

[GJW XV Phase II] Fiction - ACC Venue: Crystal Palaces

Blindshot Crystal Palace

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Fort Blindshot is located on an extinct volcanic island in the Ninasia Ocean of Selen. Its remote location put it a great distance from any civilian populations and has isolated the effects of the crystal meteor that has crashed into the surface of the Caldera, the crater area of the long-extinct volcano. It is an area of varied wilderness and wildlife. Breaking the sprawling trees and hills from a newer crater rise jutting protrusions of blood-red crystal, an unholy blight upon the otherwise lush environment surrounding it.

The crystals protrude through the green canopy of the Caldera, twisted into strange facsimiles of the native flora that even the wildlife knows not to approach. Structures that once stood upon the ground are similarly recreated in the eerily glowing crystal. There is a general sense of foreboding and wrongness to the terrain, and even in the dark of night, the crystalline structures emanate a subtle red glow. A sinister glow cast upon the surrounding natural forest outside its influence.

The crystal surface offers little in the way of traction on its unyielding surface. Any misstep threatens bodily harm from the sharp and unforgiving edges of the unnatural structures and protrusions. Mimicking the forest and structures wiped out in the meteor's wake, the terrain offers innumerable obstacles. Tall crystal trees form an odd red canopy. Buildings to explore and disappear within. It was hanging crystalline vines, razor-sharp grasses, and the strange glow that tinges everything in the crystal structure. The air is tinged with something unhealthy, and the whole place is otherworldly and screams "danger, stay away."