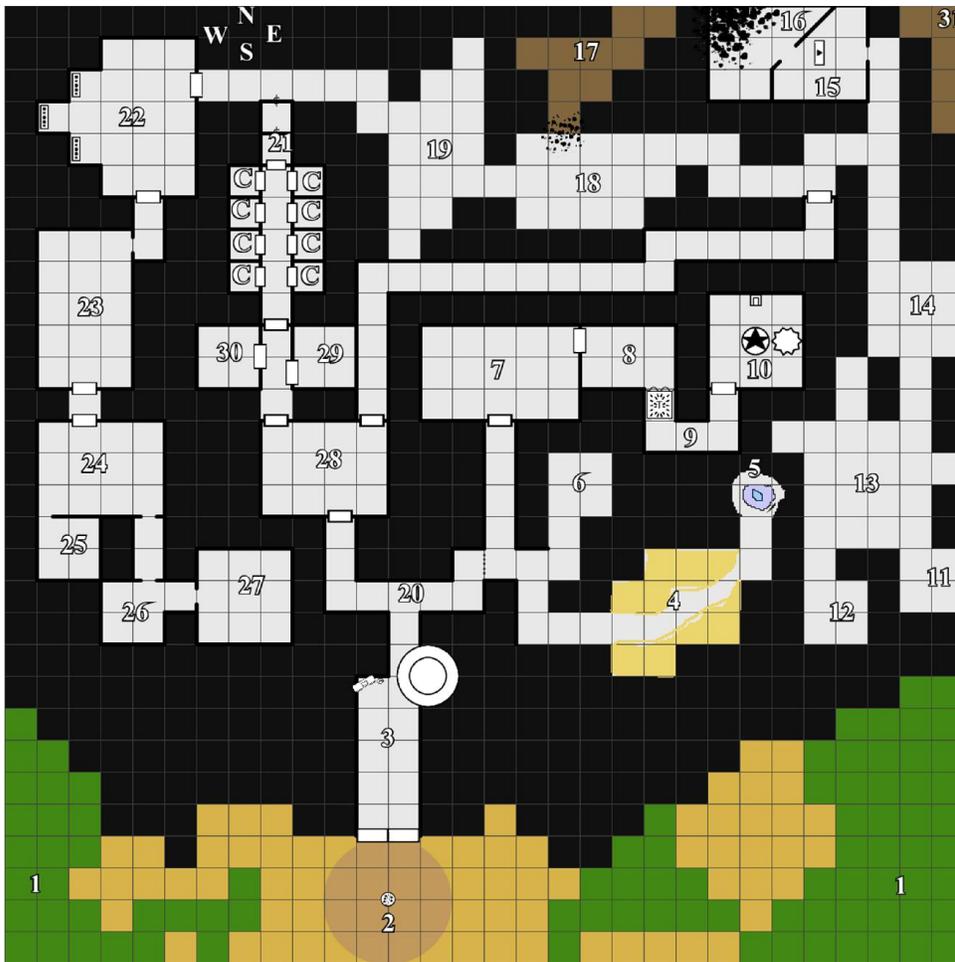


Forgotten Temple of Hades.

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Overview: These halls are remarkably clean for something sealed for dozens of years. The walls, crypts, and other structures show their age far more.

Wandering Monsters: 1 in 6 within 20'-120'

- 1 1d4 Skeletons
- 2 1d6 Zombies
- 3 1 Ghoul
- 4 2d4 Giant Centipedes
- 5 1d6 Bandits
- 6 1d8 Giant Centipedes
- 7 1d4 Giant Shrew
- 8 1 Shadow

What's in the Cell: 2d6

2. A healing potion so old it only has half efficacy
3. 2d8 gp
4. Spider on the ceiling
5. 4d6 sp
6. 3d12 cp
7. Empty
8. Scrawling on the wall reveal a treasure map
9. Gold ring with 9gp
10. Rotted out book. 1in6 chance of a 2nd level spell
11. Holy Symbol of Hades
12. Potion of Invisibility

Madness Chart: 1 chance per 50 coins touched
Save vs Spell -1.

1. Acheron – Woe - Depression
2. Cocytus – Laentation - Confusion
3. Phlegethon – Fire - Mania
4. Lethe – Oblivion – Loss of all memories
5. Styx – Hate - Paranoia
6. Roll 2 more times for extra madness

Room Key

1. **Mountain Forests:** These coniferous trees provide a fair amount of cover to anyone moving through.
 2. **Sacrificial Clearing:** More than 2 dozen cultists sacrificed themselves here in a bizarre ritual that brought forth spirits that took their lives.
 3. **Temple for Persephone:** This cave has an altar along the Northwest wall, on the Northeast is a portal opened by the ritual performed by the cultists.
 4. **Golden Hall:** Coins are piled high along the edges of the room sloping to a crooked path through the room. In the light the gleam brighter than you've seen.
 5. **Lethe Pool:** There a pit 20' deep with black sticky water at the bottom of the basin the water flows through a tunnel the East. The water is Styx water
 6. **Tapestries of the Underworld:** This room is empty save for tapestries on three walls containing tapestries of the underworld.
 7. **Feasthall:** This room has long benches and tables along with bas reliefs of a meal between the living and dead. 4 Giant Shrews have burrowed in here.
 8. **Medusa's Lair:** 5 statues (100gp ea.) arranged in life-like poses. A Medusa created them she lives here with her hoard of 250gp and a dose of poison (5gp).
 9. **Pit Trap Hall:** Pit trap down 20' at the bottom are bones in plate mail and an enameled shield with a sunburst pattern on it (350gp).
 10. **Persephone's Hall:** A large throne of granite sits in the middle of the North wall. An arcane circle 10' in diameter is in the middle of the room, while a marble tree lines the east wall. Presently the leaves, branches, and roots of the tree nearest the circle are alive while sheaves of grain litter the circle.
 11. **Mausoleum (Trapped):** This 15'x15' Mausoleum is built within a 20'x20' cavern. Anyone entering it has a 1in6 chance of collapsing it for 3d6 dmg to all inside.
 12. **Pipe Room:** Several pipes stick out of the walls here and move into a box, they are cold. This is a steam powered lift for the portcullis in 20.
 13. **Hall of Decay:** Debris bones, rusted equipment, and rotting flesh litter this room. 2d4 Carrion Crawls now nest in the alcoves. 280 gp
 14. **Empty Catacombs:** The rough walls are made out of the bones of the dead.
 15. **Ritual Chamber:** A bier in the center of the room covered in moldering cloth lies in the center of the room. Several rows of benches are arranged in front of it.
 16. **Collapsed preparation Room:** Tables and broken jars of unguent lie in the rubble around this room a cave-in demolished the North western corner. 1 Carrion Crawler is here also.
 17. **New Dig Site:** New upwards slanting cave. In the Northwest alcove is a chest with a firetrap 3d6 within 30' and damages the funerary masks (150gp) inside
 18. **Disturbed Catacombs:** A rent in the North wall leads to a cave complex. 2d6 Zombies and 1 ghoul patrol this area.
 19. **Crypt Vault:** This domed room is a vault with dozens of small crypts in it. If any crypts are disturbed 3d4 skeletons and 1d6 zombies rise.
 20. **Hall between gods:** The East side of the hall terminates in a portcullis the North end leads to a great black oak door with a funerary mask on it.
 21. **High Priest's Cell:** This empty cell has a concealed door on the north wall, leading to another room with a clear door on the north concealed on the other side.
 22. **Crypt of Kings:** The West wall has ten small busts (450gp) on shelves. Crypts line the walls. 4 Skeletons and 1 Wyrd are here with a Silver greatsword.
 23. **Empty Crypts:** This room has catacomb style walls, and several sarcophagi scattered throughout it.
 24. **Empty Ruined Crypts:** This room has catacomb style walls, and several shattered sarcophagi scattered throughout it.
 25. **Thoul Lair:** This small room has broken bones in it and 3 Thouls along with 58gp.
 26. **Zombie Room:** 2d8 zombies stand guard in this room..
 27. **Entrance to Hades:** This bare room has a large double door on the East wall. A hellhound with 3HD guards it.
 28. **Funerary Temple to Hades:** This well-lit temple is lined with reliefs of the underworld. A large dais reaches out from the North wall. Approaching the doors or the dais without a holy symbol of hades or proper propitiations turns the torches blue and from the walls rise 2d4 Skeletons and 2d6 zombies.
 29. **Morning Chamber:** This room has nothing but destroyed textiles and a Wood Golem made to look like a 3' tall legionnaire.
 30. **Priest Changing Room:** Nothing is intact still in it save a locked triptych (the contents are old and worthless) a poison needle +4 due to age guards it.
 31. **Cave Complex:** Recently carved from the earth several beasts resulting normal level 1 encounters.
- C. Cell:** These cells are small rooms with little more than detritus in them and whatever turns up from the Cell chart above.

This dungeon is present without comment, why it is in you world or why the PC are exploring it up to you. The same is true for why the undead are angry.