



The defiled temple of Valkauna



Legenda

-  = Stairs
-  = Unlocked iron door
- a**= Tomb
- b**= Altar with loosely embedded sapphire
- c**= Socket with damaged statue
- d**= Socket with gargoyle
- f**= Bodies with Assassin vines
- g**= Small pond
- h**= Bidet
- i**= Kitchen cabinets
- j**= 100 ft pit
- k**= Portal to Grey Wastes of Hades
- l**= Columns
- m**= Altar with chained dwarf
- n**= Throne of bones
- S**= Secret doors

List 1:

Roll %	Result
01-10	Nothing
11-20	6 kobold zombies
21-30	6 dwarven zombies
31-40	8 dwarven skeleton
41-50	1 ettin skeleton
51-60	4 ghouls
61-70	1 ghast
71-80	1 wight
81-90	1 vampire spawn
91-100	1 mummy

Rooms:

- 1:** Stairs to the surfaces where a group of centaurs guard the hole and kill everything that comes out. Distance from surface to bottom 100 ft.
- 2:** Ceremonial burial chamber. A small stairs leads to three 30 ft columns. On the columns rests an expensively decorated top piece. Valkauna, Goddess of the Afterlife is inscribed in the top piece. Behind the columns are six tombs. Behind the tombs statues are standing in sockets. Only the last two still resemble dwarves. The other four are heavily damaged. In centre of room stands a small, richly decorated altar with a sapphire loosely embedded upon it. Two Carrion crawlers are chewing on the last remains of a previous adventuring party. If the sapphire is lifted from the altar the two dwarven statues (Gargoyle-stats) spring to life and attack.
- 3:** Crossroads leading to the living quarters, the fungus garden and the altar room. Heavy iron door leading to altar room is locked (Break DC 28, Open lock DC 25).
- 4:** The fungus garden. An unworked stone wall lines the back of the room. All types of mushroom and fungi grow everywhere (10% chance per square to encounter a Shrieker). Near the small pool two Violet fungi are growing (Spot DC 17). Two decomposing bodies are laying on the other side. If touched character gets attacked by an Assassin vine (Spot DC 20).
- 5:** The bidet. An terrible smell comes form this chamber. A skeleton of a dwarf in a clerical outfit is sitting on the bidet. In his pockets he has two small ivory statues of dwarves (these are the keys to unlock the secret doors).
- 6:** Dining room. It looks like a massacre took place here. The rotting pieces of wooden tables and benches are scattered through the room. Broken bones and blood mark the walls and floor. Eight dwarven skeletons attack.
- 7:** The kitchen. From the cabinets comes the smell of rotten food. Kitchen ware is scattered through the room.
- 8:** The sleeping quarters. It looks like a massacre took place here. The rotting pieces of wooden beds are scattered through the room. Broken bones and blood mark the walls and floor. A Spectre in the form of a dwarf attacks.
- 9:** Meditation room. A small room with small statues of dwarven gods in sockets.
- 10:** Corridor with traps. After 10 ft: Hail of Needles (CR 3, Atk +20, dmg 2d4, Search DC 22, Disable Device DC 22) After 20 ft: Wall Scythe Trap (CR 4, Atk +20, dmg 2d4+8/x4(scythe), Search DC 21, Disable Device DC 18). After 30 ft: Pit trap (CR 5, DC 20 reflex to avoid, 100 ft deep (10d6, fall) Search DC 20, Disable Device DC 20).
- 11:** Treasure room. On the walls hang loads of armor pieces and weapons. On the floor lays a pile of coins and other products of the dwarven forges. On top of this treasure lays a Young Red Dragon Skeleton.
- 12:** A small bridge hanging above a 100ft pit leads to a plateau. A Zombie minotaur guards the bridge. Straight behind the minotaur is magical portal to the Grey wastes of Hades. To the left stand an altar on which a dwarf is chained. The dwarf screams in agony. Small fumes come from the dwarf and are absorbed by the border of the portal. On the right stands a throne of bone on which a Duergar Ghost Wizard (lvl 5) is seated. Through the portal every 1d4+4 rounds comes some undead creature(s) form list 1. If dwarf on altar is killed (it's advice) or removed from altar room the portal is closed.
- 13:** Empty room.