

# SPORES OF THE SAD SHROOM

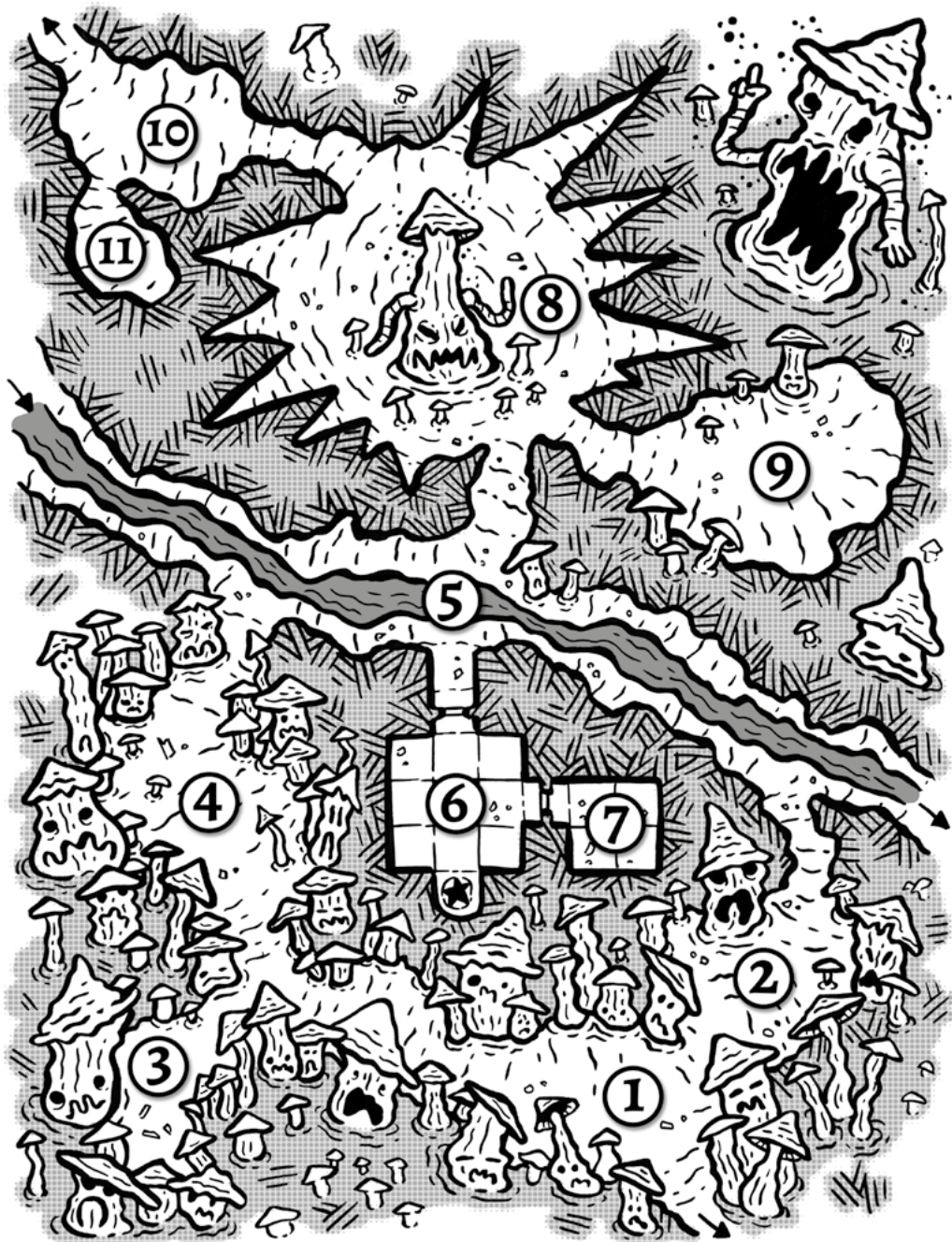
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# THE FUNGAL KINGDOM



## WHAT'S GOING ON?

A highly entropic, cosmic being has possessed the mushroom king and is feeding off of the negative emotions of its people. It calls itself the "Voidcap".

## WHAT ARE WE DOING DOWN HERE ANYWAY?

If you can't come up with a reason why anyone should be crawling around the fungal kingdom, here's a few suggestions:

### "We need to find the Gizmo!"

If your campaign revolves around a macguffin, put it, or some clues about it, among the "Pickled, Evil Remains", room 7.

### "I'll pay handsomely for the remains of my old master!"

A shady individual wants the "Pickled, Evil Remains" of an evil wizard in room 7. They offer a nice reward in exchange for the three, unopened jars.

### "The mushrooms are cursed I tell you!"

Some villagers are more depressed than usual. They claim that a formerly reliable mushroom patch has been corrupted by strange magicks. A trail of sad looking chanterelles leads deep into the underground.

### "Please! You must do something!"

A lone fungoid has braved the hurtful rays of the sun to go above ground for help. "The sadness... claimed my kingdom" will be the last thing it says, before handing over a parchment with crudely written directions to the fungal kingdom.



## WHAT DO YOU KNOW ABOUT THE FUNGAL KINGDOM?

Every time a character spends time and money researching the Fungal Kingdom, roll 1d8:

1. A great evil was sealed away down there! (T)
  2. A terrible witch rules over the strange mushrooms! (F)
  3. Eating a mushroom can grant you strange powers! (T)
  4. Be careful of the vampire bats! (F)
  5. Protect your mouth and nose down there! The spores can be harmful for you. (T)
  6. Cannibalistic Morlocks live in them there caves, so be careful! (F, at least in these caves)
  7. My gnome friend went missing down there a week ago. Please find her! (T)
  8. I heard a strange song while picking mushrooms. It made me so sad I wanted to curl up and die... (T)
- (T: True, F: False)



## THE FUNGAL FOREST

### Rooms 1-4

Mushrooms, hulking and sweaty, cover all the walls in these narrow tunnels. They all have sad expressions on their fungoid faces and the air is dark with spores.

### "WHAT WAS THAT, MUSHROOM-MAN?"

When anyone enters a new room here, there is a 2-in-6 chance a sentient mushroom comments on the parties actions in sad, derogatory mumbles. If anyone interacts with or investigates the mushroom, roll 1d6:

#### 1. "WaaaAAAH!"

The confronted mushroom wails with ear-splitting volume. Check for a random encounter!

#### 2. \*POOF\*

The nervous mushroom apologizes profusely in the only way it can: exploding into a thick, choking cloud of spores.

#### 3. "Kiiiill... meeeeee..."

The mumbler isn't a mushroom. A pale gnome hangs, caked within the wall of mushrooms. She begs to be killed before exploding in a shower of whatever gnomes are made of.

1d4 fungal crawlers squeal, squirm and attack the party. One of the Fungal Crawlers will attempt to skitter away from the fight choosing instead to stalk the party later, when it's fully grown...



Fungal Crawlers

HD: 1

Armor: As studded leather

Attacks: 1 (Flesh-burrow)

Damage: As sword

Morale: Medium

Special: On a critical hit, the Fungal Crawler burrows into the targets body to grow bigger.

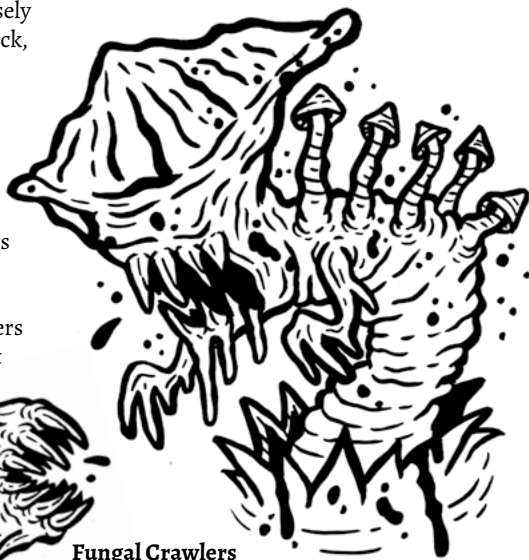
#### 5. "I'm... so... sorry"

A tiny, pink mushroom with eyes filled with tears sobs quietly. "I didn't \*sniffle\* really mean what I said. I'm just not feeling myself lately. Feel free to \*sob\* eat me..."

Anyone who eats the mushroom regains all lost HP and regrows any lost limbs. If no limbs are lost, a new fungoid limb grows from somewhere on the body of the eater, where it then flaps around helplessly. In 1d4 days it will become as useful as any normal limb.

#### 6. "Well, someone had to say it!"

A small, sturdy shroom walks out from the underbrush and offers to help the party out, out of pity. Treat it as a 3rd level fighting-type-henchman armed with a moldy scythe. The fungal warrior-things name is "Blomp". Blomp never smiles, only eats rotten things and hates the sun.



#### 4. "I SAID..."

An angry mushroom-brute takes one gigantic step out of the wall and cracks its knuckles, loudly. It insults trespassers and gut-punches anyone standing up to it.

## 1. SPORE-CHOKED ENTRANCE

At the center, a small, fleshy chimney spews dark spore clouds. The spores are (mostly) harmless to breathe, but will cause a loud cough that lasts for several minutes.

A black sword sticks out of a deep-red mushroom that is growing from one of the walls. If the sword is pulled out, the remaining hole will coat anyone nearby with a sticky spray that stinks of copper.

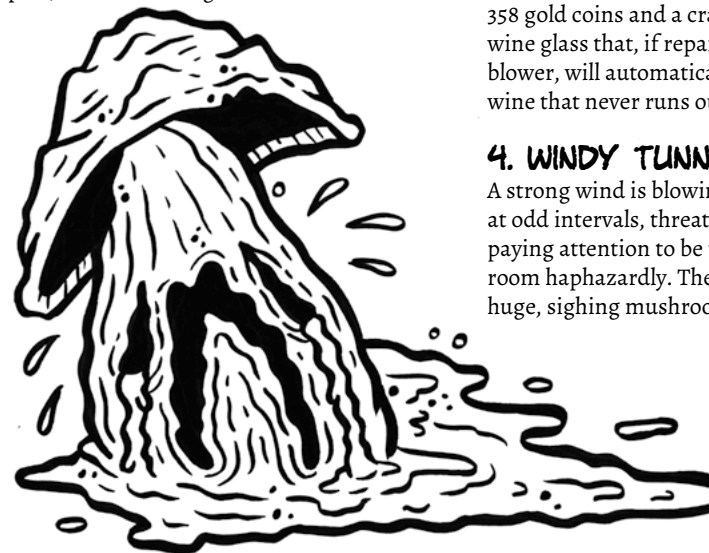
### Hollow Sword

The sword is covered in small holes, as if eaten through by small insects, but is very sharp. The sword gives the user a small bonus to hit and damage targets, but immediately shatters on a critical hit.

## 2. THE CRYING CAP

A huge, pale mushroom growing out of a crack in the north wall is crying loudly. Its tears are pooling up around its stem and cover most of the floor.

The liquid is acidic and will eat through any organic material in a few minutes. Seven beautiful gems lie at the bottom of the pool, each worth 50 gold coins.



## 3. RAT-KING SCRAP PILE

A huge, mold covered pile of junk sits in the center this room. The mold is colored violet and is poisonous to anything that touches it, causing a slow death to all but the most fortunate.

A rat-king (hundreds of rats, rolled into a ball and given a sort of semi-sentience) lives deep inside of the junk pile, seemingly unaffected by the mold. It wears a filthy crown made from the bones of rats and other small animals.

The Rat-king attempts to scare off intruders with comically tiny voices and lone, mold-covered rats, hoping to contaminate targets with the poisonous stuff.

### Rat-King

HD: 5 (Each HD = 25 rats)

Armor: As leather

Attacks: 1 (Rat-torpedo)

Damage: As dagger

Morale: High/Low (If exposed to fire)

Special: A critical hit contaminates the target with the purple mold. Save or die!

### The bottom of the pile holds a small fortune:

358 gold coins and a cracked, enchanted wine glass that, if repaired by a skilled glass blower, will automatically fill up with a sweet wine that never runs out.

## 4. WINDY TUNNEL

A strong wind is blowing through this tunnel at odd intervals, threatening anyone not paying attention to be thrown across the room haphazardly. The wind is caused by huge, sighing mushrooms in the ceiling.

## THE DECREPIT TOMB

### Rooms 5-7

The remains of an evil wizard were sealed away inside of this tomb and is guarded behind several layers of powerful wards by a gargoyle. The wards have long since worn off, but the gargoyle remains, waiting to drive off any intruders.

### CHOKING DARKNESS

The evil wizard is long dead, but his powers are not. A light-hating aura lingers here, and there is a 1-in-6 chance of it snuffing out a light source each round.

## 5. BLACK RIVER

The cold, murky water sloshes through here at a snail's pace and the stink of dead fish hangs heavy in the stale air. Crossing the river can prove to be a problem for a number of reasons:

### Ghastly Axolotl

A certain type of undead Axolotl lurks beneath the surface, waiting to nibble on the feet of unwary travelers.

### Sub-zero Water

The extremely cold water can cause severe frostbite to those unfortunate enough to spend more than a couple of minutes submerged.

### Slip-n-slide

The cave floor around the river is slick with slippery, dead algae. Tread carefully or risk going for an involuntary swim.

## WHERE DOES THE RIVER GO?

That's for you to decide!

Here's a few suggestions to get you going:

### Fearful Froglings

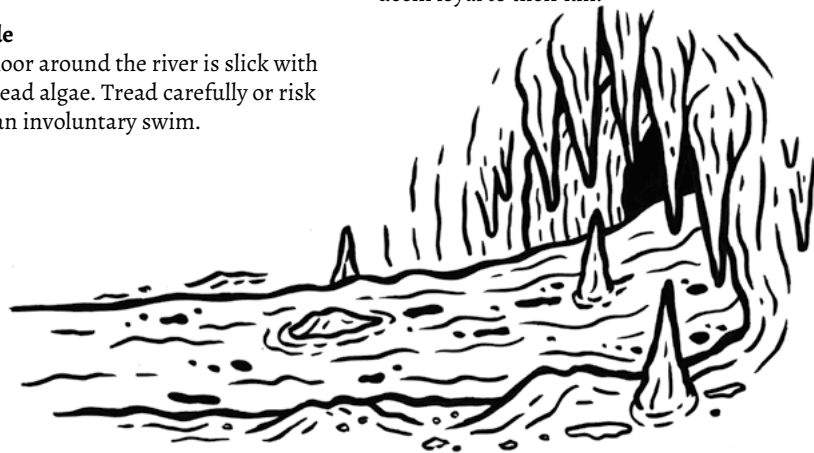
A clutch of humanoid Froglings were separated from their hunting party after being attacked by a particularly aggressive dungeon denizen and are now lost. Hungry, scared and desperate, they offer beautiful black pearls as a reward to anyone who can help them get back home.

### Mating Darkrays

A shoal of subterranean manta rays have just returned to their mating place below a thundering waterfall. The female Darkrays attempt to attract males by performing daring stunts, such as swimming up the waterfall, spraying the surrounding caves with bioluminescent ink and drowning any nearby land-dwellers in spectacular ways.

### Titanic Tortoise

The skeleton of a Titanic Tortoise lies half submerged in a vast lake of glowing, green muck. Mothmen come here to hunt for a certain type of firefly that they use when making a napalm-esque slime that burns with an extremely hot, green flame. They jealously guard their secret recipe from strangers, only sharing it with those they deem loyal to their kin.



## 6. CRANKY GARGOYLE

The door to this room is made of black stone, and is covered with runes all spelling out the same thing: "Do not, for the love of your preferred Deity enter this accursed place."

The heavy doors creak menacingly when pushed open and the stale air smells of wet stone and death.

At the end of the room a small gargoyle sits on top of a mound of mushrooms. Fungal spores have managed to seep into this room, much to the irritation of the gargoyle.

If approached, it will slowly stretch out its stubby wings and yawn with a sound best described as fingernails against chalkboard. The gargoyle will then ask about the intruders' intentions in a cranky voice. It snarls, sighs and interrupts any attempts to answer its question. After a while it will become bored, and ask to be left alone, not hesitating to attack anyone who stays put.

The gargoyle's eyes are made of a rare gemstone, worth 250 gold coins each.

## 7. PICKLED, EVIL REMAINS

Behind another stone door a small chamber is revealed - the tomb of the evil wizard. Three glass jars sit on top of a slime-covered stone slab.



## WHAT'S INSIDE THE JARS?

### The Hateful Eye

A black orb with a yellow pupil stares back at the observer with a hateful gaze. Anyone who replaces their own eye with the Hateful Eye will gain the power to shoot a concentrated ray of hate once per week. The victim of such a gaze will immediately hate the next person or creature it sees, and will spend the rest of their days coming up with elaborate ways of eradicating them.

### Fingernail of Terror

A potent spell component. If burned like incense it releases 5 evil finger-spirits that will obey any five-word command. The fingernail will regrow in a month at the same place it was last burned. If not burned again in a month, it will regrow the finger, in another the hand, etc until (a clone of) the evil wizard is again introduced to the world a year later.



### Finger Spirit

HD: 1

**Armor:** As leather

**Attacks:** 1 (Lifesteal\*)

**Damage:** As sword

**Morale:** High (Ghosts ain't afraid of anything)

**Special:** \*Drains target of life energy. The hands of any target killed this way will reanimate as a 1 HD monster, tear themselves off from the body, and go on a strangulation-style killing spree.

### Unnamable Organ

This grotesque organ slowly twists and squirms inside of a dark, lidded jar. If released from its prison, it will explode into a shower of bile-yellow mucus. Anyone touched by the vile goop will feel an incredible pain as their skin melts off and is replaced by a moist, spongy matter.



## CHURCH OF THE VOIDCAP

### Rooms 8-11

This is the place where the Voidcap resides, the sole reason why all the mushrooms are so sad. Here it sits, singing a lonely hymn which is bringing everyone down.

But that's not the whole truth...

Months ago, a highly entropic entity slipped into this reality through a tear in the fabric of the universe and proceeded to feed off of all negative emotions it could get its greedy tendrils on. Its first victim was the King-Cap, the ruler of the fungal kingdom, which it easily took over, body and mind. Since then it has been magically weaving a sad, spore-spell in the form of the gloomy hymn. A piece that is making everything around it sad and irritable. All but a few mushrooms in this area have long since died of grief.

### THE GLOOMY HYMN

The Gloomy Hymn is turning everyone into a total downer! When a party member enters a new area within the Church of the Voidcap, roll 1d6. On a result of 1-2 they are overcome with grief and must spend a few moments contemplating the meaning of it all. If this happens to the same character three times in a row, their heart will break and they will die of grief.

### 8. OH, WONDROUS CHOIR!

The Voidcap sits here, fat and hungry for sadness, surrounded by eight small, shroom-children all sadly humming along to the Gloomy Hymn. The Voidcap will invite any visitors to join in the humming, but it will sharply hush anyone who speaks or otherwise interrupts the singing.



If it suspects that anyone is here to harm it, or in any way interfere with the Gloomy Hymn, it will attack with slamming tentacles.

If somehow defeated, the Voidcap will melt away into a pool of sludge from which a small, bright green mushroom will soon sprout. The new miniature King-Cap of the fungal kingdom will be happy to have been rid of the alien influence, and will grant each rescuer with a fungal gift. Roll 1d10:

#### Fungal Gifts, each usable once per day

1. Spawn a 1HD mushroom-drone that obeys any command to the best of its ability. Melts away after 10 minutes.
2. Breathe out a cloud of spores that heal a target of 1d6 HP per level of the caster.
3. Exhale a cloud of spores that opens a 30 minute telepathic link between caster and target.
4. When touched, a mild cordyceps intrudes the mind of the target, forcing it to obey a single command, limited to one word per level of the caster. The effect lasts for 5 minutes.
5. Mushy bark sprouts from the skin of the caster, increasing their armor value by 2. Melts away in 10 minutes.
6. Spew out a cloud of dark spores that cover a 20 foot area with darkness. The spores dissipate after 10 minutes.

### 9. CHAMBER OF QUIET CONTEMPLATION

Three stone pews face east, toward a moldy mural depicting the Voidcap. A few small mushrooms sit on the pews, quietly humming along with the tune of the gloomy hymn. They will hush and glare angrily if disturbed.

## 10. STALACTITES

A swarm of albino bats nest amongst the stalactites that are hanging from the ceiling. They are harmless, but can be a nuisance if exposed to loud noises or bright lights.

If scooped up and properly processed, the guano covering the floor is valuable (and quite tasty!)

## 11. CRAB HERMIT

A blind cave crab lives in this narrow chamber, guarding the only valuable it owns - a barnacle covered chest. The crab lives the lonely life of a hermit and rarely speaks, but if offered rotten fish, it can reveal many things hidden within the underground.

The crab is tolerated by the various denizens of this particular cave complex, because of the fact it's the size of a small, although blind, car.

## WHAT'S INSIDE THE CHEST?

Behind a huge, rusted lock, the chest holds:

- The tip of a magic, drake-killing spear
- 1200 gold coins
- Royal pardon from a long dead king (now vampire lord)
- Elixir of either flying or... dying? (The text on the label is hard to make out...)

### Crab Hermit

HD: 4

**Armor:** As plate + shield

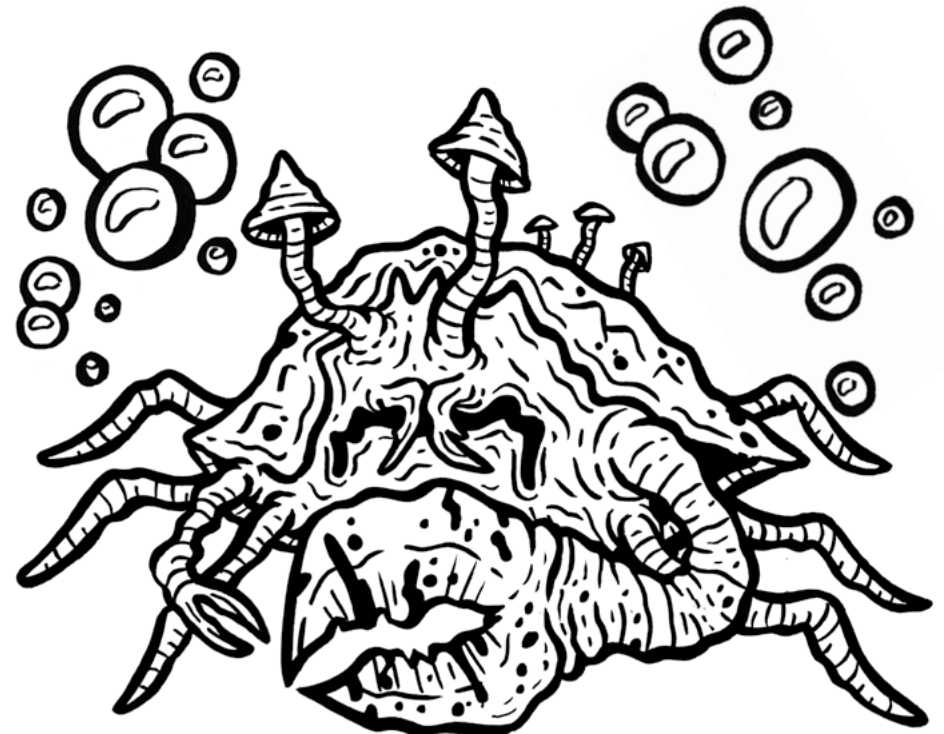
**Attacks:** 1 (Pincer)

**Damage:** As two-handed sword\*

**Morale:** High

**Special:** Can shoot a spray of bubbles causing the target to slowly float away until the bubbles have been popped.

\*A critical hit ruins the targets armor.





**Cranky Gargoyle**

**HD:** 3

**Armor:** As plate

**Attacks:** 3 (Claw, claw, beak)

**Damage:** As sword

**Morale:** High

**Special:** Powerful wing-blast, once per battle in attempt to literally blow enemies away. The crankiest of all stone-made-things.



**The Voidcap**

**HD:** 4

**Armor:** As chain+shield

**Attacks:** 2 (Tentacle-slam, Tentacle-slam)

**Damage:** As sword

**Morale:** High

**Special:** Aura of Sadness. Anyone in this room must pass a save or start weeping uncontrollably with heavy penalties the following roll. At any point, the Voidcap can absorb the life energies of a shroom-child, healing it of 1d6 HP.



## RANDOM ENCOUNTERS

There is a 1-in-6 chance of triggering an encounter each turn. Roll 1d8:

1. 1d4 Fungoids moping around
2. 1d4 Fungoids tending fungi farm
3. Malnourished human, lost in the caves
4. Corpse, covered in mushrooms, somehow walking
5. 1d20 Snailshrooms on yearly migration
6. 1d20 Fungal Flies buzzing around a hiveshroom
7. Mean looking ghost, trying to lure anyone toward the tomb in room 7
8. Distant sound of somebody crying

### Fungal Fly

HD: 1 (1 HP)

**Armor:** As plate (speedy little buggers)

**Attacks:** Bite\*

**Damage:** As dagger

**Morale:** Low

**Special:** A powerful narcotic can be extracted from a Fungal Fly hive, making it quite valuable.

### Fungoid

HD: 1

**Armor:** As leather

**Attacks:** 1 (Slam)

**Damage:** As club

**Morale:** Medium

**Special:** Explodes into a cloud of blinding spores upon death.

### Snailshroom

HD: 1

**Armor:** As chain

**Attacks:** -

**Damage:** -

**Morale:** Low

**Special:** Leaves a very slippery trail.



## QUESTIONS? QUESTIONS!

I have deliberately left a few questions unanswered. Feel free to answer them in the empty spaces below.

**Will the King-Cap's Kingdom ever return to its former glory?**

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**Who was the evil wizard? Will they return?**

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**Where does the tunnel in room 10 lead?**

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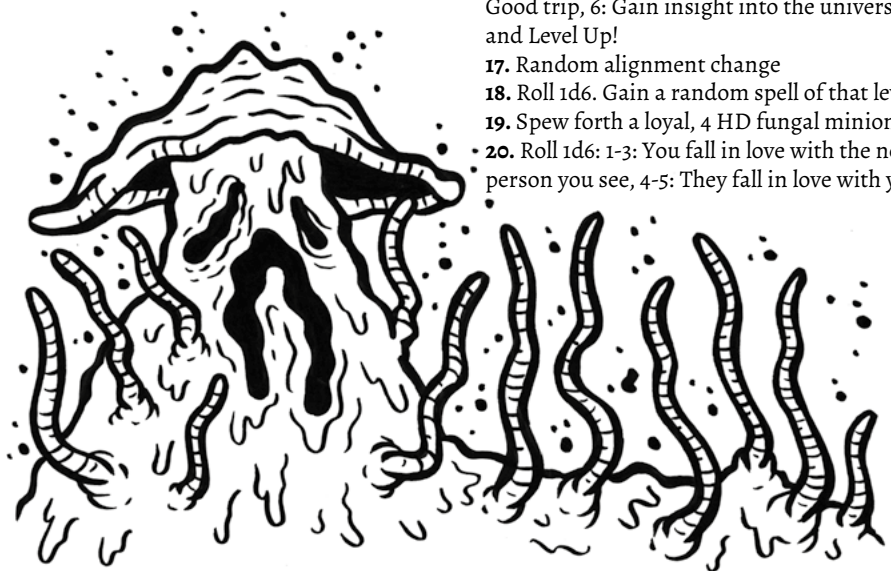
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**What happens to the entropic entity when the Voidcap is defeated?**

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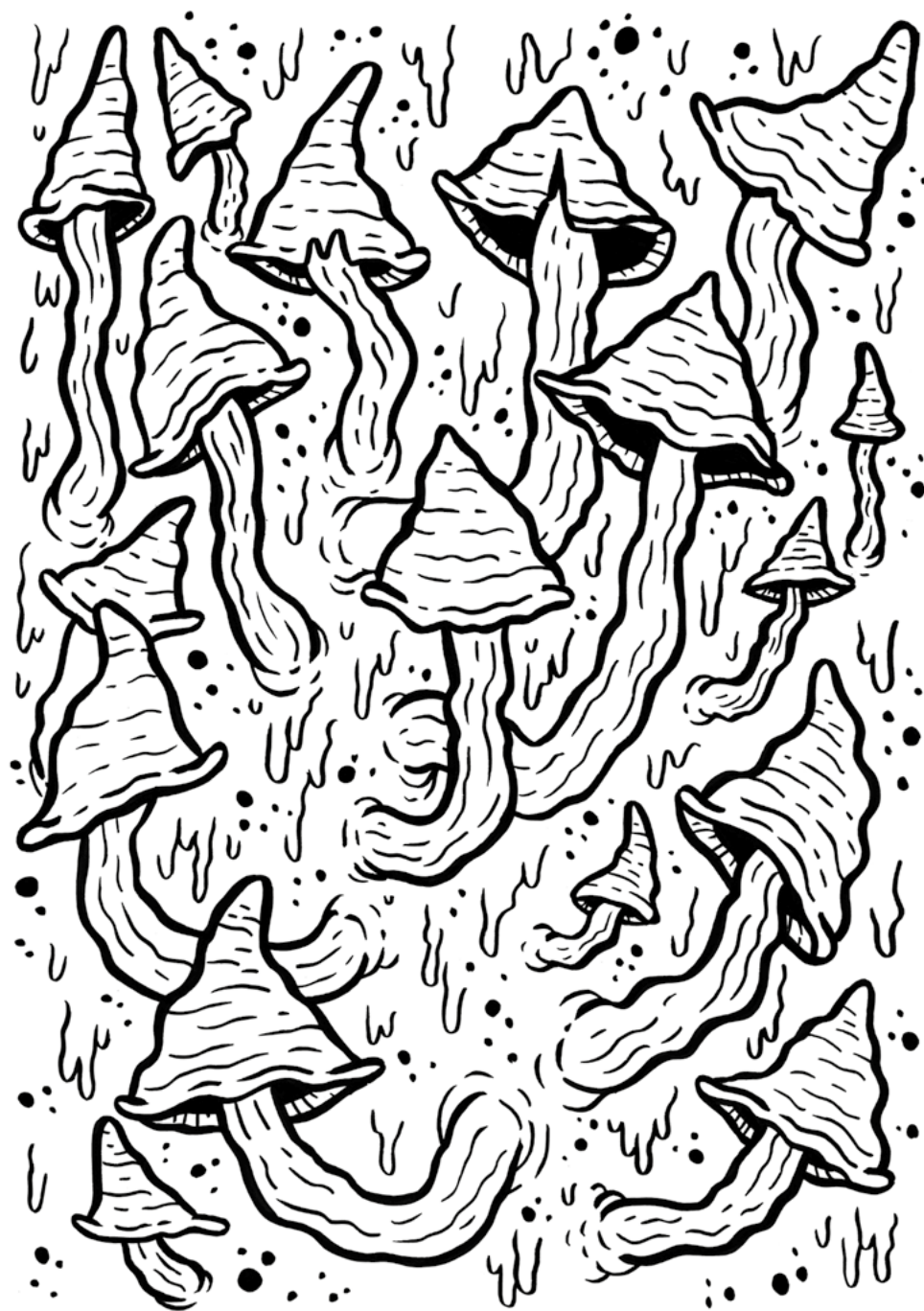
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## I EAT THE MUSHROOM!

The Fungal Kingdom is completely covered in mushrooms of every conceivable shape and form. Some look disgusting, while others look quite tasty. Roll 1d20 when a someone decides to put one in their mouth. Effects are permanent unless otherwise noted, saves should be allowed for the nastier ones. Your choice.

1. Instant, painful death
2. Slow death, cure in far-away town
3. Violent, 30 minute puking-spree
4. Body changes color, GM's choice
5. Hair changes color, players choice
6. Mouth and nose turns into a beak
7. Double body mass, +2 HD
8. Raise random stat by 1
9. Heal 2d6 damage
10. Skin turns to bark, +2 armor
11. Eye stalks
12. Belly full of Fungal Crawlers. They burst forth in 1d4 days
13. Slowly transform into a Fungoid
14. Ability to spit corrosive acid, once per day
15. Ability to spin a large, sticky spider web, once per day
16. Hallucination! Roll 1d6: 1-3: Bad trip, 4-5: Good trip, 6: Gain insight into the universe and Level Up!
17. Random alignment change
18. Roll 1d6. Gain a random spell of that level
19. Spew forth a loyal, 4 HD fungal minion
20. Roll 1d6: 1-3: You fall in love with the next person you see, 4-5: They fall in love with you





# GOING DEEPER?

