

→ explore rockfall  
 L1 Dex or LK  
 depends on what you're doing  
 bur nearby? ~~UQ 6~~

**FIRST LEVEL**

**ONE: Former bandit encampment**

- Plenty of slaughter + 50 silver coins and 70 copper coins
- The pillars are still there and active
  - Glue You effect: L1 DEX if you know about it
  - If you're magic sensitive, touch a pillar and regain 1d6 ST
- Cliff face at/to #3: they've pulled up the ladder, retreated to #4, and set up a trap
  - The trap
- Entrance to #5: inclined to investigate in response to the incursion

**TWO: Flying monster roost**

- Suspicious bur provisionally compliant with the new deal to accept food
  - MR 50, +10 MR when it's in the air (don't count for final 10)
  - Wing gusts can push you off, L1 DEX
- Guano, parasites or scavengers, possibly eggs or offspring
  - They ate someone important: 100 gold coins + bronze belt with opal worth 350 gold

its origin is mutated by the half-god, side effect could tell them about it

**THREE: Sort-of worship center**

- 2d6 mutated bandits, "personal side effects" have accumulated a little
  - MR 30 each; L1 CON vs. poison which acts as Oh Go Away
  - Large ivory idol worth 140 gold coins, also 140 gold coins
- L1 IQ to spot the dangerous effect radiating off #4
  - Now it's increasing – see #4 for what they're up to

**SECOND LEVEL**

**FOUR: Half of the god: monstrous and dark, but very nice and kind; wants the other half**

- Dangerous effects: L2 CON or get a mutation (+1d6 CON though!)
- The god is MR 100
  - L2 CHR is all you need, plus rather decent ethical insights and encouragement
  - It really wants its other half: offers magnificent boon if you do it, and a little boon to help if you promise, 2<sup>nd</sup> level boost permanently (can't go all god for you without detonation)
  - It doesn't appreciate the "worship" and would like to get rid of them – it will turn their power on them given the promise
- 2d6 MR 40 former bandits, a few too many side effects
  - L3 LK for one to go unstable
- Altar spot: bandit-monsters use it to channel the god's power
  - Specific dangerous effect under way → can only stop it w/ L2 rolls
  - One has to operate it, can't do anything else
  - The god loses 2d6 MR when it's used
- All the jewels are here, but they're irradiated
  - Lose 1 CON for carrying it around at all, L2 CON or lose 1d6
  - Large pearl worth 280 gold, Huge sapphire worth 900 gold, both blackening

Chr for the god, the for the magic  
 if around w/ all  
 if fails, it man: fails  
 if both succeed, it's blocked  
 → even if it's merged

will make like to act  
 → MR 66, near L2 Con to withstand  
 → no damage & damage includes

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FIVE: Spider nest

- 6 head-hoppers on hosts, MR 30 each
  - Defeating the host = creepy crawly, L2 DEX or it jumps onto your head, L2 IQ to maintain control and options are limited; they're quite mobile and fast, L3 DEX to strike at it directly whether it's on a head or not
- Much more successful worship, "priestess"
  - MR 80 hypnosis L2 IQ YM *down to send message*
  - Captured our fairy!
- Big plans in action concerning the nook at the back
  - Babies! Messing with these = fast-grow MR 50 priestess
  - More than this now: new sacrifices put something over the top
- Altar spot: same ivory idol except black
  - Gems here, average serpentine worth 130 gold pieces, huge fire-opal worth 1000 gold pieces, larger ruby worth 750 gold pieces
  - Irradiated as above except SR is L2
- About that big hole in the floor
  - Spiders actually stay well away from it, L2 DX to stay clear of damage while fighting if you use it to maneuver, but also L2 LK to keep from slipping in

50 rule's had  
 hypnosis & only you can  
 L1 a  
 flight of

back - no fairy!!

SIX: Other half of the god; beautiful and bright, but obnoxious and inconsiderate; wants the other half

- Should be obvious by now to bring the two idols together, but if not, L3 IQ
- The god is MR 200
  - L3 CHR this time, plus insulting judgments and personal commentary
  - Drained and injured by the spider activity, realizes it's made a bad deal: consequence?
  - Grants a boon of 3<sup>rd</sup> level increase permanently for the promise + a vicious curse just because it's mean
- Weird effects/opportunities set into the walls
  - "Never seen again"

could run be a consequence  
 to disaster

very suspicious, interesting

taken

12  
 5  
 7  
 24

~~Lot~~  
 Wax  
 Rami  
 [Step 2]

is that mutant  
 bandits & spiders  
 queens burst forth  
 & the god dies

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