**Story**

The group has met and set towards Northwatch, where they hope to find an ancient dragon artifact locked in a magical vault.

This artifact was first sought by the elf king Annungildor, and is one of a set of four: The Shards of Meval. Meval is the ancient artifact that acts as an afterlife for the Loss’kelvar of ancient times. Meval also entraps Comenraan, the first god. Annungildor, with the help of his advisor, heard of the shards and found their locations. He located and hid three of the shards, setting them into artifacts to use their power. These artifacts he hid in the fortresses of Northwatch, Blaisa, and Mansoor. He was still in search of the final shard when his invasion fell apart, and he was executed.

These shards hold immense power, and when brought together could unleash Comenraan upon the world once again. The Remnants and the Disciples of Kaavus seek to bring them together and use Comenraan’s power to end the world of mortals. When the vile sect learned of an ancient power unearthed in Riverdeep, they went to see if it could be the lost shard of Meval. What they find is the lost Crown of the River Kings, held first by Othellion I after the Burned Times. It is unknown where Othellion acquired the circlet, and the Disciples believe that it could be left from an ancient time.

Manipulation of afterlife: take people out, put people in,

Comenraan, Eres, Finiel, Vash Bash’Tikish

THE ARTIFACTS OF ANNUNGILDOR

The Crucible in Mansoor

The Rinnstone staff, originally in Blaisa

Some person? A Virro?

Cards?

Riverdeep: Four factions search for the lost Crown of the River Kings, rumored to lay in the ruins of the old palace. As the group searches for the crown, Balogogi orcs move towards the city, eager to conquer once again.

As it stands now: the orcs will arrive in the city in two weeks’ time with a force of over 6,000. Lord Ravalee has a force of 2,000 men, and Riverdeep has a guard force of around 400 with 200 mercenaries.

The orcs arrive with the wolves of the north

Travel:

Suggestion 1:

TOTAL: 97 days.

10 days sail to the straights, slower in the ice.

65 days sail to Kells.

22 days walk to Northwatch.

Sight-seeing: Mazica, Solem Reyk, Jotungard, Kells

Dangers: Straight of Mists, Endlands/Balogog, the Frozen Coast

Suggestion 2:

TOTAL: 60 days.

40 days walk to Balling

11 days’ sail to Coulin

12 days’ sail to Northwatch

Sight-seeing: Balling, Broken Isles, Coulin

Dangers: Shadow Hills, Woods of Fangador, Balling, Broken Isles

Suggestion 3:

TOTAL: 66 days.

6 days’ sail to Spines of Winter

30 days’ march to Yronlake

8 days on road to Kells

22 days’ march to Northwatch

Sight-seeing: The God’s Eye, Kells, the Wildwoods

Dangers: Spines of Winter, the tundra of Wintercrown

Suggestion 4:

TOTAL: 56 days.

2 days to the Rift Mountains

10 days through the Rift Mountains

10 days to Tessenhall

11 days on the Godsroad to Balling

11 days’ sail to Coulin

12 days’ sail to Northwatch

Sight-seeing: Tessenhall, Balling, Broken Isles, Coulin

Dangers: The Rift Mountains, the Woods of Fangador, Balling, Broken Isles