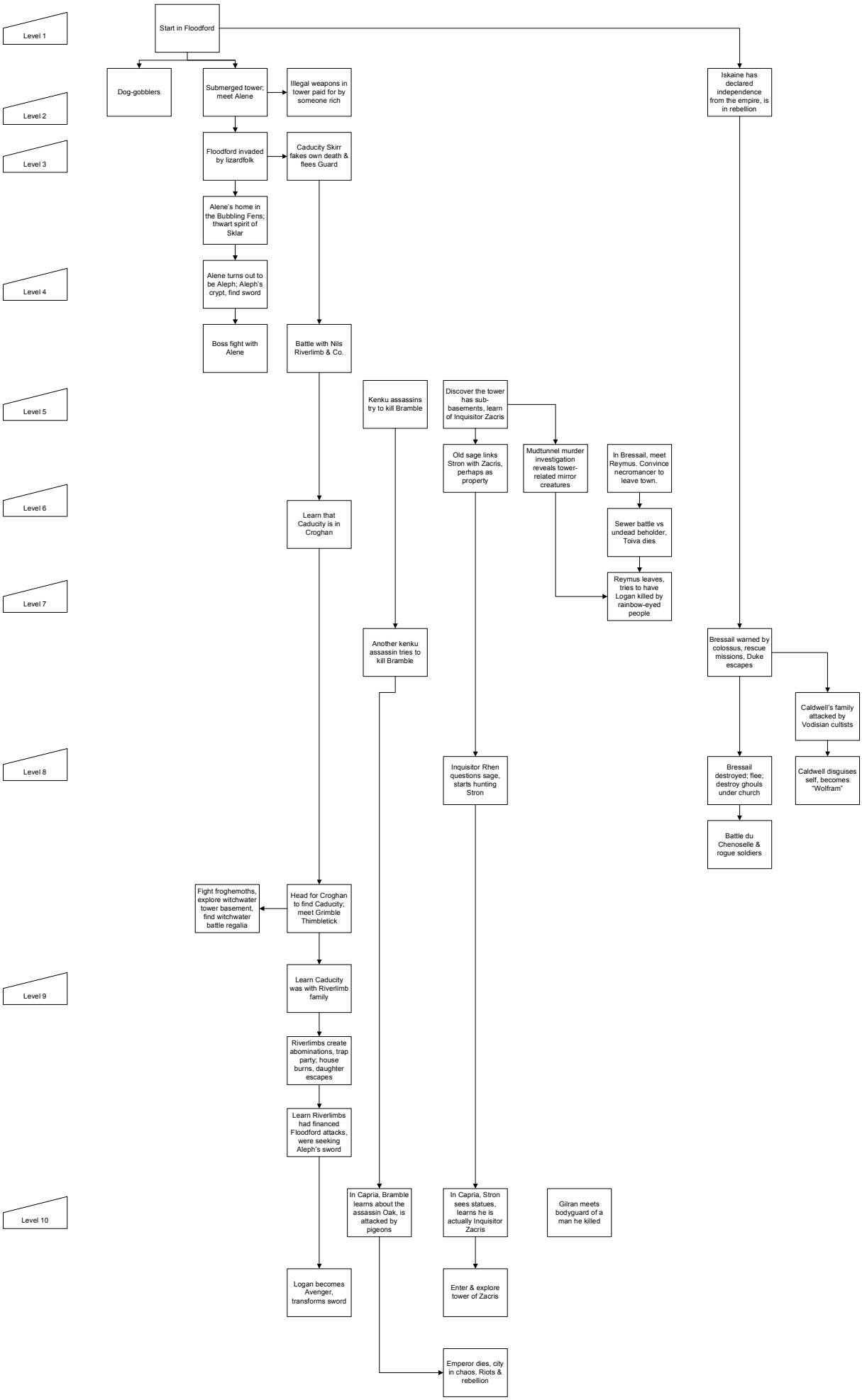
Level 1
Level 2
Level 3
Level 4
Level 5
Level 6
Level 7
Level 8
Level 9
Level 10
Start in Floodford
Dog-gobblers
Submerged tower; meet Alene
Illegal weapons in tower paid for by someone rich
Iskaine has declared independence from the empire, is in rebellion
Floodford invaded by lizardfolk
Caducity Skirr fakes own death & flees Guard
Alene's home in the Bubbling Fens; thwart spirit of Sklar
Alene turns out to be Aleph; Aleph's crypt, find sword
Boss fight with Alene
Battle with Nils Riverlimb & Co.
Kenku assassins try to kill Bramble
Discover the tower has sub-basements, learn of Inquisitor Zacris
Old sage links Stron with Zacris, perhaps as property
Mudtunnel murder investigation reveals tower-related mirror creatures
In Bressail, meet Reymus. Convince necromancer to leave town.
Sewer battle vs undead beholder, Toiva dies
Reymus leaves, tries to have Logan killed by rainbow-eyed people
Learn that Caducity is in Croghan
Another kenku assassin tries to kill Bramble
Bressail warned by colossus, rescue missions, Duke escapes
Caldwell's family attacked by Vodisian cultists
Inquisitor Rhen questions sage, starts hunting Stron
Bressail destroyed; flee; destroy ghouls under church
Caldwell disguises self, becomes "Wolfram"
Battle du Chenoselle & rogue soldiers
Fight froghemoths, explore witchwater tower basement, find witchwater battle regalia
Head for Croghan to find Caducity; meet Grimble Thimbletick
Learn Caducity was with Riverlimb family
Riverlimbs create abominations, trap party; house burns, daughter escapes
Learn Riverlimbs had financed Floodford attacks, were seeking Aleph's sword
In Capria, Bramble learns about the assassin Oak, is attacked by pigeons
In Capria, Stron sees statues, learns he is actually Inquisitor Zacris
Gilran meets bodyguard of a man he killed
Logan becomes Avenger, transforms sword
Enter & explore tower of Zacris
Emperor dies, city in chaos. Riots & rebellion