

ACC Venue: Crystal Palaces

Venue Name: The Crystal Ruins

Description: The Crystal Ruins are formed deep in the caldera of Fort Blindshot. The crystal impacted into the heart of the dead volcano and almost immediately began to take over the local surroundings. Within the caldera was a forest and ruins of temples and other ancient buildings, the crystals have since subsumed and overwhelmed these trees and fallen stones.

The crystal forest has a decidedly uneasy glow to it, light reflected from and emitted by the crystals creates a very unsettling but bright atmosphere.

The trees have a jagged crystalline structure but still seem to be maintaining the shape and general appearance of what you would expect in a forest. The ruins and buildings have been covered by crystalline growths, appearing like vines and ivy, growing up and over the rubble and walls. In some parts growing entire new sections of the once ancient structures, making new walls and eerie crystalline features. Traversing the area is not without its hazards for the ground is littered with crystal growths, the soil itself even being slowly replaced by crystalline formations. Voices can be heard as you pass through the spaces, ghostly sounds and echoes coming from the crystals themselves, capable of unnerving even the most hardened veteran.

The environment is relatively stable, quite cool, some light breaks through the glassy crystalline trees but the majority of illumination of the area is provided by refracted light and the light from the crystals themselves.