

Research Result:

The Urn was stolen on behalf of someone named Vedalis, who was apparently once a lich. Vedalis' phylactery was placed in the urn at some point. According to published research by Vesh Talendel and Rendon Moore, a phylactery, at least one created using Necrophitus form of necromancy would have as a core component a soul corrupted by aberrant magic. So if it was placed in the Urn it would be purified as any soul would be. Thus the lich would lose much of their power, and should they die they would become another soul in the Urn. No doubt Vedalis intends to get the phylactery back, and prevent its purification, or restore his power.

It seems a thief named Layton actually stole the Urn for Vedalis. There is a moderately infamous thief and healer who goes by the name of Layton, but no one actually knows what they look like. It is clear from letters exchanged that Vedalis treats Layton as more of a servant, or lackey. Odd considering that Layton clearly has their own base of operations, one they suggested the Urn be taken to rather than Vedalis lair. While Vedalis' motives are clear, Laytons remain less so.

Scouting Result:

Multiple people set out to scout out areas. With Berek Orino moving quietly through the northern forests of Kaladonia, discovering a great apparition, that violently shook the trees. At the eastern edge of Kaladonia, in the foothills, Darrius and Reno battled a handful of weakened shades, while Klierden, as she often does, moved near invisibly to track them back. Maria Quincy followed a spectral trail left by shades through the swamps at the northern edge of Drega'mire. Narcissus, Merik, Talaniel and Khala all arrived at the area west of Stonefall where there reports of attacks to begin tracking the shade that passed through the area. Utilizing their magic, and Khala moving quietly and unseen. In the mountains south of Honor's Peak, Damien Marcain also moved quietly, likewise Freya searched the area, neither found each other, but both found traces of shades that had moved through the area. Of note as the Urn had been stolen in those lands. The point where Alisandria, Pendarvin and Ostcliff all met saw a meeting of several people. With Kanas engaging in battle against rogue violent farm equipment, Chesta moving quietly, and Cyan, and Darrin searching with magic, they were all able to track the rampant shades.

While no one stumbled onto the hideout, everyone searching individually gathered enough information to trace the paths of the aberrant shades to the hideout of Vedalis, in deep caves north of the Proper.

The Next Step:



Having located Vedalis' lair, and the location of the Anizar Urn, it is possible for a band of heroes to storm the Lich's lair and help Vesh and Rendon retrieve their lost artifact. However, reports have been flooding in all week of shades throughout the proper. While some have been handled by those scouting, there are still a few at large:

- A Strange inhuman aberration has appeared in the woods of Kaladonia, while it has not attacked anyone it is rampaging through the forest.
- A group of pirate shades have possessed a ship to steal it from the harbor in Drega'mire
- A shade rampaged through Stonefall, and rushed off into the woods, and remains at large.
- Possessed farm equipment attacked people in Alisandria.

You can head to the location of these shades to help the guard in these areas start handling them, or leave it to the guard and other heroes while you join the attack on Vedalis' lair, the choice is up to you.

[Click this link to submit your choices, and how you wish to join the fight.](#)

You will have until Wednesday, Jan 6th at 8:00 PM to submit your character's actions