

The following list details the locations visited by the party, presented in the chronological order of appearance across the sessions:

Location	Session of Appearance	People Encountered	Explanation of Events
DangleAngle Tavern, Saradush	1	Elenor Norwood, Kipp Asheton, Pyreece Vellore, Audra, Oglesby Percival Hawthorn the Third, Brandy Oakhill. Arowain (via letter).	The party gathered here after receiving a letter from Arowain asking them to travel to Almraiven.
Road/Rise near Saradush (Traveling east)	1	Black Bear, two Goblin archers.	The party fought a bear and goblins shortly after setting out from Saradush.
Cemetery, near Almraiven	2	Aturr Dairoo (ghoul), skeletons.	The party fought the ghoul Aturr Dairoo and his skeletal companions to retrieve a cursed map from his coffin.
Veoden's tower, Almraiven	2	Veoden.	The party showed the strange map to the mage Veoden, rested, and were directed to find a guide named Girion.
The Thirsty Hound tavern, Almraiven	2	Girion.	They met the guide Girion, who analyzed the map, identified locations (like the Spider Swamp and Dark Hills), and charted a path to the suspected meteor crater.
Dark Hills area (near meteor crater)/Arowain's Hut	3	Arowain, Daresh (via account).	The party found Arowain chained and dying; he confessed he was forced by the wizard Daresh to create an evil coin of power.
Goblin Caves of Duke Chupo	3	Goblins, Duke Chupo, Snot Rocket.	The party infiltrated the caves, fought Goblins, killed their leader Duke Chupo, and found treasure and spells.
Meteor Crater (Mythral Source)	4	None specific (Party digging).	The party spent several hours chipping away at the massive black obsidian stone to collect Mythral.

On board <i>The Forsaken</i>	4	Captain Pocaat, Viggo.	While sailing to Calimport, the party helped Captain Pocaat defend the ship from a massive serpentine creature.
Calimport Port/Pier	5	Viggo, Captain Pocaat.	The party disembarked and received a set of magical leather bracers from Captain Pocaat as a reward for their aid.
Geolain's home, Wizard Ward, Calimport	5	Joah, Geolain.	They met the wizard Geolain, who hired them to retrieve magical books stolen by the Sentinels of the True Way.
The Blind Beggar Inn, Makers Ward, Calimport	5	Driskel.	They posed as book destroyers to gain the trust of Driskel, a member of the Sentinels.
Cellar near Driskel's house, Calimport	5	Tealeia, Neebo, Kibick.	They located the stolen books in a cellar and fought members of the Sentinels, killing Kibick.
On board <i>The White Pearl</i>	6	Ghoulish creatures/lacedons, skeletons.	The chartered ship turned into a "Ghost Ship," forcing the party to fight undead creatures linked to Kelemvor.
Ishau Port/Guild Hall, Chult	7	Otumwa, Dingo, Omoyala.	They arrived in Chult, learned about the "Bloody Fang" tiger (Olengata), and hired guides (Omoyala and Dingo) for their inland expedition.
Jungle (Travel toward Lake Luo)	8	None specific (Jungle creatures).	The party traveled south from Ishau into the dense, dangerous jungle guided by Omoyala and Dingo.
Castle in the Jungle (Pirate Fortress Ruins)	9	Large apes, Halaan (via journal/body).	They reached the ruined fortress, fought apes, and found Halaan's journal describing his mission to find the "city where the ice lay". They also fought giant centipedes.

Castle in the Jungle (Upper Floors)	10	Stirges, Hachita (headhunters), Mzolo (Belsona native).	They fought stirges and used a divination scroll to locate Halaan, then battled the Hachita tribe before being saved by the Belsona tribe.
Belsona Village/Ziggurat	11	Mzolo, Ubuntu, Halaan.	They reached the primitive village by catamaran, met Chieftain Ubuntu, and finally found Halaan, agreeing to help him.
Former Hyreed family estate/crypt, desert west of Calimport	12	Scorpions, Shadows, Crypt Thing.	Seeking an ingredient for the counter-coin, they explored the haunted estate and crypt, fighting monsters to retrieve a diamond.
Desert (Travel toward Marching Mountains)	14	Naraf, Jevvan, Ka Fansa (guides), Ankhegs, Gnolls.	They traveled north with guides, fighting monstrous Ankhegs and a large group of Gnolls bearing the infinity symbol.
Blue Dragon Cave (Fzen'nal's home)	15	Blue Mites.	They approached the dragon's cave for an ingredient and were attacked by numerous small Blue Mites; the party got separated.
Mite Tunnels (below the Blue Dragon Cave)	16, 17	Blue Mites, Glub Glub.	The party navigated the labyrinthine tunnels, fought and defeated the mite leader Glub Glub, and retrieved stolen items to return to the Dragon.
Ejja Vonan (Blue Dragon's chamber)	18	Fzen'nal (Blue Dragon).	They successfully returned the stolen property to the Dragon, who rewarded them with his lightning breath weapon as requested.
Desert (Travel toward Teshull)	18	Air Mephits, Sand Elemental.	The party was caught in a sandstorm and fought mephits and an elemental.
Teshull	18	Gonathan (coward).	They located Gonathan, a known coward, and forced him to bleed while running, collecting his blood as an

Forge building, Calimport	19, 20	Joah, Dreslor, Ragamuffin, Kilroy, Heng, Goofus, Malcom, Biggeth Dicketh (assailants).	ingredient for the counter-coin. Upon returning, they found Halaan had been kidnapped. Later, they were ambushed by Sooloe's men while Halaan completed the coin, leading to a massive fight.
East Road from Calimport (3 miles down)	20	Sooloe, Myron, Halaan.	They met Sooloe's group to exchange the stolen books for Halaan; Halaan was returned to the party. They stayed here while Halaan worked on the coin; Jolli scried Daresh, and the party was warned of wanted posters before being escorted out by Tony Big Tuna.
Jolli's Estate, Kalen Lekos	21	Jolli, Tony Big Tuna.	They came across a destroyed carriage and three bodies killed by quills/spikes, gathering valuable gems.
Road toward Wellforn (past wrecked wagon)	22	Dead travelers/wagon victims.	They stopped to rest and encountered Selson, who charmed Oglesby.
Wellforn Tavern	22	Wellforn, Selson, Quellion, Annie, Will.	Imps attacked the town, burning the tavern/inn; they helped townspeople escape.
Wellforn (Houses in town)	22	None specific (Townspeople).	They were ambushed by a group of mercenaries, whom they defeated, finding a poisoned spellbook that exploded when opened.
Road, outside Wellforn	22	Raarh, Tronald, Taylor Swiftbow, Saxiron (antagonists).	The tavern owner, Prosser, offered them free lodging after a robbed man warned patrons of nocturnal troubles.
Keltar Tavern	23	Prosser, robbed man, patrons.	

Keltar Streets (outside tavern)	23	Swordwraiths.	They fought five Swordwraiths who attacked the town after nightfall.
Temple of Eldath, Keltar	24	Pacifist priests.	They received discounted healing and restoration spells to recover strength lost during the fight with the Swordwraiths.
Burial Mounds, outside Keltar	24	Swordwraiths.	They tracked the undead to their source, infiltrating one of the mounds and fighting several Swordwraiths.
Shynkyf/Bridge area	25	Hobgoblins (some flying).	They reached Shynkyf, checked in with the commander, and crossed the bridge over the ravine to the refugee area.
Ravine/woods near Shynkyf	26	Trolls, Banderas, Pete, Lync, Scoots, Sneakz.	They fought three trolls and were subsequently joined by Banderas's outlaw group.
Troll Cave	26	None (Party searching).	They searched the troll cave and found a chest filled with gold.
Banderas' Camp	26	Hrog, other members of Banderas' group.	They rested and healed with Banderas's group before attempting to cross the bridge.
Bridge Crossing (Shynkyf area)	26	Hobgoblins, Ettin, Troll (illusion by Selson).	They successfully fought their way across the bridge against Daresh's forces, who had prepared an ambush.
Hobgoblin Cave (near bridge)	27	None (Party searching).	They searched the Hobgoblin cave for treasure but found it to be worthless and foul-smelling.
Spider Territory	27	Gnolls, huge spider, other spiders.	They split up to evade a large Gnoll chase, traveling through an area infested with spiders, fighting them and finding bodies.
Tower Ruins (beginning of River Agis)	27	Sneakz.	They regrouped at the ruins, discussed the pursuit,

			and considered their path forward.
Forest of Mir Border/Road	28	Orcs, Hobgoblins, Orog (slave caravan).	They ambushed a slave caravan, freeing some slaves and learning that Daresh had taken Saradush.
Shanty Town (near Daresh's Keep)	29	Hobgoblins (infirm, women, children), Gnolls.	They scouted the town for a secret entrance to the keep, fought large spiders, and interrogated drunk Gnolls.
Castle/Fortress (Daresh's Keep) - Secret Tunnel/Lab	29	Dill, Gherkin (Orog), Phineas, Giggles (Goblin).	They entered the keep, raided a lab, and fought Orcs, Orog, and Goblins in the prison section.
Castle/Fortress (Daresh's Keep) - Shower/Prison Room	29	Pig man (Swagbelly).	Audra's sword forced her into an empty room where a "pig man" slave merchant's body was thrown out and disintegrated.
Castle/Fortress (Daresh's Keep) - Upper Hallways/Treasure Room	30	Gnolls, Selson (Devil).	They explored the main hallways, found treasure, fought multiple Gnolls, and killed Selson after revealing her true devil form.
Castle/Fortress (Daresh's Keep) - Top Floor/Daresh's Chamber	31	Gargoyles, Daresh, Mordrammo.	The party fought their way to the top, confronted and killed Daresh, and escaped as her coin and Kipp's counter-coin exploded.
The Hidden Wolf Inn, Darromar	32	Boolio.	The party rested after fleeing the keep and received an invitation from Dame Gold.
Windy Cragg (Dame Gold's Estate), Darromar	32	Dame Gold, Thaddeus, Derish, Bernaldo, Joseph (of the Light), Randallson (the Neat), Ko, Christopher, Yvonne, various contestants.	They attended Dame Gold's three-day Festival of Renewal, where they mingled with society figures and competed in games.
Wyndy Cragg (Second visit)	33	Black Kerr, Christopher, Duke Viloth.	They returned after the estate was attacked and burned; they confirmed Dame Gold and others were

			taken by slavers heading west.
Road, 60 miles from Darromar	33	Agnar Ruvik, Targill Redd, Borthenian Hoetoe.	They tracked the slavers and encountered three travelers who were actually slavers setting an ambush.
River Shoreline/Boat ambush site	33	Remaining slavers.	The party fought and defeated the slaver ambushers at the river where the boats were tied off.
Darkshelf Quarry (Exterior/Watch Tower)	34	Simon, Garfunkel (miners/workers).	They scouted the quarry, realized it was a mining and slaving operation, and began a decisive assault.
Darkshelf Quarry Stronghold (Ground Floor)	35	Bazil, Wally, The Beaver, Berthita (Wereboar), Agnes (Woman).	They fought Orcs and a Dwarf, entered the stronghold, defeated a Wereboar, and found the first group of captives.
Darkshelf Quarry Stronghold (Upper Floor/Basement)	36	Evie, Corn-pop, Willoughby, Duncan (freed slaves), Orcs, Dire Wolves, Goblins, Slag.	They freed more slaves, found a note linking the site to "S.K.," fought creatures in the basement, and located a secret door to the smithy.
Darkshelf Quarry Mine Tunnels (Level 2)	37	Orcs, Goblins, Water Weird, Derro.	They descended into the mine, fought numerous Orcs and Goblins, encountered Derro, and defeated a Water Weird.
Darkshelf Quarry Mine Tunnels (Level 3 - Underground Lake)	38	Mud Beast, Derro.	Oglesby was killed by a Mud Beast but was teleported away just as he died.
Floating Island (Goblin Island)	39	Shabadoo, Gilf (Shaman).	The party arrived via portal in a new world (Oerth/Greyhawk), met the peaceful Sea Goblins, and arranged passage to Elredd.
Elredd Port/Docks	39	Ragnar.	They sailed into Elredd and immediately encountered Ragnar at The Broken Rudder tavern.

Cult Temple, North of Elredd (Entrance)	40	None specific.	Kipp found the hidden entrance to the temple of the child sacrifice cult.
Cult Temple (Upper Chambers/Lab)	40	Female Cleric/Priestess.	They explored chambers, found ceremonial robes and supplies, and fought a cleric.
Cult Temple (Sanctuary)	41	Half-orc, two Priests, six Ghasts.	They fought undead and clerics after being discovered in the sanctuary.
Cult Temple (Mess Hall/Barracks)	41	Five Priests, Brady kids.	They killed sleeping priests and freed the captured children.
Cult Temple (Dais Chamber)	42	Bel, Biv, Devoe (Priests), Xandras (Necromancer), Abomination.	They confronted and killed the necromancer Xandras and fought his monstrous creation, the Abomination.
Outside Elredd (Ambush site)	42	Ragnar, Glyrthiel, Mage, Thugs, Dog.	The party was ambushed by Ragnar and his mercenaries outside of town.
Elredd Alley/Well	43	Children, Thugs.	They followed pickpocket children into a trap in an alley, fighting thugs who escaped down a well.
Elredd Undercity/Sewer Tunnels	44	Crocodile.	They climbed down the well, fell into a pool, and fought a crocodile.
Archway/Portal Chamber	44	Thugs.	They killed thugs guarding an electrical portal and then jumped through it, returning to their home world.
Darkshelf Quarry Mine (Revisited - Portal Arrival)	45	Priests of the Elemental Eye, Mud Beast, Glyrthiel, Orcs, Derro, Goblins.	They arrived back at Darkshelf Quarry mines, fought the new guards, and realized they were back in Faerûn.
River bank/Tiny Hut camp	47	Ko, Beau, Matilda (freed slaves left behind).	They escaped the mines and rested in Elenor's <i>Tiny Hut</i> before the freed slaves continued on their own.
Darkshelf Quarry (Exterior, post-battle)	48	Willis (man loading wagon).	They encountered a local man who told them about

The Broken Rudder tavern, Elredd	48	Carn (owner), Rowyn (Lotus Dragons leader).	the quarry's takeover and the missing foreman. They arrived back in Elredd via a hidden path and Rowyn approached them to offer a partnership in the Lotus Dragons Thieves Guild.
Undertaker's Shop, Elredd	49	Nemian (Undertaker).	They attempted to use a passphrase from a note to meet a contact, but the plan failed.
Road, south of Elredd	49	Ningel, Deagle, Fizzlebang, Bangfizzle (Gnomes).	They were confronted by a large group of angry Gnomes who were chasing two men who poisoned their water supply.
Saltburner Orcs Outpost (Fort)	50	Ghost (Man in Black).	They found the Orc outpost and were joined by Ghost, who helped them fight the remaining Orcs and gain access to the cave below.
Saltburner Orcs Outpost Cave	51	Uenza (Half-Orc slave), Arne (Human slave), Sturm (Dirk, via account).	They killed the remaining guards and rescued the slaves, learning about the Highport slaver operation run by Sturm/Dirk.
Old boat dock, south of Saltburner Outpost	51	Blackbird (Ghost's contact).	They met Blackbird, who took the rescued slaves to safety by boat.
Sea cave/Cove (Entrance)	51	Crabs, Hypno Toad, Stingray.	They entered the sea cave leading toward Highport and fought dangerous sea life and a hypnotizing toad.
Cavern of the Troglodytes (Underground)	52	Stalactite creatures, Lurker, Troglodytes, Giant Lizard, Water Weird.	They fought numerous creatures and met the Troglodytes, agreeing to kill the Water Weird in exchange for passage.
Troglodyte Pool/Underground Stream	53	Water Weird.	Pyreece used a spell to instantly kill the Water Weird for the Troglodytes.

Highport Sewer Tunnels (Collapsed Staircase/Waterway)	53	Wet undead (Ghost), Wraith, Ghost.	They navigated the dangerous, flooded sewer system, fought undead, and were met by Ghost at the exit to a safe house.
The Bearded Clam tavern, Highport	54	Sam (barkeep), Lex, Cognac, Prentice, Feador.	They arrived at the tavern, overheard Lex's Legion, and finally located Feador, who they realized was seeking his kidnapped brother.
Temple District Ruins, Highport	55	Ettin (Ooga Booga).	Feador guided them to the ruined temple district where the slaves were taken; they spotted the Ettin guard and planned their entry.
Ant tunnels/complex (Highport)	56	Orcs, Soldier Ants, Aspis, Cow (Ant Queen), Dirk (Sturm Bucholtz).	They fought ants, killed the Ant Queen ("Cow"), located and captured Dirk, learning the main stockade location was in the Drachensgrab Hills.
Highport Sewers (Main route)	58	Gas spore, Otyugh, Scrag (Sea Troll), Kobolds.	They navigated the main sewers to escort the freed slaves out, fighting trolls and befriending Kobolds.
Rocky Coastline (West of Highport)	59	Mask (Old Bastard).	Audra and Brandy bathed in the sea; Mask arranged for a ship to take the rescued slaves to safety.
Abandoned Pirate Cave	59	Feador, Merrill.	They rested, healed, and said farewell to the slaves and Feador as they boarded the ship.
Road toward Drakensgrab Hills	60	Flubbort, Gonad, Chopear (Goblins), Moon dog (Tristan).	They fought giant bats and helped Goblins kill a werebear; they also met the Moon Dog Tristan.
Mak's Garrison (Gatehouse)	60	Guards.	Audra used forged papers to successfully pass the military blockade and continue toward the stockade.

Slavers Stockade, Sudderham (Exterior/Courtyard)	61	Jon (farmer), Boggle, Bugbears, Ape.	They infiltrated the fortress using stealth and a rope, fighting bugbears and an ape in the courtyard.
Slavers Stockade (Upper Rooms/Parapet)	62	Bugbears, Sergeant Rock, Dudley (Orc).	They cleared the upper floors, fighting Bugbears and Orcs, and discovered Markessa's administrative documents.
Slavers Stockade (Haunted Room/Slave Cells)	63	Bugbear corpse, Cloaker, catatonic slaves.	They explored the eastern wing, finding a room with catatonic slaves guarded by a Cloaker.
Slavers Stockade (Hallway near Haunted Room)	64	Frankenstein-like monster (controlled by goblin), Worgs, Bugbears, Orcs.	After resting, they were ambushed by a series of monsters attempting to breach the haunted room.
Slavers Stockade (Hallway near Smithy)	65	Grod'zar (Ogre Mage).	They were ambushed by the Ogre Mage, who killed Oglesby instantly; Brandy killed the Ogre Mage in retaliation.
Slavers Stockade (Re-entry)	65	Icar (Man in Black Plate), Bugbears, Medusa.	They snuck back in, fought Icar, found the slave cells empty, killed a Medusa, and found scrolls to resurrect Oglesby.
Slavers Stockade (Lower Levels - Dungeon)	66	Worgs, Bugbears.	They used a trapdoor to descend, fighting through bugbears and worgs in the lower levels.
Slavers Stockade (Worg Kennels/Necromancer Lab)	67	Goblins, Golem-like creature, Caveling, Owlbears, woman resembling Rowan (Doppelganger).	They explored a lab area, fought multiple enemies including owlbears, and defeated a doppelganger of Markessa.
Slavers Stockade (Markessa's Chambers)	68	Guliyet, Devon, Markessa (Doppelganger Slavelord).	They fought and killed Guliyet, Devon, and a Slavelord doppelganger, confirming Markessa's cloning experiments.
Underdark Caverns (below Stockade)	69	Grell, Sword Spiders, Miranda (Drider).	They descended a ramp into the Underdark, fighting Grell, and later battling a

**Underdark Caverns
(Fissure)**

69

Gibbering Mouthers.

Drider named Miranda and massive Sword Spiders.

The session ended as the party was ambushed by Gibbering Mouthers emerging from a large fissure.