

SUNKEN TEMPLE GARDENS

Sunken Temple Gardens lie half-submerged, a breathtaking ruin where moss-choked stone architecture meets a creeping, bioluminescent fungal bloom. Ancient waterways, now unpredictable torrents, carve new paths through the gardens, pulsing with the lifeblood of the Myconid Collective, a sentient fungal network fiercely guarding its domain and relentlessly expanding its reach.

ADVENTURE HOOKS & RUMORS

- Whispers speak of a lost artifact, a water-attracting crystal hidden within the flooded temple complex, said to be the key to either halting the fungal spread or amplifying the Myconid's power.
- A desperate plea from a nearby village details how the flooding has unearthed grotesque, fungal-infused creatures from the depths, driven by the Collective to defend its territory.
- Rumors circulate of a hidden passage, revealed only during the most violent floods, leading to the heart of the Myconid network and the potential for negotiation – or utter annihilation.

LOCATIONS

1. The Sunken Gate

A colossal stone archway, half buried in silt and choked with vibrant, pulsating fungi, marks the entrance. Water trickles constantly from within, slicking the moss covered stones and emitting a faint, earthy odor. The air hangs heavy with humidity, and strange, bioluminescent spores drift lazily in the gloom. Pools of murky water cover much of the ground, concealing unseen dangers and hinting at the unpredictable currents within. The sound of rushing water echoes from the depths, a constant reminder of the encroaching floods.

2. The Flooded Library

Waterlogged scrolls hint at forgotten rituals and the temple's history.

3. The Spore Chamber

A cavern filled with pulsating fungal spores, requiring careful navigation.

4. The Sunken Courtyard

A partially submerged courtyard with a crumbling statue and hidden pathways.

5. The Myconid Heart

Deep within the temple's central chamber, colossal fungal structures dominate the space. Bioluminescent mushrooms of all shapes and sizes illuminate the cavern, casting an eerie, shifting glow upon the scene. The Myconid Collective manifests as a vast, interconnected network of fungal tendrils that pulse with a faint, internal light. These tendrils writhe and shift, forming defensive barriers and launching attacks against intruders. The air is thick with spores, and the ground is constantly being reshaped by the Myconid's

ENCOUNTERS

Name	Details
Myconid Guardians	Animated fungal constructs defend a vital pathway, attacking intruders.
Swarm of Spores	A cloud of poisonous spores erupts, requiring quick thinking to avoid.
Fungal Bloom Tendrils	The ground erupts with grasping fungal tendrils, attempting to ensnare the party.
Ancient Guardian	A stone golem animated by fungal energy protects a key mechanism.

TREASURE

- Luminescent Amulet:** Grants resistance to poison, but slowly causes fungal growths on the wearer.
- Waterlogged Codex:** Contains a ritual to temporarily control the water currents, but risks awakening dormant defenses.
- Myconid Spore Vial:** A potent hallucinogen, providing visions of the fungal network, but with a chance of madness.

NPCS

- Elder Myconid:** Cautious and wise, seeks to maintain balance within the growing network.
- Elara Meadowlight:** A herbalist knowledgeable about the fungal growth, offers aid for a price.
- Vorlag the Corruptor:** A crazed Myconid, aggressively seeks to expand the fungal network.

PLOT RESOLUTIONS

- The adventurers could attempt to negotiate with the Elder Myconid, offering a solution to the fungal overgrowth in exchange for a piece of the lost artifact. This might require a difficult skill challenge to prove their sincerity and understanding of the Collective's needs, with failure leading to immediate hostility.
- The PCs might choose to harness the water-attracting crystal, attempting to redirect the floodwaters away from the surrounding lands. However, activating the crystal could inadvertently awaken dormant defenses within the temple, forcing them to contend with ancient guardians and traps.
- The adventurers could seek out Elara Meadowlight, the herbalist, to gain knowledge about the fungal growth and potentially find a way to contain it. She might offer assistance, but her price could involve a morally questionable task or a dangerous expedition into the most corrupted areas of the gardens.



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