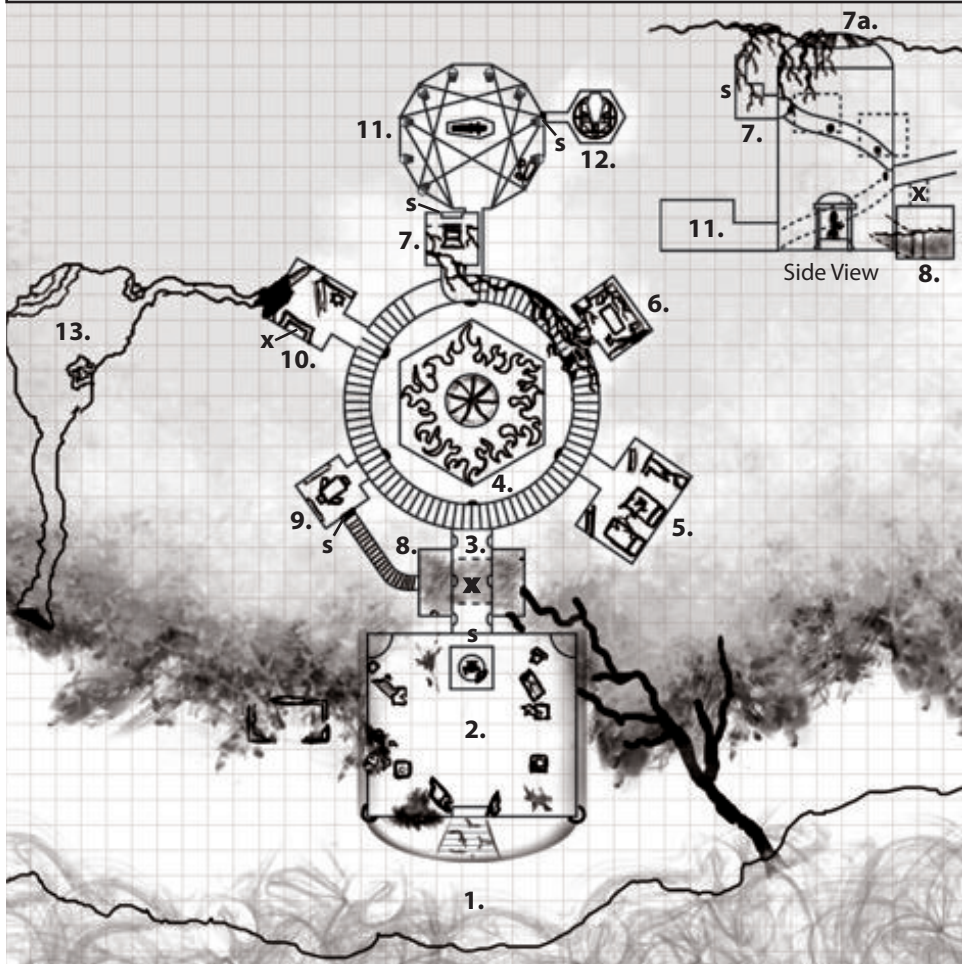


# Dawn's Haven (The Cleansing Shrine)- Party Level 5-6

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S = Secret Door  
X = Trap  
1 square = 5 feet



## Wandering Monsters

Roll 1d20 to determine encounter (Outside)  
 1-10 No encounter  
 11-12 Rustling leaves, distant shouts/growls  
 13-14 Lone bear or wolf  
 15-16 Goblinoid shouting  
 17-18 Bugbear gang (2-4)  
 19-20 Owlbear ( Giant toad if near area 1.)

Roll 1d20 to determine encounter (Inside)  
 1-10 No encounter  
 11-12 Rustling leaves, rocks or gravel sliding  
 13-14 Monstrous Spider Large (2-5)  
 15-16 Eerie howling / Non attacking ghost  
 17-18 Centipede Swarm  
 19-20 Otyugh ( especially near rubble or scraps)

## Background

Legends spoke of a "secretive" group of "Champions of good" ( with members of all classes and races within their ranks) whom had sworn to chase evil in all its forms.

Though welcome in any "good deity" temple, legends also spoke of a secret place ( only known to them, since it was said that gods were to decide "who and when" to show its location) where they could retire when seeking for a resting haven or a place for atonement.

Long ago, something happened, some say a great evil found this place, others claim someone from within betrayed them. The case is, that the haven was lost... until now.

## Room Key:

- Entrance:** The old ruins don't show signs of any particular deity, what remains is a large husk with big holes in the front and left wall.
- Shrine's hall:** Broken wooden doors. In the back a headless statue of a man clad in robes, resting his sword & shield on the "very dusty" pedestal (where it reads "Ye who seek atonement, humble yourself") If knelt in front, you see a small "sun shaped" hole (Secret door on the wall behind that opens with medallion or can be opened by force). Column fragments & piles of rubble lay scattered. If searched carefully, under rubble to the left there's a skeleton still holding a golden sun medallion use to open door
- Descending Stairs:** Statues of "good gods" line the stairs. **Trap:** If the door was opened by force, the floor in the middle retreats dropping you 12ft. to the half-flooded room below ( Save Ref to avoid). Iron bars spring to cover the ceiling of room 8 preventing climbing up, its clanking, cause the holes on the wall in room 8 to enlarge and water starts flooding in ( 1d6+1 rounds before room is completely flooded) **Imminent drowning**, unless you find & open door to room 9 or Roll 2 successful "Bend bars" ( GMs discretion) to loose the iron bars so you can climb back.
- Hall of Cleansing:** You enter upon a cylindrical hall 60ft tall. A soft green light filters from the vegetation in the ceiling ( Mirrors at key places help illuminate the hall). A spiral staircase goes all the way along the wall. At the bottom of the hall, there's the statue of a beautiful woman holding a small basin (you feel an aura of peace surrounding it). On the wall right under where you enter, there's a lever to open the skylight on the roof ( but due to the overgrown vines, light can't enter properly) **Statue's secret:** When in direct sunlight it irradiates an aura (Protection from evil). Also when sunlight is reflected to her tiara, clear water (enough to fill 3 vials) fills the basin. This water can remove almost any disease/curse or be used as holy water for attacking purposes. An explanation on this ritual can be found on a scroll at library in room 6.
- Bedroom:** Broken beds all over. Half a skeleton nailed to the wall by a sword (master work bastard sword). The other half under bed, with pouch still attached (with a couple gems, some gold coins and Cure moderate wounds potion)
- Library:** The staircase is broken here. You can jump to get to the other side, but to enter the library, you must use the vines to enter room. **Assasin vine** inside. After careful searching you find a scroll explaining ritual to activate statue on room 4, 1 scroll (with 2 cure light wounds and 2 flame blade). If on the search roll you get 28+ you also find 1 scroll of "Secure shelter"
- Oratory:** Vines are all over. Secret stair leading to forest above the shrine. You get access to skylight dome from here ( 7a.) 50% chance there's a Cobra flower on top of the skylight.
- Cell:** Water from lake filtered & flooded the room. It is in complete darkness. Door to the left, crumble walls to right. For more details see **Trap** on 3.
- Infirmary:** Broken racks still hang on the walls. A surgery/interrogation steel table rests in the center of the room. Secret door to room 8.
- Cellar:** Crumble wall reveals natural passage to area 13. Locked chest contains ceremonial robes, 3 crystal vials, pouch with herbs/incense. **False bottom** with trap (paralyze powder) contains medium treasure+ jeweled dagger. Beneath rubble lays a "mirror polished" steel round shield.
- Crypt:** Heavy stone doors locked. Inside, stone coffins ( 9 ) line the chamber. Religious & arcane symbols decorate walls, floor & ceiling. Resting inside the coffins are the remains of some of the "Champions"+some possessions (silver dagger+2, leather armor+2, Holy mace+1, Scale mail MW ) 50% chance non-attacking ghosts are present, babbling about "Protecting someone" or "Undead lord looking for something". **Center Coffin:** on the chest of, the corpse inside, rests a platinum medallion ( Def+1, protection from evil) if worn by good cleric also grants "Holy smite ( 2 x day), The symbols decorating it ( if you touch the right ones, Disable device DC 25 ) can open secret door inside coffin to the right leading to area 12.
- Sealing Crypt:** the small chamber is heavily decorated with all sorts of symbols, silvery dust tracing patterns on the floor. A soothing aura irradiates from this room. A massive coffin leaning on the wall, occupies most of the room, engraved gold & silver seals attached to it. ( If the PCs disturbed the dust patterns the aura slowly fades. If they open one or more seals, the lid bursts open and a wight-like creature clad in a banded mail and holding a long sword, attacks them. This creature was once a "Champion", who fell under a potent curse and preferred to be sealed in his sleep, rather than surrender to the dark.)
- Owlbear's cave:** A vast cave with bones littered all around. Unless killed on previous encounter, roll 1d20, on 14+ the owlbear is in the cave. Otherwise, the cave is a good place to rest.