to the second to the foresting by newly?

FIRST LEVEL

ONE: Former bandit encampment

- Plenty of slaughter + 50 silver coins and 70 copper coins
- The pillars are still there and active
 - o 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

o The trac

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 are someone important: 100 gold coins + bronze belt with opal worth 350 gold

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, 2nd 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
- Altar spot: bandit-monsters use it to channel the god's power

- All the jewels are here, but they're irradiated

Large pearl worth 280 gold, Huge sapphire worth 900 gold, both blackening

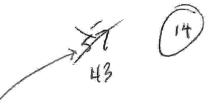
One has to operate it, ean't do anything else
The god loses 2d6 MR when it's used

the jewels are here, but they're irradiated

Lose 1 CON for carrying it around at all. 12 CON or large and control of the sure of the sure

Just mature the the east will a severity to make the without and the will severity to make the without and the without and the severity of the without and the will be the wil

The sorghis mutated by the half god she seed it was about it



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"

o MR(80) hypnosis L2 IQ YM

o Captured our fairy!

QYM Shirm mesself

Big plans in action concerning the nook at the back

o Babies! Messing with these = fast-grow MR 50 priestess

o 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

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 bag deal: consequence?

 Grants a boon of 3rd level increase permanently for the promise + a vicious curse just because it's mean

Weird effects/opportunities set into the walls

"Never seen again"

very suspicious, lestomother

then

Wox Rent Sten 2 so tout mutant banding & spirite queens bus took the god dies

1257/14