



THE BOWELS OF HOLY MOUNTAIN

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-1- The monument of regrowth.

Blessings may provide:

- 1) Temporary HP
- 2) Resistance to poison
- 3) Divine Companion
- 4) Blue Torch of Undying Light

-2- Farm, in the shadow of the shadow of the mountain.

-3- Guardians of the cave.

Armed with:

- 1) Torches
- 2) Spears
- 3) Rusted Swords
- 4) Ritual Instruments

-4- Well of the prophet.

Guarded by:

- 1) The red serpent
- 2) The Lust Demon
- 3) Drowned Travelers
- 4) Red Ooze

A holy weapon lies within...

- 1) Coagulated Scabbard
- 2) Crow Blades
- 3) Dark Crystal Halberd
- 4) Holy Glowing Axe

-5- Teahouse of the Titan.

Denizens are friendly. Always hungry.

-6- Reach Enlightenment then ascend.

Enlightment could mean many things in your campaign. It could even be a riddle. Though many gods have a symbol they recognize as Respect.

-7- Temple among the heavenly mists.

1) The sightless monks block your path.
 2) Two massive cats assault you with questions.
 3) Miles above, yet the temple seems to be submerged in water. And guarded by serpents.

-8- Clash with the demon at the spires.

CAREFUL! It has:

- 1) Endless Arms
- 2) Three Evil Eyes
- 3) Snakes for legs, arms, and a tail, and there are snakes all over.
- 4) The Lost Bow and Arrows of the Corrupted Water Dragon.