

- 2. A monk, locked in an iron cage, hangs from the ceiling. His body humiliated and stripped of his robes, is watched by several birds from the outside. The monk has a subjugation flea on his nape and babbles gibberish. Removing the flea may kill him. The broken statue of
- a woman with hare legs cries honey tears from her single eye.
- 4. There is no one in this room, but the commotion of orcs playing in the room 10 can be heard.
- **5.** A large hall with tables, broken chairs,

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

- **6.** A skull with a candle sits on a small circular table adorned with bas-reliefs of animals dying and transforming into butterflies. The table can be spun to animate the figures. The light of the candle allows to see through illusions. It burns out in half an hour.
- 7. A pack of Wolfrabbits devours the remains of a defiler. They will launch quick and lethal guerrilla attacks on all temple invaders.
- 8. In the floor of this room there's a trail of blood and an arm from which a tumor seems to be growing. The hand, belonged to the defiler in room 7, it wears a ring of regeneration.
- **9.** A small library with a table. Only a few scrolls protected by seals remain. The defilers plan to sell them to a wealthy witch from the east.
- **10.** In this hall, a group of orcs are gambling with "dream wine". Those who fall asleep from the wine's narcotic effects are devoured by the others before they can experience the prophetic dreams of the sacred wine.
- **11.** The doors are magically sealed. The enraged statue of a god is imprisoned in this room filled with sand and broken ceramic. The marble

- statue of beautiful and muscular proportions has a broken head and bloodied hands. Although it cannot see, it can sense nearby presences and movements in contact with the ground. It will kill anyone he grabs.
- **12.** A large orc wearing a crown of golden branches sits atop the corpses of a horse and a knight he defeated in a game of wits. The knight's squire is chained like a dog. The orc is willing to negotiate, gamble, or bribe the adventurers to gain the power of the master defiler.
- **13.** The desecrated treasures of the temple are being sold to unscrupulous organizations in the great city. The few treasures still pending study and appraisal are stored here.
- **14.** The tombs of the saints are being studied by a pair of defilers assisted by the animated corpse of a long-dead king and some bored orcs. One of the defilers holds the white, beautiful hand of a saint buried centuries ago in the temple, contemplating the risk of cutting it off for sale. The door to the south of the hall is hidden behind an illusion that has escaped the keen eye of the defilers.
- **15.** On long tables, heavy shelves, and monstrous cages are distributed all kinds of materials and specimens for laboratory use. A man in armor drinks sullenly near the door. The master of the defilers has set up his laboratory here, where he experiments with the spores assisted by his apprentice and a group of orcs. The man in the chair is an ambitious fallen knight who has come to negotiate with the defiler.

The following rooms and the corridor that connect them are flooded up to the knees

- **16.** A statue of a minor goddess holding an amphora from which blood seems to ooze.
- **17.** A desecrator eagerly removes small emeralds embedded in a mosaic.
- 18. This inner shrine has been converted into a dungeon. A motley group of prisoners brought by the orcs from nearby villages and roads is held in this hall. Watched over by the blind eyes of a goddess whose sapphire eyes were stolen by a defiler. Many have succumbed to madness.
- **19.** Orcs standing guard. The door is locked with a heavy padlock. A hole in the mouth of a relief besides the door allows communication to the inside. One of the orcs has learned to imitate an uncanny yet perfectly maternal voice. The orc whispers messages to the prisoners, tormenting them with promises of help that never comes.

The defilers arrived at the temple with sweetness and deceit, and in a few days, they destroyed its defenses, desecrated its treasures, and unleashed darkness. Imprisoned in the temple was a cursed relic, the eye of the desecrator. By obtaining this cursed ring, they gained the power to release the hellspores. These dark seeds grow in dead bodies, turning them into pale, pig-nosed orcs, that serve the ring's bearer. With a malevolent proclivity for trade and toying with forbidden things, the dark forces of the defilers and their spores present a threat to the great city and forces of Law.

1d6	Random Encounter
1	1d4+2 Hellspore Orcs
2	2d4 Wolfrabbits
3	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.

1. This hall is the temple's main entrance. The dirty and blood-stained walls are a testament to recent horrors. Near the entrance, a broken statue of a fat man sitting holds a cluster of grapes. A hive of furious bees grows inside the broken belly of the statue.