

The following list details the locations visited by the heroes of the story, known as "**The Company Clandestine**," in the order they appear chronologically across the sources.

<b>Location</b>	<b>Session Number</b>	<b>People Encountered</b>	<b>Explanation of Events</b>
<b>Three Points Inn and Tavern (Paldegora)</b>	Session 0 / The Meeting	Guild Representative ("gentleman, or maybe not a gentleman")	The five adventurers arrived separately, met, formed " <b>The Company Clandestine</b> ," and submitted their Adventurer's Guild application and fees to the gentleman, who required them to complete a test.
<b>Back of the Inn (Paldegora)</b>	Session 0 / The Meeting	Bernard	They were sent here to meet Bernard, who would set them upon the task required to join the guild.
<b>Paldegora Test Area (Cliffs/Valley/Road)</b>	Session 0 / Part 2	None explicitly named	The company gathered above the cliffs, tended to injuries, and moved down a switchback road into a valley covered with low-hanging fog, noting a tower in the distance.
<b>Paldegora Test Area (Between Cliffs/Canyon)</b>	Session 0 / Part 3	Gnolls	They moved between two high cliffs on a descending path where the terrain worsened, risking loud noises bringing down rocks. They began encountering and escaping Gnolls.
<b>Cave (Paldegora Test Area)</b>	Session 0 / Part 4	Sea Hag, Skeletons	They retreated into a cave from the Gnolls and found a chamber with a whirlpool and a broken bridge. Eryn encountered skeletons and the ghastly creature known as the Sea Hag.
<b>Tower (Paldegora Test Area)</b>	Session 0 / Part 4	None explicitly named	After exiting the cave, they reached the tower, solved a puzzle involving three locks to open the door, and explored chests inside, finding magical items, scrolls, and a ruby.
<b>Outside the Wagon behind Three Points Inn (Paldegora)</b>	Session 0 / Part 4	Bernard, Eustace Mycoyle (via scroll)	The test concluded, and the company found themselves here. Bernard congratulated them and gave them a scroll to present to Eustace.

<b>Three Points Inn (Paldegora)</b>	Session 0 / Part 4	Eustace Mycoyle, Allistar Finch, Esq. (via letter)	They presented the scroll to Eustace, received medallions indicating membership in the Adventurer's Guild of Paldegora, and were immediately given a mission by letter from Allistar Finch.
<b>Paldegora Town (Temple/Shopping Area)</b>	Session 1	Priest of the Temple (unnamed)	They spent the morning shopping for supplies. Angelique (as Francesca) felt uneasy, as if being watched, near the Temple of Naa, which she later entered with Cal-El to donate 50 gold pieces.
<b>Norloch Road (Traveling/Camp)</b>	Session 1	Jade (dead body)	While traveling, they found the dead body of a young woman named Jade, who had been killed by a "very skilled kill" (guessed to be an assassin) and had a note signed "Theo".
<b>Munville (Inn/Bar)</b>	Session 1	Server/Barmaid (unnamed), Two Men (unnamed)	They stopped for the night. A server remembered Jade passing through with two unsavory men a couple of weeks prior. The next morning, they attempted to confront one of the men near the stables, but the men fled toward Udenvale.
<b>Road toward Udenvale (Camp)</b>	Session 2	None explicitly named	They traveled toward Udenvale. They noticed the land becoming wilder. They camped, using a two-person watch structure, and Angelique again felt like she was being watched.
<b>Road (Encounter Site before Udenvale)</b>	Session 2	Rawling (dead body), Dan Longmire, Bruno	They encountered Dan Longmire and Bruno, exiles from Frosthaven, near the body of Rawling. They found a note on Rawling signed "Theo". They learned about the tyranny of Sir Charles, the Mayor of Frosthaven, and Dan's imprisoned sister, Shea.
<b>Dan's Camp (Exiles Camp)</b>	Session 2	Dan Longmire, Bruno, Samu (Priest of Ahn)	They returned here to meet other exiles. Angelique helped Samu heal some people and learned about Rogard, a missing Priest of

<b>Frosthaven (Bridge/Entrance Guard Post)</b>	Session 3	Guard (unnamed)	Ahn who was imprisoned in Frosthaven. They arrived at Frosthaven, were required to check in their weapons and magical items due to the city's strict anti-magic laws, and learned about Rogard (the "crazy guy").
<b>Frosthaven (Constable's Office)</b>	Session 3	Sergeant Harris	They reached the center of town and met Sergeant Harris, turning in their magical equipment and forms. They found their client, Elmer Salister, confirming their escort commitment. They discussed delaying their journey to look into the mystery surrounding Sir Charles and Rogard's book.
<b>Dog Butt Inn (Frosthaven)</b>	Session 4	Elmer Salister, Dogger (Innkeeper)	Eryn and Angelique met Cassandra, passed along Dan Longmire's message, and discussed Shea's imprisonment and the warden.
<b>Blacksmith's Business (Frosthaven)</b>	Session 5	Cassandra Green	They visited the temple, noting it was dedicated to Phi, and observed the nearby prison gate.
<b>Temple of Phi (Frosthaven)</b>	Session 5	None explicitly named	Eryn and Cal-El found a small cave entrance with an iron grate that appeared forced open. They found recent, non-human tracks and chicken feathers.
<b>River Bank/Cave Entrance (Frosthaven Sewer)</b>	Session 5	None	The party entered the disgusting sewer tunnels, encountered three Giant Rats, and defeated them.
<b>Cave/Sewer Tunnels (Giant Rat Encounter)</b>	Session 6	Giant Rats	They reached a dead end where Eryn found gold, gems, and a ring in a nest.
<b>Cave/Sewer Tunnels (Rat Nest Area)</b>	Session 6	None	They reached a circular chamber open to the night sky via a grate.
<b>Cave/Sewer Tunnels (Domed Chamber 1)</b>	Session 6	None	They continued down the western passage where they were ambushed and fought several Goblins.
<b>Cave/Sewer Tunnels (Western Passage/Goblin Battle)</b>	Session 7	Goblins	

<b>Cave/Sewer Tunnels (Captured Goblin Area)</b>	Session 7	Duzzt (Goblin prisoner), Pasha (mentioned), Grish-ta-nak (mentioned)	They captured the Goblin Duzzt, who revealed that the goblins were digging toward Sir Charles' house, waiting for a signal from <b>Grish-ta-nak</b> .
<b>Cave/Sewer Tunnels (Supply Box Alcove)</b>	Session 7	Duzzt	Duzzt led the party here to retrieve a broken box from <b>Stonebridge, Nordanlun</b> , containing healing potions, which they used to recover.
<b>Cave/Sewer Tunnels (Kobold Ambush Site 1)</b>	Session 7	Kobolds, Duzzt (killed)	They encountered Kobolds using explosive fire flasks. Duzzt was accidentally killed by a fire trap while checking a dead friend.
<b>Cave/Sewer Tunnels (Elite Goblin Rooms/Portcullis)</b>	Session 8	Elite Goblins	They fought and killed multiple Elite Goblins in rooms flanking a passage blocked by a portcullis. They manually lifted and propped up the portcullis.
<b>Cave/Sewer Tunnels (Skull Cracker's Room/Office)</b>	Session 8	Skull Cracker (Hobgoblin leader), Bloodfist (via letter)	They found Skull Cracker's blood-soaked office and killed him. Found a scroll from <b>Bloodfist</b> detailing plans to kill Sir Charles and intensify digging. They decided to rest here.
<b>Cave/Sewer Tunnels (Kobold Ambush Site 2)</b>	Session 9	Kobolds, Goblin Elites	They fought a series of ambushes, first from Kobolds and then two waves of Goblin Elites.
<b>Cave/Sewer Tunnels (Kobold Excavation/Camp)</b>	Session 9	Kobolds	They fought more Kobolds, finding a fresh excavation on the eastern wall. In the camp, they found a metal chest containing glowing yellow/green liquid, later identified as Wyvern Venom.
<b>Cave/Sewer Tunnels (Kobold Ambush 3/Tommy's Body)</b>	Session 9	Kobolds, Tommy (dead body)	They continued exploring south and were ambushed by more Kobolds. They found Tommy's body, confirming he was killed by the enemy.
<b>Cave/Sewer Tunnels (Smugglers Room/Secret Hideout 1)</b>	Session 10	Ghost/Entity (unnamed female)	They found a secret room (one of the map circles). A ghostly entity guided them. They found a large cache of magical weapons, armor, and a spell book, along with old

<b>Cave/Sewer Tunnels (Crapper Room/Secret Hideout 2)</b>	Session 10	None	smugglers' papers referencing Raif and Jacob.  Cal-El found the second secret room (the other map circle). It had a ladder leading to a trap door, likely under the prison's crapper. Eryn ascended to listen.  Eryn went invisible and ascended into the prison. She observed Mott discussing a missing girl (Fran) from Cell 5. She searched the roster (finding Rogard and Fran) and freed a Half-Orc to cause a distraction.
<b>Prison/Warehouse Level (Frosthaven)</b>	Session 11	Mott, Guards, Lead Guard, Half-Orc prisoner	Eryn listened to a conversation between Blackmore and Theo regarding Rawlings and Jade, and fled back to the tunnels when she was detected.
<b>Prison/Warehouse Level (Warden's Office Area)</b>	Session 12	Warden Blackmore, Theo	The party exited the underground through the secret door and entered the mansion's cellar.
<b>Sir Charles Mansion (Wine Cellar)</b>	Session 12	None	Eryn scouted a room displaying valuable, gathered items.
<b>Sir Charles Mansion (Display Room/First Floor)</b>	Session 12	None	Eryn searched Sir Charles' office, finding records detailing laws and Rogard's arrest. She found notes indicating Sir Charles was desperate to understand Rogard's book (the diary) and its tie to history and dragons.
<b>Sir Charles Mansion (Home Office/Study)</b>	Session 12	None	Eryn scouted the kitchen area and servant quarters, finding only mundane staff schedules.
<b>Sir Charles Mansion (Kitchen/Servant Quarters)</b>	Session 12	Servant Lady (unnamed), Butler (unnamed)	Eryn rejoined the party here. Cassandra confronted Blackmore about Shea. Blackmore and his guests had a meeting.
<b>Dog Butt Inn (Frosthaven)</b>	Session 12	Cassandra Green, Elmer Salister, Warden Blackmore, two other men (guests)	They were summoned here. Sir Charles, severely injured, knighted Captain Murdock (Sir Evan Murdock) and named him the new Lord Mayor. Sir Charles
<b>Sir Charles Mansion (Bedroom/Death Scene)</b>	Session 12	Sir Charles (dying), Captain Murdock (Sir Evan), Lieutenant Wainwright, Father	

		Nathanial, Lady Anne, Mary	revealed assassins attacked him seeking the book and a map before dying.
<b>Sir Charles Mansion (Dining Room/Investigation Setup)</b>	Session 13	Sir Evan Murdock, Captain Wright, Sergeant Harris, Elmer Salister	The party met with Sir Evan and shared information regarding the goblins, kobolds, the Bloodfist letter, and the underground map.
<b>Frosthaven Courtroom</b>	Session 13	Sir Evan Murdock, Captain Wright, Elmer Salister	They searched the room, and Eryn found the book (Azar's diary/Rogard's book) hidden in a secret compartment under the dais.
<b>Kira's Shop (Frosthaven)</b>	Session 13	Kyra	Angelique visited Kyra, sharing the news of the repealed laws and Sir Charles' death. Kyra identified Wyvern Venom poison and helped Angelique acquire components.
<b>Temple of Phi (Frosthaven)</b>	Session 13	Father Nathanial	They visited Father Nathanial to ask about the poison used on Rogard. He identified it as a deadly fish poison from the southern seas off the Nox continent.
<b>Tinkle's Wagon (Just outside Frosthaven)</b>	Session 14	Tinkle, Barry	They visited the mobile magical shop. Tinkle identified gear and Symon showed him Azar's diary, which Tinkle copied and agreed to store safely. They learned the Wyvern emblem represented a Wyvern/Drake Wyvern.
<b>Road North of Frosthaven (Ambush Site)</b>	Session 15	Dire Wolves, Goblins, Wargs, Winter Wolf	They were ambushed by an advance party (Wargs/Goblins/Wolves) bearing the Wyvern patch.
<b>Elmer's Farm (Valley/House/Cellar)</b>	Session 15	Emma Salister, Goblins, Hobgoblin, Gnolls, Bugbears	They arrived to find the farm overrun. They fought the Wyvern-patched creatures and freed Emma from a secret cellar room. They found a bugbear killed by the fish poison, suggesting an invisible assassin followed Angelique.
<b>Stonebridge (Two Tails Tavern)</b>	Session 16	Lucas, Sergeant Harris (injured)	They arrived in the ruined town, learned Cassandra had been taken

<b>Stonebridge (Outside the Tavern/Ambush)</b>	Session 16	Roger, his crew	by Roger's men, and Sergeant Harris stumbled in gravely injured, reporting Theo's takeover of Frosthaven.
<b>Grimm Brothers Apothecary (Stonebridge)</b>	Session 17	Fred, Freddie	Roger's crew ambushed them, claiming the town. The company fought and defeated the attackers. They traded the Winter Wolf pelt for healing potions and learned their brother, Fredrick, was missing.
<b>Old Hotel (Stonebridge Catacombs Entrance)</b>	Session 17	Zombies	They fought re-animated zombies (Roger's crew) outside the hotel, then entered, finding stairs leading down to catacombs.
<b>Catacombs/Tomb of the Wolves of the North (Stonebridge)</b>	Session 18	None initially	They discovered the complex was the "last resting place of the order of the wolves of the north".
<b>Catacombs/Tomb (Hidden Room/Office)</b>	Session 18	A.Z. (Silverstein, via letter)	They found a hidden, recently used room where Eryn discovered a letter from A.Z. (Silverstein) mentioning Styxltrix, the twins (Zora/Zara), and Xantha.
<b>Catacombs/Tomb (Cavern Entrance)</b>	Session 18	None, heard singing	Found a concealed door leading into a nasty-smelling cavern.
<b>Spider Cavern (Stonebridge)</b>	Session 19	Giant Spider, Fredrick	They fought a Giant Spider and found the missing gnome brother, Fredrick, caught in webs, whom they rescued.
<b>Road North of Stonebridge (Xvart Chase)</b>	Session 21	Xvarts (antagonists)	They followed Xvart tracks north after Xvarts killed Lieutenant Murdock, confirming Xvarts and Goblins were fighting.
<b>Dan Longmire's Farm (Return Visit)</b>	Session 22	Emma, Boy (Agatha's son)	They returned the boy to his mother and rested. Cassandra agreed to join the Company Clandestine permanently.
<b>Nordain Hold (Entrance/Tunnels)</b>	Session 24	Bugbears, Gnolls, Hobgoblin	They arrived at the walled structure north of Coldspire, finding it defended by Wyvern-patched forces.
<b>Nordain Hold (Kitchen/Slave Area)</b>	Session 25	Goblins (chained slaves)	They found and freed goblin slaves working in the kitchens.

<b>Nordain Hold (Outskirts/Forest)</b>	Session 26	Ogres, Shadowy Figures (Mistlings/Wights)	They were ambushed by Ogres and then fought energy-draining Shadowy Figures, forcing them to retreat and rest.
<b>Nordain Hold (Cemetery/Temple)</b>	Session 27	Ethereal Warriors (Specters), Gop (Goblin guide)	They fought the Shadowy Figures, found an old temple, and met ancestral guardians (Specters). They rescued Gop, a chained goblin who drew a map of Coldspire Castle.
<b>Coldspire Castle (Cathedral/Wyvern Temple)</b>	Session 29	Theo, Bloodfist, Lurzz, Grish-ta-nak, Wolves of the North (Guardians)	They fought and killed Theo and Bloodfist, then faced the huge Wyvern <b>Grish-ta-nak</b> . The ancestral guardians intervened, healing the party, allowing them to defeat Grish-ta-nak. Eryn found <b>Wyrmbane</b> , a magical sword, hidden in a column.
<b>Drakemoors (Traveling)</b>	Session 30	Second Lieutenant Stephan Murdock (via journal/dead)	They left Coldspire and crossed the moors, finding large mounds of ancient dragon bones. They read Murdock's journal detailing an attack by Xvarts/Grizzolo.
<b>Air Station Drake (Ruins)</b>	Session 30	Ice Goblins, captured Ice Goblin	They found the destroyed command post and fought an ambush of fierce Ice Goblins. They captured one and negotiated its release.
<b>Nordain Hold (Torture Chamber/Map Room)</b>	Session 34/35	Injured Woman (Agatha), Sarah (torturer), Mathias, Yoakum (Necromancer), Loraine Gregory	They searched the hold for Angelique. Found and killed Sarah, rescued Angelique, and met Loraine Gregory. They fought and killed Mathias and Yoakum in the map room, acquiring a detailed map of the region.
<b>Downed Airship Crash Site (Valley of the Bones)</b>	Session 37	None explicitly named	They visited the site of the crashed airship <i>Dragonfly</i> and rested in the cabins.
<b>River/Bridge (Valley of the Bones)</b>	Session 38	George Mary, Boy George, Ice Trolls	George Mary and the boy left the company here to head west to Black Dragon Bay. The party fought an ambush of Ice Trolls as they crossed the bridge.

<b>Bjorn and Elsa's House (Mountain)</b>	Session 38	Bjorn, Elsa (Xor's kin)	They found the home of Bjorn, Xor's kin, who provided rest, food, and knowledge of the local mountain area, helping them plot the path to the Dragon Vale cave.
<b>Mountain Pass (Ambush Site)</b>	Session 39	Frostulfs (Ice Goblins)	Ambushed by Frostulfs after leaving Bjorn's house.
<b>Cave Tunnels (Mountain Interior)</b>	Session 40	Frost Ogre, Precious (Cat)	They traveled through tunnels, crossed an icy bridge, and fought and killed a Frost Ogre and his cat, Precious.
<b>Cave Tunnels (Guardian Chamber/Dragon Vale Entrance)</b>	Session 41	Freda (lone survivor), Arctic Hydra (The Guardian)	They found the shredded bodies of the Wolf Guard and Freda, the lone survivor. They successfully fought and killed the five-headed <b>Arctic Hydra</b> that guarded the entrance to Dragon Vale.
<b>Dragon Vale (Air Command Post)</b>	Session 42	Private Bradford, Corporal, Lieutenant Loraine Gregory	They brought the injured Freda here. Loraine assumed command and sent dispatches to the King announcing the Guardian's defeat.
<b>King Lundor's Castle (Dragon Vale)</b>	Session 42	King Lundor Nordain, Edward Blackmoore (Prime Minister), Aldric Hawthorn, E'lhona, General Ravenwood	They met King Lundor, who revealed he was preparing to surrender to <b>Grizzolo</b> to save his kidnapped daughter, Princess Ellika.
<b>Grizzolo's Cave/Meeting Site (Dragon Vale)</b>	Session 43	Grizzolo, Princess Ellika, Draconians (Verdanatrix, Pyretrix, Miriandiel)	They accompanied King Lundor to meet Grizzolo. Grizzolo confirmed their previous actions against his pawns. The King gave a false surrender. They witnessed an illusory fight caused by the Orb.
<b>Tinkle's Guest House (Multiverse/Library)</b>	Session 44	Tinkle, Barry, Silverstein	They were teleported here to rest and resupply. Angelique spoke with her grandfather, Silverstein, about her father being a wizard. Symon studied Azar's diary in the library.
<b>Frosthaven (Courtroom/Prison)</b>	Session 44	Lieutenant Harris, Elmer Salister	Elmer explained the retaking of Frosthaven and Dan Longmire becoming Mayor. They received a letter from Allistar Finch announcing their dismissal from the Guild and a bounty.

<b>Frosthaven Prison (Mott's Lab Basement)</b>	Session 45	Lieutenant Harris (escort), Zombie Golems	Harris escorted them to Mott's former office and gruesome laboratory, filled with bodies and Sahn symbols. They fought Zombie Golems and found 2,000 gold and a silver dragon amulet.
<b>Frosthaven Prison (Blackmoor's/Shea's Apartment)</b>	Session 46	None	They found the hidden, well-appointed living quarters used by Warden Blackmoor and Shea.
<b>Road South of Frosthaven (Ambush Site)</b>	Session 47	Zombies, Sluagh, Wight, Blood Wraith	They were ambushed by numerous undead creatures, including a Blood Wraith focused on Angelique.
<b>Udenvale (Tavern)</b>	Session 47	Two Soldiers (unnamed)	They stopped while traveling south. Met soldiers who were hunting them (based on descriptions) and saw a wanted poster.
<b>Tula's Village (Forested Valley)</b>	Session 50	Tula, Garrett, Cultists (Black Dragon Cult)	Tula led their caravan here. They found the village slaughtered by cultists. They fought and defeated the ambushing cultists.
<b>Road South (Camp/Ambush Site)</b>	Session 51	Tula, Garrett (dead), Xantha, Zora, Zara	Tula was revealed to be a cultist. She and Garrett were killed. They were ambushed by Xantha and the twins, Zora and Zara, who demonstrated powerful, mysterious magic.
<b>Middlesfeld (Town/Festival)</b>	Session 53	Brynna, Tobin, Lina Ravenshadow (dead)	They arrived during the Frostfire Revel. They investigated the discovery of Lina Ravenshadow's dead body. Angelique prayed with Brynna, sensing a divine shift.
<b>Port Ahn Outskirts (Gate)</b>	Session 53	Guards, Willard (Weasel)	They arrived at the city gates, found the city in chaos over Princess Seraphine's kidnapping, and received a bounty poster framing Jesse Jack Johnson. They met Willard (Weasel), Blackmoor's agent.
<b>Abandoned Warehouse (Port Ahn)</b>	Session 53	Benjamin Blackmoor, Lira Willowshade, Shea, Aream, Weasel, etc.	Met Blackmoor, who proposed a deal: rescue alchemist Fritz Grimm and sabotage House

<b>Port Ahn Sewers (Underground Facility)</b>	Session 53-59	Jorin (Wererat), Carrion Crawlers, Black Pudding, Trolls, Stone Guardian, Shirva, Kapaks, Bozaks, Blood Reaver Skeletons, Mechanical Zombie, Commander Grok, Nyra Vexis, Dow Mott, Captain Archer, Lieutenant Dan, Fritz Grimm, Emma Grimm, Arean	Umbridge's illegal weapons operation in the sewers. This was a major multi-session location involving dozens of distinct chambers, torture areas, forges, temples, and tunnels. The company achieved the mission goals by: defeating numerous Sahn fanatics and draconians (including <b>Shirva</b> and <b>Nyra Vexis</b> ), killing the necromancer <b>Dow Mott</b> (later resurrected and killed again), freeing the alchemist <b>Fritz Grimm</b> and his sister <b>Emma</b> , and successfully sinking Captain Hawthorn's ship filled with explosive powder. Cal-El was killed by Nyra Vexis here and later resurrected.
<b>Blended Mermaid Tavern (Port Ahn)</b>	Session 61	Captain Ambrose Hurst, Jenny, Lyra, Orik, Selene (Singing Assassins)	They met Captain Hurst to convince him to help them find The Blade and Montague's Island. They were ambushed upstairs by the <b>Silent Scourge</b> assassins (Lyra, Orik, Selene) who emerged from the shadows.
<b>Admiralty Building (Port Ahn)</b>	Session 61	Prime Minister Aerindor Panthanae, Lord Aldric Valoris, Admiral Bartholomew Silverlight, Silas Umbridge, Mathew Beck, Seaman Gumby, Captain Hurst, Lady Esmeralda Valoris, etc.	They attended the Admiralty hearing as Hurst's advisors. Lord Valoris met with them privately, revealing his alliance with Silverstein/Tinkle, explaining he "arrested" them to protect them from Aphobis's control, and formalized their mission to find the Heart of the Dragon under the banner of Valdornost.

### Clarifying Concept: The Journey as a Key to Understanding

The Company Clandestine's path, from the urban centers of **Paldegora** (representing civilization and initial structure, like a starting point in a board game) to the corrupted wilderness of **Nordain Hold** (representing the infiltration of evil into the world's ancient strongholds) and finally into the heart of conflict in **Port Ahn** (representing the political/criminal web of Paldegora), physically maps the escalation of the threat. The journey is essentially a key that

unlocks the global plot: they start hunting missing chickens (a local problem) and end up targeted by necromantic masterminds and ancient dragons seeking world dominion (a cosmic problem).