

A one page dungeon by Andrés Cuesta



1d6	Random Encounter
1	1d4+2 Hellspore Orcs
2	2d4 Wolfrabbits
3	2 Defilers accompanying a group of smugglers from the big city.
4	Big enraged statue's head. This is the head of the god's statue in room 11. If destroyed it will slowly self-repair.
5	Prisoner on the run chased by 1d3
6	Giant butterfly. Drains the time of his victims, aging them to dust.

and charred corpses. In a bonfire consumed by flames and hatred, the temple's guardian spirit refuses to burn out. The room's temperature periodically rises to the point of conflagration, then drops to freezing, as the spirit in the charred body succumbs to despair. The desecrators know of this phenomenon and have used it as a trap to kill a rival group

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