Session 010 - The Mystic Menagerie

Night begins to fall as the party enters `Chateau Calypso` and catches up with what everyone has been up to while they were away.
Brassdagger has established himself as an in-between for the group and the Pathfinder Society and is given his first task of relaying to Sayrin Firewyne that the `Aeon Stone` was not present within the temple.
Zahir has been defending the place by himself and requests that some more guards be invited to aid him.
Zogla meanwhile, has created a list of resources she will need to begin producing wares again. After providing her with enough funds to purchase her supplies and create a forge, she and The Austere choose an appropriate room of the fort to convert into a workshop.
With The Austere fashioning a workshop and Thaniel prepping for sleep, Kat and Athe wander to a quieter part of the fort to trade questions and answers.
Having learned more about about each other's past, they eventually retire for the night with Kat owing an answer to a future question.
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Hoping to catch Arkemyr at her business in Gralton, the party heads north and arrives the outer gates at nightfall.
They spend the night at an inn and search the Market District in the morning.
They find her shop but she is not there, instead they find Phoebe and Beatrice and learn from them that Arkemyr has hired another group to infiltrate the party for her.
One member of that group has irritated Phoebe enough for her to request that the party find him and *encourage* him to get his act together.
They agree and recognize the man she shows them via illusions as the wannabe adventurer who nearly got himself killed by stealing from Kholos.
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The four of them search throughout the district and engage in multiple shenanigans. They poison the ale of two brothers running competing taverns at the other's request.
Thaniel gets a fresh set of fine clothing at the cost of a stalking tailor before finding more pups to send to Thorn.
They also chase down a goblin that had stolen a bomb but are unable to find their target throughout the marketplace.
They are soon met with Brassdagger who has come to inform them that the Pathfinder Society is aware of another temple that hosts an Aeon Stone a few days south of them.
The party returns to Phoebe to inform her that the man is nowhere to be seen but they'll come back frequently to find him and complete her request.

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Sarenith 24th, 4724

They spend some days traveling along the roads towards the temple before encountering a group of travelers in the midst of a fight against some serpentfolk.
Noticing their arrival, the serpentfolk flee with the supplies that they've managed to steal instead of trying their luck with more combatants.
Now noticing the newcomers, they turn around with eyes catching on Athe as they rush towards her.
These are members of the `Mystic Menagerie` (`Godfrey`, `Moldova`, `Cressida`, `Ryn`, `Kroga`, `Vira`), the troupe that Athe had been apart of before her adventures in the River Kingdoms.
As she meets with faces familiar and otherwise, `Madame Cressida` instructs Athe to follow the thieves and retrieve their possessions.
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Following the path brings them to an abandoned coastal village where few buildings stand fully intact.
They begin searching the place and notice the last of the serpentfolk wade under the waters.
The party soon follows after discovering and dragging a boat to the shore.
Heading the same direction brings them to an old ruin that they confirm is the temple that should hold the replacement Aeon Stone.
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Within the temple they find the Alchemist whose bomb had been stolen in Gralton.
She joins them as they proceed further in where her companions should be.
They fight a `Gelatinous Cube` and navigate through a room filled with trapped tiles before being ambushed by some serpentfolk in a flooded room.
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