

Arriving in the evening at Alalit, between the black bog, the bridge, and the town proper:



Tank dug up from the black bog by Digger later, containing toxic waste:



View of the ancient bridge that leads away from Alalit to the Peninsula proper, across the estuary of the toxic river that leads into Horse Bay beyond, as seen from the base of the cliffs below Alalit, near the hidden entrance to the Holy Temple of Cam. A pod of obbs takes flight from the bridge.



First room inside of the Holy Temple of Cam:



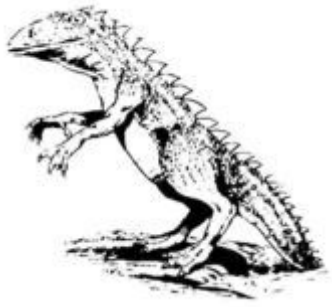
Later, across Horse Bay from Alalit, they interacted with folks at Bay Village. Nady described the “hulks” that Ilirha had used to raid the village:



The group subsequently investigated an aquatic research facility near Bay Village. Below are the totally ruined portions above the water line:



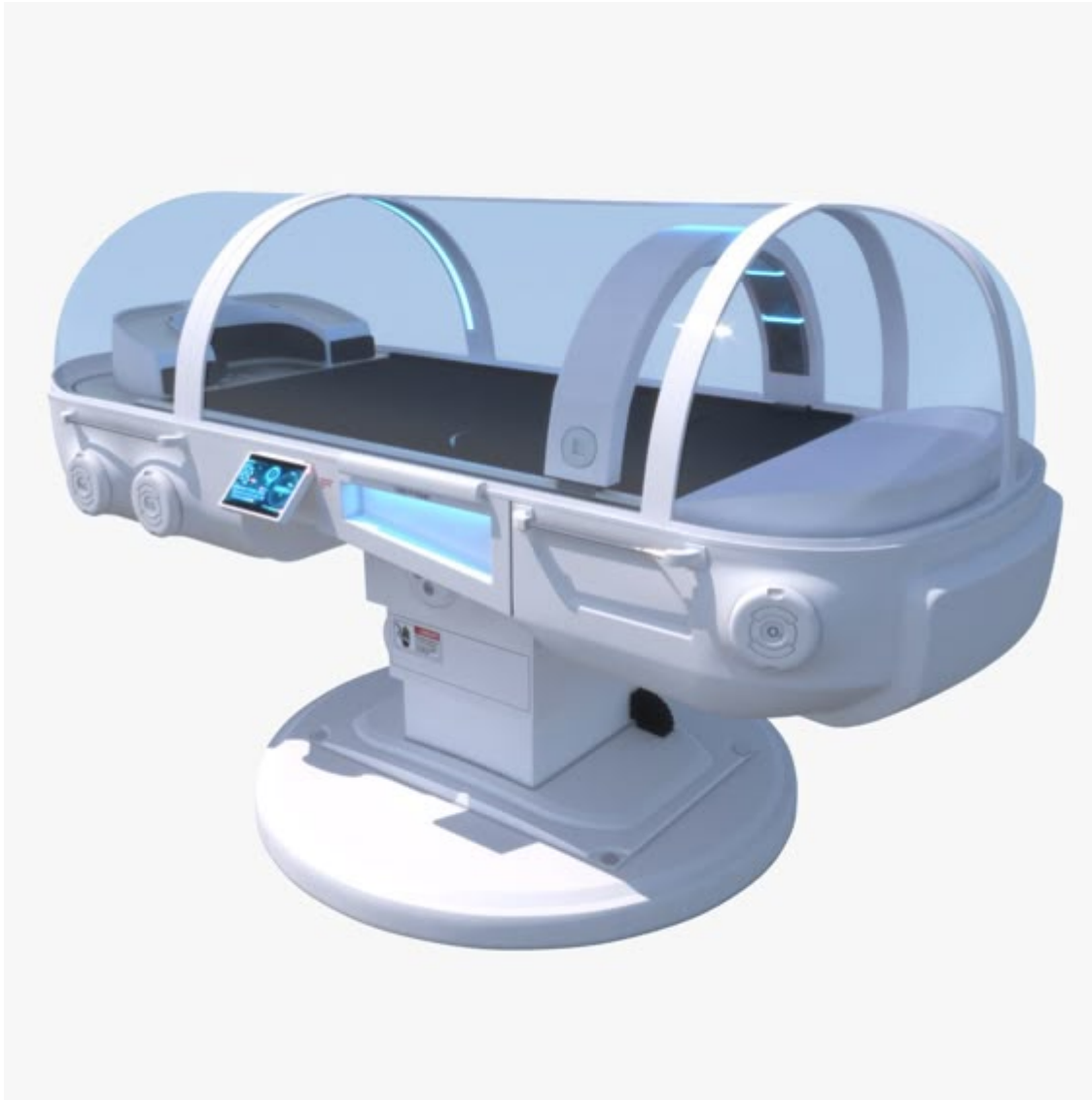
Keeshins, encountered first on the way down the long ramp leading down from “The Palace” at Bay Village:



Security androids, first encountered at the doors of the base at the bottom of the long ramp:



Autodoc found in the medical bay:



Specimen Capture Unit, found and destroyed in it's bay:



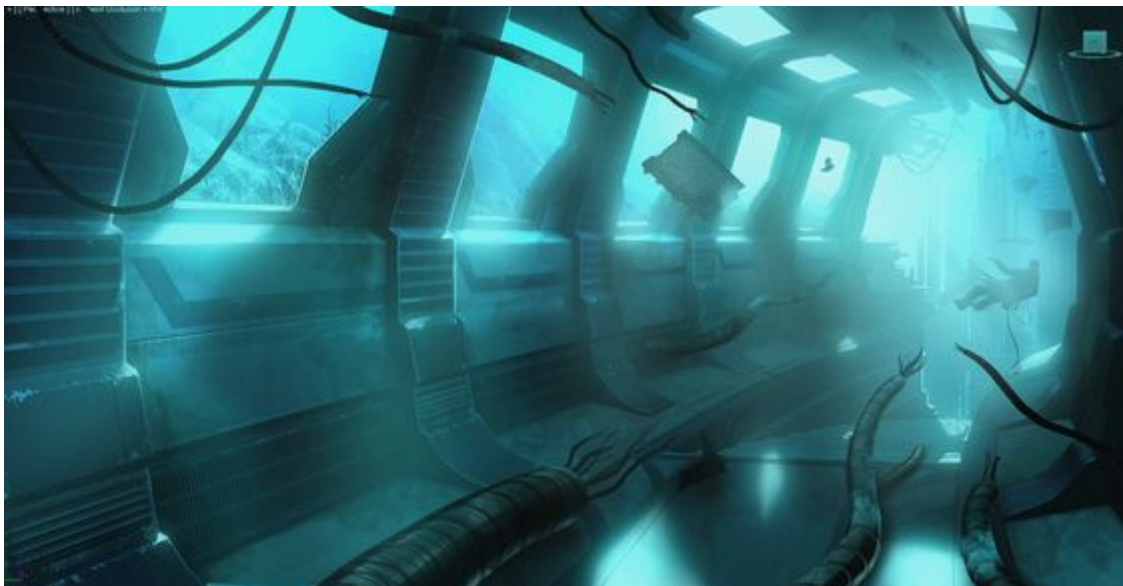
Captive meroids in the genetics lab:



A friend released from captivity in the genetics lab:



Voice of Cam 2, found floating in a flooded corridor:



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