

Mortmyre Underdark

The tunnels beneath Mortmyre are unlike any other in Luminaria — a maddening maze of twisting, interwoven paths that seem to defy natural law. Endless and ever-shifting, the tunnels pulse with unstable magical energy, leading many Greyforged explorers to believe the entire network is a sentient, living labyrinth, perhaps a relic of a forgotten age.

A Subterranean Realm of Wonders and Danger

These tunnels fuse raw nature and arcane magic in unpredictable ways. Walls breathe faintly with elemental pulses, and fungal bioluminescence casts haunting greens and purples across ever-changing corridors. A tunnel that offers safe passage one day may collapse or spiral into a floating void the next. Gravity, light, and space are all suspect in Mortmyre.

Endless Cities and Villages

Despite the chaos, the Greyforged have carved out scattered cities and resilient villages. Their settlements are masterworks of adaptability — sculpted from stone, crystal, and the very essence of Mortmyre's wild energies.

- **Lumengarde:** A major Greyforged bastion, built into a leyline-crossed cavern. Its forges burn with arcane fire, producing enchanted weapons, artifacts, and living constructs.
- **The Wound of Ages:** A somber city on the edge of a titanic rift, where ancient ruins whisper with power. Scholars here study the fractured past.
- **Orrenvale:** A breathtaking village suspended on platforms over a glowing abyss, with homes grown into bioluminescent stalactites.

Magical Phenomena

Mortmyre is filled with unstable magic and unpredictable anomalies:

- **Temporal Flux Zones:** Pockets where time warps — minutes may stretch into days or collapse into seconds.
- **Reality Bends:** Twisting paths that loop endlessly or seem to shift when unobserved.
- **Arcane Fissures:** Cracks that bleed raw, wild magic, often triggering spontaneous growths or dangerous surges of elemental force.

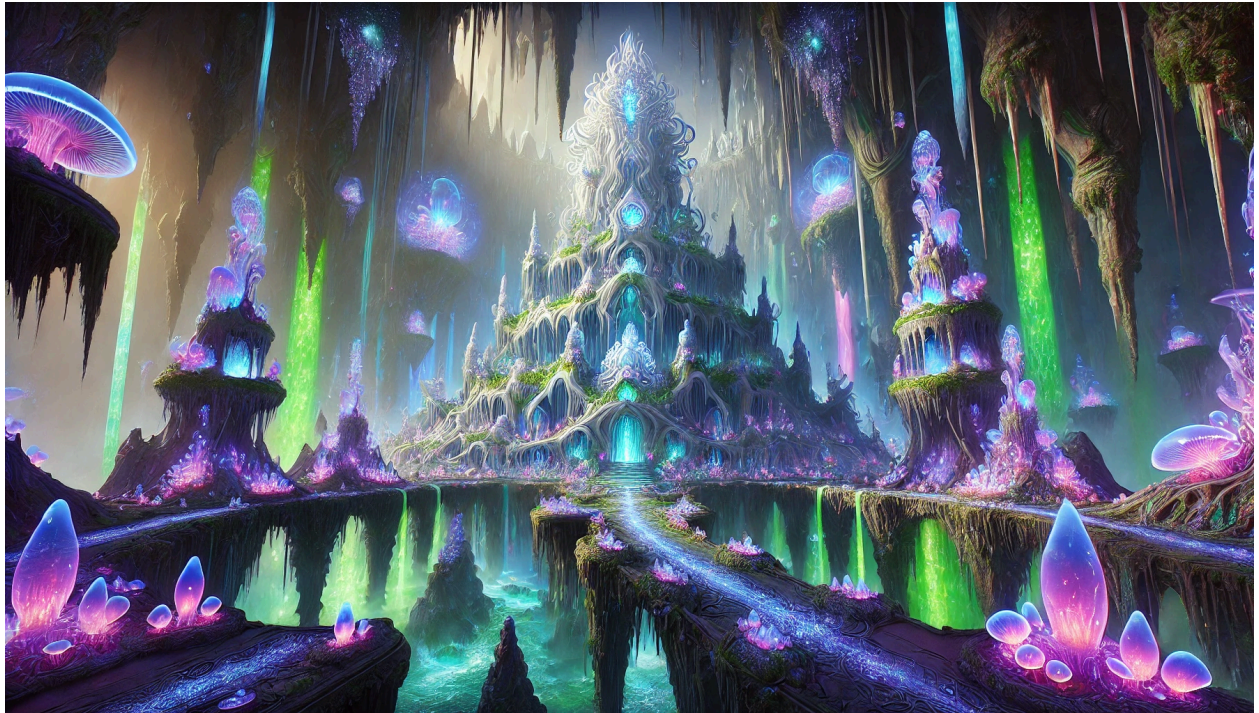
A Living Labyrinth

Greyforged cartographers often find their maps obsolete overnight. The tunnels reshape themselves, opening new paths and swallowing old ones. Some believe the Underdark responds to intention — guiding the hopeful, misleading the greedy. Theories abound of a sleeping entity or ancient mechanism governing the changes.

Secrets of the Deep

From crumbling ruins to hidden planar rifts, the depths of Mortmyre hide untold secrets. Ancient machines, pre-Sundering artifacts, and forbidden texts are scattered like echoes of a world long forgotten. But even the most seasoned Greyforged delve with caution — Mortmyre rewards curiosity, but punishes arrogance.

Gloomslick - Capital





Groomslick

Capital of Mortmyre's Underdark

Tucked deep within Mortmyre's tangled depths, **Groomslick** is the beating heart of Greyforged civilization in the Underdark — a metropolis born from chaos, shaped by resilience, and steeped in arcane wonder. A city of living magic, it pulses with energy, light, and shadow.

City Layout and Appearance

- **Organic Architecture:** Groomslick's buildings flow like molten stone, shaped through geomancy and ancient Greyforged techniques. Their surfaces ripple with faint enchantments, making the city appear alive.
- **Bioluminescent Aesthetic:** The city glows with fungal light, enchanted crystals, and magical liquid streams. Veins of arcane ooze and floating wisps cast shifting shades of violet, cerulean, and green.
- **Tiers and Bridges:** Built vertically within a colossal cavern, Groomslick rises in rings — from its trade-rich lower levels to arcane research towers above. Suspended bridges of light and crystal connect each tier, glowing with latent magic.

Key Locations

- **The Nexus Pools:** At the city's center lies a vast basin of radiant magical liquid — a confluence of leyline energy and arcane runoff. Greyforged mystics believe the pools are remnants of the Sundering, still brimming with unstable creation magic.
- **The Flowing Conclave:** A temple and arcane academy housed in a glowing crystalline dome. Here, Greyforged scholars study Mortmyre's chaotic magic, defend the city's sacred rites, and maintain its magical infrastructure.
- **The Bioluminal Market:** A vibrant trading district where Greyforged artisans sell enchanted gear, bioluminescent flora, and relics of deep exploration. The market shifts shape daily, its layout determined by the energies flowing through the caverns.
- **The Whispering Caverns:** Deep beneath the city lie chambers where Mortmyre's ancient energies speak. Used for meditation, divination, and arcane experiments, these caves are rumored to hold relics from the time before the Greyforged emerged.

Culture and Society

- **Communal Resilience:** Goomslick thrives on unity. Every citizen plays a role — from builders who shape the living stone to sages who decode the arcane chaos.
- **Magic as Foundation:** Mortmyre's energies infuse every aspect of life. Greyforged children learn minor magic from birth, and craftsmanship, healing, and warfare all center around magical synergy.
- **Living Art and Lore:** Greyforged culture expresses itself in ever-shifting light sculptures, magical murals, and harmonic resonance crafted from glowing ore and fungal chords. These acts of creation are seen as offerings to the Underdark itself.

Defense and Mystical Protection

- **Shifting Defenses:** The city can reshape itself in response to threats — walls thicken, bridges dissolve, and corridors twist into traps.
- **Sentinels of the Vein:** Elite warrior-mages drawn from the Flowing Conclave. These guardians are bonded to the ley lines beneath Goomslick and wield weapons of crystallized energy.
- **The Goomslick Veil:** A powerful magical barrier that shrouds the city from scrying, planar intrusion, and most teleportation. Only those marked by the Conclave may enter unchallenged.

History and Legends

Goomslick was founded after the Sundering by Greyforged survivors who followed the ley lines to their convergence deep below Mortmyre. Ancient myths speak of a sleeping force beneath the Nexus Pools — a fragment of the world's original magic — which gifted the early settlers with the means to survive.

Over the centuries, Goomslick has become a bastion of arcane knowledge, a refuge for the Greyforged, and a place of prophecy. Many believe the city itself holds secrets that will one day shape the fate of Luminaria — or undo it.



