

# Tedren

Keth the ranger, Ekkkk the paladin, Grikug the sorcerer, and Exara the warlock have been sent to kill a necromancer by the name of Gaevis Greymound by a giant warg they believe to be an avatar of the Dominator. In the swamps of southern Vergutch they found Gaevis' stronghold and have passed various trials and traps. Gaevis doesn't attack them claiming that while they enjoy experimenting with orc corpses only those who fall during the trails are used. They tell the party there's no reason to fight. The party asks some questions but eventually attacks. Caught in the midst of the fight only time will tell what happens next.

Chelva is under siege by a large undead force. Meanwhile an orcish party is contemplating ways to get into the city and influence events so that their tribe can come in and loot the city with minimal effort.

Another adventuring party, is going through Tedren tracking down a group of hags. However, they have encountered hardships and trials that continually wear them down.

# Gathair

Another party have been underground for some time now. Driven there by a band of gnolls, who were on a rescue mission to save other gnolls enslaved by Ridderen and escaped; however party was misled and didn't know the gnolls they were after were escaped slaves until well into their mission. Traveling through network of old dwarves ruins They released a sea monster to defend a small community of dwarves, the monster then proceeded to travel the flooded corridors of the ruins. The monsters attacking the village retreated after some "convincing from the sea monster. Unfortunately the hall remains in ruin. Merrow have set up shop there with their own kingdom to rule over, but their king (The Scum King, a fat merrow) was killed at a fight by the dwarf village. The Meerestier wrecked the place and now the new queen is in trouble trying to keep order.

The party is in Dis and about to get a job delivering weapons and armor to Ridderen that the workers of Dis have pulled from the ruins. Dis is selling the goods in exchange for food, seeds, and wood in order to be self sufficient and build permanent residences rather than the tents they're in now. The party has just delivered a stone golem from the Castle to Dis to help with excavation. Along the way they have discovered a hive of Thri-Kreen that want to help the Patron's slaves escape. They've been teaching freed hobgoblins and others with natural psionic gifts different techniques to make them stronger.

With new evidence recently being added to the case, the age-old mystery of the missing Halfling fortress is under investigation again. Many groups are pursuing new clues fervently..even...violently?

## Visera

The party has arrived in Seldin, a very populous city within Ceetun. Jerr Hithin is in town for a celebratory event, and the party is interested in attending. Milo Greenbottle, a spectacular performer, has managed to nab an invite as a performer, and the others plan to sneak in disguised as other nobles. Although they plan to kill Jerr, they don't know that he plans to take his usual precautions of having two servants take his name and stature temporarily while he visits under one of their names as a lesser-known noble.

The party has traveled through the swamps leading to Sarentul. They came across Edgemoor, a small village known for bog iron. There Mayor Pete told them about the difficulties their hunters have been having and the recent incident where a villager had their chest burst open with a Slaad tadpole inside. The party cured a teen with a Slaad inside them and taught the village's alchemist the surgery. In the swamp they were attacked by a red and blue slaad. After scratching a few characters they ran. The party cured themselves but the monsters are still loose in the swamp.

As the party was leaving the swamp they encountered Smoke, the dragonborn thief/druid they met in the city of Curiosities, again. She tried to take the artifact they had stolen, but was unsuccessful.

## Furbiri

The party is in Fireana acting as bodyguards for a gnomish inventor name Ferrian Janova. They have recently thwarted a plot to capture Ferrian and will begin interrogation of those responsible soon. The kidnappers were being dominated so they won't be getting all the information they need from her.