

DUNGEON OF LOST ELEMENTS

SCROLL OF DELVING #013

For nearly 100 years, a council of 4 mages known as the Primordial Cabal kept the realm safe from destructive elementals by luring them to their dungeon and teleporting them back to their native plane. Tragically, these mages were set upon by cultists who wished to sacrifice them and bring about a primordial apocalypse. Though the cultists failed in their mission, they succeeded in slaying 3 of the 4 mages before forcing the surviving member to flee. In the weeks since the cult has been preparing the dungeon for an impending ritual that will permanently open all 4 of its elemental portals and bring about the primordial apocalypse as it is prophesied.



{1. Dungeon Doors} The dungeon's doors can only be opened if they are exposed to a simultaneous combination of magics and/or spells [not cantrips] that utilizes air, water, earth, and fire.

{2. Fire Portal} This obelisk of bubbling black tar appears like a huge candle with a wickless flame burning atop it. The cultists have learned that placing living sacrifices within the candle will burn them alive and transform their soul into a fire elemental they can control.

{3. Earth Portal} This seemingly bottomless shaft is lined with glittering gemstones. The cultists have not figured out how to properly operate this portal, but they've learned throwing a sacrifice down the shaft causes an earth elemental to crawl its way up the shaft a few moments later.

{4. Prison} This stone hut used to hold the cabal's ritual components, but the cult has repurposed it into a prison to keep their captives in until they're ready to be sacrificed.

{5. Library} This tower offers unobstructed views of the entire dungeon, and is also where the mages gathered all of their elemental relics and research. The cultists are using this library to help prepare their ritual, and the cult leader possess all magical items it once held.

{6. Cultist Chambers} The cultists have taken up residence here with the lower-ranking members sleeping in tents and the higher-ranking members having their own chambers in the mages' studies and private bedrooms.

{7. Water Portal} The waters here continuously swirls like a tense whirlpool and are filled with strange fish. If a sacrifice is drowned in these waters, a water elemental quickly emerges from the whirlpool.

{8. Shrine} These 4 statues, 1 for each member of the Primordial Cabal, have been desecrated and transformed into an unnatural elemental shrine where the cult is preparing their ritual. The corpses of the 3 slain mages hang from their own statues, pierced through with the staves they once wielded, and the 4th statue is nearly completely stained in the blood of sacrifices.

{9. Air Portal} Despite being underground, a strong wind never stops blowing through this shrine and up through its chimney-like ceiling. If a sacrifice is performed here, the body is whisked up through the chimney by a violent tornado that then transforms into an air elemental.