

Subterranean Fecundity – Level 6

1sq=10'

Overview

Deep under the Blightwood lies a massive cavern where the flora has begun the process of healing. Fecundity abounds amongst the floating mushroom groves anchored to the Ash Trees. The trees plunge deep below the crystal clear underground lake. The Ash Tree's branches work to purify the soil above.

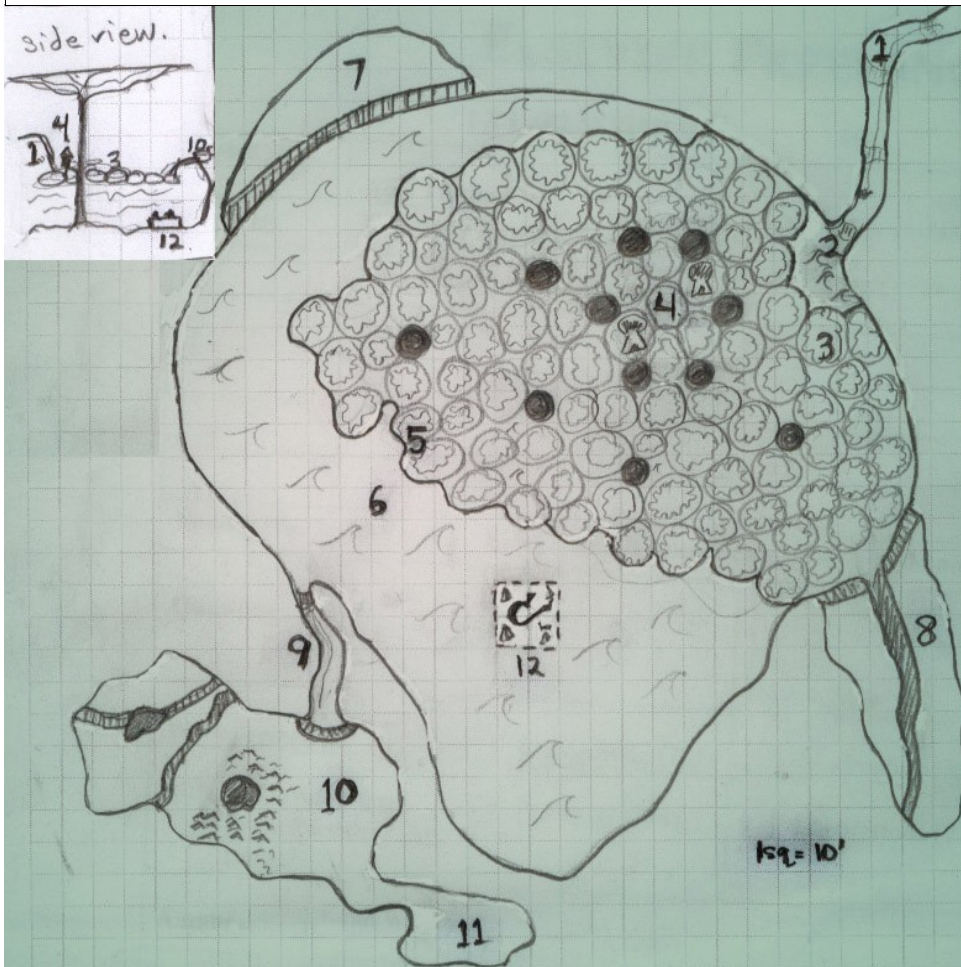
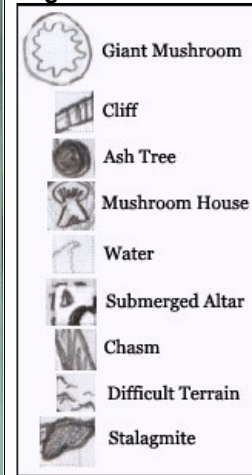
Lighting & Sounds

The mushrooms radiate a soft crepuscular glow, providing light while walking on them. A faint buzzing is every present once away from the waterfall.

Terrain

The mushrooms are soft and slightly rubberlike. They shift subtly underfoot as the float atop the crystalline lake. The trees are immense black trees that rise straight up.

Legend



Room Key

- Water Slide:** Water rushes down this slippery slide depositing the curious from the world above. The slide ends 10' above the surface of the lake.
- Waterfall:** The water from above plunges into the crystal blue underground lake. The water is turbulent making it difficult to swim to the edge.
- Mushroom Groves:** A large forest of floating mushrooms provides a somewhat stable surface to move across. Large gaps in between mushrooms must be avoided unless the traveler wishes to take another dip in the lake.
- Ash Village:** The fungal denizens of the mushroom groves live amongst the tightest formation of mushrooms that are anchored to the 6 surrounding Ash trees. The village is made of small grown mushroom houses that provide hollowed cores for residents. Zenophobic myconids and their fungiform slaves inhabit the village and are hostile to any intruders.
- Beached Ray:** A blind ray from beneath the still water has beached itself here and is being attacked by giant flying flat centipede-like insects.
- Crystal Lake:** The Lake is extremely still and crystal clear. A few benign underwater fauna inhabit the lake like the ray that ended up on the mushroom island. A submerged portal (12) lies deep beneath the still waters. It is visible from the surface should light be brought near it from above.
- Insect Hive:** Large flying insects buzz the tops of trees feeding on the life-giving trees. The insects' hive is on this high shelf some 30' above the water line.
- Whispering Chasm:** The myconids and insects avoid this large chamber due to the strange sounds that emanate from the chasm. The water drains down the base of the chasm into an underground river that departs the forest here. The chamber is safe though some may find the sounds troubling as well.
- Ascending Flue:** This tight chimney rises up from near the water to a level several feet above the water. It is difficult climbing up the slick duct and it ends at the bottom of a short 3ft high cliff at the top that must be scaled to enter the colony above.
- Troglodyte Colony:** A small tribe of troglodytes gathers here in a multi-leveled chamber that smells strongly of its odiferous occupants and their pungent fires. The tribe uses the top level of the chamber to burn mushrooms harvested from the floating forest. The smoke fills the ceiling of the chamber which rises above the two stalagmites. The burning mushrooms create a hallucinogenic smoke throughout the chamber that makes combat difficult. The troglodytes use it in combination with a ritual to journey into the spirit world for a short period of time.
- Ritual Chamber:** The walls of this chamber are covered from floor to ceiling and across in several primitive ritualistic symbols. Together they form a ritual that can be used in conjunction with the smoke of the mushrooms to become insubstantial for a small period of time. The troglodytes believe that they join with the spirit world and can move about the greater chamber without upsetting its residents. The writing indicates the existence of a spirit portal at the bottom of the lake through which the troglodytes have travelled out of the cavern to locations beyond.
- Submerged Portal:** This ancient altar 30' under the surface of the lake is a portal that leads beyond the bounds of the chamber. Silvered runes glitter beneath the water, reflecting light. Four stone plinths rise from each of the corners of the smooth marble square. The portal is activated by the touch of something from the spirit world, in other words something insubstantial. The destination of the portal is undetermined, though something outside the cavern and related to the spirit world is most appropriate.

Wandering Monsters

Mushroom Forest (Roll 1d10 for every 1 hr spent in the forest)

1 Detached mushroom dumps party into water, 2 Myconid hunting party, 3-4 Fungiform slave foragers and their myconid task master, 5-7 no encounter, 8-9 Flying beetle swarm, 10 Giant flying flat centipede

Crystalline Lake (Roll 1d10 for every 10 minutes spent on the water or below its surface)

1 Voracious saw mouthed fish, 2-3 Blind ray, 4-7 no encounter, 8-9 trio of moray eels, 10 jellyfish colony