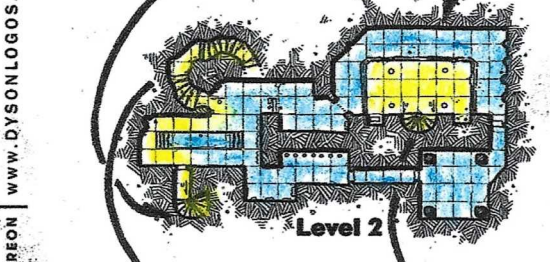
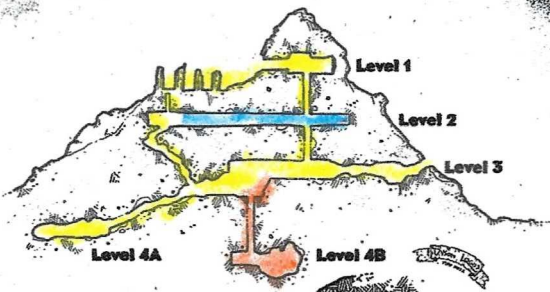


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THE CHEERFUL CULT

Pillars outside, where the pilgrims gather

- Donations, please
  - Plus no weapons, plus sing songs and camp here
  - Kidnap during the night – risk of going down the trap door
- Indignant pilgrims vs. troublemakers, about 20 total, act 1d6 at a time, MR 12 each
  - 90 and 80 sets of copper coins (all they have left)
- Two special pillars with cultists sitting on them
  - Indirect L1 LK or Glue You; direct L1 DEX or 3d6 damage
  - Well-concealed trap door, L2 IQ to spot if you're trying, L3 LK to stumble upon

humanish ghouls  
2d6 cultists show up  
as needed

Main room

- Mural on the back wall, dazzles you, L1 IQ not to look
  - 2d6 ghoulish humans + 1-2 humanish ghouls
  - One of the humanish ghouls wears the iron headband with a large turquoise, 100 gp worth
  - 140 silver coins in bags, being organized
- Room with door
  - Trap: L1 DEX or blinded + 2d6 damage
  - Includes lunch (ew) + well-organized bags of 140 silver coins
- Upstairs with lookout, 1d6 more ghoulish humans, 1-2 more humanish ghouls
  - Someone will have already informed down-below if there was trouble outside
  - Someone will try to rush down there if there's trouble inside

various weapons too

Down spiral stairs

- Level 2: 1d6 humanish ghouls, off-shift
  - One has the average aquamarine worth 150 gold
  - Also, L2 LK or ghost attacks, MR 50, L2 IQ – fail = information + lose 2d6 from everything
- Level 3: two preparation rooms *2 → probably some nice stuff*

Cultists, very friendly in their way, L1 IQ to spot something weird, L3 IQ to identify specifics

- Ghoulish humans total: MR 18
- Humanish ghouls: MR 30, mob tactics = L1 Dex to keep from being grabbed

140 silver

140 silver

Crown

ghoul guy is still alive

they're warned down below

Butting guys line you down

bring a problem on level 2!

level 2 "safe" room is now a trap  
happy to let you meet the ghouls

30  
162

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