



boundary

all this is one thing

level 2 is another w/access upward

level 1 access

so roughly level 3 intersects separately w/1 and 2

"square"

this too

if A ~~is~~ is with most of 3

and 4B is its own thing

ah- level 1 guys raid w/ whatever one way, level 3 guys do it the other way

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GROUP 1

Pillars outside, level 1 including upstairs with lookout, rooms downstairs in level 2 and level 3

Cultists, very friendly in their way *people believe they suppress the evil, murder on both sides*

Collusive or at least carefully cooperative with the ghouls; benefit from popular fear of them too

GROUP 2

Most of level 2

Weird, ancient, ghostly remnants of the structure's original purpose; no contact with the outside

Avoid contact with the ghouls at stairs up and down; ~~no~~ contact with the cultists

GROUP 3

"Rough" parts of level 3 including main entrance on the other side of the mountain, also 4a

Note stairs all the way up from 4a for access to pillars on the other side

GROUP 4

"Square" parts of level 3, also level 4b

Raw demonics, best left undisturbed

*Frank worse version of group 2*

*pilgrims camp there - donations of course*

*L3 ID is spot vendors L3 ID to general info*

*note some danger here*

*two preparation areas to deal with the public*

*2 by road only*

*have to be nice, really - humanish ones*

*serious dangers but tons of useful secrets*

*walked off, 2 layers*

*with off pilgrims*

*serious monsters they cultivate and fear*

*super ghoul control*

*actually ghouls used them has the fear well in hand & you can find remnants of the careless ones*

*Fear - about 1/5 less  
cultists are a blend of humanized ghouls more ghoulish humans about 4/5*

*closed off 4 pillar room  
the "lined" joined rooms  
the weird boundary and the barricaded door (by the cultists)  
the pit -> replacement subroom up from there*