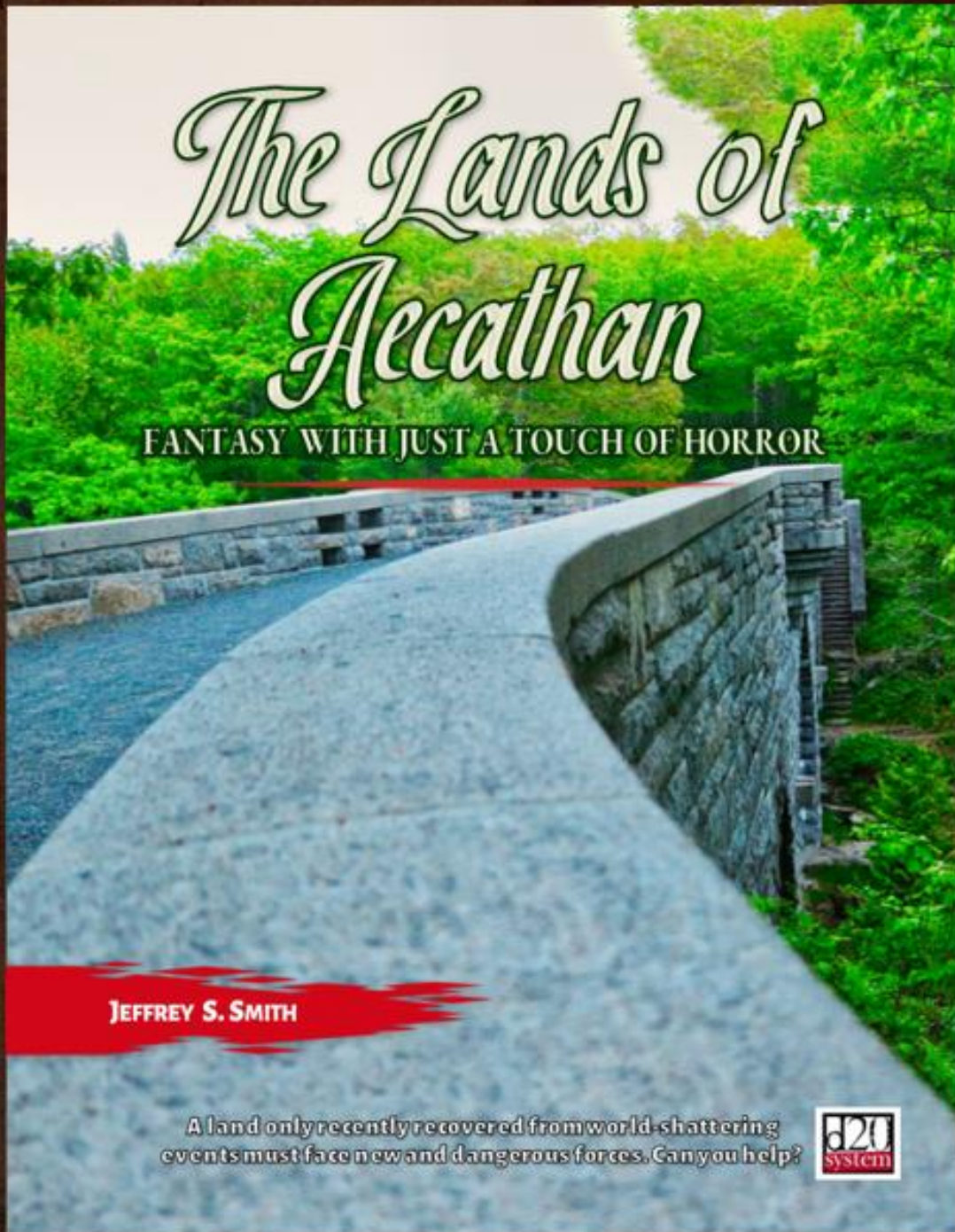


# The Lands of Aecathan Summary



## 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 2<sup>nd</sup> 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 Ivory's 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!



