dead prisoners: an old man named Erasto and a blind boy, Nabate. Restoring them to health, they explore the stronghold's keep and discover signs that the stronghold was constructed by a much older and more advanced civilization.

**Caidian 7:** Companions explore the first sub-level of *Locus Refugium*, learn of the Elders and find clues of their fate. In a temple dedicated to Beratus (a god similar to Beratu), they defeat the last of the Wazsula cultists and rescue Ashia's son Yohaness. A powerful *platform of healing* is discovered in the temple, which is used to cure Nabate's blindness.

**Caidian 8:** Leaving Erasto, Nabate, and Yohaness in the temple, the companions descend to the second level of the stronghold, a large conservatory, and the third level, a prison. Ardora departs from *Locus Refugium*. In the conservatory, they find fragments of Martinus' letter to Joscelin. Ashia befriends Marcella, a hawk who claims to have been alive since the time of the Elders. Marcella identifies the names and symbols of the Elders and others depicted in paintings on sub-level one.

A sealed entrance from the conservatory leads to the chambers of four elemental weirds, all but one of whom departed long ago. The fire weird Ardora, informs the companions that they are destined to complete the work of Caecilius, which will be revealed to them in time. Ardora departs *Locus Refugium*. Acting on a clue from Ardora, the companions locate a sapphire signet ring carved with the symbol *mutu* at the bottom of the pool of Flumena, the water weird.

Descending further below the conservatory, the companions explore a labyrinth, encountering numerous traps and a group of earth elementals. Erasto, Nabate, and Yohaness are moved to the conservatory when the party returns there to rest.

**Caidian 9:** Companions enter the *sanctum* of the Elders, and discover the first of several journal pages attributed to Caecilius.

**Caidian 10:** Attempting to enter Beltran's suite, the companions summon its hound archon guardians. They win a fierce battle and withdraw to the conservatory.

**Caidian 11:** Companions explore Beltran's suite and discover a portal to a demiplane. They pass through, explore portions of a tower, and have a brief conversation with a gruff man who warns them to leave.

**Uriah 12?:** Companions return to *Locus Refugium* and discover that nearly two months have passed. They rush to the conservatory to find Erasto, Nabate, and Yohaness suffering from hunger, but still alive. Mirod uses his *twain pouch* to send a written message to Charis, who passes food back through the pouch.

**Uriah 13?:** Companions explore the Cavern of the Nine, requesting additional rope from Charis. Charis sends it, along with a few items they didn't ask for. The company solves the riddle of the nine and passes below to the lair of the dragon Grishaak. Defeating the dragon, they discover the immobilized figure of a man (Caecilius?) and a feline companion, in a chamber containing a pale blue stone. Mirod recovers the stone with *mage hand*, and sees a vision of Beltran's death.

**Uriah 14?:** Companions complete their exploration of the *sanctum*, visiting the suites of Caecilius, Silvia, Eusebius, and Patricius. Remaining pages of Caecilius' journal found.

**Uriah 15?:** Companions explore the Cavern of the Nine in more detail, finding the tomb of Veraiconica.