
Shadow Over Wistwood



JOHN
GRAY

SHADOW OVER WISTWOOD

Recurrent dreams intrude on one or more members of the party, suggesting a magical crown might be plundered from a bygone stronghold, deep within the boughs of the *Wistwood*.

A Lost Crown

Worn by the first, and last, *Magus Queen of Bahsait*, the *Crown of Belidbarazûl* is a relic of the Second Age; a golden coronet with curling wings and a tapered spire. Before the Queen was executed by her own people, *Belidbarazûl's* sorcery all but erased the city of *Nephtkir*, swallowing it beneath the *Sunstone Ranges*. When the Queen's head finally fell, both it and her accursed headpiece vanished forever. Or so it was written.

In truth, the crown has resurfaced several times in the millennia that followed, the ghost of the *Magus Queen* somehow persisting within. Attunement grants the bearer sorcerous insights and spells, but requires a perilous joining with the Queen's spirit. As the bond strengthens, so do the powers granted, until a tipping point is reached and *Belidbarazûl* attempts to usurp the wearer's body. Unfortunately for the Queen, no prior host has survived long enough to allow her to reincarnate.

In recent centuries, the crown made its way to *Côrterra*, a forgotten stronghold in the pine forests of the *Wistwood*. Once an outpost for an early human civilization of the *Ironhull Mountains*, the complex later fell to bandits before seismic shifts

flooded most of the chambers. During the last eighteen months, the waters have receded enough to allow people to return.

Strange Calling

The party might become involved in this adventure in a number of ways, including finding reference to the crown in an old text, rumours of Varnori raiders hiding in the woods, or stumbling across the fort whilst exploring the forest at large. Alternatively however, the GM might decide one or more PCs receive prophetic dreams of the crown's location, as *Belidbarazûl's* spirit tempts



them from across the Veil. Of course the PCs are free to simply ignore the dreams (eventually the spirit relents, turning its attention to more willing prey instead).

Varnori Warband

As fate would have it, a contingent of Varnori scouts (tall, pale skinned raiders from across the northern sea) have begun using the partially flooded stronghold as a base of operations.

Led by *Yrid Halgaard* (6'2", red hair, studded leather, abrupt) the infiltrators are employing maximum stealth, conscious that a larger force could wipe them out at any time. The captain and her 2d6 veteran scouts are under orders to surveil the *Wistwood* in its entirety, mapping the land and gauging enemy numbers (*skorn*, barbarians, etc). After several careful weeks, the job is about half done.

Yrid Halgaard, Boss Monster AC 15, HD 6, Sword 1d8+1, 19: disarm, S13 D17 C13 I14 P15 W15 Ch13 L10, Mv 30 ft. *Yrid* is a *Boss Monster* with *Off Turn Attacks* and *Major Exploit Protection*. She has Backstab, Finisher and Skirmisher abilities like a 6th level Rogue. May choose from the following Rogue tricks three times per combat: *Hidden Blade*, *Unseen Whip*, *Smoke Bomb*, *Glue Pot*, *Cat's Grace*, *Quick Reflexes*, *Rapid Dose*. She has 1d4+1 doses of *Ghoulshen Admixture*, and may use her shield to negate one attack (LFG p.62).

Veteran Scouts, AC 14, HD 3, Axe 1d8+2 or Short bow 1d6+1, 19: as weapon, S15 D13 C11 I12 P13 W10 Ch10 L6, Mv 30 ft. The scouts are armed with axes, swords and short bows.

Rovald is the squad's sergeant, a hulking 6½ ft brute with a tusked helmet, heavy armour and furs. He brooks no dissention in the ranks and is quick to slap or shout down any whining or complaining.

Rovald, AC 17, HD 4+2, Spear 1d6+4, 19: the target is tripped, S17 D14 C13 I9 P9 W12 Ch11 L8, Mv 30 ft. *Rovald* has *Major Exploit Protection* and the *Fighter Adaptable* ability; may choose from the following styles twice per combat: *Charger*, *Long Reach*, *Two Hander*, *Unarmed*. *Rovald* may use his shield to negate a single attack (LFG p.62).

Lake Wyrms

Additionally, unbeknownst to all involved, two adult *Lake Wyrms* have made a new lair in the eastern tunnels of the keep (the Varnori are unaware of the hidden passages connecting to the subterranean river beneath the keep). The *wyrms* and their recent clutch of newborns are detailed in Areas 15 & 16. As the adventure progresses, the *Lake Wyrms* begin to search the complex for food; inevitably bringing them into conflict with either the PCs, the Varnori, or both.

Forest Journey

Wistwood is one of the colder and more austere forests of *Argos* basin, a mix of grand pine, fir and cedar trees. Morning mist is common, lifting with the rising sun and lakeside breezes. Sunlight is generally prevalent, providing good visibility once the haze disperses.

Còrterra is hidden towards the centre of the wood, about 20 miles in (a journey of about 3 days from the closest boundary). Each day of travel requires a roll on the *Overland Events* table (LFG p.131), or alternatively there is a 50% chance every 12 hours of a random encounter (roll 1d10):

1. A light fog envelops the area at dusk or dawn. A barely perceivable hum seems to resonate from within the mist, a quiet droning that somehow elicits feelings of loneliness and loss.
2. A *Veil Spider* is hunting in the region, observing the party from a place between

worlds. It waits until one or two of the party are separated before striking to kill. Unlike most of its kind, this spider can drag a target into a dimensional pocket for up to 1d4 rounds at a time (triggers on a Nat 19).



3. A warband of 4d6 *Skorn* are moving stealthily through a distant copse of trees, hoping to locate some barbarians to kill and eat. If they detect the party, they split into two and attempt to ambush them from different directions. The warband's leader, *Mrut*, is particularly large, vicious and voracious (3 HD, 2d 6 damage).
4. A towering pine with a 4 ft wide, mildew spotted trunk grows in a stony clearing. Closer examination reveals the "stones" are in fact weathered shards of bone, teeth and nails/claws (human and otherwise). A tribe of 6d6 corrupted *Pixies* (flesh eaters) lair within the tree (concealed 6" access hatches can be found in the high branches). If disturbed, they demand a tribute of gems or other shiny objects "for the *gilderfane*". If defeated, the base of the tree stores 1 x 4 HD Lair Treasure worth of precious stones and trinkets.

5. A pack of 2d6 *Wild Boars* are snuffling about in nearby underbrush, seeking out berries, bulbs and mice to eat. They are territorial and will challenge the party in an attempt to drive them away.
6. A dim grotto conceals a *Banshee* (a 5 ft primeval elf, missing its ears, terribly emaciated, with a distended jaw). The creature (unable to tell whether male or female) is wholly consumed by shame and grief, existing partly in the physical world, and partly elsewhere. It has an implacable hatred for all sentient humanoids, and dwarves in particular.
7. A large, mossy pool attracts birds and other animals to this location. The water is surprisingly clear and free of impurities (an unground spring feeds it). Tracks reveal humanoids were in the area within the last few hours (3d6 *Thuels* (*Barbarians*) of the *Green Boar* tribe).
8. A 10 yr old human boy (a thuel, no clan markings, wears woven plant clothes) can be seen riding a gigantic, silver striped *Dire Wolf* (4+2 HD, Bite 2d6) through distant trees. The child keeps its distance, but follows the party for up to a day before disappearing back into the forest. The boy speaks only in a wolf like growling. If offered gifts or made to laugh, he might guide the party through this section of the woods (no random encounters while he accompanies them). The wolf is an ancient, snaggletoothed beast, hostile to all but her "cub".
9. This part of the forest forms a valley, tightly cluttered with trees and grasping roots. At the deepest part of the ravine, where the sunlight has trouble reaching, is a colony of 2d4 *Yellow Mould* (most growing in the bodies of decaying animal carcasses). There is a 50% chance of a

Bloodroot Treant in hibernation here, with *Yellow Mould* growing on it.

10. High pitched cries foreshadow 1d4 *Giant Eagles* gliding in the thermals high above. They are hunting for something to eat, and will investigate further if they spot the party (they are especially interested in any pets, mules or horses the party has).

Cõrterra

Cõrterra keep is built into the side of a steep rise somewhere towards the centre of the *Wistwood*. Unless otherwise noted, corridors are 7 ft high, and chambers 10 ft tall, the interiors fashioned of dressed stone. Any original ostentation has dulled to obscurity or been stolen by various occupants over time. The inside air is cool and smells damp throughout the entire complex (overwhelmingly so in the flooded chambers). Lighting supplies are scarce; the Varnori use makeshift torches in an effort to preserve their limited candle and lamp oil reserves.

When this adventure begins, *Yrid* and her crew have taken up residence in the western half of the complex. They are unaware of the secret door in Area 8, the secret vault in Area 9, or the tunnels beyond.

Stronghold Trinkets

If the PCs end up looting parts of the complex, the GM might substitute a 1d12 roll on the following table instead of the usual LFG Carry Loot or Trinkets & Curios tables:

- (i) A burnished war horn made from a mammoth's tusk (35 gp).
- (ii) A carefully hand drawn map, on a piece of ancient hide, tied up with string. The map marks out various islands in the *Boreal* sea. If compared to modern maps, it appears to denote a small, hitherto unknown volcanic island in far northern oceans.

- (iii) A wooden shield in the Varnori style, painted with black and red halves, and a steel centre cap.
- (iv) A *cold iron* medallion with the icon of the Deep One (Varnori god) stamped upon it.
- (v) A gold brooch in the likeness of two crossed sturgeon, with tiny blue topaz eyes (124 gp).
- (vi) A small 3" box, hard carved of yew, with a trapped lock (random poison needle). The key is lost. Inside is pouch of rune bones (restore 1 *Luck*).
- (vii) A squat, copper, waterproof lantern, with a wooden base and line weight to keep it upright on water. Contains whale oil (lasts twice as long).
- (viii) A throwing axe in the Varnori style, with a razor sharp edge. A black rune is inscribed on the blade's spine (roll on the *Minor Charms* table).
- (ix) A grey furred, water resistant cloak with a deep cowl (12 gp).
- (x) A tin flask with a screw cap; something sloshes inside (70% random potion, otherwise potent whisky).
- (xi) A slim money belt, that can be concealed beneath one's pants' hem, containing a mix of gold and silver coins (5d6 gp) in the Varnori currency (*gulder* and *sild*, respectively).
- (xii) A pair of sturdy, waterproof boots, with a hidden spring blade in the back of the left heel (twisting the heel pops the blade out).



Cõrterra

Area 1 – Main Entry

Crumbling sandstone steps lead to a stone entry door, any prior adornments long worn away. The door is open (the locking mechanism is missing; a bronze bar that turned on a handle), but very heavy (requires a Str check to move).

Checking the area for tracks reveals recent signs of a small humanoid group (under a dozen) leading to/from the area (Int (Wilderness Lore) check). A great success reveals the most recent tracks lead away into the forest.

When the PCs arrive, the Varnori are out scouting (except for *Agmundar* in Area 6), leaving the stronghold unmanned. The northerners travel light and keep most of their gear with them; the keep is primarily a secure rest location between expeditions.

After the adventurers enter the complex however, roll 1d6 every 15 minutes, adding 1 for each prior roll, until both the northerners and the *Lake Wyrms* make an appearance.

How the scouts respond to the PCs' intrusion is left to the GM. Most likely *Yrid* will simply attempt to kill them all, but depending on when (and how) the *Lake Wyrms* are revealed, they might form a temporary alliance with the party (especially if PCs have a northerner among them).

1. Only the distant splashes of *Projectile Leeches* frolicking in their spawn pool (Area 4).
2. A series of low, rapid dolphin like clicks can be heard echoing from a distant chamber (*Lake Wyrms* noise).
3. *Agmundar* from Area 6 comes stumbling around the corner/through a doorway, in a delirious state.
4. A long, whale like vocalisation drones throughout the entire complex (*Lake Wyrms* noise).
5. A grinding noise announces the return of the scouts, followed by muffled human voices (opening the stone door in Area 1, and speaking in Varnori). The scouts will have noticed the PCs' tracks (unless disguised) and are confident they outnumber them.
6. With a whale like bellow, the male *Lake Wyrms* (see Area 19) issues a challenge to the party (it has detected their scent, etc) from a nearby chamber (or 20% chance it appears from a nearby doorway to charge the PCs, thirsting for their blood!).

Area 2 – Flooded Hall

This 35 ft by 15 ft entry hall is 12 ft high, with cedar doors (closed, but in various states of decay) leading off to the east and west. The complex has shifted somewhat over the years, causing the chamber to tilt on a slight decline. Most of the room is flooded with three inches of water (relatively clear looking if inspected under torch light), with a large well at the southern end. A shoal of small two inch semi luminous fish swim about eating plankton and tiny water insects.

If the party takes a moment to listen carefully for sounds (Perc (Detection) check), they might hear sounds of splashing from Area 4, or barely audible moaning from Area 6).

Area 3 – Broken Well

This 5 ft ceremonial well is broken at the base contributing to the flooding. The well is connected to an unpredictable subterranean river flows southeast beneath the stronghold. Recent downpours have caused the water level has risen dramatically, waterlogging some chamber floors (primarily Area 2, but also via cracks and seepages in Area 4, 12, 14, 16).

Diving into the well leads to the river below. Natural currents will tend to pull a swimmer towards either Area 12, or the 3 ft wide tunnel leading to Area 14.

Area 4 – Main Storage Hall

This 35 ft by 15 ft alcoved hall contains a variety of wooden boxes, crates and barrels, left over from bandit raids in centuries past. Most of floor is flooded in 3 inches of water. 5d4 *Projective Leeches* have made a temporary spawning ground here (the Varnori are aware and keep the doors closed). The south eastern corner of the chamber includes a 3 ft wide underwater tunnel to Area 14.

Projectile Leech, AC 10, HD 1, Bite 1d3 + blood drain, 19: the leech latches onto the target's face, causing an eye injury; (*Luck* (Con) save resists, with advantage if wearing a helm), S10 D10 C16 I2 P14 W8 Ch3 L3, Mv 20 ft inc walls, ceiling, etc. May launch up to 10 feet to attack. Immune to bludgeoning damage. On a hit, latches on automatically causing 1d4 damage and 1 Con loss each turn. A Str contest (Str 16) at disadvantage removes the parasite. Alternatively, salt, fire or acid automatically kills the leech.

If the barrels etc are searched, roll 1d6 to determine their contents:

1. Mildewed, moth eaten reams of silk and cotton.
2. Four inches of orange dust (long decayed spices).
3. Bare husks of rotted grain.
4. 2d6 clay flasks of ancient whiskey (long gone bad; syrupy with a pungent odour, but highly flammable).
5. A dormant *Yellow Mould* occupies the bottom of this crate. It awakens 1 round after opening.

6. Bags of old coins (or perhaps even ancient metal “ring” currency) worth 1 x Valuables.

Area 5 – Sleeping Chamber

Two double bunks occupy this 15 ft square sleeping chamber, the southwestern corner of which is under 2 inches of water. The bedding is relatively new and obviously slept in in recent weeks.



Area 6 – Infirmary

This 15 ft chamber is lit by a low burning lantern, and has been turned into an infirmary for a wounded scout (*Agmundar*, 6 ft, lower torso wrapped in bloody bandages). *Agmundar* lies on a bunk in a sweat soaked delirium, drifting in and out of consciousness as his body tries to heal a pestilent wound (the scout medic did his best, but the outcome far from certain. *Purge the Accursed* will save him).

In his diseased haze, *Agmundar* mistakes the party for his comrades (calling them *Lothar*, *Magna*,

Tjorvi, Drofenn, etc), complaining of his pain, why has the *Deep One* abandoned him, cursing *Jarl Osgerd* for sending him on this mission, and so on. He also reports a strange, low “clicking” noise echoing through the complex whilst his allies were out (the male *Lake Wyrn*).

Area 7 – Curtained Alcoves

These three curtained off alcoves contain a large basket (lengths of rope), a barrel (salted meat the scouts have hunted), and drawers (hunting tools the scouts have left behind for now) respectively.

Area 8 – Kitchen

This 20 ft by 15 ft kitchen has a table (some stools tucked underneath), oven, a barrel (empty, traces of oil), a wash bucket and some shelving. Behind the shelving is a secret door (a fake stone conceals a pull handle to unlock a swinging section of wall). The door is not difficult to spot once the shelving is moved out of the way (Perc (Detection) check). The scouts have never bothered to move the shelf and are unaware of the door.

Area 9 – Secret Vault

An old bandit “king” had this secret room constructed to house his growing collection of spoils. Several chests contain 2 x Carry Loot, 1 x Valuables, and 1 x 3 HD Lair Treasure. A barred door to the north leads to the old bandits’ tunnels.

The chests are obviously trapped; two inch holes are scattered across the ceiling above the chests and thereabouts. Emptying the chests, or moving them from their location, causes the floor they sit on to rise, triggering arrow traps. Luckily for the adventurers, the traps are so old they malfunction (a series of dull “clicks” is heard, but nothing eventuates).

Area 10 – Hounds

This 10 ft chamber includes a bunk, two hounds, and two empty food and water bowls. The hounds were shut in this morning by *Agmundar* as he dipped into fevered delirium (the dogs were keeping him awake).

Two hounds are sleeping here after being on watch the prior night. The dogs are used to *Agmundar*’s delirious mutterings, but will bark at any unfamiliar human voices they hear. They will not allow anyone to pass beyond them into their master’s room whilst *Yrid* is away.

Hound, AC 12, HD 1+2, Bite 1d4+1, 19: prone, S13 D14 C15 I4 P12 W10 Ch6 L4, Mv 60 ft. Advantage when tracking by scent or when flanking opponents.

Area 11 – Yrid’s Quarters

Yrid and her sergeant *Rovald* use this 15 ft chamber as their quarters when the scouts are in residence. A search of the bunk, crates and barrels garners 1 x Carry Loot, several recent skins, two coils of rope, 2d6 candles, a lantern, and 1d6 flasks of lantern oil.

Area 12 – Central Cavern

Roughhewn steps descend to a 10 ft cavern that the ancient bandits used as auxiliary storage, and a rally point if the complex fell to enemies. The northern section has dropped and is now flooded with 3 inches of water (large cracks have allowed water to seep up from below/Area 3).

A small cache of random weapons and armour have been left here for quick rearmament by fleeing bandits (sitting on a low table, wrapped in disintegrating oil cloths). Roll 1d6:

1. 2d4 short swords and hand axes.
2. 1d3 shortbows and quivers of twenty arrows.
3. 1d6+1 firepots.
4. 3d6 throwing knives.
5. A primitive ballista, and three spear like bolts, aimed at the stairway (no longer functions, but might be repaired if the PCs have the right tools).

6. 2d6 spears and 1d3 shields.

Area 13 - Crypt

This 6 ft cave has a low 4 ft ceiling. Inside are the bones of a human, laid to rest by the earliest occupants of the complex. Nothing remains but yellowed bones, dust, and (a successful Perception (Detection) Check notices) a bronze ring set with blue agate stones (35 gp, or at the GM's option, the ring has a random Minor Charm).

Area 14 - Tracks Pool

This 8 ft pool connects to Areas 4 & 15 by way of 3 ft wide tunnels. The pool itself opens into a 3 ft wide, 4 ft high tunnel to the southwest that quickly turns south. The tracks of a large creature are evident (still wet, displaying the clawed feet and dragging body/tail of the *Lake Wyrms*).



Area 15 - Male Lake Wyrms Den

The male *Lake Wyrms* made a temporary den here after the female gave birth (see Area 16). Drawn to investigate the *Projectile Leeches* in

Area 4, the monster is hunting for food, and eventually enters the complex proper via Area 3/4.

Lake Wyrms, AC 16, HD 10 (51 hp), Bite 2d10+1, 19: special, S19 D16 C18 I3 P13 W13 Ch6 L12, Mv 120 ft swimming or 30 ft on land. *Major Exploit Protection, Off Turn Attacks, Cause Injuries* on 19-20 attack rolls. May use its action to breath scalding steam in a 60 ft cone (15 ft at the base) causing 10d6 damage (*Luck* (Dex) save for half, 30% recharge, max twice/hour).

Lake Wyrms are 18 ft shark like predators with a surprisingly flexible body, able to squeeze into spaces only 3 feet wide. Their diet usually consists of dolphins, sharks and other large marine creatures, but they will gladly eat juicy humans. *Lake wyrms* prefer underwater environs but can survive on land for up to an hour, slithering and dragging themselves about on their foreclaws.

There is no treasure here, but a *Lake Wyrms*'s gills are a rare herbalist treasure, able to be brewed into a mixture that mimics *One With The Deep* (the effects are permanent, but the imbiber suffers 1d3 Cha loss due to a strangeness creeping into the timbre of their voice).

Area 16 - Female Lake Wyrms Pool

This 6 ft pool houses the female *Lake Wyrms* (67 hp) and 2d6 newborn *Infant Wyrms*. The mother is in a bad mood; hungry and concerned about whether she might have to kill the father (who has retreated to his own den in Area 15) to feed her young (as sometimes occurs when the father cannot provide sufficient food). If the male *wyrms* is killed, the female emerges into the complex to find food herself. She might simply take the corpse of the male, if allowed to do so, and disappear back to Area 16. If attacked however she flies into an insatiable rage.

Infant Wyrms, AC 10, HD 1 hp, Bite 1d4, 19: disarm, S6 D18 C7 I3 P10 W7 Ch6 L3, Mv 60 ft swimming. *Infant Wyrms* are 2 ft tadpole like creatures with toothy beaks (no foreclaws). They are helpless on land.

Area 17 – Escape Tunnel

This tunnel climbs to a concealed exit that emerges into the *Wistwood*, kept secure by a large rock (Str (Athletics) check to move). The exit is several hundred yards distant, on top of the rise the keep is dug into.

Area 18 – Green Slime Cavern

This 10 ft cavern has a 15 ft ceiling and contains a colony of inert 2d6 *Green Slime* in a darkened recess (disadvantage on checks to spot them). They have been in stasis like hibernation for centuries, but awaken within 1d4 rounds if a warm bodied humanoid moves within 60 ft (the *Lake Wyrn* is cold blooded and does not trigger them).

Green Slime, AC 10, HD 2, Pseudopod or Fling Slime 30 ft 1d6 + special, 19: the target is struck in the head (*Luck* (Con) save or death, with adv if wearing a helm), S13 D13 C13 I2 P2 W16 Ch1 L5, Mv immobile. Metal or organics touched by the slime transform into *green slime* within 1 round (*Luck* (Con) save resists). If a limb or object becomes slime, it attaches to the host and spreads each round, transforming more of the victim. Destroyed by sunlight, fire, extreme cold, or *Purge the Accursed*.

Area 19 – Cavern of the Crown

The passage leading to this cavern is under a protective enchantment, conjured by a magician that had been in the bandit king's employ. Living creatures other than the bandit king are repelled (a *Luck* (Will) save negates. Originally no save was permitted, but the abjuration has weakened with time). The *Lake Wyrn* (if active when the PCs reach this area) has not entered here (failed its *Luck* save).

Inside the cavern is the bandit king's greatest prize: the *Crown of Belidbarazûl*. The relic sits atop an armoured mannequin (iron ring mail), in helmet form, with a wooden shield below (decayed but still usable in a pinch). Scattered about the room are hundreds of brittle scrolls; spidery records of muddled discourses with the *Magus Queen's* ghost.

Most of the writings crumble if touched, but 1d3 are random scrolls (able to be unfurled and read without breaking apart).



Crown of Belidbarazûl

Attunement takes 1d4 months except by Magic Users or Cultists who require 1d4 weeks. During this time the user begins to hear *Belidbarazûl's* voice from beyond the grave, offering camaraderie and wise counsel (treat as a severe madness, incurable as long as the *Crown* remains attuned). Once attuned, the *Crown* may take any shape the user wishes (helmet, circlet, head cowl, etc).

Attunement benefits are as follows:

1. The user learns two random spells (determine as if a scroll), which they may cast once per adventure.
2. The user forms a direct connection with the Veil. Once per week, they may spend an action to unleash an abomination within 30 ft (treat as DDM effect #11; ie the monster is uncontrolled). Using this power increases the user's DDM tally by 3 points.

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3. Once per month, the user may spend an action to invoke the *Magus Queen's* fury (as *Word of Ending*).
 4. At this level of attunement, the user may assume other forms (as *Sudden Transmogrification*, requires an action). This power may be used at will, but each transformation drains a level from the user until the end of the adventure. The third time this power is used, *Belidbarazûl* attempts to possess the user's flesh, requiring a *Luck* (Will) save at disadvantage. If failed, the user's soul is permanently banished, and the *Magus Queen* lives again in a new body. If the save is successful, the *Crown* vanishes for $1d100 + 500$ years.

Aftermath

If the party do not deal with the Varnori or the *Lake Wyrms*, it is likely the wyrms kill the scouts and devour them, before following the underground rivers to *Lake Argos*.

If the party and *Yrid* part on amicable terms, they might find her a useful contact in *Vorngard*, should they ever venture to the northern city. Reciprocally, if parted as enemies, the captain can make life difficult for the PCs in her hometown.

Any PC in possession of the crown is in danger of (eventual) possession by *Belidbarazûl*, assuming they survive long enough to unlock the fourth attunement. If the sorceress reincarnates (Magic User 9), she departs at the first opportunity, sequestering herself in the ruins of *Nephtkir* (where she plans the ritual to release the buried city, and her people, from stasis beneath the earth).



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