



marsh elves, Forest elves => reevaluation  
 hero's starting & quest

reasonable route

were here

new what's up with  
 this cult  
 • new - they don't care  
 about the ancient chamber



& the location  
 is in the face  
 of that massive  
 butte

sure, why not, grow the primordial goo  
 until it's easy thing & in the  
 meantime we run things via  
 Fear and Harrow

& what about the town, are they in on it?  
 maybe a boss guy is & everyone else is puzzled or  
 intimidated

the city in  
 the marshy  
 area?

is the cult more  
 wild?

our elf is  
 from there  
 elfs are swampy



★ elf hero is Forestry Qiris Balshine

★ cult Farms are valuable  
 which enriches a ~~few~~ people  
 in town to look the other way

→ matter 1 example & that was enough  
 → slowly but surely taking over  
 → most people are wealthy or fully naive