

# SUNKEN PALACE GARDENS

*Sunken Palace Gardens lie half-submerged, a haunting testament to a fungal plague's insidious advance. Twisted flora and grotesque plant-human hybrids choke the once-grand grounds, all under the watchful, spore-laden gaze of the Myconid Collective, who defend their "necessary evolution" with zealous fervor. Periodic floods reshape the gardens, revealing and concealing pathways, and unleashing clouds of poisonous spores with unpredictable tides.*

## ADVENTURE HOOKS & RUMORS

- Whispers speak of a hidden chamber deep within the gardens, rumored to hold a relic capable of disrupting the Myconid's fungal network – but it's said to be guarded by a particularly powerful and ancient Myconid elder, and only accessible during the lowest tides.
- A desperate plea arrives from a small band of survivors trapped in a flooded section of the gardens. They claim the fungal growth is rapidly mutating, creating horrifying new hybrids and the water itself is becoming tainted with hallucinogenic spores.
- A traveling scholar claims to have discovered a ritual that could potentially appease the Myconid Collective, offering a sacrifice of pure water to demonstrate respect for their "evolution." However, the scholar warns that failure to perform the ritual correctly could trigger a catastrophic flood and unleash a wave of aggressive fungal spores.

## LOCATIONS

### 1. The Drowned Courtyard

The entrance opens into a vast courtyard, once paved with intricate mosaics, now mostly submerged under murky water. Twisted, fungal vines cling to the crumbling walls, and strange, bioluminescent fungi cast an eerie green glow. The water is surprisingly deep in places, and a constant, low hum vibrates through the ground the collective consciousness of the Myconids. Patches of slick, algae covered stone make footing treacherous, and occasional bursts of noxious spores drift from the water's surface, requiring quick reflexes or protective measures.

### 2. The Sunken Library

Waterlogged scrolls detail the palace's history and the fungal plague's origin, hinting at a possible cure.

### 3. The Spore

Choked Conservatory Bioluminescent fungi illuminate a greenhouse filled with mutated plant life and a pressure sensitive floor puzzle.

### 4. The Flooded Barracks

Submerged soldiers, animated by fungal growth, guard a pathway leading deeper into the palace.

### 5. The Myconid Heart

Deep within the palace, the players find themselves in a colossal chamber dominated by a pulsating, fungal mass the

## ENCOUNTERS

Name	Details
Fungal Guardians	Plant human hybrids wielding thorny weapons attack intruders, fiercely defending the fungal growth.
Myconid Sentinels	Towering fungal beings patrol the corridors, using spore clouds to disorient and weaken opponents.
Animated Vines	Constricting vines erupt from the walls, attempting to ensnare and suffocate players.
The Bloated Horror	A grotesque plant human hybrid, swollen with fungal growth, guards a crucial pathway, emitting poisonous fumes.

## TREASURE

- Lumina Shard:** A glowing crystal fragment that illuminates dark areas but emits a faint, disorienting spore cloud.
- Myconid Amulet:** An amulet that grants resistance to poison but slowly causes fungal growths on the wearer.
- Rooted Blade:** A weapon crafted from hardened fungal material, exceptionally sharp but prone to spontaneous, thorny growth.

## NPCS

- Elder Mykon:** A wise, ancient Myconid who believes in a controlled evolution of the fungal growth, offering cryptic guidance.
- Lyra Meadowlight:** A half elf herbalist seeking a cure for the fungal plague, willing to trade knowledge for assistance.
- Vorlag the Ruthless:** A powerful plant human hybrid, fiercely loyal to the Myconid Collective and hostile to outsiders.

## PLOT RESOLUTIONS

- The adventurers could discover the hidden chamber during the lowest tide, facing the ancient Elder Mykon who demands a demonstration of respect for the fungal evolution before yielding the relic. Success grants a tool to disrupt the fungal network, but failure enrages the Elder and triggers a catastrophic flood.
- The PCs might encounter the desperate survivors trapped in the flooded section, facing a moral dilemma: help them escape the rapidly mutating fungal horrors, risking exposure to hallucinogenic spores, or prioritize the search for the relic, potentially abandoning those in need. Helping them could earn a valuable ally, but also draw unwanted attention from the Myconids.
- The adventurers could attempt the ritual offered by the traveling scholar, needing to carefully manage the water offering to appease the Myconids. A successful ritual might earn them access to the Mycoid Heart and a chance to disrupt the fungal growth, but a failed ritual unleashes a devastating flood and a wave of aggressive spores, turning the gardens into an even more perilous environment.

