

GROUP 1 Pillars outside, where the pilgrims gather Two special pillars with cultists sitting on them, dangerous effects Well-concealed trap door, L2 IQ to spot if you're trying, L3 LK to stumble upon Indignant pilgrims vs. troublemakers, about 10, MR 11 each a lab and a soul Main room Mural on the back wall, dazzles you, L1 IQ not to look Room with door Upstairs with lookout, Down spiral stairs Level 2: intermittent dangers from surroundings Level 3: two preparation rooms Cultists, very friendly in their way, L1 IQ to spot something welrd, L3 IQ to identify specifics 20 Ghoulish humans: MR & Buck 286 5 Humanish ghouls: MR 20 euch 1-3 **GROUP 2** Weird, ancient, ghostly remnants of the past, level 2 Boundary and barricaded door to cultists' transit room and surrounding corridor Getting through: only magic for boundary, L2 ST for door Closed off four-pillar room Joined rooms with stuff on the walls The pit

Ghouls stick close to the far wall to get across to staircases; some remains of the unwary ones

GROUP 3

Super ghoul central: level 3 Cult areas with preparation rooms Big main cave

- Doors and outside access
- Boundaries vs. the ancient terrors

Transit cave between the stairs

- The ghouls use these to pick off pilgrims
- · The thing below occasionally makes its way up there

Spectres emerge from here - always a replacement

All the way down: level 4

- Initial chamber
- Lower perimeter

GROUP 4

Raw demonics, best left undisturbed "Square" parts of level 3

- The long corridor
- The room

Down below, level 4

- · Initial chamber, ruined room
- Passage down and main ledge
 - Small cave, big cave
 - Very deep down

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
 - o 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

Main room

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

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 probable some nice strains

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

Crown

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their rewarned down below

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but a possem on level 2!

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