

coordination of windows

① deep stuff → level 7 (e.g. applying World Lore)

• up top = ^{old protocols estimated} evaluation + signal
and special activated guardian

• at the ship battle

* context - why Hank and Zerk have settled things
a bit - Bridge & Plop out of his hair
a look at the cargo for her
- and that's a good too!
a nice hand for her really

* First phase...

ship becomes transparent, spherical ^{effect} from the hole
in flashes [a bit inconvenient for Bridge]

* second phase will become permanent effect from
the ship... is some danger to it

② down to level 6? bad idea w/ our orientation

• the key → clear that tech is spot tech - ^{maybe even} World Lore + entry

• but serious inward for our obj: to the level!

a) illusion of deception of perfect reconciliation
+ sanity must go!

b) transport to them!

• For our robot?

levels 8 & 9

maintenance for watch
purposes

management of observing
visitors

out of
basically, things - if things go
down, latter goes up

→ + door from 8 to 7 is quite
secure, even a nondescript

levels 10 & 11

10 is worship section, notably
remnant of the ruin

11 is observation mechanism
- no soldiers (whatever) use it
more regularly & can signal
with it too

no one goes there
except rare individuals
who know about it

level 7

a fortune in furnishings & cultural items
things other people wonder and speculate about
major furniture - all 3 chambers

central stair is clearly a portal but sealed off
well, locked

* bugfolk relic among others!!

now that work is happening,

up top

at the ship battle

→
over

the whole thing
is a secondary
feature of
Plathstone Bastion