

# Temple of the Grave

In the midst of an ancient graveyard, the Temple of the Grave stands as a solemn tribute to those who have battled the undead. Presided over by the vigilant siblings, Samson and Deandra Grimfate, this sacred ground honors the memory and valor of fallen undead hunters. The temple is distinguished by the Grand Mausoleum, within which rests the sarcophagus of "The Unknown Hunter," a symbol of all unacknowledged heroes who fell in their noble pursuit. Beneath the mausoleum lies a vast, non-euclidean maze of crypts that stretch through countless worlds. This Labyrinth of Souls serves as a nexus for hunters to journey to wherever restless spirits may stir. This network of extradimensional crypts, accessible only to the bravest and most skilled, weaves through the fabric of reality, making the temple not just a place of remembrance, but also a crucial crossroads in the eternal battle against the undead.



## Temple Locations

The following locations are keyed to the map of the temple, as shown on the facing page.

### 1—Entrance

The temple's entrance is marked by a somber path that winds from the front gate through the graveyard, leading directly to the imposing Grand Mausoleum, setting a reflective tone for those who walk its length.

### 2—Graves

Scattered throughout the grounds are a few dozen graves, each a final resting place for hunters who fell in their noble pursuit, with headstones inscribed with their names and tales of valor.

### 3—The Grand Mausoleum

Dominating the graveyard, this mausoleum houses the sarcophagus of "The Unknown Hunter," a symbol of all unidentified warriors who perished in the fight against the undead. A pair of staircases near the entrance descend to the Labyrinth of Souls below the cemetery.

### 4—Workshop

This functional workshop equipped with tools and materials for repairing weapons and crafting hunter essentials is a hive of activity and preparation for the battles against the undead.

### 5—Storage

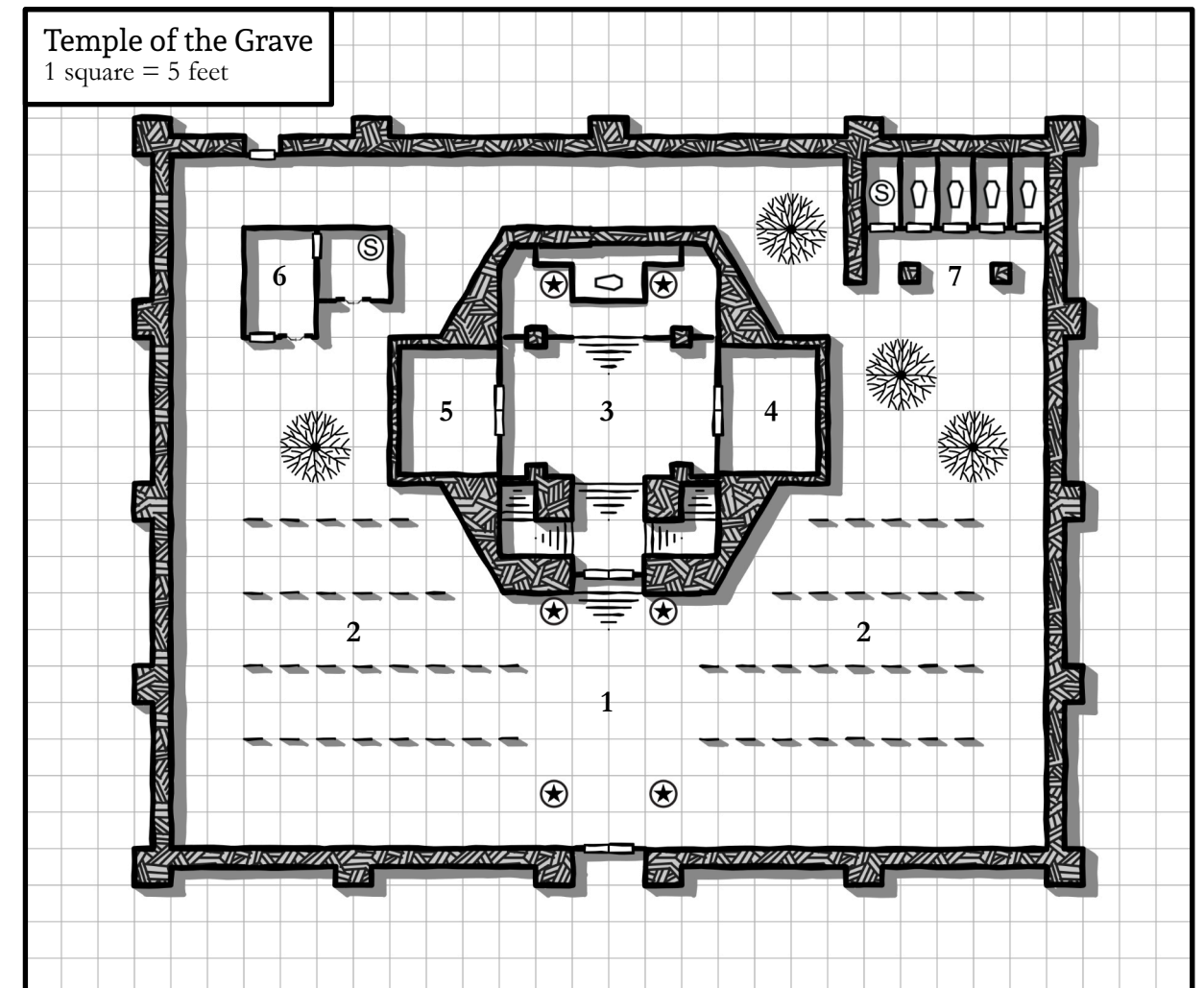
This area is stocked with an array of hunting gear, potions, and relics, all meticulously organized and ready for use in the ongoing fight against the undead.

### 6—The Grimfates' Shack

Nestled within the cemetery is a modest shack, home to Samson and Deandra Grimfate. It's a humble yet cozy dwelling, reflecting their dedicated lives as guardians of the graveyard and relentless hunters.

### 7—Grimfate Crypts

A secluded corner of the graveyard contains the sealed crypts of the Grimfate family, where generations of Grimfate hunters rest. The westernmost crypt, notable for its emptiness, conceals a secret passage that descends into the sprawling labyrinth below, serving as a clandestine entry for the Grimfates to the interdimensional crypts.



Map by DMDave using Dungeon Scrawl. Permission granted to photocopy this image for personal use only.

## The Grimfate Siblings

Samson Grimfate, the elder of the two, carries a legacy steeped in both honor and sorrow. His path as an undead hunter was forged in the aftermath of a devastating loss, their parents falling victim to a malevolent specter when he and his sister were just children. This pivotal event galvanized Samson's resolve, leading him to immerse himself in the rigorous disciplines of combat and arcane lore. His weapon of choice, a hefty, rune-etched warhammer, is not only a symbol of his strength but also a testament to the Grimfate lineage. Samson, a figure of stoic determination, is driven by a deep-seated ambition to cleanse the world of undead horrors, ensuring that no other family endures the pain his own did. Despite his tough exterior, he harbors a protective fondness for his younger sister, often cloaked beneath layers of stern guidance.

In contrast, Deandra Grimfate embodies a more agile and nuanced approach to the undead scourge. While sharing her brother's resolve, her path diverged, finding solace and strength in the subtler arts of stealth and speed. Her weapon, a pair of slender, quicksilver blades, reflects her focus on precision and finesse, a deadly dance of shadow and light. Deandra's journey into the world of undead hunting was less about avenging their parents and more about understanding and navigating the delicate balance between life and death. She often serves as the counterbalance to Samson's more straightforward methods, bringing a perspective that blends cunning with intuition. The bond between Deandra and Samson is complex; while they occasionally clash due to their differing approaches, there remains an unspoken understanding and deep-seated respect.

## Services

The Grimfates provide the following services.

**Undead Hunting Expeditions:** The Grimfates lead guided hunting expeditions into the graveyard and beyond, targeting specific undead threats identified in the area.

**Hunter Training Programs:** They offer training programs for aspiring undead hunters, teaching combat techniques, stealth tactics, and undead lore.

**Labyrinth Navigation Training:** Specialized training sessions are provided for navigating the non-euclidean labyrinth beneath the cemetery, a crucial skill for advanced hunters.

**Cleansing and Purification Rituals:** Post-hunt, the Grimfates perform rituals to cleanse both the hunters and the area of any lingering undead energies or curses.

**Consultation Services:** Samson and Deandra provide expert consultations on undead behaviors and weaknesses, helping other hunters plan their missions effectively.

**Custom Weapon Forging:** Utilizing the forge in the Temple of the Grave, they craft custom weapons designed specifically for combating the undead.

**Research and Intel Gathering:** They offer services in researching specific undead entities, using the temple's extensive archives to gather information.

**Defensive Warding and Protection:** The Grimfates assist in setting up protective wards and enchantments around homes or areas prone to undead incursions.

**Ritual Assistance:** They provide assistance in conducting various rituals related to undead hunting and prevention, including sealing rifts or sanctifying grounds.

**Rescue Operations:** Samson and Deandra conduct rescue operations in the labyrinth and other dangerous areas for those who have fallen prey to or are trapped by undead entities.

**Turning Undead Training:** The Grimfates offer specialized training in the sacred rites and invocations needed to channel the power of the god of the grave, teaching others how to effectively turn or repel undead creatures using divine intervention.

**Crypt Investigation and Analysis:** They provide services in investigating crypts and gravesites, analyzing and interpreting signs of undead activity, and determining the best course of action to address any unearthly disturbances.

## Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are visiting the temple.

### The Labyrinth's Heart

Samson has discovered an anomaly in the labyrinth beneath the cemetery, a section where the undead are unnaturally congregating. He needs a team to venture into the labyrinth's heart with him to uncover the source of this disturbance and neutralize it.

### The Vanishing Hunters

Several novice hunters have gone missing during routine patrols in the graveyard. The Grimfates need help to track them down, fearing they might have stumbled upon a dangerous, hidden enclave of undead.

### The Unhallowed Gathering

Rumors have surfaced of a dark ritual being planned by a cult in the catacombs beneath the city, which could unleash an undead scourge. The Grimfates are assembling a team to infiltrate the cult and thwart their plans.

### The Cursed Bloodline

A local family has reached out to the Grimfates, troubled by a generational curse that seems to attract malevolent spirits. The siblings suspect a deeper connection with an ancient undead entity and seek assistance in investigating and lifting the curse.

### The Scattered Phylactery

Mor'Tanath, Guardian of the Temple of Death, in collaboration with the Grimfate siblings, urgently seeks adventurers to recover the scattered fragments of a lich's phylactery, hidden across various realms. They must act swiftly to prevent the lich's resurrection, a threat that endangers the balance between life and death. Mor'Tanath and the Grimfates provide guidance and essential artifacts for the perilous journey, warning of the formidable guardians and traps protecting each fragment.

## Navigating the Labyrinth

The Labyrinth below the cemetery is an everchanging non-Euclidean nightmare. Every hour that the characters spend exploring the Labyrinth of Souls, roll a d100 to determine what the characters encounter.

### NAVIGATING THE LABYRINTH

d100	Encounter
1–70	Nothing unusual
71–74	Lesser corporeal undead (skeletons, zombies, ghouls)
75–79	Incorporeal undead (ghosts, specters, wraiths)
80	Death-worshipping cultists
81–84	Lost animals or commoners
85	Hunters
86	Toxic fungus
87	Thick spider webs
88	Collapsed section
89	Chasm
90	Traps set by hunters
91	Traps set by undead
92	Supernatural effect (cold spots, ghostly whispers, illusions)
93	Non undead corpse
94	Lost treasure
95	Greater undead (liches, mummy lords, vampires)
96–100	Roll twice