





at this moment

ONE bugs have formed up as they do during a ritual

TWO ~~ritual~~ the thing on the pad, citters at corners, some congregants, Peace Fraggers

THREE Sukiya, Hore, <sup>Willibrod</sup> Andria, Alender, quasar  
↳ her assassin bugs

FOUR ritual preparatory space  
plenty of telepres, decent as they are cycled through

FIVE  
SIX

SEVEN pupating = inadvertent or even convenient trap

EIGHT totally boring storage

NINE office/admin

TEN trap, or effectively so

ELEVEN sacred space, contemplation

TWELVE captive/absorbed temples/trails incl. Peace Frag - a lot of empties waiting too  
↳ 3rd session serious

THIRTEEN Hazel & her crew just lodged into the alcove  
↳ trap, as above

FOURTEEN sacred space, contemplation

FIFTEEN "our Founder" perhaps exists, corny alienology, tableen

SIXTEEN incl. "treasure accounting" spot

SEVENTEEN overdone techy entrance

EIGHTEEN ~~with~~ wholly activated  
super freaking rich & laden in disintegrating...

11/10/16 tentament!  
27 ant heq 5 hd  
32/13 cital  
17 R gray cores  
wasps  
assassin bugs  
4.8 R 2 lempres  
18 12 13 9 9 16 6 F <sup>body</sup> ~~trails~~  
3.5 tiger flies  
8 19 -super netly

underclass = staff Hazel wants

ONE: six bombardier beetles have formed up in ritual guard position, as you do  
HD 2+2; HP 18, 12, 13, 9, 9, 16; AC 4, damage 2-12, acid bomb cloud

TWO: coiled dragon in the pool/mist, critters dumped up in the corners, some congregants, Peace Froggers  
HD 7; HP 37; AC 2; damage 1-3/1-3/2-16, constriction + bite; scaly command, water fire  
Cifal, HD 8/10; HP 32/13; AC 6, damage 1-12; reduced damage from edged weapons  
Seven wasps, HD 4; HP 23, 15, 19, 15, 13, 14, 16; AC 4, damage 2-8/1-4, poison  
Two lampreys, HD 1+2; HP 4, 8; AC 7, damage 1-2, drain blood

*Horis hemhuen Teanos, Kelcom*

THREE: Jukiya, her assassin bugs, Horc, Willibrod, Andica, Alexian, the quasit  
HD 1+1; HP male 9, female 8; AC 5, damage 1-4, paralysis

FOUR: ritual preparation space, lots of treasures (it cycles through fast), including antidotes to wasp venom

FIVE: six wasps, stuck to walls more or less with pupae  
HD 4; HP 19, 23, 18, 15, 16, 15; AC 4, damage 2-8/1-4, poison

SIX: tiger flies  
HD 6/4; HP male 35, female 19; AC 4, damage 1-8/1-8/4-24, 4-16  
Religious icons  
*→ these provide the focus/purpose*

*bug-stomach Deepwater beast → 19 hp*

*Tree*

SEVEN: infested, 2 gray oozes  
HD 3+3; HP 17, 17; AC 8, damage 2-16, corrode metal

EIGHT: totally boring storage

NINE: office/admin, including antidotes to wasp venom

→ TEN: effectively a trap if not intentionally adheres *HD 4, HP 19 AC 3, 1-3, adhesion damage 1-3*

ELEVEN: sacred space, contemplation

*what's left*

TWELVE: captive/absorbed temple/faiths, including Peace Frog – a lot of empties waiting too; doors seem serious  
Religious icons *→ these provide the power → work right above the faces point*

THIRTEEN: Hazel and her crew just dodged into the alcove; effectively a trap if not intentionally  
Tentamort, 8 HD; HP 11/10/16; AC 3/1, damage 1-6/1-6, constriction, paralysis, special

*Hazel: her school = Kagadok  
constrain I guess*

FOURTEEN: sacred space, contemplation

FIFTEEN: "our founder" display, austere and corny olden-days tableau

SIXTEEN: includes treasure-accounting space

SEVENTEEN: over-done tacky entrance

EIGHTEEN: wholly activated, super freaking laden with riches ... disintegrating ...; wasps can swarm up from below  
Religious icons *etc*

*→ these transform the power [include the dragons]*

*disintegrating 6:  
12:  
18:  
actually,  
1 - earthquake  
2 - holy word  
all 3 just to show earth/thing metaphors*

*then times for the center!  
18500 sp, 3600 pp, 30 jewelry  
4000 ep  
#12  
#6*