

Phantom Mire Temple (Horror)

THE AIR HANGS THICK AND COLD WITHIN THE PHANTOM MIRE TEMPLE, A CLOYING HUMIDITY CLINGING TO EVERY STONE SURFACE LIKE A SHROUD. BIOLUMINESCENT FUNGI CAST SICKLY GREEN LIGHT UPON CRUMBLING WALLS CHOKED WITH CREEPING VINES, THEIR TENDRILS PULSING WITH A FAINT, INTERNAL RHYTHM. WATER DRIPS INCESSANTLY, ECHOING IN THE OPPRESSIVE SILENCE, EACH DROP A MOURNFUL LAMENT FOR FORGOTTEN RITUALS AND LOST SOULS. A PALPABLE SENSE OF DESPAIR PERMEATES THE VERY STONES, A CHILLING TESTAMENT TO THE TEMPLE'S LONG ABANDONMENT AND THE HORRORS IT HAS WITNESSED.

ADVENTURE HOOKS & RUMORS

- Locals whisper of a strange green glow emanating from the Phantom Mire Temple, accompanied by unsettling whispers carried on the damp air. A desperate family offers a reward for anyone brave enough to investigate the disappearance of their son, who ventured into the temple seeking a rare herb.
- A scholar seeks adventurers to retrieve a lost text from the Phantom Mire Temple, rumored to detail forgotten rituals involving bioluminescent fungi. They believe the text holds the key to understanding a recent surge in unnatural weather patterns.
- Fishermen have reported unusually large and aggressive swamp creatures near the Phantom Mire Temple, and strange, mournful sounds echoing from within. Some claim the temple is a prison for restless spirits, angered by recent disturbances.

LOCATIONS

1. The Fungal Grotto

A cavernous chamber dominated by massive, bioluminescent fungi. The air is thick with spores, and the ground is uneven, covered in pulsating fungal growths.

2. The Whispering Gallery

A long, narrow corridor lined with crumbling statues. The dripping water echoes strangely here, creating the illusion of whispers.

3. The Ritual Chamber

A circular room with a central altar, stained with dried blood and surrounded by faded glyphs. A heavy, oppressive feeling permeates the space.

4. The Flooded Library

A partially submerged library, with waterlogged shelves and decaying scrolls. Strange, aquatic plants cling to the remaining books.

5. The Guardian's Crypt

A small, claustrophobic crypt containing a stone sarcophagus and several crumbling stone guardians.

ENCOUNTERS

Name	Details
Fungal Bloom Swarm	A swarm of aggressive, bioluminescent fungi animated by a malevolent spirit. They attack with spores that cause hallucinations and debilitating weakness.
Lost Soul Echoes	Spectral echoes of past temple inhabitants, trapped and reliving their final moments. They attempt to lure adventurers into dangerous areas with mournful whispers and illusions.
Mire Lurker	A large, amphibious creature mutated by the temple's energies. It is territorial and aggressive, guarding a key passage or artifact within the temple.

TREASURE

- Luminescent Fungal Heart: A pulsating, bioluminescent organ from a rare fungal growth. It emits a soft light and can be used as a potent alchemical ingredient.
- Whispering Stone Tablet: A stone tablet covered in indecipherable glyphs. When held, it whispers fragmented prophecies and warnings to the holder.
- Guardian's Eye Amulet: A small, polished stone eye taken from one of the crumbling stone guardians. It grants resistance to fear and a limited ability to see illusions.

NPCS

- Silas, the Lost Scholar:** A spectral figure, eternally searching for lost knowledge. He offers cryptic clues and fragmented lore, but his memories are unreliable.
- Grok, the Mire Lurker Shaman:** A mutated human, now bound to the Mire Lurker. He speaks in guttural croaks and attempts to bargain for freedom from his monstrous form.
- Lyra, the Fungal Priestess:** A resilient humanoid who has adapted to the fungal environment. She offers guidance and knowledge of the fungi, but her motives are shrouded in mystery.

PLOT RESOLUTIONS

- The adventurers could discover that the disappearances are caused by Grok, the Mire Lurker Shaman, who is attempting to harness the bioluminescent fungi's energy to awaken an ancient swamp god, believing it will restore balance to the region. Stopping him requires a ritual duel or disrupting his power source.
- The PCs might retrieve the lost text for Silas, revealing the forgotten rituals are not about weather control, but a desperate attempt to contain a powerful, malevolent entity trapped within the temple. The text details a ritual to reseal the entity, requiring a perilous final confrontation.
- The adventurers could uncover that the temple is a prison for lost souls, and the recent disturbances have weakened the barriers, causing them to manifest as the unsettling whispers and aggressive swamp creatures. A ritual to appease the spirits and restore the temple's protective wards could bring peace.

DUNGEON MAP



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