

FIRST LEVEL

ONE: Nasty bandits

Base is elsewhere, but they camp there to maintain their access

- The pillars have some useful quality; they know how to set you up for a zap across them
- A working deal with #2: prevent anyone from hassling its nest, and it doesn't eat them; also, they don't interfere with one another's preferred targets
- Using resources from #3; note cliff access; single-use magic items, usually with personal side effects
- In some difficulty with #5, pitching troublemakers and victims down there to stave it off
- Typical bandit is MR 18, tough guy/chief types are MR 36

TWO: Flying monster roost

- Guano, parasites or scavengers, possibly eggs or offspring
- MR 50 with a couple of twists; wing gusts can push you off

THREE: Sort-of worship center

- They're mostly exploiting it at some risk to themselves; "personal side effects" have accumulated a little

SECOND LEVEL

FOUR: Half of the god

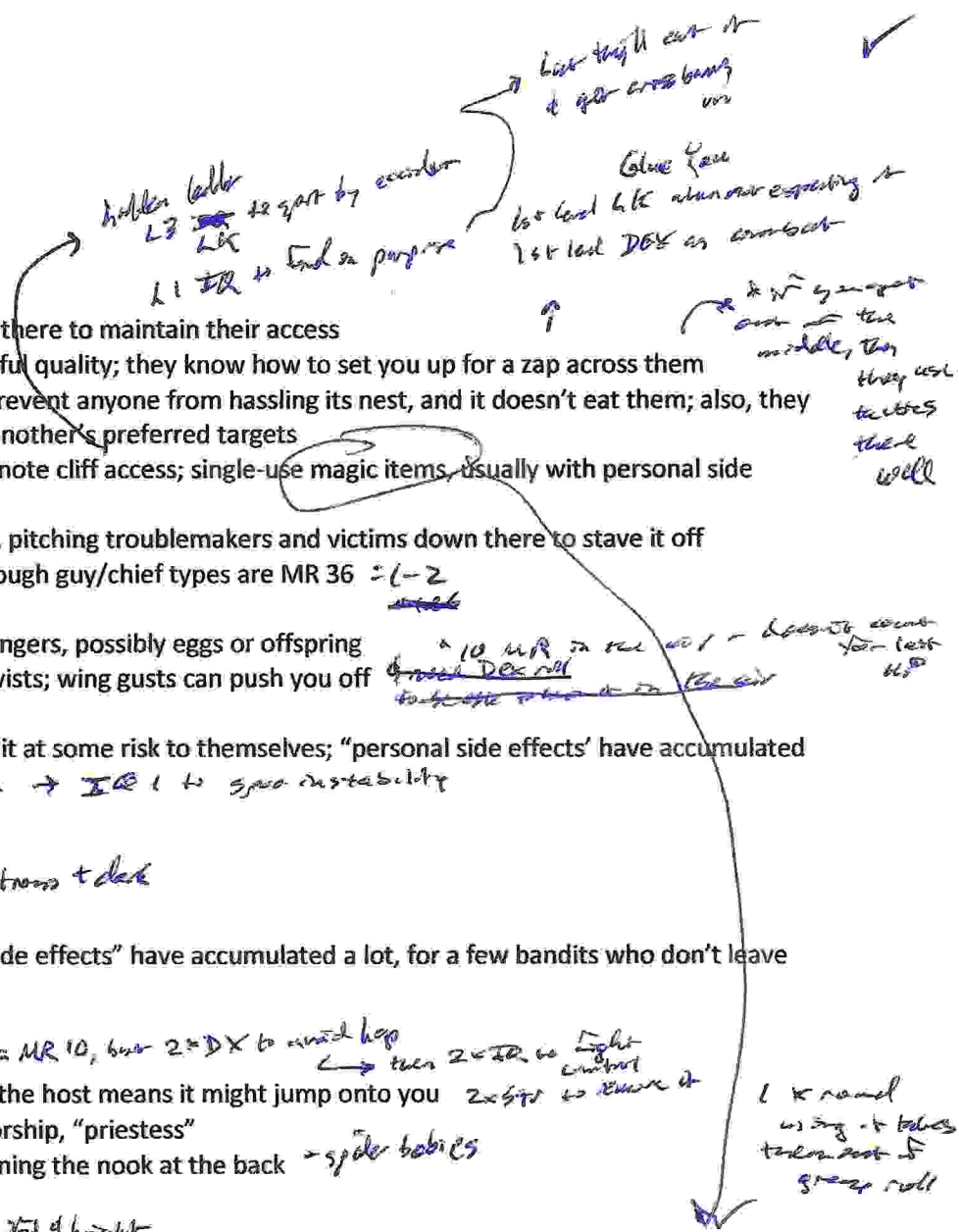
- Wants the other half
- Here's where "personal side effects" have accumulated a lot, for a few bandits who don't leave this area any more
- Altar spot

FIVE: Spider nest

- Head-hoppers: defeating the host means it might jump onto you
- Much more successful worship, "priestess"
- Big plans in action concerning the nook at the back
- Altar spot

SIX: Other half of the god

- Wants the other half
- Weird effects/opportunities set into the walls



226
like
later

spider lady

- ~~1-2 IQ~~
- 1-2 IQ
- 3-4 LK
- 5-6 DEX
- 6-7

Final
1/6 level times
or twice
226 damage
explosion
in the right
corner

- 1 5mgs dep. lading sugar
- 2 green sulfur
- 3 purple gas
- 4 blue sulfur
- 5 everything is real
- 6 +226 LK use

too funny?
= mutation instead

plus
add
- even
minus

+ 126 to corresponding estimate
plus (astronomical)

another