5x4
4x2
4x1
2x2
2x1

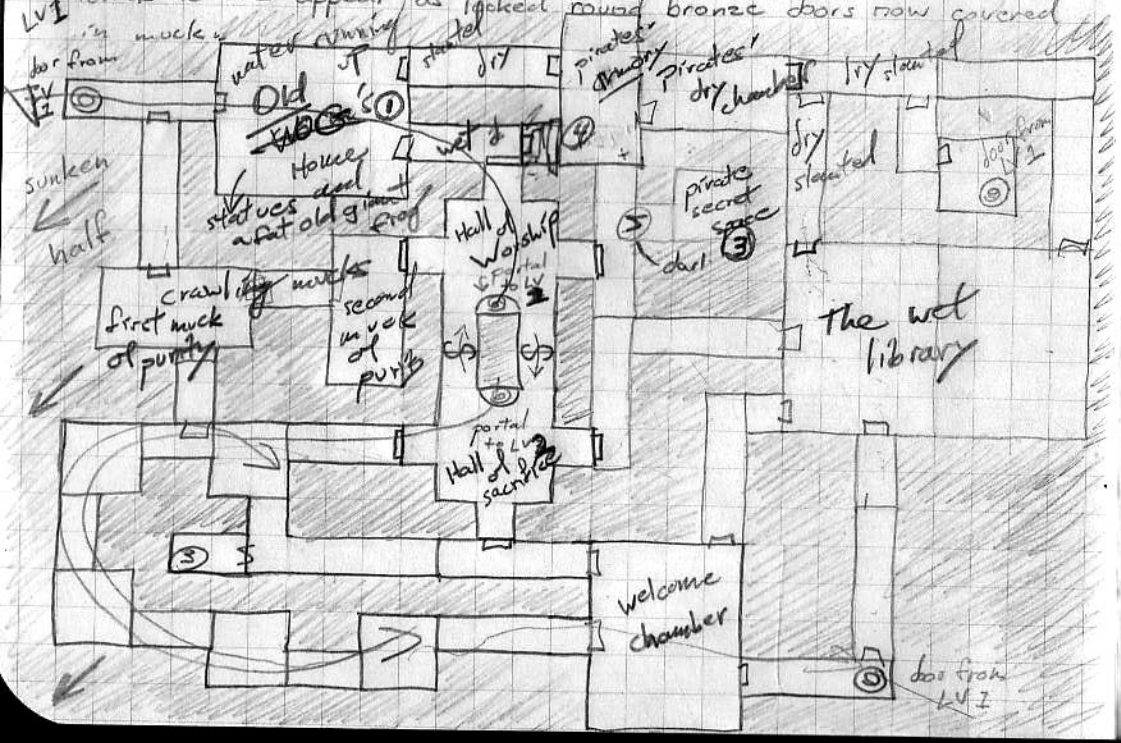
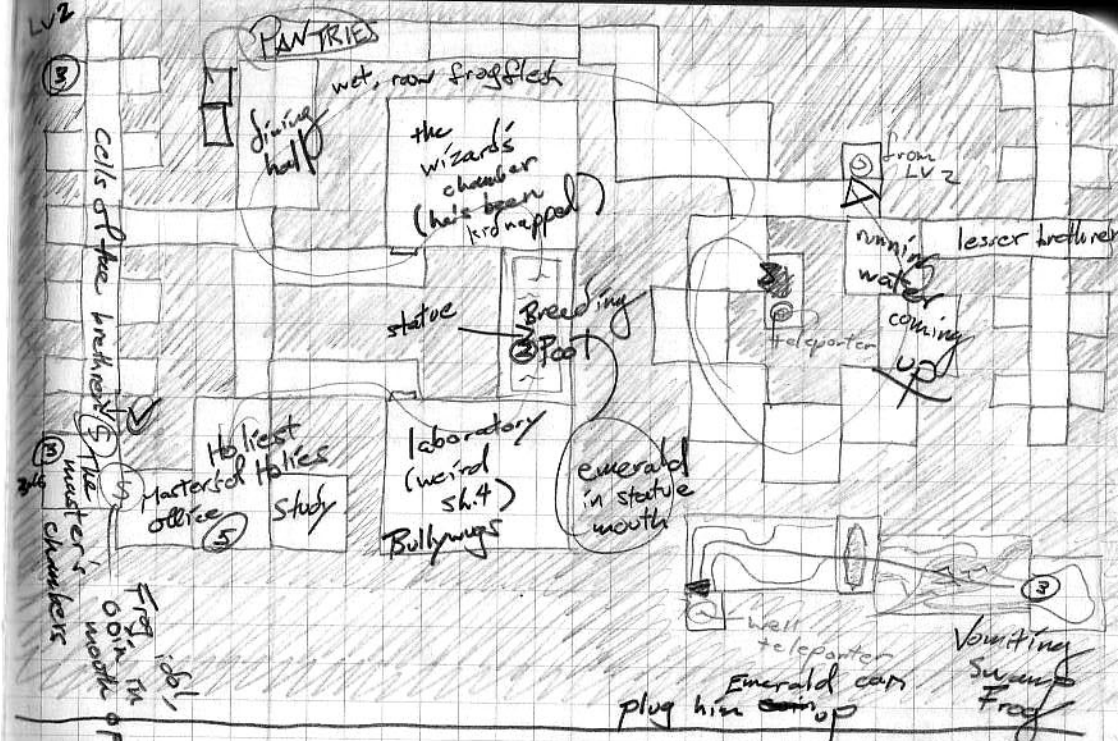
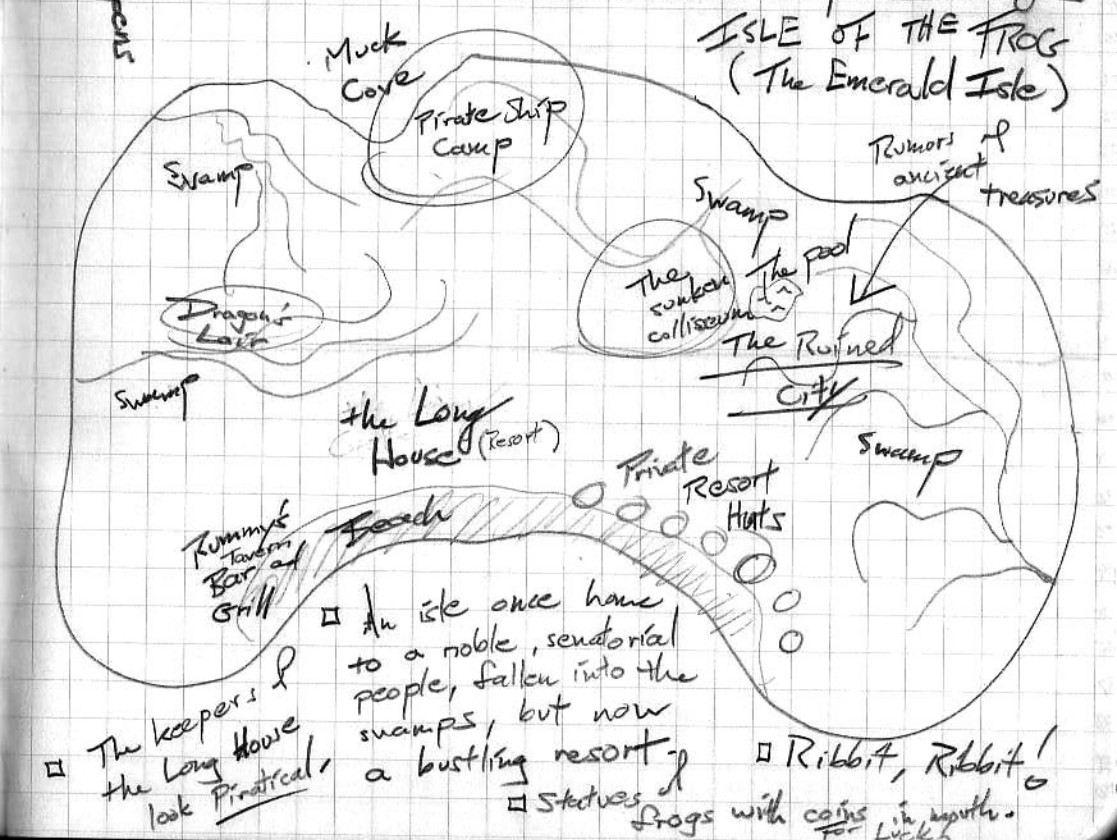
THEN
open roof
auditorium/colisseum
doors down
halls of worship
doors down
sacred pool

A stylized "whirlpool" shape
supplicants circle and walk the whirlpool in the halls of worship. Only priests and clerics, and special patrons, may enter the sacred pool.

NOW sunken
still open
actual angle
somewhat less sharp an angle

- LV 1 - Colliseum map from dungeon magazine. Add swamp water and muck. Portions of the colliseum only navigable by boat? Not muck, not water, and marshy navigable (ankle deep to chest deep). The muck dissolves to water as it spreads.

- LV 1 Wandering monsters — standard (B53) except as noted —
  - All humanoid encounters have a 3 in 6 chance of being with bullywugs or frog cultists (1: bullywug, 2-3: frog cultist)
  - Replace Fire Beetle, Killer Bee, Giant Shrew, Crab Spider, and Wolf with giant frogs.

PCs spent ? hours on LV 1

- Portals to LV 2 appear as locked round bronze doors now covered in muck.