

Woods / fog  
150 yards

N/S road w/ no mist @ a wagon w/ draft horses  
but sky still misted → (gathered  
corridor in mist, wagon contents trailing down road  
mist is humid & cloying (boxes/biscuits

road goes N then NE 200' @ mist thins  
& see lots of trees @ small burnt pine &  
trees felled outward toward us

lights in sky

- see structure on slope - circular (big)
- walls 180' towers
- open barbican/wrenched to hinges (20' ea) = solid
- silence, still humid/hot, lightning flashes (heat ltry)
- no crates

road goes up slope to structure = looks ethereal, is **HUGE** → goes out of sight  
courtyard flagstone - ground pushed up, mangled bldgs on grounds →  
(material not ethereal) 2x Nature's Fury (260' on either side)

sky = constellation, strange one (animal pulling wagon)  
200' thru gate to next gate, ashen corpses?, 2 ethereal towers w/  
no gate b/n them = road continues N thru towers & branches

40' golden pentagram <sup>structure</sup> eth 6' off ground on stone table  
bldg to East; alien symbols on pentagram = eth. @ FIRE goes eth.  
white up there (5, on on ea point: resist comp lang = alien symbols

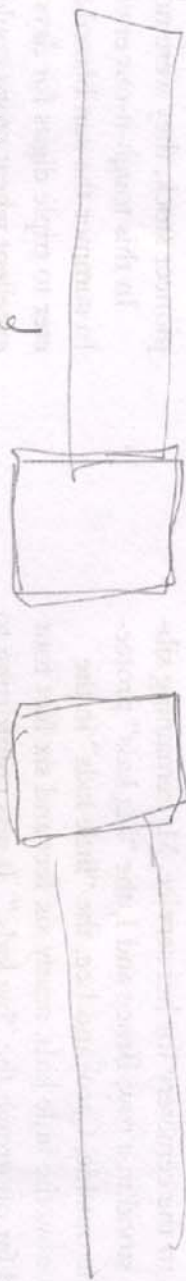
off road = 90' x 20' ruined bldg - craters/fragments, scarped = no  
odd structure to N (imploded + ground swell = risen & below  
- huge area lots of bldgs, raised platform 6' w/ 10' silver globe  
embedded in table, b/n pillars  
- solid, not eth.

- 10' globe in platform, pattern, gems arrayed on face/gems  
 ( looks like constellations )
- toss 1/2 into air w/ grille  
 ( Far popped a gem out the wagon/  
 horse constellation )
- pillar symbols ~~was~~ align w/ globe symbols
- go 60' east @ row N of pentagram, road goes N by NW → see ogee  
 circular structure to W, to N see insubstantial structure w/ crown roof  
 ( 40' high, 40' round, no exits/entrances, intricately sculpted roof  
 ( contain 2 globular black shadows, paralyze fighter, us go in to rescue )

(2)

6/16/07, part 2

- silence all a the castle, the roman's land, the gods
- road → NW @ NE branch
  - structure w/ several entries on W
  - N perimeter wall to N a structure
  - wall goes S away fr structure at 15° incline
- NE/SW → hexagonal structure w/ door to N

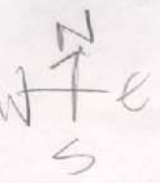


HP  
31

VARIABLE MOOD

→

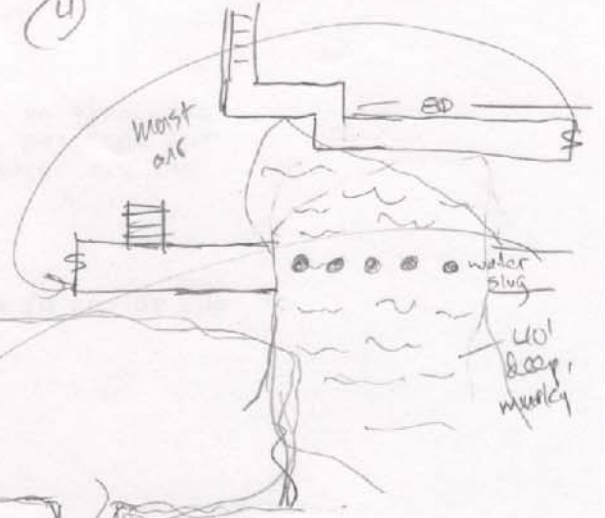
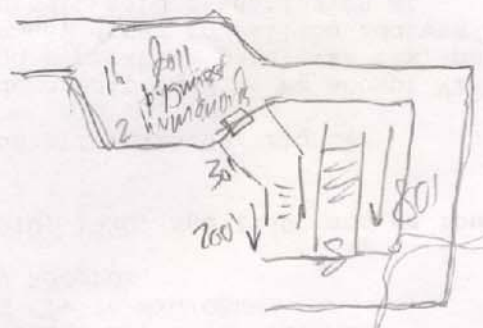




(3)

(3)

(4)

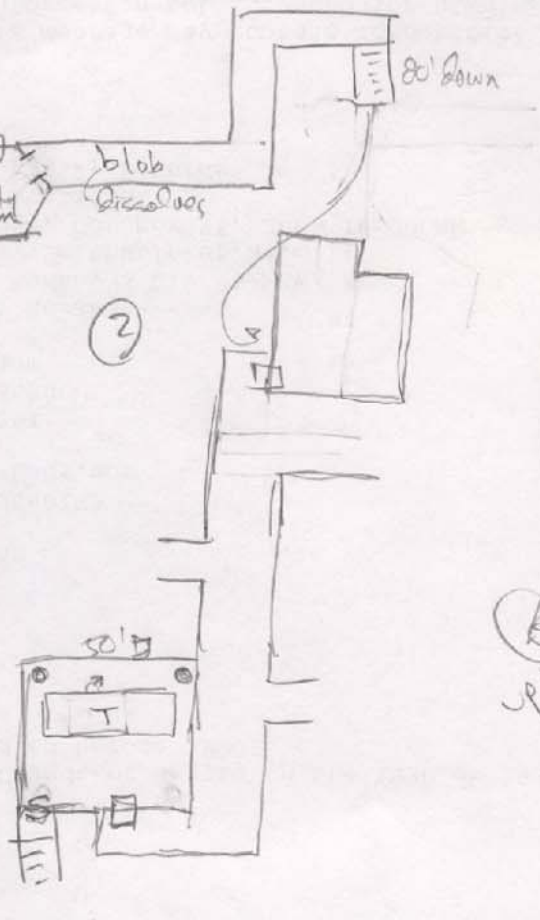


(1)

door crumbles when opens

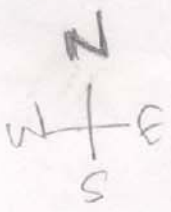


(2)



up 160'

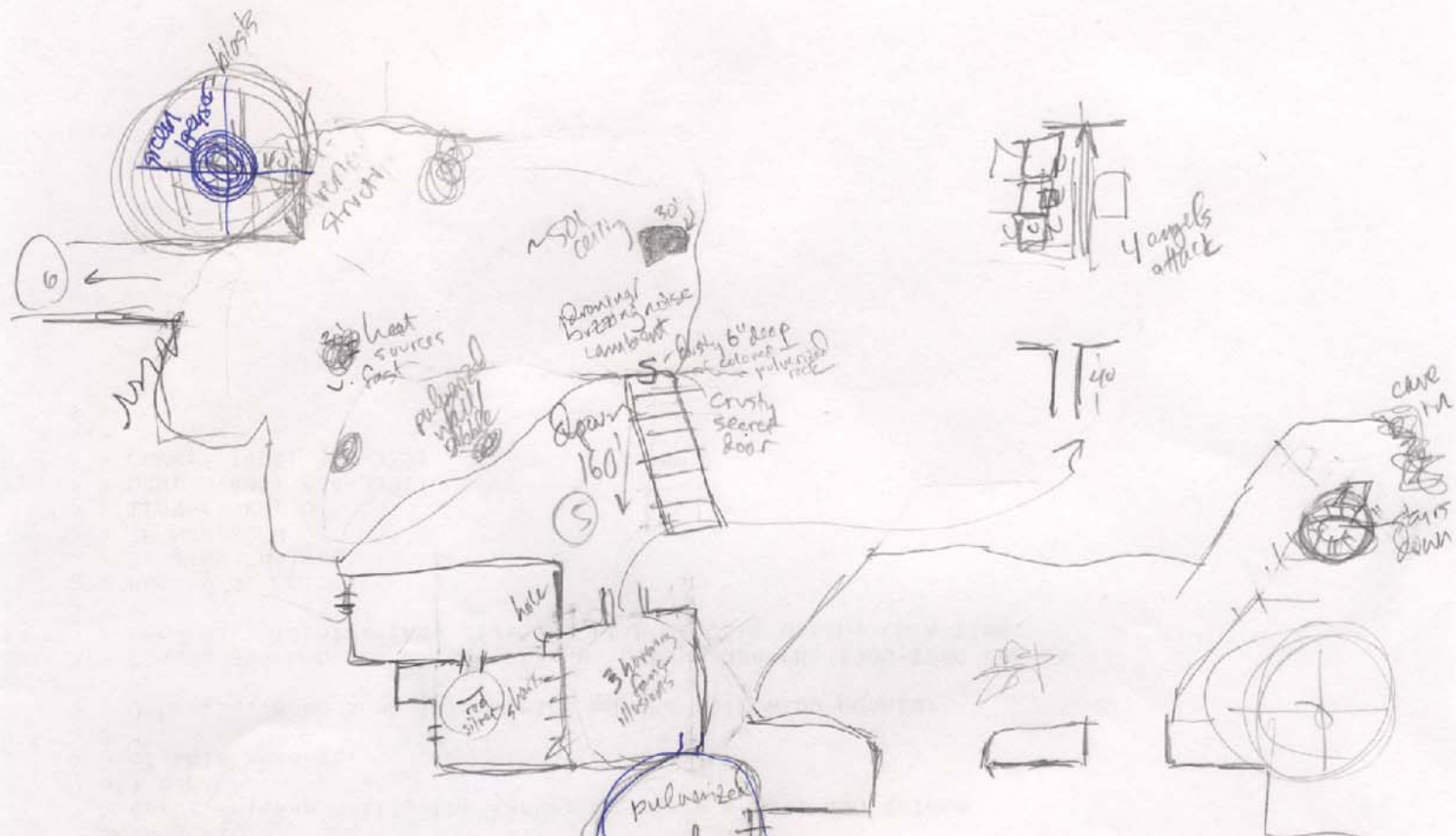
140



PW = TUPELAH

tz & dealing w/  
hawkmen

(4)  
GT 70/55  
HP 31/22



- Defense by gods' attack on CRK
- MAS on tier II, wire on tier 3
- Treasure w/ the Heron = servants of the MAS - on tier 3

- Gate = guarded by renner = 1st tier
- Golden wing hawkman leader
- castle = ship
- insane cannot leave unless 3 days or 4 hrs

5' rubble pile floor: rusted thick w/ 7 metal sheets corroded  
 20' cell  
 covers 10' high structure metal w/ big heads w/ red eyes hollow 1000# parts, crushed & above  
 screaky to S hallway  
 funky metal

- last remnants / creators / castle
- will teach ritual / sustenance
- last the expressions killed by gargant (40' 2 heads / eat faculty, arms where in level), summoned by alien gods (recover body & relic (green glow))