

# Sanctum of the Dead

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Representatives of a nearby village request aid from the PCs. A cult has moved into the ruins of a temple near their village. They are offering a modest reward for their removal. Also, the retrieval of the hunters kidnapped by the cultists.

When the PCs arrive at the temple ruins, they find it empty and the entrance to the sanctum barred from the inside. A search of the immediate area uncovers the location of an abandoned well. Descending the well leads the PC's through narrow passages to the sanctum below the temple.

The Cultists have desecrated the sanctum, making it their home. Using the corpses of the interred as guards and servants. PC's will also find the captured hunters chained to the cell walls.

## The Sanctum

**1. Well.** Ruined buckets litter the bottom of the well. The water is shallow, a handful of coins are at the bottom of one of the ruined buckets. *10 silver coins.*

**2. Tunnels.** Narrow twists and turns impede progress. There are much more patches glowing fungus the further in the PCs travel. Bats and other small creatures' flit or scurry by.

**3. Main Cavern.** The tunnels converge on cavern with a low ceiling. A colony of bats cling to the cavern ceiling. A pile of corpses lay to the south of the room. *2 UNDEAD* and a *CULTIST* pick their way through the corpses. *A gold jewelled pin and 5 coins.*

**4. Tunnel exit.** The tunnel leads to a tiled floor, there is the scent of a cooking fire wafts through the corridor. Followed by the hushed voices.

**5. Corridor.** The corridor leads to the sanctum, mosaic tiles line the floor and walls. Chanting emanates from the door at the end of the corridor.

**6. Pantry.** The room contains dried and cured goods pillaged from the village. There are sacks of grains, flour, cured meats and dried herbs hang from the ceiling. Bottles and jars of pickles and spices fill the makeshift wooden shelves. *Bags of simple Reagents.*

**7. Dining hall.** An open fireplace sits in the centre of the hall surrounded by tables and chairs. *4 CULTISTS* eat and play cards, *2 UNDEAD* stand guard between the three doors on the western wall. *20 silver coins and 4 silver daggers.*

**8. Living Quarters.** Cots line the wall, the cultist's possessions are in sacks and boxes. A single lantern hangs from the ceiling. There are *3 CULTISTS* in this room, one reads a tome at a table beside the door and the other two sleep in their cots. *1D6 trinkets and 30 silver coins.*

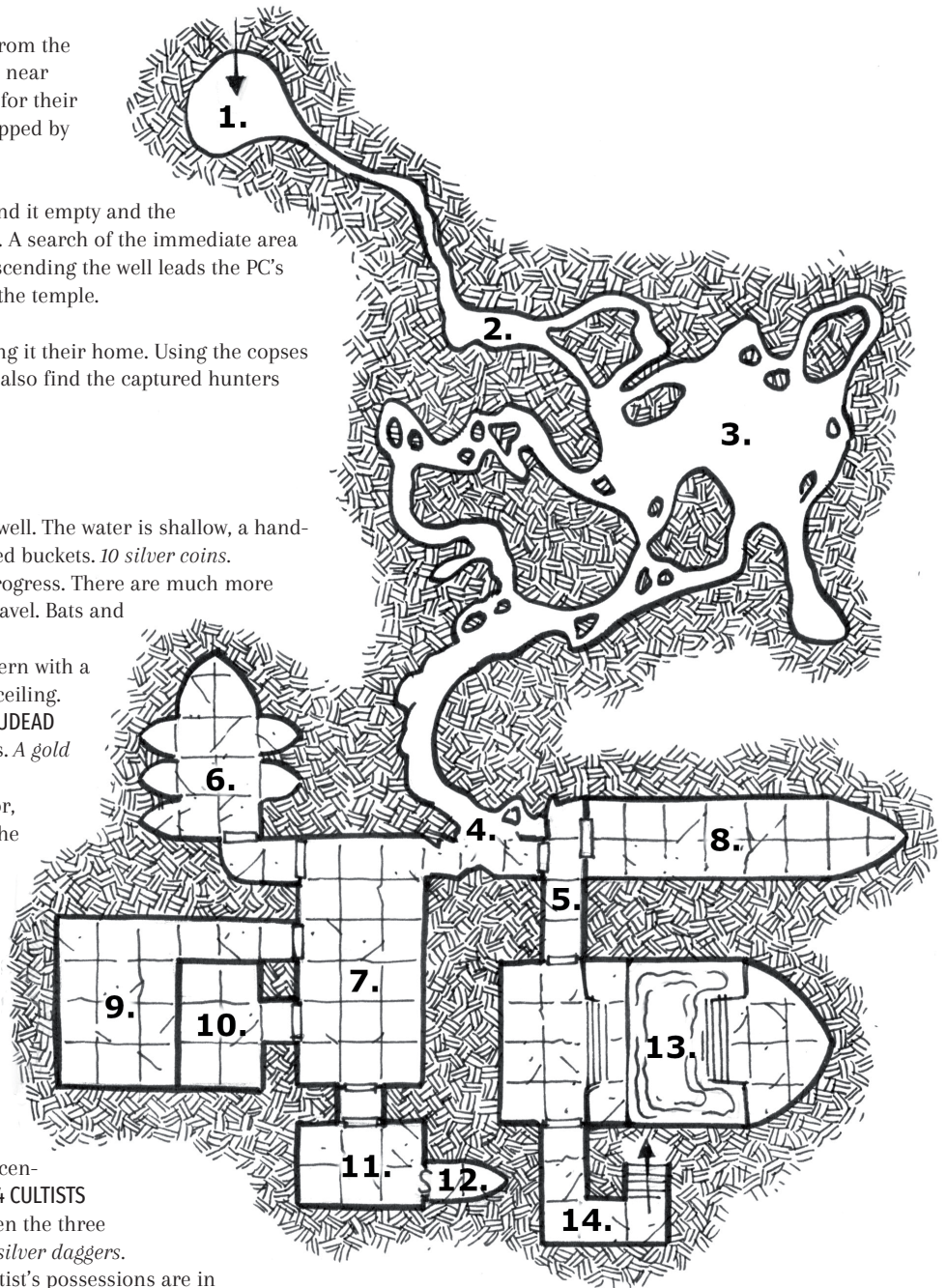
**9. Cells.** Chains hang from the walls and ceilings. Both missing hunters are manacled to the walls. *2 CULTISTS* are interrogating the prisoners. *Two short swords, a pike and various tools and 5 gold coins.*

**10. Storage.** The cultists have converted this room their armoury. *5 Robes, 3 leather jerkins, 2 bucklers, 3 swords, 5 daggers and 10 gold coins.*

**11. Living Quarters.** The room contains a desk and a cot. Arcane texts and manuscripts litter the room, much of which describes a dark ritual. *Two spell scrolls, a silver dagger, two skull pendants. 20 silver coins.*

**12. Secret room.** A hidden door behind an old bookshelf and opens to a room filled with rare texts and jewellery. *1D10 trinkets and 100 gold worth of gems and jewellery.*

**13. Shrine.** Stairs lead down to a black pool in the centre of the



room. Its surface ripples as something moves beneath the surface. The smell of death permeates the senses. *3 CULTISTS* stand before the pool, their voices filling the room with chants and whispers. All wear similar garb, yet the centre cultist wears a copper crown. In one hand she holds a gold dagger and the other a still-beating heart. The gold dagger has intricate designs on its hilt and blade. The lead cultist will taunt the PCs before unleashing her necromantic magic. She will summon *1d4 UNDEAD* per turn from the pool, her cohorts will defend her to their death. *3 Ornate robes of silk and gold, 1 gold dagger.*

**14. Temple Door.** Wooden beams bar the door, once removed allow access to the outside.