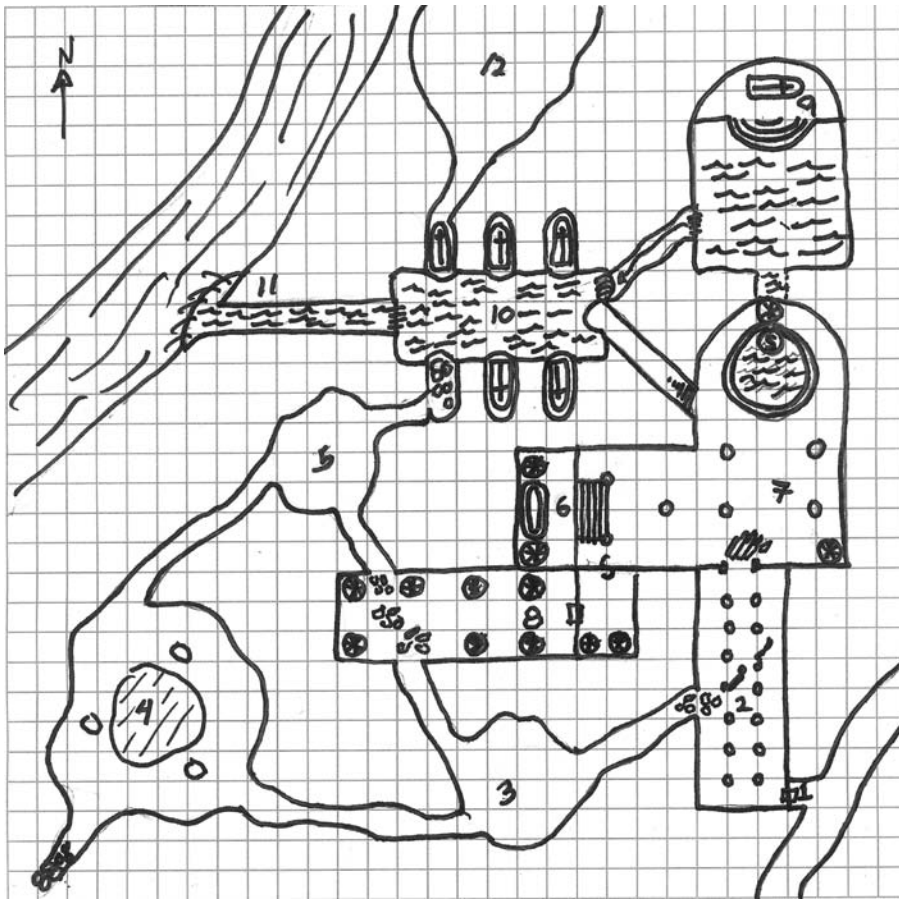


Primal Dungeon – Font of Sorrows

1 Square = 10 feet,



Lighting: Magical lights in Temple rooms, complete darkness in Burrowed areas.

Random Encounters

Roll 1d20 per rest period.

- 1-10: No encounter (add 2 to next roll)
- 11-12: Sounds of rock falling and digging
- 13-14: Spectral Guardian, (from room 2) patrolling
- 15-16: Cries of drowning victims washes over the area
- 17-18: Restless Elemental
- 19-20: Ruled Bulette from Area 4, hunting for food

Background:

The Font of Sorrows is an ancient abandoned temple complex dedicated to the worship of Water as a Primal Element. It houses the mummies of its highest priests and the enslaved enemies of the cult, drowned and brought to life, forced to guard the temple for eternity.

Recently, a Bulette (Landshark), covered in silvery runes, has made it's lair nearby and hunts for food in the surrounding caves. It fought some of the guardians of the Font a few times and prevailed so far.

Room Key:

1. **Entrance:** Arcane locked. Needs special ritual to open. Summons guardians in room #2 if improperly breached.
2. **Tempest Hall:** Faded Mosaic of watery destruction (Tsunami, Whirlpools, etc). Up to 5 Spectral guardians (one per intact sarcophagus in room 10) guard the room. They reform here each day at Midnight unless physical form in room m10 destroyed..
3. **Burrowed Lair:** Ruled Bulette (Roll d20, on 11+ it is present unless already killed) Broken Humanoid Skeletons. Equipment and monetary treasure (Minor)
4. **Chimney:** Uneven funnel burrowed around a chimney that goes up to Surface (At least 1 mile up) and falls into volcanic rock floor below (near-lethal height). Otherwise empty (but noise could)
5. **Burrowed Cave:** Humanoids Skeletons (Mundane treasure) and one heavily decayed corpse rent in two. Sounds of running water coming from eastern exit.
6. **The Elemental Basin:** Decoration as #2. Altar/Basin on dais elevated 5' over floor of area 7. Statues of Water elementals flanking it. Filled with pure water. In Secret compartment below basin are temple's ritual tomes and jeweled paraphelia. Rituals cover use of Basin and the Font in area 7. **Ritual:** Sacrifice the blood of a still living humanoid and pronounce formulas. Secret door to area 8 unlocks. Those performing the ritual gain limited protection from guardians of the Temple.
7. **The Font of Sorrows:** Mosaics show drowning and melting humanoids in Font. Room covered with 1 inch of brackish water. Statues of Water Elementals. Northern status can pivot 180 degrees. Water in pool is strongly acidic and contains a Water Elemental (Hostile only if disturbed outside of usual ritual). South western door is arcane locked. **Rituals:** 1) Drown victim whose blood was offered in Basin and pronounce formulas. Victim rises as a Lacedon (marine Ghoul) after 24 hours. 2) Pronounce formulas without a victim and pivot water elemental 180 degrees. Secret door at bottom of pool opens and pool drains through a grate.
8. **Crypt of the Cult's priesthood:** Both rooms covered with 1 inch of water. Antechamber with 2 Water elemental statues. If Secret door forced open, they animate and attack. Door to crypt is sliding block of granite, needs to be forced or moved magically. Crypt statues contain mummies of Cult's ancient leaders, wearing treasure (Major treasure: Rings, amulets, wands and scrolls of water magic, etc).
9. **Tomb of the High Priest:** 15' deep flooded area south, filled with slightly acidic water (low continuous damage) contains up to four of shark-shaped elemental (acid). If sharks attacks, undead High Priest's rises out of sarcophagus and attacks, also whirlpools form in water, acting as hazards. Sarcophagus contains major treasure. Iron grate found on western wall near floor.
10. **Prison-Tomb of the guardians:** Flooded room, 10' wide central walkway covered with 1 inch of water, rest of room 10' deep. Sarcophagus on dry platforms. Sacrificed bodies of enemies of the cult are imprisoned in glass sarcophagus, animated as Lacedons, Spirits are Spectral guardians in room #2 (or wandering). Iron grate on western wall.
11. **Drain tunnel:** Sewer-like conduit. High water current, leads to 100' high waterfall into underground river.
12. **Mushroom Cave:** Burrowed tunnel from area 10 leads to immense phosphorescent cave filled with 5-10' high mushroom.