

ROOT & ROT HOLLOW

Root & Rot Hollow exhales a perpetual twilight, choked with swirling phosphorescent mists that bleed sickly greens and blues. Beneath the shifting luminescence, the ground itself pulses with a damp, fungal warmth, littered with the grotesque, blossoming remnants of creatures consumed by the relentless, repairing network.

HOOKS & RUMORS

- A Warden's scout reported seeing a massive, pulsating growth – a 'bloom' – directly consuming a crumbling watchtower. They whisper of a ritual needed to sever its connection, but fear the repercussions.
- Local villagers claim the mists carry voices, reliving fragmented memories of their greatest regrets and offering twisted bargains for passage through the Hollow's depths.
- The skeletal remains of a traveling alchemist bear a meticulously drawn map depicting a 'source node' deep within, radiating an unnerving, almost sentient warmth.
- A frantic messenger arrived bearing a single, perfectly preserved Silent Bloom petal – claiming it showed a pathway to communicate directly with the fungal consciousness.
- Scavengers discovered a cache of ancient tools, strangely coated in a luminescent fungus, alongside a partially translated inscription detailing a method to 'feed' the network's repair.

RANDOM EVENTS (D6)

1	Mist Surge	A sudden, intense burst of hallucinogenic mist engulfs the party, triggering vivid, personalized nightmares based on their deepest fears.
2	Fungal Bloom	A section of the wall erupts in a spontaneous burst of bioluminescent fungi, creating a temporary obstacle and revealing a hidden alcove.
3	Root Movement	The ground tremors as a section of the tunnel shifts, revealing a new passage or collapsing a previously accessible area.
4	Echoing Whispers	Faint whispers, seemingly originating from the network itself, flood the party's minds, offering tempting promises or terrifying warnings.
5	Spore Rain	A shower of phosphorescent spores descends from the ceiling, coating the party in a shimmering, sticky substance that impairs movement.
6	Lost Traveler	A disoriented traveler, consumed by the hallucinogenic mist, stumbles into the party's path, babbling incoherently about the network's intentions.

LOCATIONS

Whispering Veil Entrance

A narrow, naturally formed cavern choked with thick, swirling phosphorescent mist.

Murkwood Passage

A claustrophobic tunnel choked with clinging, luminous moss and the scent of decaying wood.

Bloomstone Chamber

A circular chamber dominated by a massive, petrified bloom a fossilized flower the size of a wa...

The Weaver's Core

The cavern floor slopes downwards into a vast chamber dominated by a colossal, pulsating fungal g...

ENCOUNTERS (D6)

1	Guardian Golem	The golem activates when the lever is pulled, blocking the exit. It's vulnerable to water damage from the dripping stalactites. Players can use the pillars for cover or try to disable it by breaking the rune on its back. If defeated peacefully, it reveals a hidden passage.
2	Warden's Vigil	A lone Warden, Silas, patrols the passage, wielding a staff tipped with a glowing fungus. He's suspicious of outsiders and will attack if approached aggressively, believing them to be blight spreaders. Negotiation or a demonstration of respect for the Bloom's cycle might earn his trust.
3	Spore Swarm	A sudden surge of phosphorescent spores erupts from the petrified bloom, enveloping the chamber. Players must navigate the swirling mist while avoiding contact, suffering temporary blindness and disorientation. Success reveals a hidden cache of healing herbs.
4	Root Weaver's Echo	The illusory echo of a Root Weaver, Lyra, appears, lamenting the blight's progress. She offers cryptic warnings about the network's intentions, and asks for a specific component to be delivered to the Climax Room (a shard of reflective crystal). Failure to fulfill her request results in a wave of hallucinogenic mist.
5	Blighted Scout	A corrupted scout, encased in fungal growth, ambushes the party. The scout's movements are erratic, and it can unleash a spray of toxic spores. Destroying the scout reveals a map etched onto its carapace, indicating a secondary path through the Hollow.
6	Warden's Plea	Elder Elara, a weary Warden, attempts to communicate with the party, begging for assistance. She reveals the network's desperate need and offers a ritual to temporarily weaken the blight's influence, but requires a rare luminescent fungus to perform it.

TREASURE

Shard of Reflection — A fragment of crystal that refracts light into a blinding beam. Found near Lyra the Root Weaver, it can be used to dispel hallucinatory mist and reveal hidden pathways.

Warden's Lantern — A durable lantern fueled by bioluminescent fungi. Provides a steady, albeit dim, light source, and emits a faint repellent against the hallucinogenic mist.

Bloomstone Seed — A small, pulsating seed from the petrified bloom. When planted in fertile ground, it rapidly grows into a powerful healing herb.

Root Weaver's Quill — A quill crafted from a living fungal filament. It allows the user to record visions and memories, offering a potential way to decipher the network's communications.

The Silent Bloom Amulet — A necklace crafted from a dried bloom, pulsating faintly. When worn, it grants temporary immunity to the hallucinogenic effects, but slowly drains the wearer's vitality.

NPCS

Silas the Warden: A grizzled, solitary Warden, hardened by years of fighting the blight. He distrusts outsiders and prioritizes the preservation of the Silent Bloom above all else. He can provide information about the Hollow's defenses and the network's weaknesses, but is reluctant to share his knowledge.

Lyra the Root Weaver: A spectral echo of a former Warden, trapped within the petrified bloom. She's deeply saddened by the network's actions and seeks to find a way to restore balance. She offers cryptic advice and requests a specific item to aid her efforts.

Kaelen the Warden: A former guard who was left behind when the faction retreated. He knows the secret passages but demands the party help him escape. He's paranoid and checks over his shoulder constantly. Can be bribed with food or convinced through shared stories of betrayal. Will turn on the party if he thinks they're working with the faction.

Vorlag the Collector: A grotesque, partially fused fungal automaton, obsessed with collecting artifacts. He guards a small chamber containing a collection of strange trinkets and relics. He's easily distracted by shiny objects and can be bartered with for information.

Mirella, the Seed Mother: A powerful, ancient fungal entity residing within the Bloomstone Chamber. She is the central intelligence of the network and desperately seeks to complete its repair. She communicates through visions and whispers, offering a chilling proposition join the network and become one with its vast consciousness.

PLOT RESOLUTIONS

The adventurers could sever the network's central 'repair suture' within The Weaver's Core, triggering a catastrophic...

The adventurers might negotiate with Mirella, the Seed Mother, offering a fragment of reflective crystal in exchange...

The adventurers could fulfill Lyra's request for a shard of reflective crystal, earning her trust and unlocking a hid...

The adventurers might choose to side with Kaelen the Warden, aiding his escape and gaining access to the Hollow's sec...

The adventurers could attempt to 'feed' the network with scavenged materials, hoping to appease its desperate repair...



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