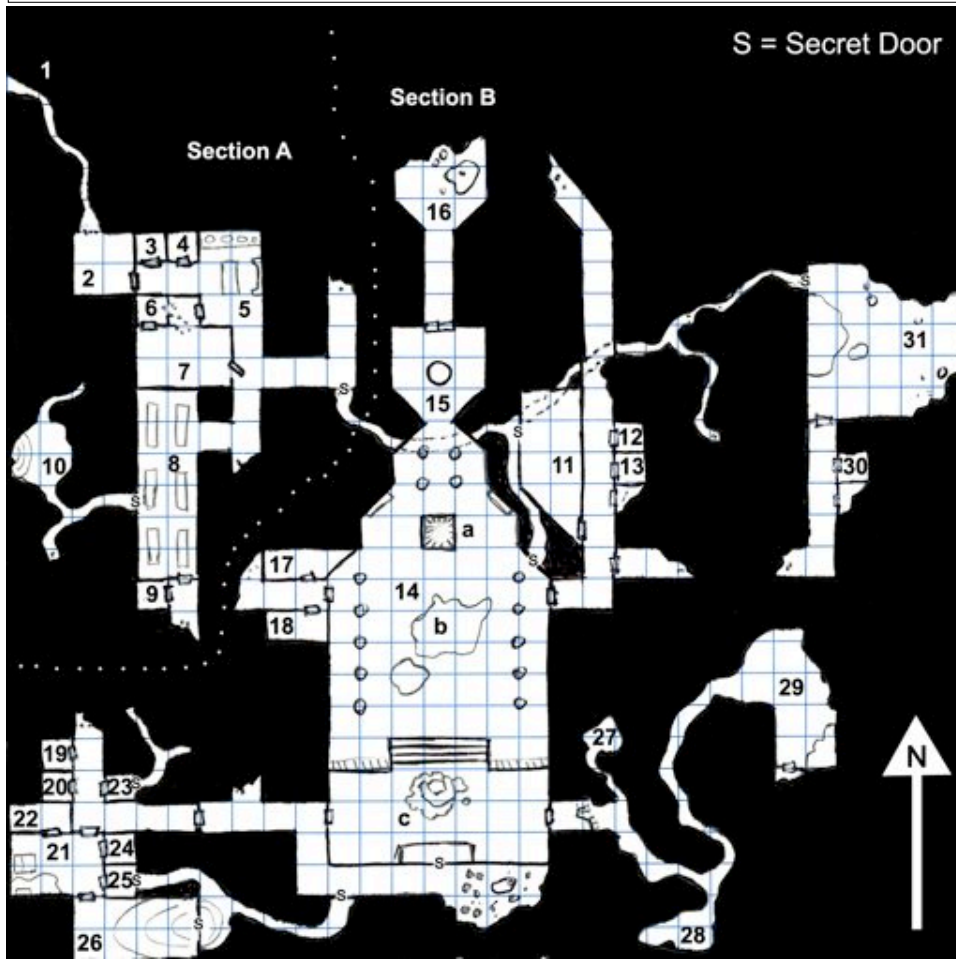


# The Chapel of Fire

1 Square = 10 feet



**Background:** 400 years ago, the wedding of the children of two families of dwarven nobility was interrupted when a spurned suitor summoned a host of devils. The devils could not be dispelled, so the chapel and all access to it was collapsed and destroyed. The devils have since used the lair as safehouse and base of operations for their evil exploits.

**Lighting:** Some rooms dimly lit by flickering hellfire. Otherwise, total blackness.

**Special Features:** Because this temple was built by Dwarven priests/master miners, it is riddled with narrow secret passageways, of which the current denizens are unaware. Time and hellfire have caused many walls to erode and crumble. 5% chance any wall can be breached with simple blunt weapons, tho this may cause ceiling collapse (5% chance).

## Random Encounters (check each hour)\*

### Section A (d20):

- 1-3 = 1 Carrion Crawler
- 4-5 = 1d3 Carrion Crawler Larvae
- 20 = 1 Bearded Devil\*\* (tending the Crawlers)

### Section B (d20):

- 1-2 = 1d6 Lemurs (Devils)
- 3-4 = 1d2 Giant Centipedes
- 5 = 1 Escaped humanoid/goblinoid
- 6 = 1d2 Spined Devils
- 20 = 1 Bearded Devil\*\*

\* except areas accessed only by secret door  
\*\*from areas 22 or 29

## Section A –Carrion Crawler Pen (devils access this area via teleportation to leave bodies or prisoners here to feed the crawlers)

1. Rough mining tunnel, ends in crumbling stonework – dungeon entrance (need to break through)
2. Cold storage room with broken door. Piles of insectoid filth but no rotting food
- 3 & 4. Empty pantries
5. Kitchen. Large stoves on N wall, huge fireplace in E wall, huge island in center
6. A nest of rags & filth with crumbling walls. 4 Carrion Crawler Larvae. (1d1gp, 2d20sp, dagger, ring of protection against fire)
7. Kitchen staff/servant's quarters – open door, broken bunks and lockers, filthy rotting bed linens (3d20 silver, hammer)
8. Dining hall filled with long stone tables. Broken chairs and crockery litter the corners. Bones, some recent, piled in the room.
9. Latrine. Terrified Kobold (w/ makeshift bone spear) hides here from the Devil's pet carrion crawlers.
10. Natural cave. Shallow spring near W wall.

## Section B – Devils' Lair (this whole area is incredibly hot – 120+ degrees – any exertion is draining – sleep nearly impossible)

11. Ceremonial prep. room. 12 female remains in fine dress. Peep hole in W wall. (12 necklaces, 1 silver crown, 1 platinum ring).
12. & 13. Ceremony storage rooms. Rotting robes, candles, incense, etc.
14. Temple. Huge, high ceilings with raised altar area. Pillars throughout. Illuminated poorly by dim, flickering hellfire.
- 14A. Between two simple altars covered in candles, a 10' x 10' shaft that descends into endless darkness.
- 14B. A huge pile of wood, bones, corpses in finery, etc. burns with, but is never consumed by, hellfire. 5 Spined Devils tend the fire.
- 14C. Raised altar area with throne of bones. Original dwarven altar on S wall. 1 Bearded Devil and 1 Bearded Devil Captain. If badly wounded, these will try to escape (teleport) to room 31 (helm of Wisdom +1 in pile of skulls under throne)
15. Entryway. Huge ironwood doors (unlocked, but very heavy). Deep cistern of foul water. (210gp)
16. Grand hallway. Air slightly cooler here. Rubble to the N. Digging will uncover a (warhammer +1, shield +1) along with many bodies.
17. & 18. Storage areas, now used as cells. Filled with filth & excrement. 1d4 random humanoid/goblinoids in each. All weak/dying.
- 19., 20. & 23. Underpriest rooms. Bedding, straw pallets, burned holy symbols. (1d10gp, 1d10sp in each. Hvy shield under pallet in 23)
21. Head priest's private shrine, now destroyed and used as toilet for a devil. (11 statues worth 3,000 gp, heavy silver medallion – digging thru filth may cause devil's chill disease)
22. Head priest's chambers, now nest for a devil. Hellfire blaze as in 14B in SW corner. 1 Bearded Devil. (112gp, 344 sp, silver dagger)
24. & 25. Closets. Trophies from conquests – piles of desiccated humanoid and goblinoid heads. (3 diamond earrings, 31 gold earrings)
26. Head priest's bathing room. Incredibly humid. Huge sand-bottomed pool of clear, warm water in E side of room.
27. & 28. Small caves. An escaped, naked halfling hides between these, armed w/ bone club. Devils know he's here and think it is funny.
29. Combo cave and collapsed room, nest for smallest devil. Hellfire pyre in SE corner. 1 Bearded Devil. (98gp, 213sp, ivory statue)
30. Latrine. Unused for centuries. A black pudding slumbers here.
31. Secret nest of the Bearded Devil Captain. Hellfire pyre on W wall. Huge pile of treasure on E wall includes 2,111gp, 4,388sp, 800pp, splint mail +1, dwarven chain +2, adamantite battle axe, mace +1, medallion of ESP among piles of fine clothing, art, tableware, etc.