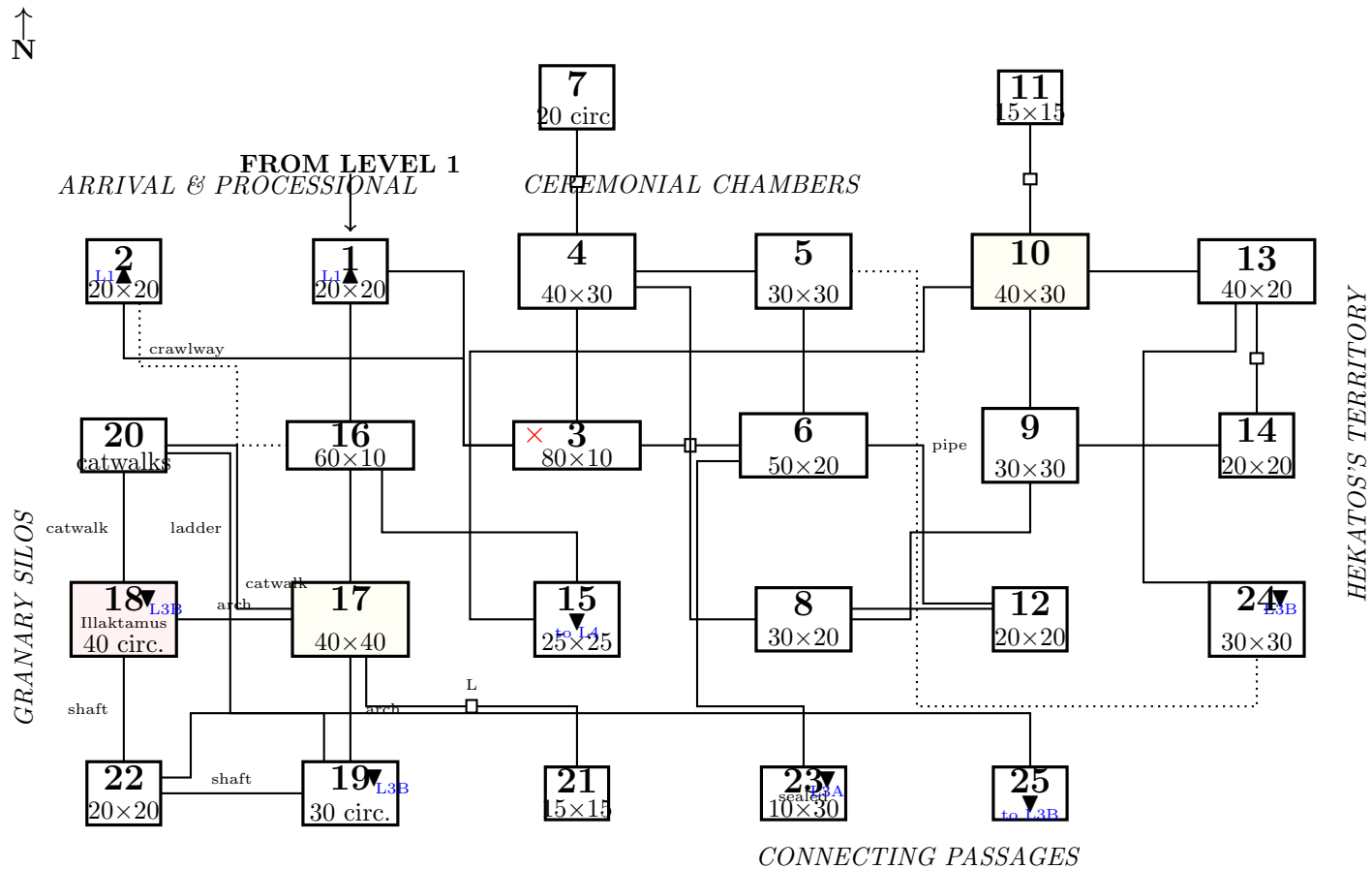


THE PROFANE TEMPLE OF DEMETER

Level 2 — The Vaults Below — 25 Keyed Areas



Legend:

- Passage/Hallway
- - - Secret/Hidden
- Rubble/Collapsed/Pipe
- Door
- × Trap
- ▼ Stairs/Shaft Down
- ▲ Stairs/Shaft Up
- ▭ Hub Room
- ▭ Boss Room

Room Key

1	Stair Landing (20×20)	10	Research Chamber (40×30)	19	Upper Silo East (30 circ.)
2	Collapsed Shaft (20 irreg.)	11	Hekatos's Study (15×15)	20	Silo Catwalks (walkways)
3	Processional Corridor (80×10)	12	Ward-Stone Chamber (20×20)	21	Grain-Master's Vault (15×15)
4	Robing Hall (40×30)	13	Archives (40×20)	22	Silo Floor Access (20×20)
5	Purification Baths (30×30)	14	Alchemical Workshop (20×20)	23	Sealed Passage (10×30)
6	Hall of Inscriptions (50×20)	15	Sealed Descent (25×25)	24	Flooded Cistern (30×30)
7	Vigil Chamber (20 circ.)	16	Silo Approach (60×10)	25	Bone Stair (staircase)
8	Outer Ward (30×20)	17	Loading Hall (40×40)		
9	Disciple Quarters (30×30)	18	Upper Silo West (40 circ.)		

Connections to Other Levels

- **Room 1 (Stair Landing):** Stairs up to Level 1, Room 30 (Grand Staircase)
- **Room 2 (Collapsed Shaft):** Shaft up to Level 1, Room 31 (Collapsed Passage)
- **Room 15 (Sealed Descent):** Sealed trapdoor down to Level 4, Room 1 (requires 2 ward-stones destroyed, blood sacrifice, or high-level *Dispel Magic*)
- **Room 18 (Upper Silo West):** Shaft down through grain to Level 3B (Illaktamus's lair — extremely dangerous)
- **Room 19 (Upper Silo East):** Shaft down through grain to Level 3B (secondary silo route)
- **Room 23 (Sealed Passage):** Sealed wall to Level 3A, Room 2 (requires breaching or offering puzzle)
- **Room 24 (Flooded Cistern):** Submerged tunnel to Level 3B, Rooms 6/7 (requires water breathing or *Necklace of Adaptation*)
- **Room 25 (Bone Stair):** Stairs down to Level 3B (primary descent, undead guardians)