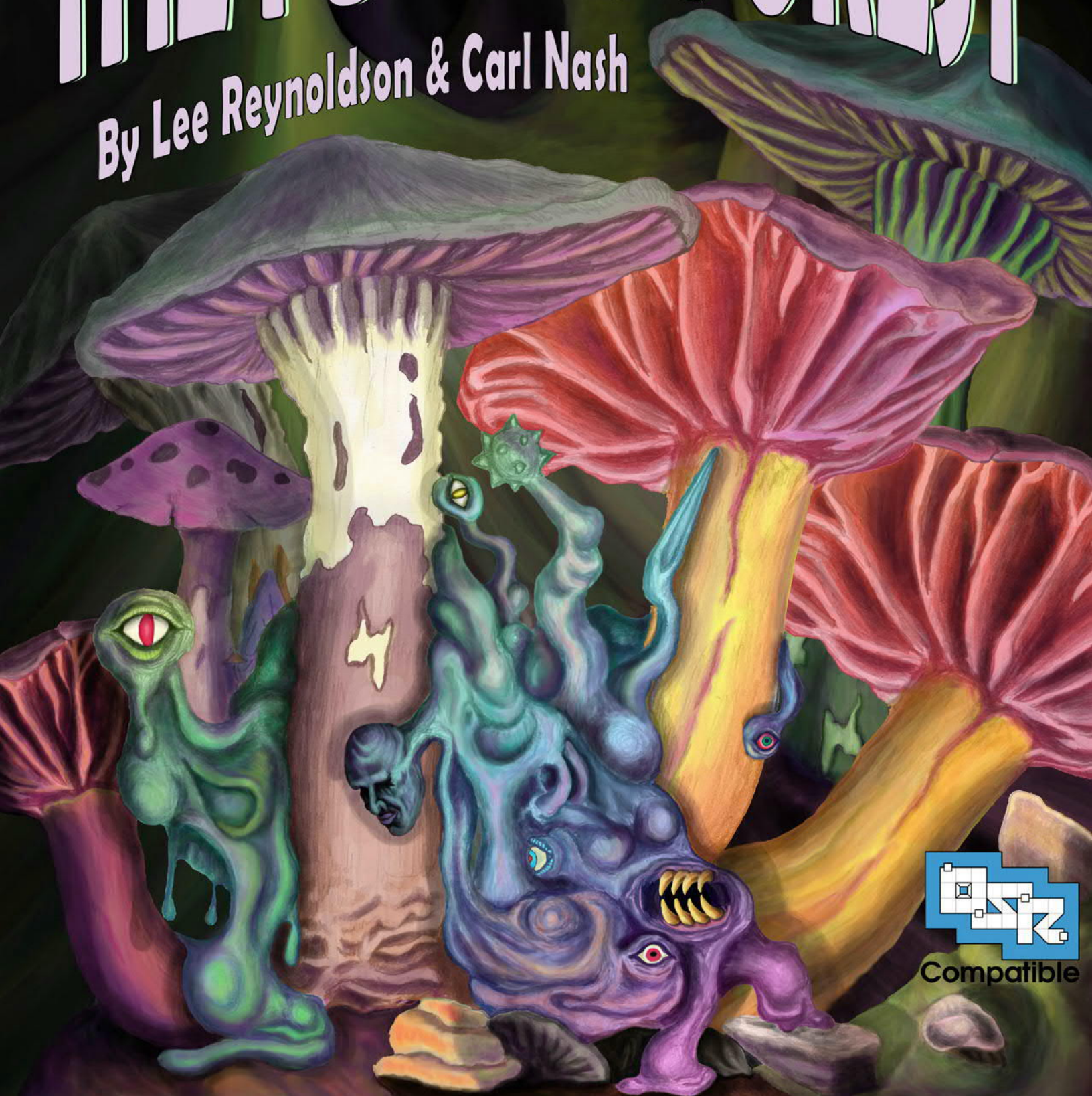


THE FUNGUS FOREST

By Lee Reynoldson & Carl Nash

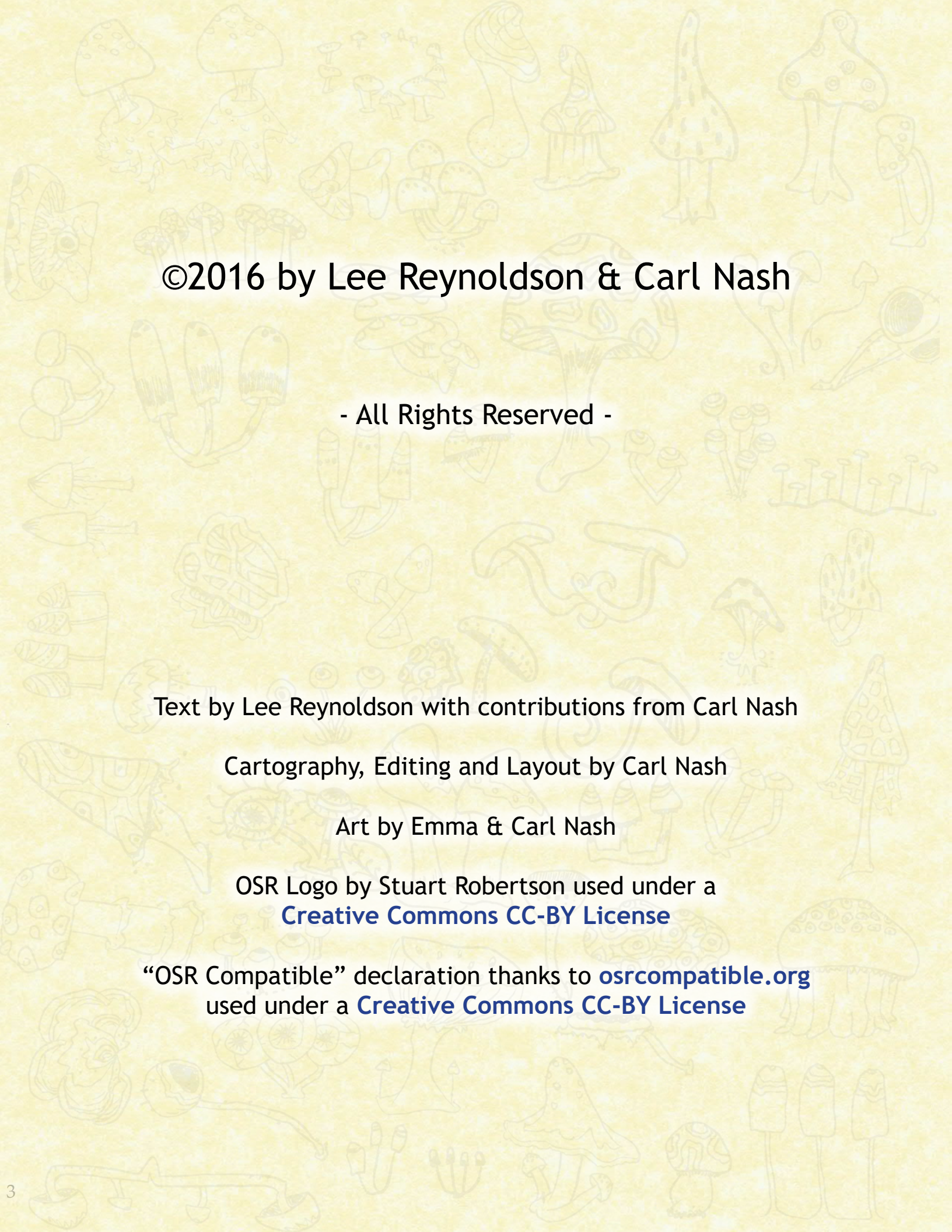




THE FUNGUS FOREST

an **OSR Compatible** adventure location designed for use with Original, Basic and Advanced Editions of the world's most popular fantasy role-playing game.

By Lee Reynoldson & Carl Nash



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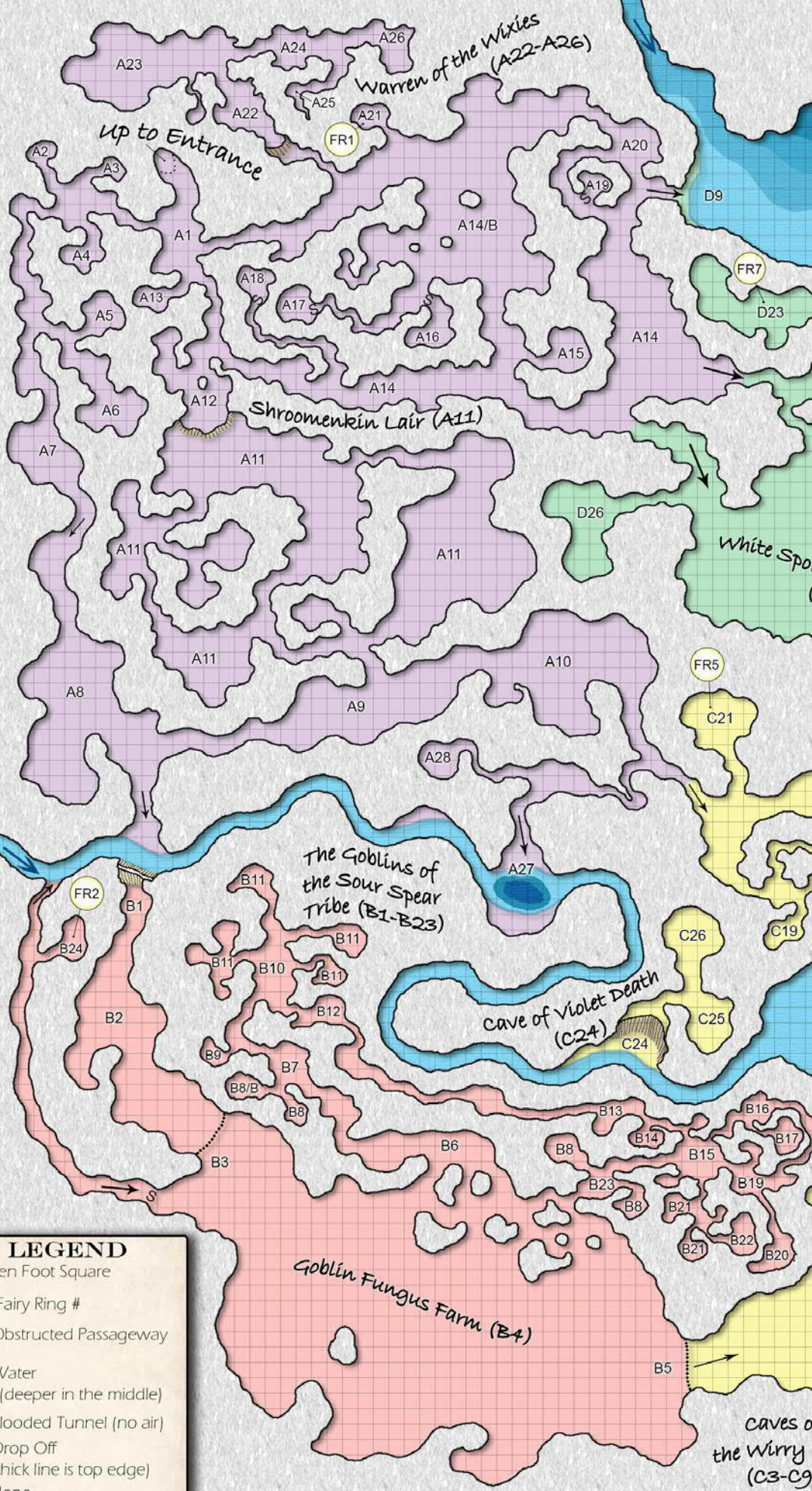
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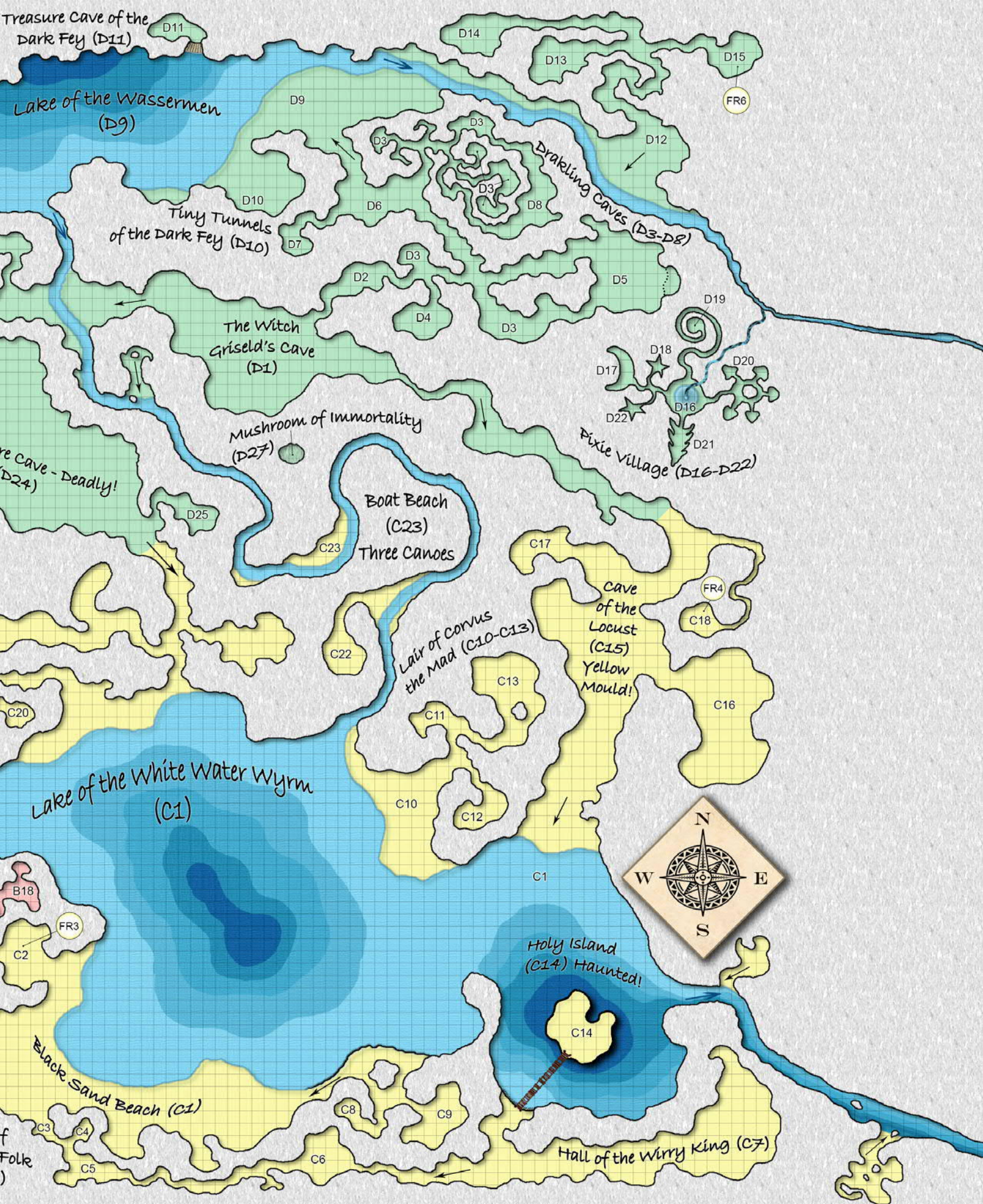
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FUNGUS FOREST

LEGEND

- = Ten Foot Square
- FR# = Fairy Ring #
- S = Obstructed Passageway
- = Water
(deeper in the middle)
- = Flooded Tunnel (no air)
- ⬇ = Drop Off
(thick line is top edge)
- ↓ = Slope
(arrow points downslope)
- ↘ = Water Current
(arrow points downstream)





OVERVIEW

ON SYSTEM

The Fungus Forest is an **OSR Compatible** adventure location designed for use with original, basic and advanced editions of the world's most popular fantasy role-playing game (and their modern simulacra):

- * Statistics are provided in a simple, system-agnostic format with both ascending and descending armor class listed. Unarmored is AC 9 [10] and chainmail gives AC 5 [14].
- * On Saves: A single number is given for a creature's Saving Throw, notated as "Save: X" (where "X" is the number the creature must equal or beat on a d20 throw to make the save). Type of Saving Throw is not indicated when a Saving Throw is called for; the referee should choose an appropriate save for the rule set used.
- * Movement rates are presented in the format "Move X" (where X multiplied by 10' equals the maximum number of feet moved in a combat round).
- * Monster Hit Dice are d8s unless otherwise stated.
- * Ability checks are used and require a d20 roll equal to or under the listed ability to succeed (e.g. a "Str check" requires a player to roll equal to or under the character's Strength on a d20).
- * Experience point values given are most directly in line with original or basic editions of the game and may need some adjustment upwards for other versions.

Abbreviations used in this work:

Str (Strength)
Con (Constitution)
Dex (Dexterity)
Wis (Wisdom)
Int (Intelligence)
Chr (Charisma)
stats (statistics)
HD (Hit Dice)
HP (Hit Points)
AC (Armor Class)
XP (Experience Points)
RoF (rate of fire)
WT (weight in pounds)
pp (platinum pieces)
gp (gold pieces)
ep (electrum pieces)
sp (silver pieces)
cp (copper pieces)
(number)
d__ (__-sided die or dice)



DESCRIBING THE FUNGUS FOREST

Even standing at the entrance to the Fungus Forest the musty, loamy, fungal scent of the place is strong. It is a twisting maze of natural passages and caverns carved by an underground river, generally sloping down from northwest to southeast. Stalactites and stalagmites are abundant, and water drips from the ceilings and walls. In most of the caves and passages the river has left a thick deposit of mud and sand.

The ceilings are typically tall, at least 10-15'; these caves are really underground canyons, carved by the river over time as it flowed through deposits of weaker stone in the surrounding bedrock, and if there was not a thick layer of sediment built up on the floor even the narrower passages would have 20-30' ceilings.

NAVIGATING THE CAVES

Even where no drop-off or slope is indicated on the map, the cave floor is rarely flat and easy to walk on. The river carves braided channels through the sediment floors of the larger dry caves whenever it floods, and the twisting miniature canyons that are left behind in the muck when the river recedes again are covered in slick fungal growth. Oozes and slimes layer upon each other between the ever-present mushrooms.

Some of the smaller passages are partially collapsed, and the entire place is littered with large boulders from cave-ins* which must be crawled over. The narrowest tunnels marked on the map require broad-shouldered humans and dwarves to squeeze through sideways in places. There are countless unmarked cracks and crevices too narrow for a human or demihuman to enter, home to rats, mice, beetles, cockroaches, maggots, worms and other creepy-crawlies that feast on the fungi and each other.

Normal movement rates are halved in areas of the Fungus Forest where inhabitants do not clear the mushrooms.** A Dex check is required to move at normal speed in the Fungus Forest (+2 penalty if running, +2 penalty if on a slope marked on the map), a failure resulting in a fall and 1 HP damage (1d4 damage if on a slope marked on the map). A Dex check may also be called for if the party attempts to navigate a marked drop-off without using ropes and spikes or some other safety equipment (a failure resulting in 1d6 HP damage). Wearing armor heavier than studded-leather or

carrying a heavy load while spelunking incurs an additional +2 penalty on all Dex checks and +1 HP to all falling damage.

The choking fungal growth and many recesses and corners also obscure exits; a party has a base 2 in 6 chance of noticing each exit from a cavern, 3 in 6 if there is a Dwarf or Elf in the party. This should be rolled once for each exit when the party first enters a cavern (or when the party has advanced far enough into the cavern that the exit is now within range of their light source or darkvision). For each turn spent searching a cavern for exits, individual players can roll to find an exit with a 2 in 6 chance of success (3 in 6 for Dwarves and Elves).

Many exits do not open at ground level and require either a short scramble up a slope or a slide or squeeze down into a partially rubble-filled lower tunnel. These features are so common as to not be marked on the map. Slopes and drop-offs marked on the map are major features, with all marked slopes exceeding 45° and all marked drop-offs including at least a 10' vertical drop.

* No chance of a cave-in occurring on top of the party is given in this work... but keep in mind the possibility if they engage in extensive tunneling or particularly explosive pyrotechnics!

** Creatures encountered in the Fungus Forest are adept at traversing this environment and move at their listed speeds.

THE FUNGI

The passages and caverns are rife with fungi in a variety of sizes, shapes, and colors. Some are giant and fantastical looking, but most are more mundane. Some of the fungi faintly glow with blue, yellow or green light, giving a ghostly ambience to the caves. The name "Fungus Forest" is a very literal description, although in this case you can't see the forest for the mushrooms. Individual caverns and areas, as described in the key, contain specific types of magic mushrooms that grow in place of the ones that are merely set dressing. See Appendix I for random fungus generation if the party insists on eating the scenery in every cave they visit.

Harvested fungi will last for 1d4 days in the humid environment of the forest before going bad (1d8 days if immediately removed from the caves and kept well ventilated). Washing any fungus or packing it in an air-tight container actually makes it turn to slime even faster, spoiling one day sooner than it would have otherwise. A tea made out of a fungus will last for 2d4 days if kept in a sealed container. Drying fungi (over a well ventilated heat source or in sunlight) requires a successful Wis check and preserves the magical potency for 5d6 days. There is a 1 in 6 chance that any particular type of magical mushroom can be preserved in alcohol or honey (separate chances for each) and kept in a sealed glass or ceramic container without losing efficacy (effectively preserving it forever). This process requires separate Int and Wis checks to succeed.

RUMORS OF THE FUNGUS FOREST

Legends of the Fungus Forest have spread through the surrounding countryside. Any local knows that the caves are full of giant magical mushrooms and are inhabited by Fey folk. Everyone has heard tales about the Goblins, Wirries, Pixies and Wixies, and can relate some very general information about their appearance as well as wild speculation on their behavior and abilities (nothing accurate). Only very old informants remember the Draklings from their youth, and many people now believe they are a myth.

In addition to generally known information, young informants also know 1 rumor from the chart below, middle-aged informants know 1-2 rumors and elderly (or particularly well-educated) informants know 1d4 rumors.

Fungus Forest Rumor Chart 1d20

1. If you leave a bowl of milk out at night for them, the fey folk will not steal your livestock away to their caves. (T)
2. The Wixies treasure electrum coins and will trade for them. (T)
3. The Pixies can assume any form and love to use this ability to sow confusion and dissent. (T)
4. Plug your ears with cotton before you enter the caves, else the music of the fey folk will bewitch you and you will wander the caves for eternity following the music. (F)
5. The Goblins are the only trustworthy inhabitants of the caves. (F)
6. A Fire Giant rules over all the Fey races and forces them to bring him tribute in his great hall deep in the caves. This is why the Fey folk raid the countryside. (F)
7. There is a red mushroom found near the entrance to the caves that is an infallible love potion; anyone who eats it will fall deeply in love with the next creature they see. (F)
8. There is a red mushroom found near the entrance to the caves that will cure any disease or neutralize any poison if eaten. (F)
9. The Goblins have been stealing babies right out from their mothers' beds at night to raise in the caves. (F)
10. There is an ancient witch living in the caves that must steal one baby every year to remain alive. (T)
11. There are great lakes underground in caverns too large to see across with torches. (T)
12. A golden castle sits on the shores of a lake in the mushroom forest, home to the king of the fairies. (F)
13. The Wirry Carls can be trusted. (T)
14. The true treasure of the forest are its mushrooms. (T)
15. The monks of a nearby (now ruined) monastery used the caves to bury their dead (T). The priests so entombed wore jewelry worth a king's ransom to the grave (F).
16. There is one mushroom that if eaten makes you immortal. (T)
17. There is a foul white dragon that pollutes the waters of the caves. (T)
18. If you fall asleep in the caves when the moon is full, you will not wake up for 100 years. (F)
19. If you drink from the underground river you will have a vision of your death when you next sleep. (F)
20. There is one mushroom that if eaten makes you a god. (F)

FACTIONS IN THE FUNGUS FOREST

There are several factions within the Forest that are vying for control of its territory and resources. Many of them see the characters as a tool to be used against their enemies and, rather than attack on sight, seek to hire them as mercenaries. Some are more trustworthy than others, some are outright unpredictable, and some can't be reasoned with. Familiarize yourself with the tactics and goals of each faction before the party enters their territory (faction's territory listed in parentheses immediately following the faction name below).

The Goblins of the Sour Spear Tribe (B1-B23)

The goblins are the most militaristic of the factions. They have adopted a siege mentality. They prefer to defend the territory they have, letting their foes flounder against their defences. They want some of their neighbors destroyed, and will engage the party to do this, then betray the party at the first opportunity. They have made their territory impassable, forcing the other factions to be resourceful when navigating the forest.

The Dark Fey and Wassermen (D9-D11)

The Dark Fey and their foul creations the Wassermen are evil through and through. Their only interest is in slaying anyone they come across... especially their neighbors the Draklings. They cannot be reasoned with and the only communication a party will have with them is being taunted and threatened.

The Draklings (D3-D8)

Small draconic humanoids, the Draklings are the weakest faction in the Fungus Forest. They seek to defeat the Dark Fey and Wassermen, but have little to offer in terms of treasure. They are trustworthy and loyal to prospective allies.

The Wixies (A22-A26)

The Wixies are wild Pixies. They are completely unpredictable, but respect bravery and a bad attitude. In their own strange way they can be friendly, even trustworthy, if their respect can be gained. They have one obsession and that is to find the Pixie village and destroy their hated enemies the Pixies.

The Pixies (D16-D22)

Most of the Pixies are dangerously insane. They are able to dominate the forest because they know more of its secrets than the other denizens. They can be dealt with, but are very tricky. They will use the characters to vanquish anything that is not a Pixie and more importantly find their missing prince.

The Wirries (C3-C9)

The Wirries are the most trustworthy and reasonable of the fey people who live in the Fungus Forest. They look very human and their outlook is similar and easy to understand. On the downside, they can be very proud and touchy about their Wirry Wives.

The Shroomenkin (A11)

Humanoid fungi with a communal mind, the Shroomenkin are evil and only interested in slaying those who enter their territory. Their motives are even more impenetrable than the Dark Fey.

ENCOUNTERS IN THE FUNGUS FOREST

For every three turns spent in the caves there is a 1 in 6 chance of an encounter, 2 in 6 if the party carries a light source, and 3 in 6 chance if the party is making a lot of noise (roll on the encounter chart below if indicated). There are teeming hordes of rodents and insects that are not listed on the encounter chart; they typically scurry around in the shadows outside of the light source, a presence more heard and felt than seen, and in any case they would never attack a man-sized target.

Fungus Forest Encounter Chart (2d6)

2. The witch Griseld (see D1) out harvesting ingredients for her potions. If the party has anything of obvious value that is easily visible, Griseld demands the most valuable item... or a kiss from the most charismatic male party member. If Griseld has already been killed when this result occurs, a Giant Toad (see A27) is encountered instead.
3. A Raging Sporeman (see D25).
4. 1d4 Slender Shroomenkin carrying a corpse (see A11).
5. 1d6 Sour Spear Goblins on a recon patrol (see B2).
6. 1d4 Pixies (see C22).
7. 1d6 Wixies (see A22), searching for signs of Pixies and interested in little else.
8. 1d6 Dark Fey (see D10) who pepper the party with missiles, taunt them and then fly away.
9. A Giant Jumping Spider (see below).
10. A single Drakling (see D7) who begs the party to help his tribe.
11. 1d6 Wirry Thanes (see C7), hunting for someone who insulted a Wirry Wife.
12. A Shoggoth (see below).

Giant Jumping Spider

The giant spiders of the fungus forest are not web-spinners, but rather are jumping spiders with short, wide, crab-like bodies. There are many varieties, each brightly colored to perfectly match a particular kind of giant fungus. They wait, nearly invisible against their fungus, for food to ambush. They surprise on a roll of 1-5 on d6 as they leap up to 50' to attack. Anyone bitten must make a Saving Throw or fall into a coma for 1d6 days before dying (unless Neutralize Poison is cast before then).

Once one victim has succumbed to the venom, the spider will attempt to carry the victim off to a small larder cave high up the cave wall to allow the venom to pre-digest the meal (1/2 normal move while carrying a body). A one turn search of a spider's larder cave turns up 1d4 usable pieces of equipment and/or weapons (referee's choice) and a total of 5d6 gp in mixed coinage, strewn amongst the bones of past victims.

Giant Jumping Spider

AC: 6 [13]

HD: 3 (14 HP)

Move: 18; 12 Climb

Attacks: 1 Bite (Poison)

Save: 16

Special: Poison (Save or coma/death); 50' leap attack

XP: 240

Shoggoth

"Formless protoplasm able to mock and reflect all forms and organs and processes - viscous agglutinations of bubbling cells - rubbery fifteen-foot spheroids infinitely plastic and ductile... What madness made even those blasphemous Old Ones willing to use and carve such things?"

H.P. Lovecraft, *At the Mountains Of Madness*

Created by blasphemous Old Ones who once dwelt in a sunless citadel far down the underground river, Shoggoth occasionally venture up to the Fungus Forest on inscrutable missions. They are equally at home in the water and on land. Shoggoth can squeeze their immense bodies through the smallest of cracks and often seem to materialize in a cave literally straight through the floor or ceiling.

Shoggoth attempt to consume anything encountered and will display warped features of those recently absorbed while attacking. Shoggoth focus on one target at a time and will pause to completely consume the first victim that falls rather than pursuing any others that flee.

Shoggoth

AC: 3 [16]

HD: 10 (45 HP)

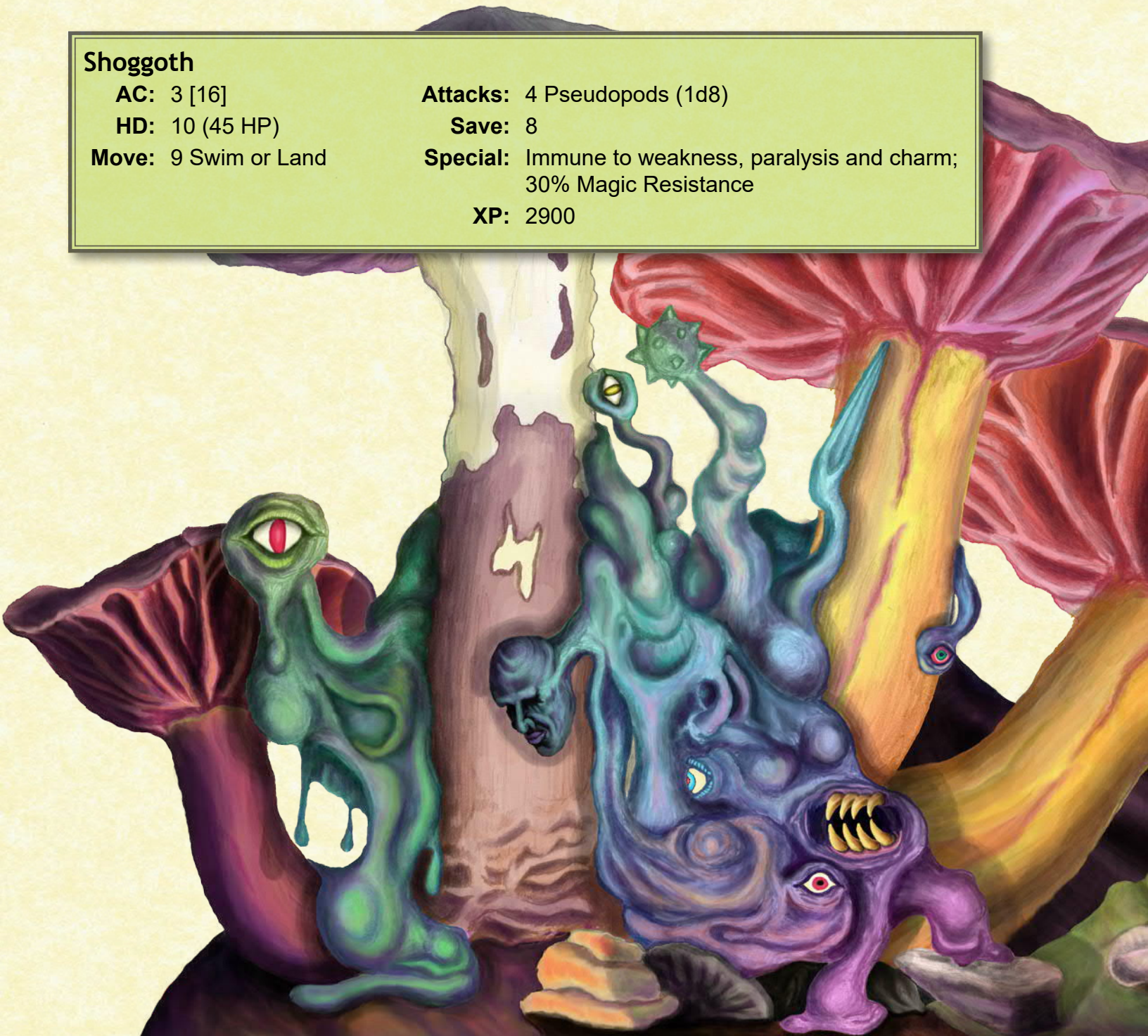
Move: 9 Swim or Land

Attacks: 4 Pseudopods (1d8)

Save: 8

Special: Immune to weakness, paralysis and charm;
30% Magic Resistance

XP: 2900



EXPLORING THE UNDERGROUND RIVER

For the most part the river is relatively shallow (five or so feet deep) but ice cold and fast flowing. Areas of deeper water in pools and lakes are denoted with darker shades of blue; each gradation of blue represents another 10' in depth.

There is enough head space for humanoids to sit in canoes or other similar small craft throughout the portions of the river shown on the map. Shortly upstream to the north and west (just off the map), both branches of the river are completely flooded with no headroom. The branch of the river that flows to the east from D12 also quickly becomes a completely flooded tunnel. To the east of the lake in C1 the river channel remains navigable for quite some time, eventually flowing past the ruins of a dark citadel into a sunless sea.

Combat while in a small boat is difficult; all attacks are made at -2 to hit. Combat in the water can be even tougher; the following cumulative penalties apply to attack rolls, ability checks and movement rates* for anyone in the water dressed and carrying gear: -1 per 100 coins carried; -1 for a shield or each weapon other than a knife or dagger; -1 for anything other than light clothes; -2 for a backpack full of gear; -2 for leather armor; -4 for chain; -5 for plate.

*Base swim move is $\frac{1}{4}$ normal move, rounded down. If the cumulative penalty is -5 or greater, a Str check is required to keep one's head above water each round (1 HP choking damage on a failure, or 1d4 HP if the penalty is -10 or greater).

For every three turns the party spends navigating the river, there is a 2 in 6 chance of an encounter:

Underground River Encounter Chart (1d6)

1. 2d6 Gloopers (see below).
2. 1d6 Wassermen (see D9).
3. Corvus the Mad in his Coracle (see C10). If Corvus has already been killed when this result occurs, a Shoggoth is encountered instead (see above under Encounters in the Fungus Forest).
4. A Swarm of White Wyrmlings (see below).
5. A Shockfish (see below).
6. A Merman (see below).

Gloopers

Gloopers are large, newt like, chaos-tainted mutated amphibians. They get their name from the 'gloop-gloop' noise they make as they surface for air when readying to attack. They are very aggressive carnivores.

Glooper

AC: 8 [11]

HD: 1d4 HP

Move: 14 Swim

Attacks: 1 Bite (1d4)

Save: 16

XP: 10

White Wyrmlings

Offspring of the White Water Wurm (C1). These vile looking things resemble aquatic tapeworms with teeth. They thrash about a single victim in a swarm. Anyone who succumbs to the paralyzing poison that seeps from the Wyrmlings' skin or from their bites will be eaten. If they are successful in paralyzing a victim, they will devour him in just four combat rounds. If left to feed they will not attack anyone else. If the party tries to rescue their paralysed comrade the swarm will retaliate. If a swarm is reduced to four or less HP it will swim away.

White Wyrmling Swarm

AC: 9 [10]	Attacks: 1 Swarm Frenzy (Poison)
HD: 2 (9 HP)	Save: 18
Move: 12 Swim	Special: Poison (Save or paralysed for 2d6 rounds); Devour paralysed victim in 4 rounds; Immune to poison
	XP: 50

Shockfish

These fish are bug-eyed, with translucent scales, and are about the size of a small crocodile. They discharge electric pulses into the water then feed on anything that falls prey to their shocks.

Shockfish

AC: 3 [16]	Attacks: 1 Shock (2d6)
HD: 4 (18 HP)	Save: 15
Move: 16 Swim	Special: Shock 15' radius in water; Shock does double damage vs. targets wearing metal armor
	XP: 400

Merman

Stolen from his tribe by the Pixies when he was a child and put in their pool (D16) as a pet, Oannes the Merman escaped via the underwater passage and has grown up fending for himself in the river. He is desperate for friendly (or even relatively sane) company and willingly befriends the party. If the party agrees to help him get back to the sea, he tells them about the hidden underwater passage into the Pixie village. The party will also have a tribe of grateful Mermen as future allies.

Merman (Oannes)

AC: 7 [12]	Attacks: 1 Spear (1d6)
HD: 1+3 (10 HP)	Save: 17
Move: 1 Land; 18 Swim	Special: Water breathing
	XP: 15



FUNGUS FOREST KEY

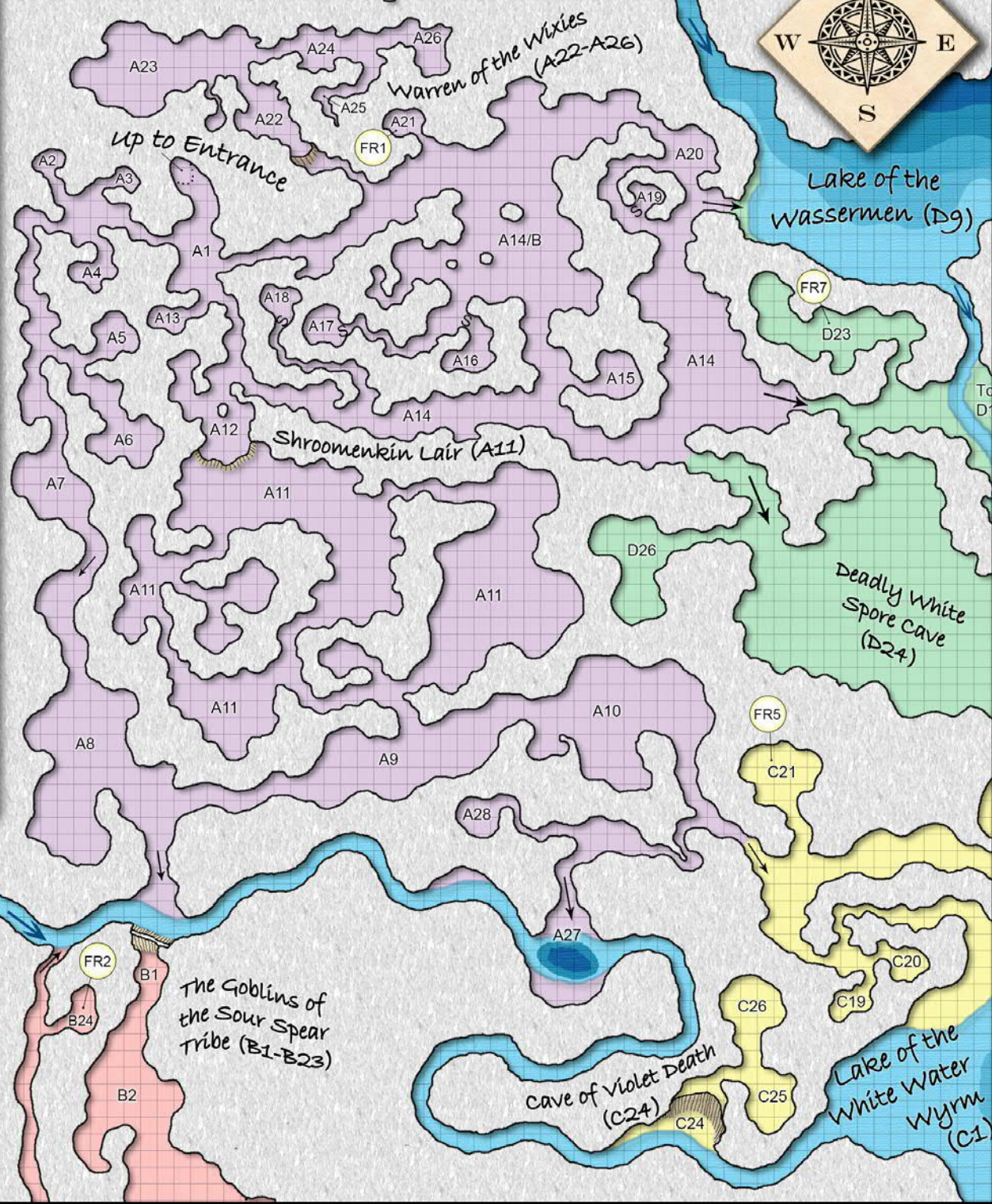
USING THE MAP AND KEY

The Fungus Forest is a large, sprawling cave complex. With over 100 entries in the key, a quadrant numbering system has been used to break the complex up into more manageable chunks. The map and key are divided into Quadrants A through D. Quadrant A (violet map background) includes the entrance to the cave complex and is the upper left quadrant. The quadrants go in counterclockwise order from there, with Quadrant B in the lower left (pink map background), Quadrant C in the lower right (yellow map background) and Quadrant D in the upper right (green map background). Within each quadrant the caves are numbered in ascending numeric order (A1, A2, etc.); quadrant cave numbering roughly follows a counterclockwise pattern within the quadrant with some variation.

QUADRANT A CAVE NAMES

- A1 - Entrance Cave
- A2 - Speed Shroom Cave
- A3 - Tragic Mushroom Cave
- A4 - Mad Mushroom Cave
- A5 - Manic Mushrooms
- A6 - Fear Shroom Cave
- A7 - Cave of Skulls
- A8 - Cave of Bones
- A9 - Cave of Fists
- A10 - Cave of Rusted Lives
- A11 - Lair of the Shroomenkin
(four caves)
- A12 - Eye Shroom Cave
- A13 - Grotto of Rage Mushrooms
- A14 - Cave of Sticky Shrooms
(two caves)
- A14/B - Wall of Sticky Shrooms
- A15 - Open Grave
- A16 - Monk's Grave
- A17 - Monk's Grave
- A18 - Monk's Grave
- A19 - Monk's Grave
- A20 - Grotto of Wisdom Caps
- A21 - Fairy Ring I
- A22 - Entrance to the Wixies' Warren
- A23 - Communal Cave of the Wixies
- A24 - Cave of Ritual
- A25 - Torture Tunnel
- A26 - Cave of the Wixie Chief
- A27 - Cave of Stink
- A28 - Pixiebane Cave

FUNGUS FOREST QUADRANT A



LEGEND

- = Ten Foot Square
- FR# = Fairy Ring #
- S = Obstructed Passageway
- = Water
(deeper in the middle)
- = Drop Off
(thick line is top edge)
- = Slope
(arrow points downslope)
- = Water Current
(arrow points downstream)

Entrance Sinkhole

The Fungus Forest cave complex is accessed from the surface by an otherwise unassuming sinkhole nestled between the exposed roots of a large oak tree. The entrance sinkhole is relatively well known in these parts; a faint path leads up along the rim of a canyon and winds through the undergrowth at the top straight to the sinkhole. The first time the sinkhole is visited, 100' of nice silk rope (10 gp value) has been securely tied around the oak tree and dropped into the hole. If this rope is yanked on or used to descend into the sinkhole, a clanging noise rises up from below; several pots and pans (1 sp value total) have been lashed to the rope halfway down. If this happens, roll immediately for a chance of a random encounter (see Overview - Encounters in the Fungus Forest) that will be waiting below.

The sinkhole opens into a 70' vertical shaft terminating above the north end of the passage to the north of A1; the southernmost extent of the opening in the ceiling is marked on the map with a dotted line.

A1 - Entrance Cave

The first time this cave is visited there are six corpses strewn across the floor: an Elf, Dwarf, Halfling, Fighting Man, Cleric, and Magic-User. It is clear, from the way they fell and their wounds, that they killed each other. It looks to have been a brutal fight. A close inspection reveals that the bodies have red stains around the mouth which are not blood. Speak With Dead or similar means would reveal that these unfortunate souls ate the red mushrooms from A13.

Their armor, weapons, and equipment sustained heavy damage in the fight but the following gear is salvageable: 1 long sword; 1 bastard sword; 1 short sword; 1 mace; 1 dagger; 1 longbow and 8 arrows; 1 light crossbow and 6 crossbow bolts; 1 dwarf sized suit of chain; 1 shield; 1 suit of halfling sized leather armor; 1 vial of holy water; 1 spell book with 1 spell (Sleep) and room for six additional spells to be inscribed; 50' of hemp rope; a grappling hook; 3 backpacks; a hammer and 10 iron spikes; 4 days dried rations; and six purses containing a total of 167 gp worth of mixed coins.

If the party does not loot the corpses, the next time they come this way the gear has been taken by the Shroomenkin (A11) but the bodies are still there. On a third visit, the bodies are gone too.

A2 - Speed Shroom Cave

Growing on the ceiling of this cave there are small white mushrooms. If eaten they increase movement by 2, and allow the user to attack first each round and make one additional attack per round. These effects last for 1d4 hours after which the user's movement is reduced by 4, they always attack last (even if their side wins initiative) and may only attack once every two turns. These side effects last until they take a full night's sleep.

A3 - Tragic Mushroom Cave

This cave is overgrown with man-sized mushrooms that have grey caps the size of a small shield. If tasted they are delicious and filling, but there is one side effect: whoever eats them will be burdened with an overwhelming sense of doom that will last for 1d4 hours. During which time they will be wildly pessimistic, and sure that the worst is always about to happen. This manifests as a -2 penalty on all rolls until the effects wear off.

A4 - Mad Mushroom Cave

There are a variety of fungi growing in this cave. Despite their differences, they all have two things in common: prominent bright yellow spots and the fact that they have been infused with wild Wixie magic. If any of them are ingested roll 1d10:

1. Intermittent projectile vomiting for 1d6 hours (-1 Con -1 HP both recovered after a night's rest).
2. The character sees a vision of the nearest treasure.
3. Skin turns blue and glows with a light equivalent to a torch for 1d6 days.
4. Can speak nothing but unintelligible gobbledegook for 1d4 days (this is actually the Shroomenkin language).
5. Cures disease.
6. Sleep as per spell but no Saving Throw.
7. Heals 1d6+1 HP. If unwounded max HP are temporarily raised by +1 (until next wounded).
8. Faints at first sight of blood. Then must make a Saving Throw not to faint at any further sight of blood (this lasts for 1d6 days).
9. Sees vision of nearest hostile monsters.
10. Mind is expanded +1 Int.

A5 - Manic Mushrooms

There are small purple mushrooms growing in this cave. If even the tiniest morsel of these are eaten the user is unable to contain his enthusiasm for adventure, unable to stop talking, and unable to keep still (rendering stealth or surprise impossible). These effects last for 1d4 hours.

A6 - Fear Shroom Cave

The walls of this cave are covered in yellowish fungi that cause paranoiac delusions, hallucinations, and general fear. Whoever samples these will be convinced they are being followed, sure their fellow party members are out to get them, and suspect all hirelings and henchmen have treachery in their hearts. At the first sign of any hostile creatures, they will be paralysed with fear if they fail their Saving Throw.

A7 - Cave of Skulls

Hundreds of human, demihuman, and humanoid skulls have been placed in niches that dot the walls of this cave. There is a 1 in 6 chance that 1d4 Slender Shroomenkin (see A11) are here placing fresh skulls.

A8 - Cave of Bones

The bones associated with the skulls (in A7) are piled around the edge of this cave. They have been grouped by type: hundreds of tibias in one stack, femurs in another, ribs in another, and so on. A successful Int check by anyone examining the bones would note there are no hand or foot bones. There is a 1 in 6 chance that 1d4 Slender Shroomenkin (see A11) are here placing fresh bones.

A9 - Cave of Fists

This cave is filled with hand and foot bones. There is a 1 in 6 chance that 1d4 Slender Shroomenkin (See A11) are here placing fresh bones. Growing on the northern passage that leads from here and into the caves of the Shroomenkin are several *Eye Shrooms*. These flat disk-like fungi are created by the Shroomenkin and hold eyes taken from the dead, although any dead flesh will be perfectly preserved if inserted into an *Eye Shroom*. The Shroomenkin can see through these eyes and spy on anything entering their domain. Anyone

foolish enough to ingest any portion of an *Eye Shroom* will die if they fail a Saving Throw.

A10 - Cave of Rusted Lives

Piled in this cave are the rusted and broken remains of arms and armor, gear and equipment. Most of it is useless, the choice treasure having already being looted, but a search taking two turns will reveal on a roll of 1d6 . . .

1. 1d6x10 gp in a purse.
2. A usable weapon (referee's choice).
3. A good shield.
4. A piece of intact equipment (referee's choice).
5. A potion (referee's choice).
6. A suit of salvageable armor (referee's choice of type and size).

For every two turns searching there is a 1 in 6 chance that 1d4 Slender Shroomenkin (see A11) arrive to dump off more gear.

A11 - Lair of the Shroomenkin (four caves)

Approaching these caves a powerful charnel stench is detected long before the party actually enters. Inside, the floor is scattered with flyblown decomposing corpses. Growing in the caves are two varieties of giant mushrooms (actually the Shroomenkin).

The Shroomenkin are evil sentient fungi. Their only fathomable purpose seems to be to feed on flesh. They require only a little to sustain them and so wait patiently for their prey to come to them. They feed through their mycelial networks on the decomposing flesh of their victims.

The circle of caves marked A11 is an extended root system of the Shroomenkin's mycelium. They spend most of their time communing silently with each other and feeding. They are usually warned of intrusion by the *Eye Shrooms* at A9 and A12. If so, unless attacked first, they wait motionless, hoping to lure a party into their caves to spring an ambush on them. Once the ambush is launched they shout and murmur their strange gobbledygook language. (*continued*)

A11 - Lair of the Shroomenkin (continued)

There are three types of Shroomenkin:

Slender Shroomenkin

AC: 5 [14]

Attacks: 1 Hand (1d8)

HD: 1+1 (7 HP)

Save: 12

Move: 14

Special: Immune to mind control; Immune to Spore Magic

XP: 80

Slender Shroomenkin (Slenders) are humanoid in shape and form, with slender mushroom stalk legs, arms, torsos, and a pointed mushroom cap head. They make up the majority of the Shroomenkin. They are fast and deceptively strong.

Spitter Shroomenkin

AC: 5 [14]

Attacks: 1 Spit range 70' (1d8)

HD: 2+1 (14 HP)

Save: 12

Move: 4

Special: Immune to mind control; Immune to Spore Magic

XP: 80

Spitter Shroomenkin (Spitters) are less mobile than the Slenders, but hardy. They spit toxic spores in a sticky liquid form. They look like stubby yellow toadstools and move in clumsy hops.

Sporecerer Shroomenkin

AC: 5 [14]

Attacks: 1 Hand (1d6) or 1 Spore Magic (special)

HD: 3+1 (17 HP)

Save: 10

Move: 9

Special: Immune to mind control; Spore Magic

XP: 300

There is only one Sporecerer per community of Shroomenkin. The Sporecerer has the same slender mushroom stalk legs, arms and torsos as the Slenders but stands much taller. It has a drooping hooded cap. If the Sporecerer is killed the rest of the Shroomenkin community suffers a -1 penalty on all actions until a new leader is grown.

Spore Magic: The Sporecerer can release four kinds of magical spores, each usable once per day (as the Magic User spells): Charm Person; Sleep (affects 1d4+1 HD); Hold Person; Stinking Cloud. All Shroomenkin are immune to the effects of Spore Magic.

Each of the caves marked A11 holds 6 Slenders and 3 Spitters. There is only 1 Sporecerer and it is in the northernmost cave of the ring, bordering A12. They keep their population at this level by choice. Any slain are spored and regrown within two days (including Sporecerers).

Combat in any cave draws the Shroomenkin from the other caves. If the party suffers fatalities and flees, leaving behind their fallen comrades, they won't be pursued. If there were no casualties and the party flees, 2d4 of the remaining Slenders will chase them and try to grab at least one body to feed on. *(continued)*

A11 Lair of the Shroomenkin (continued)

Once they kill intruders, Slender Shroomenkin strip the bodies and dump the unwanted possessions in a nearby cave. Then they let nature take its course and feed on the results. When bodies have decomposed they remove the bones and stack them in separate caves. No one knows why the Shroomenkin do this. They talk, but their language is indecipherable to any other living beings (even via magic). Only through the use of the gobbledegook mushrooms from A4 can anyone understand them. Of course, someone under the influence of those mushrooms cannot be understood by anyone but the Shroomenkin.

A12 - Eye Shroom Cave

All over this cave there are *Eye Shrooms*. These flat disk like fungi are created by the Shroomenkin and hold eyes taken from the dead, although any dead flesh will be perfectly preserved if inserted into an *Eye Shroom*. The Shroomenkin can see through these eyes and spy on anything entering their domain. Anyone foolish enough to ingest any portion of an *Eye Shroom* will die if they fail a Saving Throw. The drop-off at the southern edge of this cave is a 10' sheer cliff straight down to the lair of the Shroomenkin (A11).



A13 - Grotto of Rage Mushrooms

Growing on the walls of this cave there are numerous disc-like red fungi. Anyone who eats these mushrooms goes berserk and attacks the nearest person within 1d4 turns of ingesting them. Only the spells Remove Curse, Cure Disease, Sleep, or Charm Person can stop someone under the influence of these mushrooms. If subdued by non-magical means, they froth at the mouth, rage, and try to escape so as to continue their murderous rampage. It takes two full days for the berserk fury to wear off naturally. Otherwise they fight until they are killed.

A14 - Cave of Sticky Shrooms (two caves)

This area is wall to wall with giant fungi that are greyish green in color, stubby in shape, and covered in a viscous grey mucous. There are some pathways through, but nothing a Halfling sized or larger creatures could easily squeeze through.

Anyone who tries to force their way through finds themselves stuck fast to the mushrooms. Once stuck, the more they struggle, the more the mushrooms ooze their grey liquid and hold the character fast. Much like quicksand, struggling only makes things worse. The best way to extract someone is to throw them a rope and have several people drag them out slowly. The liquid itself is harmless, although a character covered in the stuff is likely to get all sorts of detritus stuck to them and their equipment. The smell isn't too pleasant either. It is also highly flammable, doubling any damage by fire.

If exposed to flame, Sticky Shrooms go up with an explosive whoosh of intense heat. This explosion empties the cave and nearby tunnels of oxygen, and then fills them with thick toxic smoke for a total of 3d6 damage with a Saving Throw to take half-damage.

A14/B - Wall of Sticky Shrooms

Same as A14 but the Sticky Shrooms only grow in the central area of the cave, blocking off the north and south sides of the cave from each other.

A15 - Open Grave

Similar to the graves in A16-A19, but the stones have been cleared from the entrance and the remains are nowhere to be found.

A16 - Monk's Grave

The entrance to this cave has been blocked with boulders (marked with an "S" on the map). It would take two hours to clear the boulders. Inside, judging by the holy symbol it wears, are the skeletal remains of a monk. Buried with the body is a copper scroll case which contains three scrolls. One gives testament to the greatness of St. Gyax the Gray, the other two are the clerical spells Hold Person and Quest.

A17 - Monk's Grave

The entrance to this cave has been blocked with boulders (marked with an "S" on the map). It would take two hours to clear the boulders. Inside, judging by the holy symbol it wears, are the skeletal remains of a monk. Lying atop the skeleton is a *Shield* +2. It still looks pristine, and has the likeness of St. Gyax the Gray painted on it.

A18 - Monk's Grave

The entrance to this cave has been blocked with boulders (marked with an "S" on the map). It takes two hours to clear the boulders. Inside, judging by the holy symbol it wears, are the skeletal remains of a monk. Other than the Holy Symbol there is nothing but a few broken shards of pottery.

A19 - Monk's Grave

The entrance to this cave has been blocked with boulders (marked with an "S" on the map). It takes two hours to clear the boulders. Inside, judging by the holy symbol it wears, are the skeletal remains of a monk. There is a ring on the left hand index finger set with a small semi precious stone. The ring is worth 150 gp.



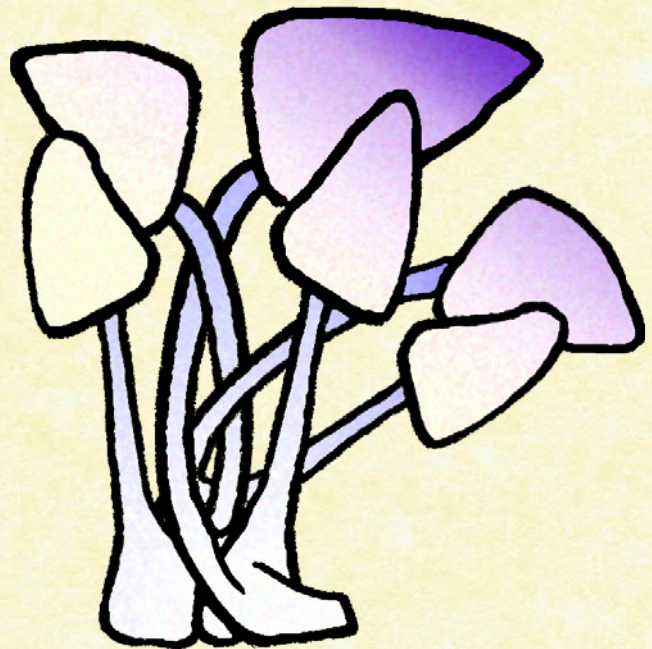
A20 - Grotto of Wisdom Caps

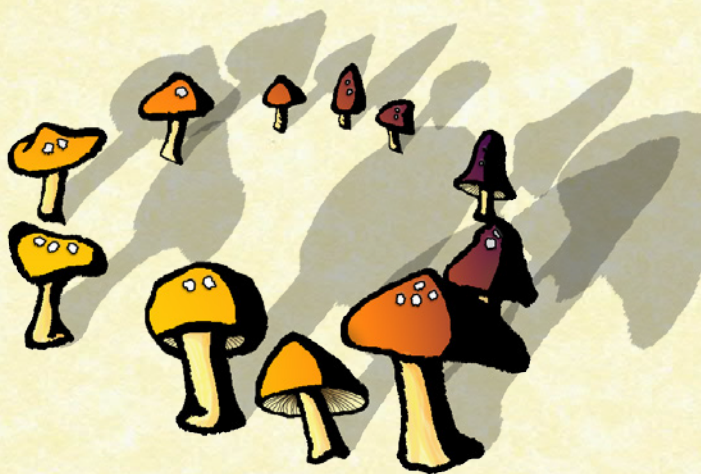
The floor of this small cave is covered in very small fungi known to the fey folk as Wisdom caps. The Wisdom caps have thin white stalks with a bluish tint at the base of the stalk, and heads reminiscent of a pointed cap.

If taken in small doses they cause mild euphoria, heightened senses, minor hallucinations (vibrant colors, swirling patterns, etc), and imbue the user with a sense of wellbeing that lasts for 1d6 turns after which they develop a new sense of perspective which manifests as a permanent +1 increase in Wis.

A second dose has no effect. Any further doses dull the senses and permanently reduce the user's Int by -1 per additional dose.

Large doses cause 1d6 turns of screaming fear, hysterical laughter or paralysing paranoia before ending in permanent insanity if the user fails a Saving Throw.





A21 - Fairy Ring 1

In the middle of this small cavern there is a ring of tiny mushrooms with delicate cream colored stalks and small yellow caps. The ring is large enough for one person to stand in. This 'Fairy Ring' can be used to teleport around the Fungus Forest. The first time anyone steps into the circle of mushrooms roll 1d6 to see where they are instantly teleported with all items worn and carried:

1. Transported to B24 (Fairy Ring 2).
2. Transported to C2 (Fairy Ring 3).
3. Transported to C18 (Fairy Ring 4).
4. Transported to C21 (Fairy Ring 5).
5. Transported to D15 (Fairy Ring 6).
6. Transported to D23 (Fairy Ring 7).

The second time (and subsequently) someone steps into one of the Fairy Rings it transports them to the last place within the forest that something memorable happened to that person. Only the Pixies know the secret of the Fairy Rings; they will transport a person to any destination within the Fungus Forest that the person is thinking about when stepping into the circle of mushrooms.

If anyone picks one of the mushrooms, it will be discovered that they are actually sentient beings: Shroom Fairies. They don't take kindly to being picked and rise up in an angry shrilling swarm to attack the person that picked one of their kin.

Shroom Fairies (swarm)

AC: 9 [10] or 0 [20]

HD: 2* (2d6+6 HP)

Move: 14 Fly

Attacks: 1 Swarm Storm (1d6+1)

Save: 12

Special: Immune to sleep spells; AC 0 [20]
vs. piercing or slashing weapons

XP: 80

Shroom Fairies can appear as a ring of tiny mushrooms or an angry swarm of tiny fairies. The swarm attacks a single target with multiple tiny lightning bolts. Each Shroom Fairy only has 1 HP and when the swarm is reduced to five or less individuals (HP), they fly away. It takes a reduced swarm three months to respore enough members to form a new circle.

* There are 2d6+6 fairies in a swarm, each with 1 HP, but the swarm attacks as a 2 HD monster.



A22 - Entrance to the Wixies' Warren

This cave serves as entrance and guard cave to the Wixies' lair. There is a ten foot climb up into the cave and four Wixies always stand guard here with six more standing ready nearby.

Although they are on guard duty, Wixies aren't very conscientious by nature and are likely to be arguing or even fighting amongst themselves. When they spot the party they shout boasts about their lineage and bravery, and challenge the party to do something brave (or more likely foolish). If the party accepts the challenge, the party will be invited to enter the Wixie lair as friends and be led to meet Bran the Wixie Chief. If they refuse, or act in any way deemed cautious or cowardly, the Wixies become aggressive and insulting. *(continued)*



A22 - Entrance to the Wixies' Warren (continued)

Status amongst the Wixies is determined by an individual's fierceness, cunning and bravery. They respect the same characteristics in others and despise caution and cowardice. If they deem the response to their threats, challenges and dares to be brave, or full of attitude, they are likely to be friendly. Cow-towing, being respectful, or acting submissive will only encourage the Wixies to attack.

10 Wixies:

HP: 8, 8, 8, 7, 5, 5, 5, 3, 3, 3

A23 - Communal Cave of the Wixies

This cave serves as a the communal living space for the Wixies. Each family group has its own space and fire in the cave. It is a raucous and noisy place, full of laughter, singing, fist fights, rat baiting, and cat calling. There are ten families, each having two warriors (these are in addition to the ten warriors at the guard room, and those with the chief). Each family has a stash of 100 ep. If the guards from A22 lead the party through here to meet Bran, 1d20 of the warriors and assorted women and children will follow to see what happens.

20 Wixies:

HP: 8, 8, 8, 7, 7, 6, 6, 6, 5, 5, 5, 4, 4, 4, 3, 3, 2, 2, 1, 1

A24 - Cave of Ritual

It is here that young Wixie Warriors undergo their initiation into manhood. This entails being hung by the ankles from the cave roof and punched in the face by passers by, pelted with garbage (or worse), and taunted by Wixie children. This is also the fate of any prisoners the Wixies take... although prisoners tend to get set on fire once the Wixies get bored of punching them.

There are usually 1d6 Wixies youths hanging from the roof, and a gang of Wixie children throwing icky stuff at them. There are also two burned Goblins, and one charred human corpse hanging here.

A25 - Torture Tunnel

Two Wixies (HP: 8, 7) guard the entrance to this tunnel. Sounds of exhausted anguish can be heard coming from around the corner at the end of the tunnel. *(continued)*

Wixie

AC: 5 [14]

HD: 1

Move: 14

Attacks: 1 Sling (1d4) or 1 Dagger (1d4) or 1 Spell (Special)

Save: 12

Special: Wild Wixie Magic;
35% Immunity to magic

XP: 80

Wixies are a wild and savage wingless subspecies of Pixie (whom they hate and continually war with). They are unpredictable, arrogant, and full of bravado to the point of foolishness. When it comes to treasure they are as fickle as in all other things and only value electrum coins. Wixies dress in rat furs, with primitive rat bone necklaces and 1d10 ep worn as jewelry. Wixies are equally likely to stay at range and use their slings or close to fight ferociously with their daggers.

Wild Wixie Magic:

All Wixies can cast 1 spell per day. When Wixies cast a spell, throw any die; the spell is a Magic User spell on an odd result and a Cleric spell on an even result. If it is a Cleric spell roll 1d8 to determine the spell level (re-roll 8's), or 1d10 (re-roll 10's) to determine the level of a Magic-User spell. Once the type and level are known, then refer to the appropriate spell chart and randomly determine the actual spell cast. No matter how strange the results, go with it. Wixies enjoy the random chaotic nature of their magic and find it amusing when an inappropriate spell causes bemusement, mayhem, or death... even if it is for themselves or their fellow Wixies!

A25 - Torture Tunnel (*continued*)

The captured Pixie Prince, Geshin, is held here and is being tortured by the Wixie chief's youngest son, Becan. The Wixies want to know where the Pixie village is and the secret of the Pixie King's immortality, but Geshin is prepared to die before he betrays his people to their hated enemy.

Geshin has been bound with *Electrum Chains* to stop him using magic to escape. *Electrum Chains* are Wixie forged chains that, once wrapped around an individual, prevent any form of magic use. They are worth 3,000 gp.

Becan (Wixie Royalty - youngest son of the chief):
HP: 6

Geshin, the Pixie prince, is so badly beaten as to be considered a non-combatant.

A26 - Cave of the Wixie Chief

The Wixie Chief Bran and four of his sons and daughters (Wixie Royalty) sit in state here alongside 5 of the strongest warriors in the tribe.

5 Wixies (see page 21):
HP: 8, 8, 8, 7, 7

4 Wixie Royalty:
HP: 14, 9, 8, 7

Bran the Wixie Chief:
HP: 18

Bran does not have a throne; instead he has a cushion placed atop his hoard of Electrum (10,000 ep). He will offer 4,000 ep as a reward to anyone who can find the Pixie Village and 5,000 ep and his *Ring of Spell Storing* to anyone who can find the Pixie village and kill Golt the Pixie King.



Wixie Royalty

AC: 4 [15]

HD: 2

Move: 14

Attacks: 1 Sling (1d4) or 1 Dagger (1d4+1) or 1 Spell (Special)

Save: 12

Special: Wild Wixie Magic;
40% Immunity to magic

XP: 100

Wixie Royalty are the sons and daughters of the Wixie chief. Each carries a +1 *Dagger* and 2d10 ep worn as jewelry.

Wixie Chief (Bran)

AC: 4 [15]

HD: 3 (18 HP)

Move: 14

Attacks: 1 Sling (1d4) or 1 Dagger (1d4+2) or 1 Spell (Special)

Save: 12

Special: Wild Wixie Magic;
40% Immunity to magic

XP: 100

Bran carries a +2 *Dagger* and wears 30 ep as jewelry. He also wears a *Ring of Spell Storing* (with the Cleric spells *Continual Light*, *Purify Food & Drink*, *Create Water* and *Protection From Evil*).

Wild Wixie Magic: All Wixies can cast 1 spell per day. When Wixies cast a spell, throw any die; the spell is a Magic User spell on an odd result and a Cleric spell on an even result. If it is a Cleric spell roll 1d8 to determine the spell level (re-roll 8's), or 1d10 (re-roll 10's) to determine the level of a Magic-User spell. Once the type and level are known, then refer to the appropriate spell chart and randomly determine the actual spell cast. No matter how strange the results, go with it. Wixies enjoy the random chaotic nature of their magic and find it amusing when an inappropriate spell causes bemusement, mayhem, or death... even if it is for themselves or their fellow Wixies!

A27 - Cave of Stink

Approaching this cave there is a noticeable stench of excrement. This is being generated by the Giant Phallaceae, more commonly known as the Stinkhorn Mushroom, on the far side of the pool. Its smell attracts flies which get stuck to its skin and digested. The abundance of flies has attracted a Giant Toad. It lives in the pool and feeds off the flies and anything else that happens along.

Next to the mushroom there is the corpse of a female Elf. She is dressed in black robes covered in arcane symbols and parts of her have been eaten. In her one remaining hand she grasps an ivory scroll case (worth 150 gp) that is watertight and contains one charm person scroll, one read languages scroll, one read magic scroll, and five blank scrolls. On a purse in her belt there is 80 gp and a potion of clairvoyance. A broken dagger lies nearby.

Giant Toad

AC: 6 [13]

HD: 3 (18 HP)

Move: 6 plus Hop 3 (Special)

Attacks: 1 Bite (1d8)

Save: 14

Special: 30' hop attack

XP: 60

Giant toads are about the size and weight of a human. They are predators, willing to attack creatures as large as men. Giant toads can attack at the end of a hop, which is in addition to the toad's normal move.

A28 - Pixiebane Cave

The floor of this cave is covered in minuscule bright green mushrooms, called Pixiebane. Eating a handful of these mushrooms will cause the user's eyes to glow an eldritch green and enable them to see Pixies (and only Pixies) no matter what enchantment the Pixies use: Invisibility, Polymorph Self, etc. So far only the Wixies have figured out what these mushrooms do. There is a 2 in 6 chance of encountering a band (1d6) of Wixies (see A22) picking mushrooms here.



LEGEND

- = Ten Foot Square
- FR# = Fairy Ring #
- S = Obstructed Passageway
- = Water
(deeper in the middle)
- = Drop Off
(thick line is top edge)
- = Slope
(arrow points downslope)
- = Water Current



QUADRANT B CAVE NAMES

- B1 - Goblin Pit
- B2 - Goblin Guardroom
- B3 - Goblin Redoubt
- B4 - Goblin Fungus Farm
- B5 - Goblin Defenses
- B6 - Entrance to the
Goblins' Lair
- B7 - Goblin Wolf Pit
- B8 - Wolf Den (three caves)
- B8/B - Wolf Den
(with treasure stash)
- B9 - Sour Spear Armoury
- B10 - Goblin Communal
Cavern
- B11 - Goblin Family Caves
(four caves)
- B12 & B13 - Goblin Choke
Points
- B14 - Sour Spear Armoury
- B15 - Snarak's Hall
- B16 - The War Room
- B17 - Snarak's Stores
- B18 - Snarak's Throne Room
- B19 - Cave of the Red Lanterns
- B20 - Cave of the Concubines
- B21 - Defenders' Barracks
(two caves)
- B22 - Bodyguards' Barracks
- B23 - Goblin Wolf Pit
- B24 - Fairy Ring 2

FUNGUS FOREST QUADRANT B

SOUR SPEAR GOBLIN TRIBE

All but one cave of Quadrant B, the exception being B24 (Fairy Ring #2), is the home territory of the Sour Spear Goblin Tribe. The Sour Spear Goblins get their name from the poison they concoct from mushrooms and smear on their light javelins. It is a weak poison (+1 bonus to the Saving Throw) and causes paralysis for 1d6 combat rounds.



B1 - Goblin Pit

The river that flows underneath the narrow ledge overlooking B1 is a natural barrier that protects one of the entrances to the Sour Spear Goblins' territory. On the south side of the river, 10' up the cave wall, there is a ledge and natural archway and beyond it a ten-foot drop down into a small cave.

There is a covered 10' spiked pit trap at the foot of the drop. Anyone who jumps down from the ledge falls through the pit and suffers 2d6+2 damage. Anyone who climbs down the drop and steps on the pit trap falls through it on a roll of 1-2 on d6 (1-3 if wearing chain or plate, or otherwise heavily encumbered) and takes 1d6+2 damage.

Two goblins stand guard on the south side of the pit trap. They are alert and watching for anything that might appear on the ledge. In rough common they instruct the party to stay where they are (on the small ledge between the river and the drop). Four more guards will arrive from B2. If the party and the goblins can parley four more will arrive dragging a large wooden ramp that they will lay up to the ledge. This allows the goblins to allow 'peaceful' visitors down without giving away the presence of the pit trap.

If at any stage the party becomes hostile, disobeys the guards' orders to stay on the ledge, or attacks, the goblins cry 'Bree-yark!' and hurl javelins. The remaining guards from B2 rush round to support them.

The Goblins' tactics are simple: they try to keep the party pinned on the ledge, between the river and the drop, and pepper them with javelins until the party retreats, jumps down off the ledge, or they run out of javelins. When they run out of javelins they fall back to B3.

Two Sour Spear Goblins:
HP: 4, 2

B2 - Goblin Guardroom

Ten Sour Spear Goblins are posted here. Most of them sit and moan about guard duty and their diet of mushrooms, but two are always posted at the northern entrance where they can watch

and hear the guards at B1. If necessary, they will send four guards to support the two at B1 during any negotiations, and another four dragging the wooden ramp if things are resolved peacefully. At the first sign of trouble at B1, one of them leads any guards still in this room to B1 and the other falls back to warn the rest of the tribe.

Piled high against the east wall of this cave are hundreds of sandbags. The bags are very poorly woven and many are rotting, spilling out a fine-grain black sand. When the river floods the goblins stack sandbags on the ledge above B1 to keep the river out.

Ten Sour Spear Goblins:
HP: 6, 6, 5, 5, 4, 3, 3, 3, 2, 1

Goblin (Sour Spear Tribe)

AC: 7 [12]

HD: 1d6 HP

Move: 9

Attacks: 1 Javelin (1d6-1 + Poison) or Club (1d4)

Save: 19

Special: Poison (+1 to Save, paralyzes for 1d6 rounds)

XP: 15

Each Sour Spear Goblin carries 3 poisoned javelins, a club and 3d6 sp. They prefer to fight from range with javelins, only closing to brain paralysed opponents with their clubs or as a last resort when out of javelins.

B3 - Goblin Redoubt

There is a six-foot tall palisade across the centre of this cavern (marked with a dotted line on the map). On the north side there are three rope ladders hanging down the palisade. Any Goblins retreating from B2 scramble up the ropes and pull them up after them. On the south side of the palisade there is a narrow walkway allowing the goblins to defend it from that side and three wooden ladders. Twenty poisoned light javelins are stacked on the south side of the palisade for the goblins' use.

(continued)

B3 - Goblin Redoubt (*continued*)

If the Goblins from B2 can hold the palisade from assault from the north for 1d4+1 combat turns the majority of the tribe's warriors arrive to support them.

Where the cavern joins the passage that leads to B24 it is so thick with giant mushrooms that the Goblins are not even aware that there is a passage here. Anyone who hacks through the mushrooms finds that the tunnel has been caved in (marked with an "S" on the map). It takes about an hour to clear the rubble.

B4 - Goblin Fungus Farm

The floor of this large cavern is covered with a variety of edible fungi of different shapes, sizes, and colors. Black sand paths wind through the fungus gardens (no movement penalty in this cave), with carefully placed skulls lining the paths. Closer inspection will reveal the skulls to be those of rodents, Pixies, Wixies and Wirries with the occasional human or demihuman. During the hours of night the tribe's women and children work here, picking, tending, planting, fertilizing, processing, and cooking the fungi (in the day they will be resting in their family caves). They stick to the paths and cleared gardens; there are large sections of this vast cavern that are no-goblin's land, completely choked with fungal growth. There are no guards here, but there are always guards stationed at B2, B6, and B5.

The women and children flee to the tribe's cave complex (B7-B23) at the first sign of trouble. Other than fresh edible mushrooms and worn gardening utensils there is little of value or immediate interest here. There are heaps of bat guano along the west wall, teeming with insects and used by the goblins as fertilizer. High up the west wall, over 50' above the cave floor, a series of tiny chimneys lead up and out to open air along the canyon wall; a large colony of bats roosts on the cave ceiling here during the day.

Goblin-sized hand and foot holds have been carved out of the rock on the west wall leading up 50' to a very narrow passage next to the bat

colony near the ceiling (Dex check required at +1 penalty for any creature larger than a goblin to climb, failure resulting in a fall from 1d4+1x10'). This passage twists its way to the surface but its entrance is not visible from the floor, and the hand and foot holds should be considered as a secret door for chances of detecting them. The passage to the surface is a tight squeeze for goblin-sized individuals (only a very petite human or dwarf could squeeze through) and leads to a ledge on the canyon wall on which is piled a length of course hemp rope sufficient to dangle to the canyon floor.

Piled against the southeast wall, south of B5, are hundreds of sandbags. The bags are very poorly woven and many are rotting, spilling out a fine-grain black sand. When the river floods, the goblins stack sandbags against the inside of their palisade at B5.

B5 - Goblin Defenses

There is a six-foot tall palisade across the cavern here, the same as the redoubt at B3 except there is a ballista (Damage: 2d6; RoF: 1 per 3 rounds) set in the palisade and aimed towards the lake (C1). There are six goblins here. Two operate the ballista, the rest man the wall.

Six Sour Spear Goblins:

HP: 5,4,3,3,1,1



Goblin (Sour Spear Tribe)

AC: 7 [12]

HD: 1d6 HP

Move: 9

Attacks: 1 Javelin (1d6-1 + Poison) or Club (1d4)

Save: 19

Special: Poison (+1 to Save, paralyzes for 1d6 rounds)

XP: 15

Each Sour Spear Goblin carries 3 poisoned javelins, a club and 3d6 sp. They prefer to fight from range with javelins, only closing to brain paralyse opponents with their clubs or as a last resort when out of javelins.

B6 - Entrance to the Goblins' Lair

There are always four goblins stationed here, and four spread out amongst the various passages that lead to this cavern and B23 from B4.

Eight Sour Spear Goblins (*stats on previous page*):
HP: 5, 5, 5, 4, 3, 2, 2

B7 - Goblin Wolf Pit

Each exit from this cavern is rigged with a makeshift portcullis. The portcullises that lead to caves B8 and B8/B are closed. The ones that protect the way in and out of this cave are raised. There is also a covered pit trap in the centre of the room. All of these are rigged via a series of ropes and pulleys.

When under attack the Goblins run north, wait till most of their pursuers are in the room then yank on the rope and pulley system. This opens the pit (3 in 6 chance that anyone chasing the goblins through this room falls in and take 1d6 damage). It also lowers the two portcullises leading into this cave, effectively trapping the party in the room. At the same time, the portcullises to caves B8 and B8/B are raised releasing the four mean and mangy half-starved wolves that are kept there. While the intruders deal with the pit, portcullises, and wolves, the goblins ready a counter attack.

Four Wolves:
HP: 18, 13, 11, 7

Goblin Wolf

AC: 7 [12]

HD: 2d8+2

Move: 18

Attacks: 1 Bite (1d4+1)

Save: 16

XP: 30

Goblin Wolves are raised from pups by the goblins; they recognize the goblins by scent and only attack intruders.

B8 - Wolf Den (three caves)

These small caves are wolf dens. There are broken bones littered on the floor and scat in the corner. If they haven't been released already there are two wolves in here (a mating pair). The wolves know all the tribe by scent and attack any intruders. See B7 or B23 for their HP.

B8/B - Wolf Den

This wolf den is the same as B8 and is the home of a mating pair of wolves (see B7 for their stats). Snarak, the Goblin Chieftain, has buried one of his stashes here. Only a Dwarf will have a slight chance (1 in 6) of noticing that there has been digging in this well trodden wolf's den. The stash is a small ornate box filled with jewelry. The jewelry is worth 50 gp. The box itself is finely crafted and worth 120 gp.

B9 - Sour Spear Armory

There are 4d6 light javelins stacked here (Damage: 1d6-1; WT 2; RoF: 1; Range Increment: 20') as well as 1d10 clubs, and twenty small clay pots of the Sour Spear poison. There is enough poison to cover 20 javelins or daggers, or five swords. It is a weak poison (+1 to Saving Throw) and causes paralysis for 1d6 combat rounds. It needs to be reapplied after three uses. The poison can be sold for 5 gp per pot.

B10 - Goblin Communal Cavern

A fire pit has been dug in the centre of this large high roofed cavern and is kept burning at all times. This is where the Goblins socialize when not working or sleeping. It is also where they feast.

During working (night) hours there are 1d6 off duty guards (clubs only) resting between shifts. The women and children gather here when not working and sleeping and there are always wolf pups fighting over discarded bones (some of which look decidedly human or demihuman). There is nothing of value here.



B11 - Goblin Family Caves (four caves)

Various family groups sleep in these caves. Each one is much the same: cramped, stuffy, and very unhygienic. Each is furnished with a few piles of flea infested rags that serve as beds, niches carved into walls displaying crude goblin statuettes and worthless trinkets, and other personal belongings and knickknacks. A quick search reveals each family's stash of coins: 1d100 cp, 3d6 sp, and 1d6 gp. Each family typically consists of 2-4 warriors and 4-8 non-combatants (females, young, elderly). These cramped caverns are for sleeping only and the goblins spend most of their waking time in the communal area when not on duty.

B12 & B13 - Goblin Choke Points

These two guard rooms control access to the vital tunnel that connects the two halves of the complex. The goblins need to hold these rooms so that, depending on where any attack is coming from, they can funnel reinforcements to the fight and non-combatants away from it. The guards here know that the whole tribe depends on them and they fight to the death if need be. There are four in each room and another eight off-duty in their barracks (see B21).

Eight Sour Spear Goblin Defenders:

HP: 7, 7, 6, 6, 6, 6, 5, 4

Goblin Defender (Sour Spear Tribe)

AC: 5 [14]

HD: 1d6+1 HP

Move: 8

Attacks: 1 Javelin (1d6-1 + Poison) or Spear/Shortsword (1d6 + Poison)

Save: 16

Special: Poison (+1 to Save, paralyzes for 1d6 rounds)

XP: 20

Goblin Defenders are guards equipped to fight defensively. Each is outfitted with spears, shield, short sword and some of the best armor the tribe has managed to scavenge (a hodgepodge of leather, odd steel plates, and patches of chain). Each carries 3d6x10 sp and 1d4x10 gp.

B14 - Sour Spear Armory

This armory contains 1d6 each of short swords, spears and light javelins. There are also twenty pots of poison (see B9 for details).

B15 - Snarak's Hall

This is where Snarak feasts his elite warriors. There is a fire pit in the centre of this circular cavern and the floor is strewn with a variety of bones (many are human and demihuman). Several discarded drinking vessels are amongst the debris including two finely wrought silver cups worth 100 gp each. There are two small adjoining caves that serve as stores containing barrels of mushroom ale and a variety of evil looking and smelling foodstuffs. There are always two of Snarak's bodyguards guarding the passages that lead to B16 and B19.

Two Goblin Bodyguards:

HP: 8, 7

Goblin Bodyguard (Sour Spear Tribe)

AC: 3 [16]

HD: 1d6+2 HP

Move: 8

Attacks: 1 Spear (1d6+1 + Poison) or 1 Shortsword (1d6 + Poison)

Save: 16

Special: Poison (+1 to Save, paralyzes for 1d6 rounds)

XP: 20

The Bodyguards are the toughest goblins in the tribe and unquestionably loyal to the chief. They wear rusty black iron plate mail, are armed with spears which they use two handed, and wear short swords as back up. Each carries 1d6x10 gp.

B16 - The War Room

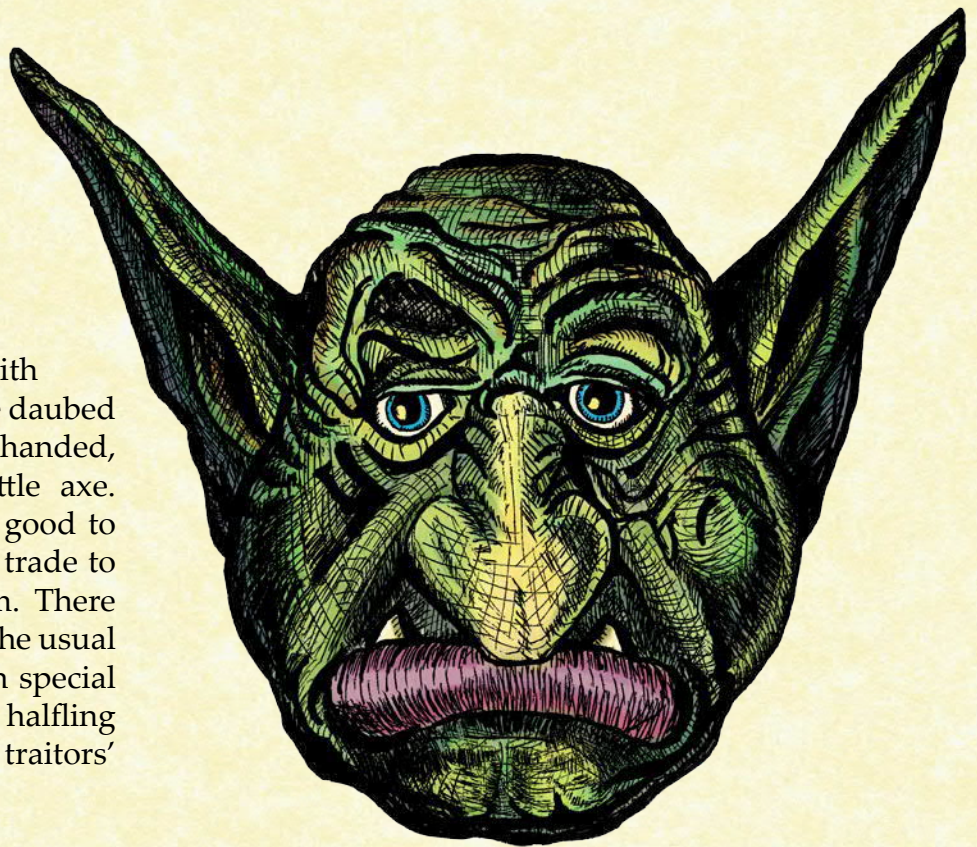
This cave contains a large table and chairs (looted from a monastery). Snarak plans his defence of the complex and his raids on his neighbors from here. There are various parchments on the table. One is a map of the Goblin Cave Complex with all the defences marked on it. There is also a rough map of the river from the lake in C1 to the lake of the Wassermen in D9. The cave D11 is marked with an X. Other than the X and the word 'Wassermen' scrawled on the parchment there are no other details.

B17 - Snarak's Stores

There are assorted pieces of hodgepodge armor stored here. One full suit of man-sized armor or two smaller suits could be cobbled together:

AC: 6 [13]; WT 55; Value: 5 gp.

There are also 2d6 small shields with the symbol of the Sour Spear Tribe daubed on them, three swords (two-handed, bastard and short) and one battle axe. These four large weapons are no good to the goblins and will be offered in trade to any party that parleys with them. There are also barrels of mushroom ale, the usual vile goblin fare, and Snarak's own special luxury vittles (such as pickled halfling feet, candied dwarf beards, boiled traitors' heads, and smoked elf ears).



B18 - Snarak's Throne Room

This is where Chief Snarak holds court. He has a throne of rough-hewn granite and some of his wealth is displayed on the wall behind his throne. On display there is a silver statuette of a very primitive Goblin earth mother worth 250 gp, an ornate silver brooch of a rearing dragon worth 300 gp, and a golden torc worth 500 gp.

A musty but valuable (150 gp) piece of tapestry, depicting a monk at prayer, covers the entrance to the small antechamber where Snarak sleeps. He has an actual bed looted from a human settlement. Underneath the bed is a chest containing 1,677 sp and 727 gp.

Snarak rules through a combination of astute leadership and brutal suppression. He is very shrewd and will never allow any party that parleys into the cave complex. Instead, he will meet with them, accompanied by at least four of his bodyguards, at the entrance to the complex (B6). For a toll of 100 gp, he will allow a party to pass through goblin territory. Those that refuse to pay will be escorted back to where they came from. Snarak has a number of offers to any willing party:

- ★ Find the Pixie village (D16-D22) (1,000 sp reward).
- ★ Chase the Wirries from their caves (C3-C9), which Snarak claims are the Goblins' ancestral caves (earth mother statuette worth 250 gp reward).
- ★ Kill the beast of the lake (see C1) (dragon brooch worth 300 gp reward).
- ★ Bring him the head of Corvus the Mad (see C10) (100 gp reward).



Snarak does not intend to pay any bounties. He is more interested in using the party to solve one of his problems before betraying them. If they complete a task, they are invited to a victory feast. During the feast they are served the same poison that the tribe daubs its spears with (weak poison, +1 to Saving Throw, causes paralysis for 1d6 turns). The goblins then turn on their former allies. If the party refuses the victory feast Snarak makes a show of sending one of his warriors to get the agreed payment, but this is a prearranged signal for an attack. Any parties that refuse to pay for safe passage or refuse any of the tasks are, if they look weak enough, attacked. *(continued)*

B18 - Snarak's Throne Room (*continued*)

Snarak and his tribe are mightily sick of eating mushrooms and rats and welcome the diversion a battle provides. Snarak will not cower in his throne room; when the tribe is under attack, he will lead the defense from the front.



Goblin Chief (Snarak of the Sour Spear Tribe)

AC: 3 [16]

HD: 1+2 (10 HP)

Move: 8

Attacks: 1 Spear *Manbane* (1d6+1, +2 vs. humans + Poison) or 1 Sword (1d6 + Poison)

Save: 13

Special: Magic ring (thrown weapons return);
Poison (+1 to Save, paralyzes 1d6 rounds)

XP: 100

Snarak wears black plate armor and wields the magic spear *Manbane* (Spear +1, +2 vs. Humans) in conjunction with his magic ring *Edelwierp* (teleports any thrown weapon back to the hand that threw it at the end of the combat round). He carries a short sword as a backup. Both weapons are poisoned.

B19 - Cave of the Red Lanterns

Silks hang from the walls, cushions cover the floors, and two red lanterns are set in niches carved in the wall of this cave. This is where Snarak's concubines entertain him and his elite warriors. The silks and cushions are spoiled and worthless. There are 1d6 silver cups worth 100 gp each, but the lamps are the true treasures.

Lamps of Eternal Light

These magic lamps are made of bronze and look crude. They are set with red glass beads that give out a dim (the strength of two candles) red light. They will burn for eternity and cannot be extinguished. The lamps do not interfere with darkvision. Each lamp is worth 500 gp.

There is 25% chance that 1d4 off duty Defenders (see B21) or Bodyguards (see B22) are here.

B20 - Cave of the Concubines

Snarak's concubines live here. There are eight of them and they are considered by Goblin standards to be very attractive, having all the usual indicators of Goblin beauty: warty skin, black teeth, pot bellies and hairy ears.

They are non-combatants and are always in a state of soporific stupor due to a concoction of dried mushroom dust that they smoke in clay pipes. Their eyes are glazed, they are docile, and they react slowly to anything other than orders from Snarak.

B21 - Defenders' Barracks (two caves)

The off duty Goblin Defenders (see B12-B13) rest in these squalid sleeping quarters. There are normally four sleeping in each room. Each sleeps near their arms and armor, and can be ready for combat in three rounds.

Eight Goblin Defenders (*stats on next page*):
HP: 7, 6, 5, 4, 4, 3, 3, 2



Goblin Defender (Sour Spear Tribe)

AC: 5 [14]

HD: 1d6+1 HP

Move: 8

Attacks: 1 Javelin (1d6-1 + Poison) or
Spear/Shortsword (1d6 + Poison)

Save: 16

Special: Poison (+1 to Save, paralyzes for
1d6 rounds)

XP: 20

Goblin Defenders are guards equipped to fight defensively. Each is outfitted with spears, shield, short sword and some of the best armor the tribe has managed to scavenge (a hodgepodge of leather, odd steel plates, and patches of chain). Each carries 3d6x10 sp and 1d4x10 gp.

B23 - Goblin Wolf Pit

This room has been rigged in the same way as B7 including a pit trap in the center of the room, portcullises and four wolves in the two adjoining dens (B8) ready to attack. See B7 for details.

Four Wolves:

HP: 12,11,8,6

Goblin Wolf

AC: 7 [12]

HD: 2d8+2

Move: 18

Attacks: 1 Bite (1d4+1)

Save: 16

XP: 30

Goblin Wolves are raised from pups by the goblins; they recognize the goblins by scent and only attack intruders.

B22 - Bodyguards' Barracks

Snarak's off duty bodyguards rest here. This room has four stone cots stuffed with relatively clean rags. It takes the bodyguards 5 combat rounds to gear up for battle.

Four Goblin Bodyguards:

HP: 7, 6, 4, 4



Goblin Bodyguard (Sour Spear Tribe)

AC: 3 [16]

HD: 1d6+2 HP

Move: 8

Attacks: 1 Spear (1d6+1 + Poison) or 1
Shortsword (1d6 + Poison)

Save: 16

Special: Poison (+1 to Save, paralyzes for
1d6 rounds)

XP: 20

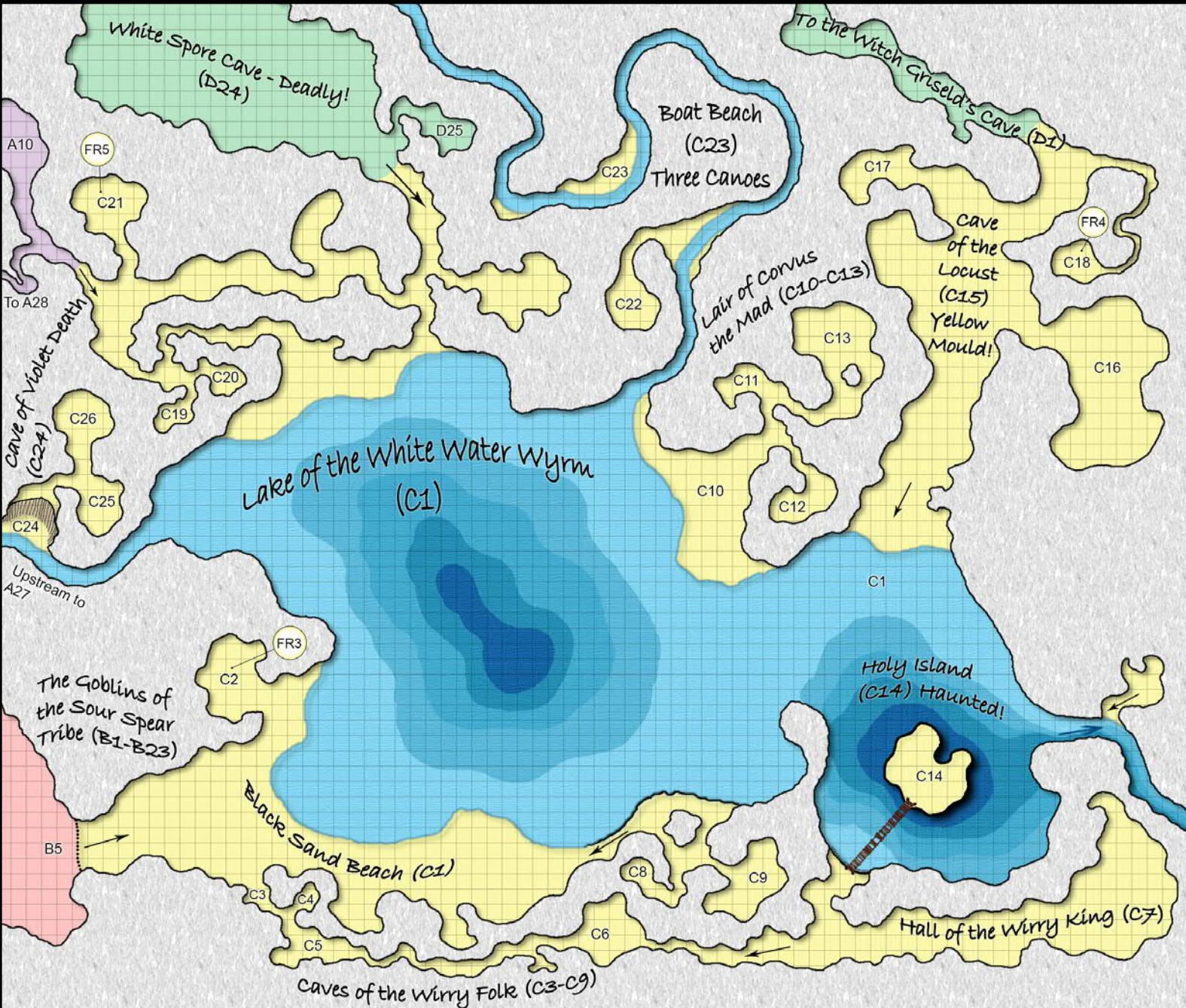
The Bodyguards are the toughest goblins in the tribe and unquestionably loyal to the chief. They wear rusty black iron plate mail, are armed with spears which they use two handed, and wear short swords as back up. Each carries 1d6x10 gp.

B24 - Fairy Ring 2

In the middle of this small cavern there is a ring of tiny mushrooms with delicate cream colored stalks and small yellow caps. The ring is large enough for one person to stand in. This 'Fairy Ring' can be used to teleport around the Fungus Forest. The first time anyone steps into the circle of mushrooms roll 1d6 to see where they are instantly teleported with all items worn and carried (*see A21 for important details*):

1. Transported to A21 (Fairy Ring 1).
2. Transported to C2 (Fairy Ring 3).
3. Transported to C18 (Fairy Ring 4).
4. Transported to C21 (Fairy Ring 5).
5. Transported to D15 (Fairy Ring 6).
6. Transported to D23 (Fairy Ring 7).

The tunnel south from B24 is blocked by a cave-in that takes an hour to clear (marked with an "S" on the map). Once clear, the tunnel leads to the Goblin Fungus Farm (B4) via a thick growth of giant fungus. If the party makes too much noise clearing the rubble there is a 1-3 chance on a d6 they will attract the attention of the Goblin farmers, who alert the guards at B2.



FUNGUS FOREST QUADRANT C

QUADRANT C CAVE NAMES

C1 - Lake of the White Water Wyrms	C14 - Holy Island
C2 - Fairy Ring 3	C15 - Cave of the Locusts
C3 - Entrance to the Worry complex	C16 - Fly Puffball Cave
C4 - Worry Carl Armoury	C17 - Tomb of the Dwarven Lord
C5 - Worry Carl Guard Room	C18 - Fairy Ring 4
C6 - Cave of Wayland the Smith-Priest	C19 - Cave of the Sorcerous Shrooms
C7 - Hall of the Worry King	C20 - Cave of the Fungi of Faith
C8 - Cowman Thorbad's Cave	C21 - Fairy Ring 5
C9 - Worry Herd	C22 - Grotto of the Silver Shrooms
C10 - Lair of Corvus the Mad	C23 - Boat Beach
C11 - Corvus the Mad's Larder	C24 - Cave of Violet Death
C12 - Corvus the Mad's Shroom Room	C25 - Cave of the Gloom Shrooms
C13 - Corvus the Mad's Cave	C26 - Cave of the Glow Shrooms

LEGEND

- = Ten Foot Square
- FR# = Fairy Ring #
- = Obstructed Passageway
- = Water
(deeper in the middle)
- = Drop Off
(thick line is top edge)
- = Slope
(arrow points downslope)
- = Water Current





to flee the lake and inhabit the underground river system. It is a dangerous predator in the water, but it can, and does, waddle onto land from time to time (like the other denizens of the forest it will not set foot on C14 - Holy Island).

Corvus (see C10) has been feeding it since it was a Wyrmling and he is the only one it allows to use the lake unchallenged, although the Wirry herdsman is also adept at distracting it (see C8). If Corvus is attacked on his beach, or on the lake, the Wyrmling comes to his defence.

White Water Wyrmling

AC: 3 [16]

HD: 5 (24 HP)

Move: 4; 16 Swim

Attacks: 1 Bite (2d6)

Save: 16

Special: Immune to poison; Secretes poison (on contact: -1 to Save, paralysed 3d6 turns; in water: +1 to Save, paralysed 2d6 rounds)

XP: 600



C1 - Lake of the White Water Wyrmling

This enormous, high roofed cave houses a deep underground lake. There is a crescent beach of very fine-grained black sand to the southwest. No fungi whatsoever grow on the iron-rich black sand.

A large White Water Wyrmling lives in the lake. The Wyrmling is a thirty-foot long beast with huge bulging eyes that are perfectly adapted to the darkness of the cave and its waters. It has rubbery white flesh, proto-gills and lungs, diminutive fins and semi-functional limbs. It secretes an oily substance that paralyses those that come into contact with its skin (Saving Throw at -1 penalty to avoid paralysis for 3d6 turns) or are exposed to the water around it (Saving Throw each round at +1 bonus to avoid paralysis for 2d6 rounds). It is also asexual and without another of its species gives birth to batches of White Wyrmlings (see Overview - Exploring the Underground River). It feeds on its own young, forcing the Wyrmlings

C2 - Fairy Ring 3

In the middle of this cavern there is a ring of tiny mushrooms with delicate cream colored stalks and small yellow caps. The ring is large enough for one person to stand in. This 'Fairy Ring' can be used to teleport around the Fungus Forest. The first time anyone steps into the circle of mushrooms roll 1d6 to see where they are instantly teleported with all items worn and carried (*see A21 for important details*):

1. Transported to A21 (Fairy Ring 1).
2. Transported to B24 (Fairy Ring 2)
3. Transported to C18 (Fairy Ring 4).
4. Transported to C21 (Fairy Ring 5).
5. Transported to D15 (Fairy Ring 6).
6. Transported to D23 (Fairy Ring 7).

C3 - Entrance to the Wirry complex

Wirries are tiny men. They are about ten-inches high, have blond hair that they tend to wear long and in plaits, and sport long droopy moustaches that they are very proud of. They move with astonishing speed for their size.

There are always two Wirry Carls stationed here at watch. They will call for aid from C5 if needed.

Two Wirry Carls:

HP: 5, 4

C4 - Wirry Carl Armory

Some tiny weapons are stored here. There are five swords, four axes, and seven shields. They might be worth 150 gp to a collector of novelties. Otherwise they are useless to anything halfling size and larger.

C5 - Wirry Carl Guard Room

There are always eight Wirry Carls stationed here. Unless alerted by the guards at C3, they will be taking their ease, normally engaged in drinking, storytelling, or boasting.

Eight Wirry Carls:

HP: 8, 7, 7, 6, 5, 5, 4, 3

Wirry Carl

AC: 8 [11]

HD: 1

Move: 14

Attacks: 1 Weapon (1d4)

Save: 12

XP: 15

Wirry Carls are the rank and file fighters of the clan. They are armed with a spear and a sax dagger, and carry a shield. Due to their small size, all Wirry weapons do 1d4 damage and are unusable by larger races.

C6 - Cave of Wayland the Smith-Priest

This cave is a sacred place to the Wirries. It is here that they worship their All Father, Wodan One Eye. It is also a working smithy and home of the Wirry smith and priest, Wayland.

A tiny furnace, anvil, and worktable are at the centre of the cave. Ingots and ore from various metals are stacked at the edges alongside piles of the black ironsand from C1. Wayland, a particularly muscular Wirry, is almost always here. Wayland works with three apprentices forging weapons and armor or imbuing items with the magical power of Wirry Runes (see C7). He is good-natured and always has time for anyone interested in weapons or Wodan One Eye.

Wirry Smith-Priest (Wayland)

AC: 3 [16]

HD: 2+1 (16 HP)

Move: 13

Attacks: 1 Smith's Hammer (1d4+2)
or 1 Spell

Save: 12

Special: Rune-inscribed arms and armor;
Cleric Spells; can inscribe *Runes of Power*

XP: 50

Wayland can cast the following Cleric spells once per day: Cure Light Wounds and Hold Person. Wayland can inscribe one of the following *Runes of Power* on an item he smithes:

Wirry Runes of Power

- ★ The *Rune of Tiw* makes any blade a +1 *Weapon*.
- ★ The *Rune of Hrothgar* inscribed on armor makes it a -1 [+1] *Suit of Armor*.
- ★ The *Rune of Weru* on a shield makes it +1 *against Missiles*.
- ★ The *Rune of St. Gygax* inscribed on a Holy Symbol will give it +1 on the Cleric's Turn Undead roll.
- ★ The *Rune of Dweomer* on a ring will make anyone's Saving Throw -1 against the owner's spells.
- ★ The *Rune of Woden* inscribed on a piece of jewelry will give its wearer +1 to all Saving Throws.



C7 - Hall of the Wirry King

This cave has a long antechamber that stretches east-west. This is where the Wirry Carls (see C5) and their families work and live. The women, Wirry Cows, are fair maidens who have flaxen plaited hair, large bovine eyes, and cow's tails. The Wirries are very friendly towards any human or demihuman visitors, but can be haughty, proud, and overly sensitive about both their stature and their women's bovine features.

The larger round part of the cave is the great hall of Athelstan, King of the Wirries. It is here that he and his noble Wirry Thanes live and feast. Athelstan prides himself on his kingly hospitality and will feast any guests generously (no matter their size). For the telling of a good story, poem, or riddle he will gift a golden armband. The armbands are Wirry sized but beautifully crafted and worth 100 gp each.

If Athelstan is particularly impressed with his visitors he will seek their help with one of the following quests. In return he pledges to have the Smith-Priest Wayland inscribe a magical *Rune of Power* on a single item for the party (see C6).

- ★ Kill the beast of the lake (see C1).
- ★ Drive the Goblins from their lair (B1-B23), which Athelstan says is the Wirry's ancestral territory.
- ★ Kill Corvus the Mad (see C10).
- ★ Rid the Wirries of the Ghost of Holy Island (see C14).

One rune of power will be awarded per mission. If the same party completes all the missions, Athelstan's sense of justice will ensure that every party member receives a rune.

Athelstan has hordes of gems (diamonds, pearls, emeralds and rubies) worth 1,500 gp and ten of his golden armbands worth 100 gp each.

The Wirry fighting strength is twenty Carls, ten Thanes, King Athelstan and Wayland the Smith.



Wirry Thanes

AC: 3 [16]

HD: 1+1

Move: 13

Attacks: 1 Weapon (1d4+1)

Save: 12

Special: Rune-inscribed arms and armor

XP: 25

Elite warriors, the Wirry Thanes wear chain hauberks, helmets, carry a shield, and fight with swords or axes. Wayland the Wirry Smith-Priest has inscribed runes on their arms and armor, give them a +1 magical bonus. Due to their small size, all Wirry weapons do 1d4 damage and are unusable by larger races.

Wirry King (Athelstan)

AC: 2 [17]

HD: 2+1 (12 HP)

Move: 13

Attacks: 1 Sword (1d4+1)

Save: 12

Special: Rune-inscribed arms and armor

XP: 50

Athelstan wields a jewel-encrusted sword and wears a kingly gold circlet on his helm that is actually a *Ring of Protection +1*

C8 - Cowman Thorbad's Cave

Cowman Thorbad is the Wirry Cowman. He has been charged with tending the Wirry's herd of cows, and seeing that they are fed and watered. It is a dangerous job because of the Wyrms that lives in the lake. Thorbad is an opinionated quarrelsome fool, who hasn't a good word to say about King Athelstan. This is why he lives alone with the cows, near the Wyrms. He will start an argument with any visitor over the slightest thing.

Despite being a fool, he does know how to distract the Wyrms. He has learned that Corvus throws offal into the lake for it. So when he wants to water the herd, he throws offal into the lake and lets his herd drink while the beast feeds.

(continued)

C8 - Cowman Thorbad's Cave (*continued*)

Cowman Thorbad has AC 9 [10], 1 HP, owns nothing but a piccolo and other than a sharp tongue is unarmed. Thorbad hasn't been killed and eaten by Corvus (see C10) yet because, unlike the other Wirries, instead of responding to him with force of arms he engages the mushroom addled madman with nonsensical arguments and spurious logic that Corvus can't resist responding to.

C9 - Wirry Herd

There is a herd of miniature cows living in this cave, and dung, lots of dung. The cows are perfectly proportioned to the size and scale of the Wirries and could easily be picked up and carried away. They are in fact normal cows that have been shrunk by Wirry magic when they stole them from the big folk. When returned to the surface they return to normal size... which might prove interesting for anyone who slung one in their backpack.

C10 - Lair of Corvus the Mad

This muddy beach is the entrance to a complex of caves inhabited by Corvus the Mad. Corvus was once the leader of a gang of bandits. Four years ago he heard a rumor about a mushroom in the Fungus Forest that grants immortality. He has been searching for it ever since. His quest, and constant sampling of the forest's mushrooms, has sent him quite mad.

There is a 2 in 6 chance that Corvus will be in his lair (unless the referee decides otherwise). If he is at home there will be a small coracle beached nearby. The entrance to his caves is strewn with detritus, mainly rotten mushrooms, though there are a few small bones. Most of the latter are strewn around a fire pit that has obviously seen regular use.

If Corvus is in his lair, he will be . . . (roll d10)

- 1-2. In his larder (C11) .
- 3-5. In his cave (C13).
- 6-8. Here on the beach (C10).
- 9-10. In his shroom room (C12).

If Corvus hears a noise outside his cave he comes out to talk. If the party heads into his lair Corvus doesn't seem bothered by intruders and accepts their presence. If Corvus is attacked on this beach the White Water Wyrms (see C1) will come to his aid.

Human Recluse (Corvus the Mad)

AC: 9 [10]

HD: 2+1 (15 HP)

Move: 12

Attacks: 1 Two-Handed Battle Axe (1d8+2)

Save: 14 (+4 vs. Poison)

Special: Maniacal ferocity (+1 to hit/damage)

XP: 45

Corvus has a feral stink about him, is barefoot, has wild bushy hair and sports a full unkempt beard. He is dressed in filthy rags and is flea ridden. Corvus fights with a maniacal ferocity (+1 to hit and damage), but if he is badly wounded (reduced to 4 HP or lower) he throws down his weapon and offers, in exchange for his life, his 'great treasure' - the *Ring of the Restless Dead*. The ring is hidden in the midden of his cave (C13).

Conversation with Corvus is difficult as he is rarely lucid and often under the influence of one or more different psychoactive mushrooms. Most conversations will be along the lines of . . .

" . . . have you seen it? The one, the mushroom, have you seen it? I saw it once but it wasn't where I was when I saw it, or was I not where it was when I saw it? Or did it see me? Perhaps if I eat the talking mushrooms, or more of the ones that make my eyes glow, or perhaps the one that made me fly that time, or was it a fly I ate that made me a mushroom . . . "

It is up to the Referee how much sense Corvus might make and how much information persistent or canny players can glean from him. He knows much of the forest's geography and plenty about the various mushrooms and their effects, but it is hard work to get any coherent information from him. If the party is patient he may become lucid enough to parley with them. (*continued*)

C10 - Lair of Corvus the Mad (*continued*)

Corvus has been trying in vain to capture one of the Shroomenkin (see A11). If the party brings him a live Shroomenkin, he'll give them his 'great treasure' (the *Ring of the Restless Dead*, hidden in the midden of C13). He will not show or tell them what this treasure is until they hand over a Shroomenkin. He might be mad but he isn't stupid. If the players are friendly towards him he will also order the White Water Wyrms not to attack them. Corvus will not attack, but will defend himself.

C11 - Corvus the Mad's Larder

In the centre of this cave there is a large slab of rock which serves as a butcher's block for Corvus. On the slab there is half a goblin that has been neatly butchered. Three hooks have been mounted on the northern wall. Hanging on the hooks are: a brace of Wirry Carls hanging by their hair, a Wixie and a Drakling bound together by their wrists and looped over a hook, and the other half of the goblin impaled on a hook.

There is a crude shelf littered with glass jars full of herbs and spices. The herbs and spices are mostly stale but the jars (looted from a nearby inn) are well made and worth 5 gp in total. Underneath the shelf there is a half barrel of salt and a wooden box. The box is nailed shut. The box can be easily pried open and contains two goblin thighs packed in salt.



C12 - Corvus the Mad's Shroom Room

This is where Corvus stores, samples, and dries his mushrooms. There is a small fire-pit, and various mushrooms hang from thread a foot or so over the embers slow drying. There is also a small bronze cauldron on a tripod. There is a fire under this and a foul smelling unidentified mushroom brew bubbling away in it.

The cauldron and tripod are worth 500 gp, but are bulky and heavy (WT 80). There are also piles of fresh and dried mushroom, vials, and green glass jars (cleaned up they're worth 12 gp in total) filled with various mushroom brews. Dried, fresh, or distilled Corvus has a broad sampling of the forest's mushrooms (referee's discretion). Set to one side there is a small box that contains 1d10 small silver mushrooms. Each is worth 1d6 sp. Amongst them there is one golden mushroom worth 1d6 gp.



C13 - Corvus the Mad's Cave

This is where Corvus sleeps. The rancid smell of the place (mainly emanating from the northwest corner he uses as a midden) is enough to make eyes water. In the southeast of the cave (in the slight recess to the right of the rock pillar) there is a nest of filthy flea infested rags that Corvus uses as a bed. There are small bones (belonging to a variety of fey-folk) and mushrooms (dried, rotten, mouldy, half-chewed, regurgitated) strewn all over the floor of the cave.

Corvus has his great treasure (the *Ring of the Restless Dead*) hidden at the bottom of his midden pile. Anyone searching this needs to make a Saving Throw (Con bonus/penalties apply). Failure results in a bout of vomiting. Any subsequent attempts, after failure, will require Saving Throws with cumulative -1 penalties.
(*continued*)

C13 - Corvus the Mad's Cave (*continued*)

Success at a save while searching the midden results in the *Ring of the Restless Dead* being found, but any searching in the midden will cause a -2 Chr penalty until the offender(s) bath with soap and hot water (anything else won't cut it). The resulting smell also causes a -2 penalty to surprise attempts on anything with a sense of smell. After the search another Saving Throw (no Con adjustment) must be made. Failure this time results in a virulent case of dysentery that will take hold in 1d6 hours from infection. It will leave sufferers incapable of continuing without at least a day's bed rest unless a Cure Disease spell is used.

If the ring is traded from Corvus he will explain (as best he can) what it does and how it is used. Otherwise, the players will have to work it out for themselves. It is worth 1,000 gp.



Ring of the Restless Dead

This is a worthless looking bronze ring. Once a day the wielder is able to compel one dead being (any sentient race) to speak for five minutes. It only works when held in the hand and not when worn on a finger. It will activate the first time someone holds it in the vicinity of the dead. After that, it will work when they hold the ring in their hand and speak to the dead. They must be aware that there are dead, undead, spirits, etc. nearby. Standing over a particular body or grave will assure they speak to that spirit. Standing in a place where many people have, or might have, died will result in a random spirit answering. It does not matter how long the target has been dead.

The ring has no control over the target's response or attitude to the wielder. The dead are only compelled to talk. They do not have to be civil, helpful, or truthful. It also works on the undead which means they can be forced to cease any attack and talk for five minutes. Any spirit or undead that is attacked ceases speaking and defends itself.

C14 - Holy Island

Holy Island is a rock pillar that juts up out of a deepwater section of the lake, protruding high enough to remain dry even when the river is flooding. A rotting wooden bridge provides access to Holy Island from the Wirry caves. Any character wearing chain or heavier armor (or heavily encumbered with other items) has a 1 in 6 chance of falling through the bridge (1 HP damage and a Dex check is required to grab a hold and avoid falling all the way into the water).

Holy Island was the home of a monk, from a nearby monastery, called Brother Cadamus. He lived here during his ill-fated attempt to explore the Fungus Forest and catalogue the various fungi. There is nothing much on the island other than his dilapidated hut. He was an austere man of few possessions, but a search will reveal a scroll telling of his time in the Fungus Forest.

The scroll details his fellow monks' lack of interest in the forest and his findings, of how he spent his time sampling and cataloguing the various mushrooms and the day to day mundanity of his existence. After a month he starts to reveal how he was mocked when he reported seeing 'small winged creatures' alighting on some of the mushrooms in the northeast caves. (*continued*)

C14 - Holy Island (*continued*)

After a few more mundane entries, there are several entries about Brother Cadamus' attempts to communicate with these creatures then ominously nothing.

If the players stay on the island for more than a few turns the Ghost of Brother Cadamus materializes and tries to scare them off. He moans and howls, appearing in a ghostly half-decayed, ethereal form floating towards the party pointing and shouting in a deep and ominous voice "DOOM!" He does this because he has found in the past that this absolutely terrifies the fey creatures that have dared to trespass on his island since he died.

If the party does not flee he stops to talk to them. If they treat Cadamus with respect he will offer the use of his island as a place of refuge, answer any questions about the Fungus Forest that he can, and once a day he can still cast Cure Light Wounds.

In addition to these other boons, Brother Cadamus promises the party his masterwork (a journal that has illustrated and detailed descriptions of most of the mushrooms in the forest) in exchange for one simple thing: He tasks the party with retrieving his bones from the caves of the Dark Fey (the small winged creatures of his journal) and burying them in consecrated land, thus ending his ghostly existence.

If the party succeeds in retrieving his bones from D11, Cadamus tells them where to look for the promised treasure. Just off the southwest side of the island (under the bridge), 5' underwater tucked into a crevice in the rock, is a lead-lined and watertight stone coffer that contains Brother Cadamus' journal. It details all the magical mushrooms in the forest (see Appendix II). With this the players can indeed recognise which mushrooms have what effect. The magical mushrooms with random effects will be as detailed as possible within the bounds of how random their effects are. There is no mention of a mushroom that confers immortality. There are also twenty-five golden mushrooms in the coffer, worth 1d6 gp each.

If the party is rude to, or attacks, the Ghost of Brother Cadamus he casts the spell *Quest* on one of them tasking this person with retrieving and burying his bones. He casts *Quest* once per round as well as using his ghostly touch attack until the party flees or is destroyed. He cannot leave the island.

Because of Brother Cadamus' haunting of it, Holy Island is a refuge from the other denizens of the forest. Even *Corvus* and the *Wyrms* fear to come here. If they befriend Cadamus the party can take refuge here. Even if his bones are buried and he no longer haunts the island, it takes at least a month or more before the fey realize he no longer haunts the island and it is safe for them to come here. Because of that Holy Island makes an excellent resting place for adventurers.

Ghost (Brother Cadamus)

AC: 3 [16]

HD: 4 (24 HP)

Move: 9

Attacks: 1 Touch (1 level drain) & 1 Spell (*Quest*)

Save: 13

Special: Magical or silver weapons to hit (silver is ½ damage); Level drain; Spells

XP: 600

Brother Cadamus appears as a ghostly, half-decayed, ethereal form. If attacked, Brother Cadamus casts the spell *Quest* on one attacker per round, tasking them with retrieving and burying his bones, as well as using his touch attack to defend himself. Brother Cadamus can also cast *Cure Light Wounds* once per day.



C15 - Cave of the Locusts

The whole of the western wall of this cave is covered in patches of Yellow Mould, but this is obscured by the thousands of cave locusts that are feeding on the mould. The locusts are harmless enough if left alone, but if disturbed they panic and swarm around the cave shrieking. There is a 2 in 6 chance that the shrieking attracts a wandering monster. When they swarm the cave will be thick with them and visibility will be hindered. The greatest threat the cave locust pose is that their erratic movement will cause the Yellow Mould to release spores.

Yellow Mould

Attacks: 1 Spore Cloud (Save or die)

Special: 1d6 acid damage if touched; 50% chance of spore cloud if disturbed; killed by fire

XP: 60

Yellow Mould is an immobile subterranean fungus; if disturbed in any way it may (50% chance) release a cloud of poisonous spores, roughly 10' in diameter from the point of disturbance. Touching Yellow Mould causes 1d6 points of acid damage (no Saving Throw). Yellow Mould can be destroyed with fire, but is effectively immune to all other attacks.

C16 - Fly Puffball Cave

Dotted around this cave are seven large globular Fly Puffball Mushrooms. They wobble and shake and a faint humming noise can be heard coming from within them. If they are touched (poked with a ten-foot pole for instance) or otherwise interfered with they explode, disgorging a horde of tiny flies.

The swarm of flies can easily be outrun if the party flees into the next cave and the flies will die if they do not find a host within a turn. If the party does not flee, the flies swarm over them and crawl into mouths, ears, up nostrils, into the corner of eyes or any open wounds, and then lay their eggs and die. The infected must make a Saving Throw: success results in a fever that lasts 1d4 days and leaves them weakened for a permanent -1 loss of Str; on a failure the larvae inside them consumes their brain in a matter of seconds, leaving them stumbling about with a swollen hideous misshapen head that wobbles, shakes, and gives off a faint humming sound.

C17 - Tomb of the Dwarven Lord

Lying on the floor of this cave are the bodies of seven dwarves. Six of them were wearing normal chain and carrying axes that have long since rusted. One dwarf, in the centre of the fallen, wears an ornate set of plate armor, a simple gold circlet for a crown, and holds an equally ornate axe.

Growing from the corpses and covering the ground around them are stubby green mushrooms. If the corpses, mushrooms, or the ground around them are disturbed clouds of spores puff out from the mushrooms. Anyone caught in a cloud of spores must make a Saving Throw. A success means the spores have no effect and can be easily wiped off, but failure means spores adhere to the surface of the victim's skin, clothes, and even armor and sprout mushrooms at a preternatural rate. These mushrooms send their roots into the body of the victim to feed off the host. Untreated the victim will die in 2 turns. Each spore cloud will sprout 2d6 mushrooms on a victim. They can be stopped with a Cure Disease spell, burnt off (at the cost of 1 HP per mushroom), or pulled off (at the cost of 2 HP per mushroom).

The armor is dwarf sized *Plate* +2 worth 2,000 gp. The axe is an *Ax* +1, +2 *versus Fey Creatures* worth 1,000 gp. The gold circlet protects from Charm Person and Sleep spells and is worth 1,000 gp.

C18 - Fairy Ring 4

In the middle of this cavern there is a ring of tiny mushrooms with delicate cream-colored stalks and small yellow caps. The ring is large enough for one person to stand in. This 'Fairy Ring' can be used to teleport around the Fungus Forest. The first time anyone steps into the circle of mushrooms roll 1d6 to see where they are instantly teleported with all items worn and carried (*see A21 for important details*):

1. Transported to A21 (Fairy Ring 1).
2. Transported to B24 (Fairy Ring 2).
3. Transported to C2 (Fairy Ring 3).
4. Transported to C21 (Fairy Ring 5).
5. Transported to D15 (Fairy Ring 6).
6. Transported to D23 (Fairy Ring 7).

C19 - Cave of the Sorcerous Shrooms

There are hundreds of different mushrooms growing in this cave, all unique physically but sharing a similar property: they embody an arcane spell effect which can be released by ingesting the mushroom. For each Sorcerous Shroom picked, consult the 1st level Magic-User spell table and randomly determine the spell that is activated when the mushroom is eaten. These mushrooms will spoil within a day of picking no matter what method is used to preserve them..

C20 - Cave of the Fungi of Faith

This cave is much the same as C19 except that the 1st level Cleric spell table should be consulted. As with C19 these mushrooms will spoil within a day of being picked.

C21 - Fairy Ring 5

In the middle of this small cavern there is a ring of tiny mushrooms with delicate cream colored stalks and small yellow caps. The ring is large enough for one person to stand in. This 'Fairy Ring' can be used to teleport around the Fungus Forest. The first time anyone steps into the circle of mushrooms roll 1d6 to see where they are instantly teleported with all items worn and carried (*see A21 for important details*):

1. Transported to A21 (Fairy Ring 1).
2. Transported to B24 (Fairy Ring 2).
3. Transported to C2 (Fairy Ring 3).
4. Transported to C18 (Fairy Ring 4).
5. Transported to D15 (Fairy Ring 6).
6. Transported to D23 (Fairy Ring 7).

C22 - Grotto of the Silver Shrooms

The floor of this grotto is covered (10d100) in small mushrooms. They have long thin stems and flat caps. Their flesh has a greyish metallic hue to it. Close examination reveals that many mushrooms in this cave have been cut at the base of the stalk rather than picked.

If these mushrooms are cut with a silver blade they magically turn into solid silver. Each silver mushroom is worth 1d6 sp. If cut with anything other than a silver blade the mushrooms remain ordinary mushrooms. If picked instead of cut the

mycelium of a small cluster will be damaged, causing 3d6 mushrooms connected to the picked mushroom to shrivel and die immediately.

There is a 2 in 6 chance that there will be 1d4+1 Pixies here harvesting mushrooms. The Pixies of the Fungus Forest will always be invisible when harvesting their silver or gold mushrooms, but if the party is moving quietly there is a 1 in 10 chance that the party hears a faint metallic tinkling sound as the Pixies harvest the mushrooms.

Otherwise, when the party comes blundering in roll 1d8 and the Pixies will:

1. Sneak off and come back with reinforcements in 1d4 turns.
2. Become visible and try to befriend the party.
3. Shoot them with amnesia arrows and run away.
4. Become visible and angrily demand the party leave their territory.
5. Polymorph into something terrifying.
6. Stay invisible and play pranks on the party.
7. Use their dancing lights to try and lead the party out of the cave.
8. All of the above!

Pixie

AC: 5 [14]

HD: 1

Move: 6 Land; 15 Fly

Attacks: 1 Dagger (1d4) or 1 Bow (special)

Save: 17

Special: *Enchanted Arrows*; 25% Magic Resistance; Spell-Like Abilities

XP: 240

Pixies are small, winged, impish creatures with childlike features and capricious moods. They each carry three *Enchanted Arrows*: (1) is +1 to hit and damage (1d4+1); (2) causes sleep for 3d6 turns (Save to avoid); (3) causes total amnesia (Save to avoid). Pixies have the following Spell-Like Abilities:
At Will: Polymorph Self; Invisibility; Dancing Lights;
Once Per Day: Dispel Magic; Cause permanent Confusion with a successful hit (Save to avoid).

(continued)

C22 - Grotto of the Silver Shrooms (continued)

As well as their daggers, bows, and arrows, each Pixie carries a tiny silver knife of exquisite workmanship (worth 20 gp each) and a leather sack for carrying the harvested mushrooms. Each Pixie's sack contains 1d10 mushrooms worth 1d6 sp each.

C23 - Boat Beach

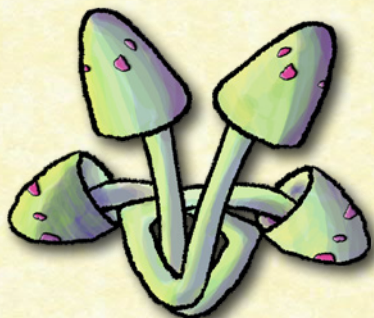
There are three canoes beached here. Each one has three paddles and can, at a squeeze, carry four human sized passengers.

C24 - Cave of Violet Death

This cave is split level. The lower level, entered from the river, is separated from the top level by a twenty foot rock climb. The surface of this small cliff is craggy and easy enough to climb by hand unless heavily armored or very clumsy. At the top, three feet from the ledge, there are two Violet Fungi. They can only be spotted from the bottom half of the cave if someone moves to the furthest point and stands in the river to look up. The Violet Fungi will wait for someone to climb onto the ledge and then attack.

2 Violet Fungi:
HP: 24, 15

Scattered on the ledge are the rotten and semi-rotten remains of former victims (mainly goblins). There is also a total of 180 gp in mixed coinage. One skeleton is a human. Its chain armor has all but rotted away but in its skeletal grip there is a mace that shows no sign of degradation. This is the *Mace of Faith*. It is a +1 mace that also grants Lawful Clerics +1 on their Turn Undead rolls.



C25 - Cave of the Gloom Shrooms

Darkness seems to seep from the entrance of this cave. Within there are 1d100 Gloom Shrooms growing. These mushrooms create an impenetrable darkness. The darkness they create cannot be nullified by magic, torchlight, or even daylight. One mushroom held in the hand will cover one character in a cloak of darkness. Once picked they will create this gloom for 1d4 days then rot to a grey mulch. No one knows what these mushrooms look like but they feel like thin, soft, tubers.

C26 - Cave of the Glow Shrooms

Approaching this cave the party sees a strange bluish glow emanating from its entrance. In the cave there are (1d100) small round mushrooms and these are the source of the glow. Each one casts a bluish light equivalent to a torch. They will glow for 1d4 days after being picked then shrivel and fade out.

Violet Fungus

AC: 7 [12]

HD: 3

Move: 1

Attacks: 4 Tentacles (1d4 + Rot)

Save: 14

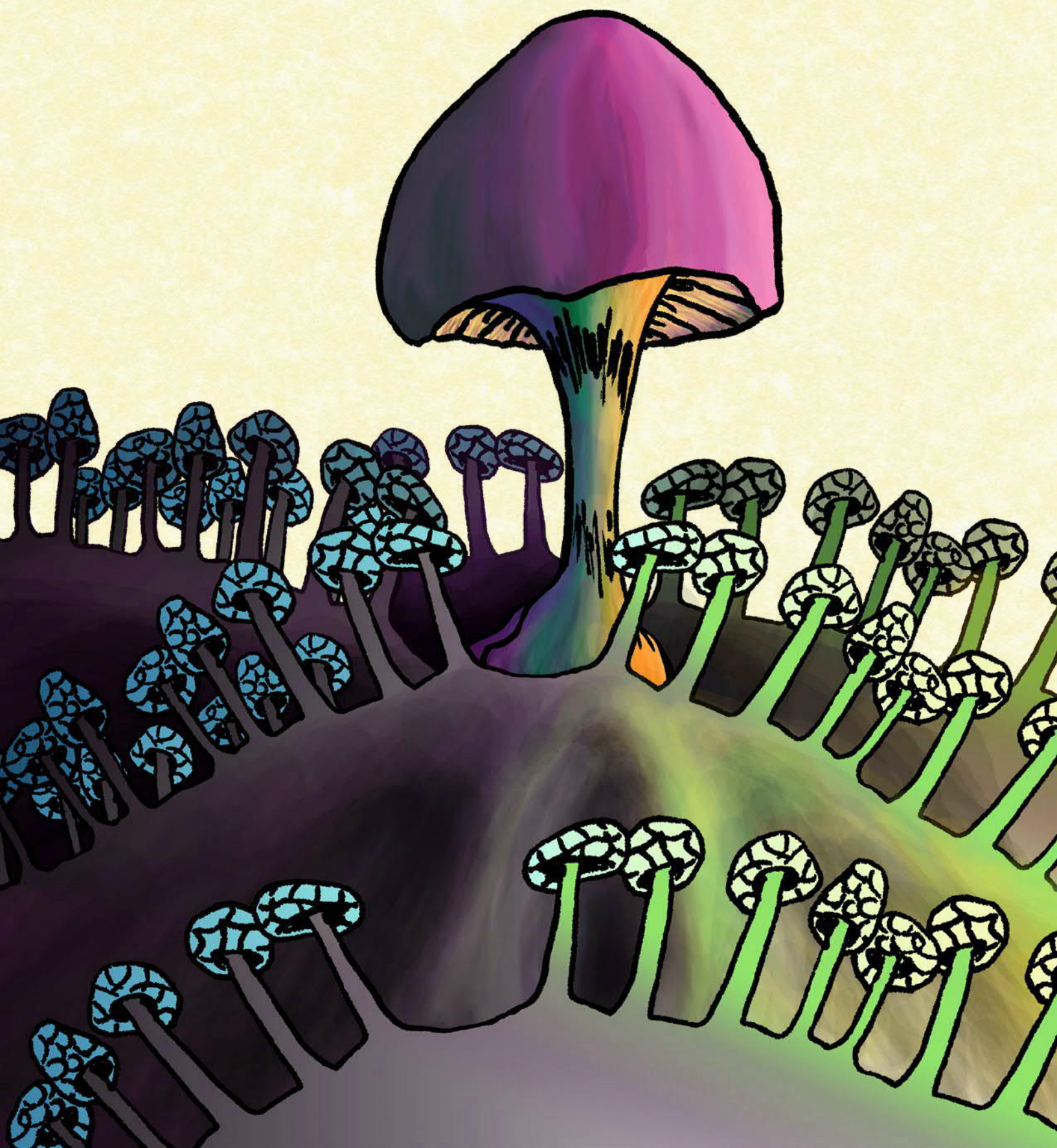
Special: Tentacles cause Flesh Rot

XP: 120

Large, violet, sentient fungal blobs that attack with surprisingly mobile tentacles (3' reach). A hit from a tentacle causes Flesh Rot (Save to avoid) until a Cure Disease spell is cast upon the afflicted area. Roll 1d6 for rotting flesh location:

1. Hit in head (-1 Int).
2. Hit in the face (-1 Chr).
3. Hit in gut (-1 Con).
4. Hit in the leg (-1 Dex).
5. Hit in the arm (-1 Str).
6. Hit in the heart (-1 Wis).

Every week that the rot is left uncured it spreads farther: Roll on the rotting flesh location chart again, with the rot either spreading to a new area or deepening if the same result is rolled again. If an attribute is reduced to 0, the character dies (no Save).



Fungus Forest Quadrant D



LEGEND

- = Ten Foot Square
- FR# = Fairy Ring #
- S = Obstructed Passageway
- = Water
(deeper in the middle)
- = Flooded Tunnel (no air)
- = Drop Off
(thick line is top edge)
- ↓ = Slope
(arrow points downslope)
- = Water Current
(arrow points downstream)

QUADRANT D CAVE NAMES

- | | |
|---|---|
| <p>D1 - Griseld's Cave</p> <p>D2 - Empty Cave</p> <p>D3 - Empty Drakling Cave (six caves)</p> <p>D4 - Spoiled Stores</p> <p>D5 - Drakling Temple</p> <p>D6 - Entrance to the Drakling Caves</p> <p>D7 - Drakling Guard Room</p> <p>D8 - Last Bastion of the Draklings</p> <p>D9 - Lake of the Wassermen</p> <p>D10 - Caves of the Dark Fey</p> <p>D11 - Treasure Cave of the Dark Fey</p> <p>D12 - Shrieker Cave</p> <p>D13 - Grotto of the Golden Mushrooms</p> <p>D14 - Grow Shrink Shroom Cave</p> | <p>D15 - Fairy Ring 6</p> <p>D16 - Pixie Pool</p> <p>D17 - Pixie Feast Hall</p> <p>D18 - Golden Shroom Room</p> <p>D19 - Pixie Warded Fairy Ring</p> <p>D20 - Pixie Caves</p> <p>D21 - Hall of the Pixie King</p> <p>D22 - Silver Shroom Room</p> <p>D23 - Fairy Ring 7</p> <p>D24 - White Spore Cave</p> <p>D25 - Cave of the Sporeman</p> <p>D26 - Inside Out Cave</p> <p>D27 - Cave of the Mushroom of Immortality</p> |
|---|---|

D1 - Griseld's Cave

There are a few hundred giant fly agaric mushrooms growing in this cave (your typical red capped, white dotted witch's mushrooms). The Witch Griseld lives here, and is present unless double "1"s are rolled on 2d6 (if absent, there is a cumulative 1 in 6 chance that she will return each turn the party spends in this cave). She has two small bronze cauldrons on tripods, worth 500 gp each but bulky and heavy (WT 80). Each has a fire under it burning at all times and a foul concoction brewing.

She demands that any interlopers 'leave her be', but if the party convinces her they mean no harm she offers to exchange a dose of each of her potions for a kiss. One is a *Potion of Polymorph*; the other is a *Potion of Flight*. In each cauldron there are five applications, but unlike normal potions these witch's brews must be used within a day. Otherwise, they will turn into a cold mushroom gloop.

If anyone agrees to kiss Griseld they turn into a frog within an hour (Saving Throw to avoid), and can only be cured by a Remove Curse spell or if they can find Griseld and convince her to lift the curse. If things turn nasty Griseld flies away.

Witch (Griseld - Human Magic User 4)

AC: 9 [10]

HD: 4 (10 HP)

Move: 8

Attacks: 1 Dagger (1d4)

Save: 12

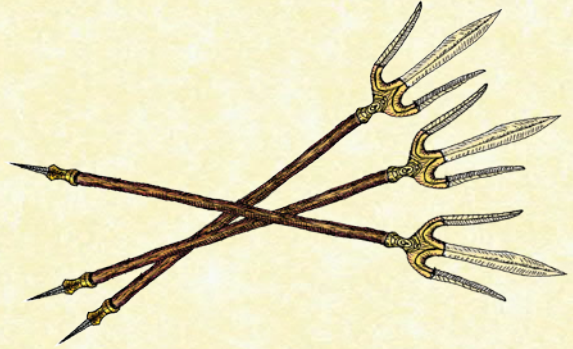
Special: Spells; *Broom of Flying*; Cursed kiss

XP: 240

Griseld is ancient, hideously ugly, and crotchety. Griseld carries a normal dagger and a *Broom of Flying* (Move: 24 Fly). She has four 1st level and two 2nd level spells at her disposal, usually: 1st Level: Charm Person; Magic Missile; Sleep; Shield; 2nd Level: Invisibility; Web. Griseld's cursed kiss transforms the recipient into a frog within an hour (Save to avoid). The victim can only be restored with a Remove Curse spell or if Griseld is convinced to lift the curse.

D2 - Empty Cave

This cave is empty but there are signs it was once inhabited and perhaps acted as a guardroom. Boulders once formed a low barricade at both entrances but have been partially scattered. There are three small tridents buried in rubble laying along the north wall (1d4+1 damage). The tridents prove to be of excellent make and are worth 8 gp each.



D3 - Empty Drakling Cave (six caves)

This empty cave shows signs that it was once inhabited - it used to be the home of a Drakling family. It does not look recently lived in. Scraps of weaving, shards of pottery and toppled stone furniture are all that remain. Two turns spent searching the room reveals (roll d6, once per cave)...

1. A tiny (Drakling child) skeleton crushed under a toppled table.
2. A small carving of the Drakling idol (see D5), carved out of some kind of ivory (ogre tusk). The idol is worth 50 gp to a collector of obscure religious items, 2d6 sp otherwise.
3. A small broken trident and a curved knife.
4. A crude wooden doll shaped like a Drakling.
5. 5d6 sp in a rotting sack hidden in a damp crack in a corner.
6. An intact ceramic vessel containing a Drakling delicacy: 2d4 cave locust eggs preserved in sulphur, worth 10 gp each to a Fey aficionado (if consumed these are strangely delicious, despite a rubbery texture, and give their consumer powerful body odor which cannot be hidden or scrubbed off for 1d4 days: -2 to Chr and reaction adjustment rolls when dealing with non-Fey, +2 to Chr and reaction adjustment rolls when dealing with Fey races).

D4 - Spoiled Stores

This cave is now empty, but once served as a storeroom for the Draklings. There are barrels that have rotted down and spoiled food that is covered with various moulds and fungi. The moulds and fungi in this cave are perfectly mundane and harmless. Hidden under the mould there is a silver wine flask worth 100 gp.

D5 - Drakling Temple

This cave is empty now, but was once a place of ritual. There is fire-pit in the centre and wall paintings of Draklings praying before a demonic idol of gold. There are small scorch marks on the walls.

The idol is still here in the room. It is hidden behind an illusionary wall at the east of the cave (marked by a dotted line on the map). If the wall illusion is dispelled the idol becomes visible; otherwise if the spell is detected or the party searches the east wall they may pass through the illusionary wall and discover the idol.

Drakling Idol

The idol is solid gold, has ruby eyes, and is worth 3,000 gp. The figure is of a squat, leering, bulbous-eyed demon. The first time it is touched (by anything) a 5d6 damage Lightning Bolt spell radiates outwards from the idol and affects all within 30' (Saving Throw for half damage). Anyone holding the idol has the power to command all Draklings. It is, however, cursed: Each person who picks it up must make a Saving Throw with a -2 penalty or be under a Quest spell to lead the Draklings to glory against their enemies the Wassermen and the Dark Fey. If the Quest is completed or the Saving Throw made the wielder of the idol remains leader of the Draklings for as long as they own the idol.

D6 - Entrance to the Drakling Caves

Hanging from floor to ceiling on the northwest and southeast entrances to this cave there are curtains of chain links, designed to keep the small flying Dark Fey at bay. The chain curtains are also woven with bells, coins, glass, and chimes to alert

the Drakling guards in D7 of intruders. Other than that the cave is empty.

D7 - Drakling Guard Room

There are always twelve Drakling warriors stationed here watching for Dark Fey incursions or invasions by anyone else. They are armed with small nets for catching the Dark Fey and bolas for larger prey. They also carry curved hunting knives and tridents for dealing with the Wassermen. They will try to parley with any party and hope to gain them as allies in their war against the Wassermen and Dark Fey.

Twelve Draklings:

HP: 8, 7, 6, 5, 5, 5, 5, 4, 3, 2, 2, 1

Drakling

AC: 5 [14]

HD: 1

Move: 12

Attacks: 1 Knife (1d4-1) or 1 Trident (1d4+1) or 1 Bolas (1d4 + special) or 1 Net (special)

Save: 15

Special: Bolas and Net: Save on a hit or Entangled

XP: 20

Draklings are small (two-foot tall) draconic humanoids. They have long snout-like reptilian faces, sharp teeth, scaled skin and clawed hands. They speak Common, Draconic, Dwarven, and Elven. A hit by a net (small targets only) or bolas requires a Save to avoid being Entangled: Move 0 and -1 to hit and damage while entangled; takes one round to untangle.

D8 - Last Bastion of the Draklings

This cave is home to all that is left of the Draklings. Like D6 there are chain curtains hanging at both entrances. There are twelve warriors stationed here, while the rest are in the guardroom (D7).

Twelve Draklings:

HP: 8, 8, 8, 7, 7, 7, 6, 4, 3, 3, 2, 1

(continued)

D8 - Last Bastion of the Draklings (continued)

There is only one remaining Drakling female and two young. The warriors will fight to the death to protect them. The rest of the Drakling families have been taken by the Wassermen and Dark Fey.

Unless the idol in D5 has been taken the female will be the Draklings leader. They are desperate for anyone to fight for them. They have nothing to offer by way of treasure as the Wassermen and Dark Fey have taken everything, but if the party fights for them the Drakling warriors will aid them for the duration of the war, and six of them will serve the party afterwards (remaining loyal to the death). She also informs them that their enemies have many treasures that they may keep as the spoils of war.



D9 - Lake of the Wassermen

The underground lake that almost fills this large cavern is home to the Wassermen, a savage tribe of aquatic minions created through the sorcery of the Dark Fey (see D10). They are humanoids that are slightly smaller and more lithe than goblins. They have bulbous eyes, potbellies, flat noses, tiny ears, needle like teeth, webbed hands and feet, and scraggly matted hair all over their bodies. Wassermen have no need for sleep and are always alert for potential victims. This lake is their home and they have free range of the underground river (the White Wyrmlings do not care for their taste). The only place denied them is the lake of the White Water Wyrms (C1).

They have no interest in adventurers other than to eat them and strip them of their treasures. Unless the situation is desperate the Wassermen won't come onto dry land to fight in melee. If attacked from range by missiles or magic, they dive deep underwater to safety. Only when enemies enter the water do they attack. To make matters worse while the Wassermen try to drown anyone who enters their lake, their masters, the Dark Fey will be attacking from above.

Wassermen

AC: 7 [12]

HD: 1-1 (3 HP)

Move: 12; 14 swim

Attacks: 1 Bite (1d4) or Grapple (Drowning)

Save: 15

Special: Drowning grapple attack

XP: 25

Wassermen spend most of their time in the water, and can hold their breath underwater much longer than most, but aren't water breathers. Two Wassermen working in concert are able to tip over most small boats. Wassermen will attempt to close distance on any target that is in the water to grapple and drown them.

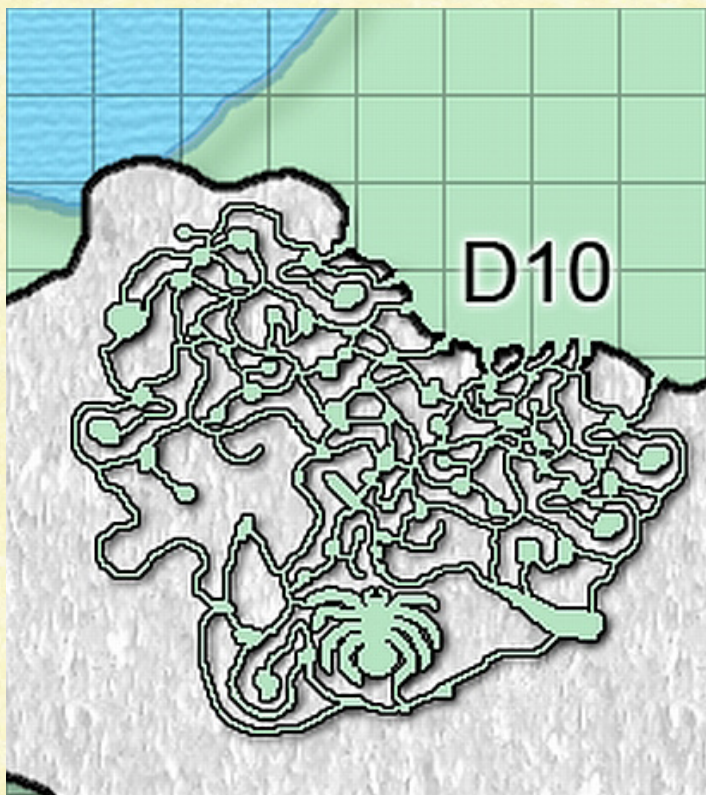
Drowning Grapple Attack:

The target of the grapple must succeed on a Str check to avoid being grappled by a single Wasserman. Once grappled, more Wassermen can grab on with a successful attack roll (if five Wassermen grab hold they immediately drown the target). A grappled target cannot attack but can attempt to break free of the grapple once per round with another Str check (at a cumulative -1 penalty per Wasserman that is holding on); an ally can attempt to knock off a Wasserman with a successful weapon attack, but if the attack misses the number to hit by four or more the attack lands on the grappled ally instead.

Water Combat

The following cumulative penalties apply to all attack rolls and Str checks for anyone in the water dressed and carrying gear: -1 per 100 coins they carry; -1 for a shield or each weapon other than a knife or dagger; -1 for anything other than light clothes; -2 for a backpack full of gear; -2 for leather armor; -4 for chain; -5 for plate.

There are twenty-five Wassermen in total. They are physically identical. There are no young or females as they are hatched magically by their masters the Dark Fey.



D10 - Caves of the Dark Fey

High above the ground, carved twenty feet up the south wall, there are hundreds of tiny cave mouths. These are the homes of the Dark Fey. They hover out of range of melee attacks and shoot their bows at intruders. If things go bad they retreat into their tunnels, which are 7-10 inches high and 5 inches wide. The tunnel complex stretches far into the walls, making the Dark Fey relatively safe once they retreat into them.

Clever adventurers may shrink themselves, using magic or the mushrooms from room D14, to infiltrate the Dark Fey cave system. If so, apply the following adjustments to the Dark Fey's stats when fighting in their tunnels:

+1 HD; 1 Bow (1d6 + Poison) or 1 Dagger (1d4 + Poison); no bonus to poison save.

The Dark Fey raise tarantula-sized wolf spiders in their cave system. They will attempt to lure intruders deep into the complex to their temple, the large chamber shaped like a spider. The Dark Fey will flee out the far exit of the temple while dozens of wolf spiders attack from their nests in the "arms" of the spider cave. Use Giant Jumping Spider stats (see Overview - Encounters in the Fungus Forest) for the wolf spiders if tiny adventurers encounter them.

The Dark Fey have no treasure in their caves (it is all in D11). Dark Fey women fight alongside the men and are equally dangerous. All told there are twenty-five Dark Fey warriors and two Dark Fey sorcerers.

Dark Fey

AC: 2 [17]

HD: 1-1

Move: 16 Fly

Attacks: 1 Bow (1d4-1 + Poison)

Save: 15

Special: Weak Poison (+4 to Save; lethal)

XP: 45

Dark Fey are evil fairies. Like fairies, they are small (six inches) magical creatures with wings. They have small horns, protruding fangs, claws, scaly grey skin, and bat-like wings. In combat they hover out of range of melee attacks and trade missile fire with their enemies.

Dark Fey Sorcerer

AC: 2 [17]

HD: 2-1 (14 HP; 9 HP)

Move: 16 Fly

Attacks: 1 Dagger (1d4-1 + Poison)
or Wand/Spell

Save: 11

Special: Weak Poison (+4 to save; lethal);
Magic Missile Wand; Spells

XP: 45

Dark Fey Sorcerers carry daggers, but prefer to fight with magic. Each has a tiny *Magic Missile Wand* with 5 charges (they can renew these wands daily), and can cast Sleep, Web, and Lightning Bolt once per day.

The two Sorcerers create the magic eggs the Wassermen hatch from. If one Sorcerer dies it takes the remaining one a matter of days to initiate another Dark Fey in the rites of their magic. If both die it takes the Dark Fey 1d6 months to rediscover the secrets of their sorcery.

D11 - Treasure Cave of the Dark Fey

Straight from the water there is ten-foot climb up into this cave. The Wassermen have covered the surface of the rock in slimy moss to make it treacherously slippery and very difficult to scale.

For years the Dark Fey have been hoarding treasure in this cave that they or their Wassermen have salvaged from the Shroomenkin's dump, stolen from other creatures within the forest, taken from adventurers and pilfered from the surrounding countryside. They spread rumors of their hoard as bait to lure new victims to slay.

D12 - Shrieker Cave

Dotted around this cave there are forty or so large mushrooms. One of them is a Shrieker.

Shrieker

AC: 2 [17]

HD: 3 (11 HP)

Move: 1

Attacks: 1 Shriek 30' radius (1 HP damage; Save for none)

Save: 14

Special: Shriek

XP: 60

Shriekers are huge mushrooms with a tough, fibrous body. They do not physically attack, but if light shines around them (within 30') or if anything moves near them (within 10'), they emit a high-pitched Shriek: 1 HP damage per round (Save for no damage) to all within 30' and may attract a wandering monster.

The true danger of Shriekers is that they tend to summon wandering monsters. If they are attacked with missile weapons they will attempt to shuffle away, although they do not move very fast.

There is a 4-6 chance on d6 that something will come to investigate any shrieks. If so roll 1d6:

1. Roll on the "Encounters in the Fungus Forest" wandering monster table (see Fungus Forest Overview)
- 2-4. 1d10 Wassermen
- 5-6. 1d10 Dark Fey

Treasure Trove of the Dark Fey (D11):

- * Thousands of 1 inch lead figurines. Most are soldiers from a long forgotten Elven empire. Some are painted. Total value 342 gp.
- * A hundred or so assorted cloak pins. Most of them are broken or bent, but many are ornate and all are made of silver. Worth 500 gp.
- * Death mask of a vampire king. Made from a single piece of beaten gold. Most collectors would pay 1,000 gp, but a vampire would pay at least 3,000 gp.
- * A small box covered with decorative dragon tusk carvings. Requires a Saving Throw (modified by Int Bonus) to open safely, otherwise it emits a fire blast that does 1d6 damage. It contains 10 red crystals. If swallowed one crystal bestows the ability to breath fire for 1d4 days (breath weapon with a range of 10' doing 1d6 damage, usable at will). Swallowing more than one crystal increases range by 10' and damage by 1d6 each, but the character must make a Saving Throw (at -1 for each additional crystal taken). Failure results in the PC exploding in a ball of flame (1d6 damage for everyone within 10' of the victim, no Save). The box is worth 500 gp.
- * A collection of 12 jewel encrusted drinking horns and one battered pewter mug. The jewel studded drinking vessels are worth 300 gp. The pewter mug is worthless, but enchanted. Anyone who drinks the merest sip of alcohol from it will be become roaring drunk.
- * Three Dark Fey (archer, sorcerer, queen) suspended in amber worth 200 gp each or 1,000 gp if sold as a collection to an elven buyer.
- * Various large lab jars each filled with a yellow liquid which preserves the contents: a troll's hand (still moving); the head of a vampire (still appears to be alive and very angry); an owlbear's beak; a unicorn's horn; a dragon's tooth; and a manticore's stinger. Worth 6,000 gp to an Evil Sorcerer or 1,000 gp to a collector of curios.
- * 487 cp, 591 sp, 330 gp, 200 ep, 50 pp, 2 Topaz (10 gp each), 3 Garnets (50 gp each), and 3 Fire Opals (100 gp each).

...and the bones of the venerable Brother Cadamus (see C14).

D13 - Grotto of the Golden Mushrooms

The floor of this grotto is covered (10d100) in small mushrooms with long thin stems and flat caps. Their flesh has a bronze metallic hue to it. Close examination reveals that many mushrooms in this cave have been cleanly cut at the base of the stalk rather than picked.

If these mushrooms are cut with a gold blade they magically turn into solid gold. Each gold mushroom is worth 1d6 gp. If cut with anything other than a gold blade the mushrooms remain ordinary mushrooms. If picked instead of cut the mycelium of a small cluster will be damaged, causing 3d6 mushrooms connected to the picked mushroom to shrivel and die immediately.

There is a 3 in 6 chance that there will be 1d6+1 Pixies here harvesting mushrooms. The Pixies of the Fungus Forest will always be invisible when harvesting their silver or gold mushrooms, but if the party is moving quietly there is a 1 in 10 chance that the party hears a faint metallic tinkling sound as the Pixies harvest the mushrooms.

Otherwise, when the party comes blundering in roll 1d8 and the Pixies will:

1. Sneak off and come back with reinforcements in 1d4 turns.
2. Become visible and try to befriend the party.
3. Shoot the party with amnesia arrows and run away.
4. Become visible and angrily demand the party leave their territory.
5. Polymorph into something terrifying.
6. Stay invisible and play pranks on the party.
7. Use their dancing lights to try and lead the party out of the cave.
8. All of the above!

Refer to D21 for Pixie stats. As well as their daggers, bows, and arrows, each of these Pixies carries an ornate golden knife (worth 50 gp each) and a leather sack with 1d10 harvested gold mushrooms worth 1d6 gp each.

D14 - Grow Shrink Shroom Cave

On the first visit to this cave there is a Giant Centipede feeding on the corpse of a giant Halfling in front of a large toadstool. The toadstool is six-foot tall with a large cap. There are teeth marks in both the near and far side of the toadstool. Behind the toadstool are three tiny centipedes chasing an even tinier, naked, dwarf. On the toadstool are three normal sized centipedes.

Anyone who eats from the near half of the mushroom doubles in size (e.g. a six-foot human will find themselves suddenly twelve-foot). Anyone who eats from the far half of the toadstool shrinks by a unit of scale (e.g. a six-foot human suddenly finds themselves only six inches tall). This only affects living beings. Clothes and equipment are unaffected.

To a normal-sized character only the giant centipede is a threat, but there is a 1 in 6 chance every combat round spent in this cave that one of the normal centipedes eats from the far side of the toadstool and becomes another giant centipede. The smaller ones can easily be squashed.

Giant Centipede

AC: 5 [14]

HD: 2 (14 HP)

Move: 15

Attacks: 1 Bite (1d8 + Poison)

Save: 16

Special: Weak Poison (+6 bonus to save, lethal)

XP: 240

If the Dwarf is rescued from the tiny centipedes and restored to normal size, he offers to join the party as a willing and grateful henchman. His name is Wealwyrt (2nd level). If he is not rescued by the party the centipedes catch and eat him. Wealwyrt's gear, chain mail and axe are on the floor of the cavern.

The giant Halfling had grown to 8 foot tall before perishing. His discarded gear is still normal size. There is a *Short Sword* +1 that glows when goblins are within 30' and a *Ring of Invisibility* (one use per day duration 1d6 turns).

D15 - Fairy Ring 6

In the middle of this small cavern there is a ring of tiny mushrooms with delicate cream colored stalks and small yellow caps. The ring is large enough for one person to stand in. This 'Fairy Ring' can be used to teleport around the Fungus Forest. The first time anyone steps into the circle of mushrooms roll 1d6 to see where they are instantly teleported with all items worn and carried (*see A21 for important details*):

1. Transported to A21 (Fairy Ring 1).
2. Transported to B24 (Fairy Ring 2).
3. Transported to C2 (Fairy Ring 3).
4. Transported to C18 (Fairy Ring 4).
5. Transported to C21 (Fairy Ring 5).
6. Transported to D23 (Fairy Ring 7).

D16 - Pixie Pool

The main feature of this circular cave is the pool at its centre. The pool is bottomless, the water ice cold, and twenty-feet down from the surface there is a narrow and twisty passage that connects the pool to the underground river system. So far neither the Pixies nor the Wassermen have discovered the link. The passage is so small that humans or demihumans would need to shrink or Polymorph to something small before they could swim through it. Nothing lives in the pool but this does not stop elderly (non-combatant) Pixies from fishing here.

The Pixie Pool is the only cave in the whole Pixie village where anyone Halfling-sized or larger can stand. The rest of the cave complex is very low roofed with narrow passageways. Humans and demihumans must navigate on hands and knees without the aid of magic. The passageways to D22 and D18 are too narrow for humans or demihumans to squeeze through at all.



D17 - Pixie Feast Hall

This cave, shaped like a crescent moon, is where the Pixies gather to feast. There is room for the whole tribe here. A strange fungus grows on the ceiling giving off a light reminiscent of moonlight.

There is a table laden with food that, though tiny in size, is very desirable. Any non-Pixie that sees it must make a Saving Throw. Failure means they gorge themselves on Pixie food and must make another Saving Throw. Failure a second time means their character will be cursed to relive forever the moment they tasted Pixie food (looking as if they are simply frozen in the act of eating to onlookers). Success and they will feel refreshed (all wounds healed). A Remove Curse spell will save anyone enchanted by Pixie food.

D18 - Golden Shroom Room

The passageway to D18 is too narrow for humans and demihumans to squeeze through. The Pixies store their golden mushrooms in this cavern. There are 3d6x100 golden mushrooms worth 1d6 gp each.

D19 - Pixie Warded Fairy Ring

In this small circular cave there is a Fairy Ring. It is the same in all respects as the others, except this one has been warded by magic. The Pixies' wards ensure that it can only be used to teleport out of the Pixie village and not into it.

The first time anyone steps into the circle of mushrooms roll 1d8 to see where they are instantly teleported with all items worn and carried (*see A21 for important details*):

1. Transported to A21 (Fairy Ring 1).
2. Transported to B24 (Fairy Ring 2).
3. Transported to C2 (Fairy Ring 3).
4. Transported to C18 (Fairy Ring 4).
5. Transported to C21 (Fairy Ring 5).
6. Transported to D15 (Fairy Ring 6).
7. Transported to D23 (Fairy Ring 7).
8. Roll again.

D20 - Pixie Caves

The small mushroom-shaped caves which branch off from the ring shaped passage are the sleeping caves of the Pixies. They are used only as a place to sleep, and have no furnishings save for several tiny beds.

D21 - Hall of the Pixie King

This is where most of the Pixies spend their time, the hall of the Pixie King Golt. Golt's throne is placed at the very tip of this spear shaped cave.

Golt discovered the secret of The Mushroom of Immortality a hundred years ago and has ruled the Pixies ever since. He is on the verge of madness as are all of the Pixies. They are all his children, fathered by him with his own female offspring. He is the only Pixie permitted to marry and father children. He cares little for his progeny and is ruthless in his leadership and use of them. This, and the Pixies strong magic and judicious use of the Fairy rings, allowed them to become the dominant force within the Fungus Forest.

There is one son that Golt dearly loves and that is his youngest son and heir, Geshin. Geshin is missing and this is causing Golt to fret. He has his warriors searching, but because many of them are jealous of Golt's love of Geshin he cannot trust them.

Once the party has had one or two encounters with Pixies in the Fungus Forest, King Golt sends a single unarmed Pixie to parley with them. The Pixie requests a single character to come with him to meet Golt in his throne room. Golt makes the following offers:

- ★ 100 golden mushrooms if the party can find the cave where the mushrooms grow that allow the Wixies to see them (see A28).
- ★ 200 golden mushrooms for each faction within the forest that they can eliminate.
- ★ If the party can find and reunite him with his son Geshin (see A25) he offers 300 golden mushrooms and to make one of them immortal.

Pixie

AC: 5 [14]

HD: 1

Move: 6 Land; 15 Fly

Attacks: 1 Dagger (1d4) or 1 Bow (special)

Save: 17

Special: *Enchanted Arrows*; 25% Magic Resistance; Spell-Like Abilities

XP: 240

Pixies are small, winged, impish creatures with childlike features and capricious moods. They each carry three *Enchanted Arrows*: (1) is +1 to hit and damage (1d4+1); (2) causes sleep for 3d6 turns (Save to avoid); (3) causes total amnesia (Save to avoid). Pixies have the following **Spell-Like Abilities**:

At Will: Polymorph Self; Invisibility; Dancing Lights; **Once Per Day:** Dispel Magic; Cause permanent Confusion with a successful hit (Save to avoid).

There are thirty Pixie warriors in Golt's mad tribe. At any given time half of them wander the forest. The rest are in the village.

King Golt has the same stats as any other Pixie but is immortal. There is only one way he can be killed and this is the secret of the Mushroom of Immortality in D27. Only one immortal can survive at any one time. When someone else eats a Mushroom of Immortality the current immortal is killed. Golt is prepared to sacrifice his immortality, his life, to anyone who rescues his son Geshin. If Geshin is brought to him he uses the Fairy Ring to take one character, and only one character, to D27. He will also take Geshin with them (so he knows where to find the Mushrooms).

Like all things where the Pixies are concerned it is not straightforward. First of all only one of the two mushrooms in D27 gives immortality. The other is fatal. Secondly, as soon as a new mushroom grows in a year's time another Pixie will take his chances. So every game year the immortal character has a fifty/fifty chance that another Pixie will eat the right Mushroom and end his immortality.

D22 - Silver Shroom Room

The passageway to D22 is too narrow for humans or demihumans to squeeze through. This star shaped cavern is where the Pixies store their silver mushrooms. There are 3d6x100 silver mushrooms, each worth 1d6 sp.

D23 - Fairy Ring 7

In the middle of this cavern there is a ring of tiny mushrooms with delicate cream colored stalks and small yellow caps. The ring is large enough for one person to stand in. This 'Fairy Ring' can be used to teleport around the Fungus Forest. The first time anyone steps into the circle of mushrooms roll 1d6 to see where they are instantly teleported with all items worn and carried (*see A21 for important details*):

1. Transported to A21 (Fairy Ring 1).
2. Transported to B24 (Fairy Ring 2).
3. Transported to C2 (Fairy Ring 3).
4. Transported to C18 (Fairy Ring 4).
5. Transported to C21 (Fairy Ring 5).
6. Transported to D15 (Fairy Ring 6).

D24 - White Spore Cave

This large cave is dominated by patches of a white fungus on the floor, on rocks, and on the walls. A Dex check is required to navigate the cave without touching the white fungus.

If this fungus is disturbed in any way a noxious cloud of white spores will spurt into the air and circulate the cave. A Saving Throw will be required. Anyone who makes it is fine, while anyone who fails feels queasy and must make a second Saving Throw:

Failure a second time causes the victim to froth, shake and spasm violently for 1d6 rounds until they literally implode, turning their body inside out;

If the second Saving Throw is made, the victim still froths and spasms for 1d6 rounds, but instead of imploding turns into a Sporeman (see D25) who will attack former companions. Cure Disease, cast at any stage of the initial infection, will stop the process, but once turned only Remove Curse will restore a Sporeman to its original form.

D25 - Cave of the Sporeman

Lurking in the farthest reaches of this cave is a Sporeman which bursts forth to attack.

Sporeman

AC: 4 [15]

HD: 5 (30 HP)

Move: 10

Attacks: 2 Fists (1d6)

Save: 10

Special: Fire does double damage;
Release White Spores when on fire

XP: 260

A Sporeman is a huge and monstrous fungal creature that was once a sentient humanoid who was infected by White Spore Fungus (see D24). They are incredibly strong, and though still semi-sentient their intellect is bestial. They attack on sight and fight in a berserk rage. Fire does double damage to Sporemen, but causes them to erupt in clouds of White Spores that can infect others (see D24). Sporemen revert to their original form if killed.

A Remove Curse cast on this Sporeman will turn him back into the man he once was. His name is Venk and he came here as a hired torchbearer for an expedition. He remembers little of his former life, but will willingly serve as torchbearer for his rescuers.

D26 - Inside Out Cave

There are the grisly remains of two large humanoid bodies in this cave. They appear to have been turned inside out (victims of the White Spore Fungus in D24).



D27 - Cave of the Mushroom of Immortality

No physical passages connect this cave with the rest of the complex. D27 is located in the middle of the solid stone south of D1 and north of C23. Around the edge of this small circular cave there is another Fairy Ring (just far enough from the wall that there is room to step out of the ring and back into it). The Pixies have used strong magical wards to ensure the ring can only be used to teleport out of the cave. The only way in is to have one of the Pixies who know of its location teleport players in from another fairy ring.

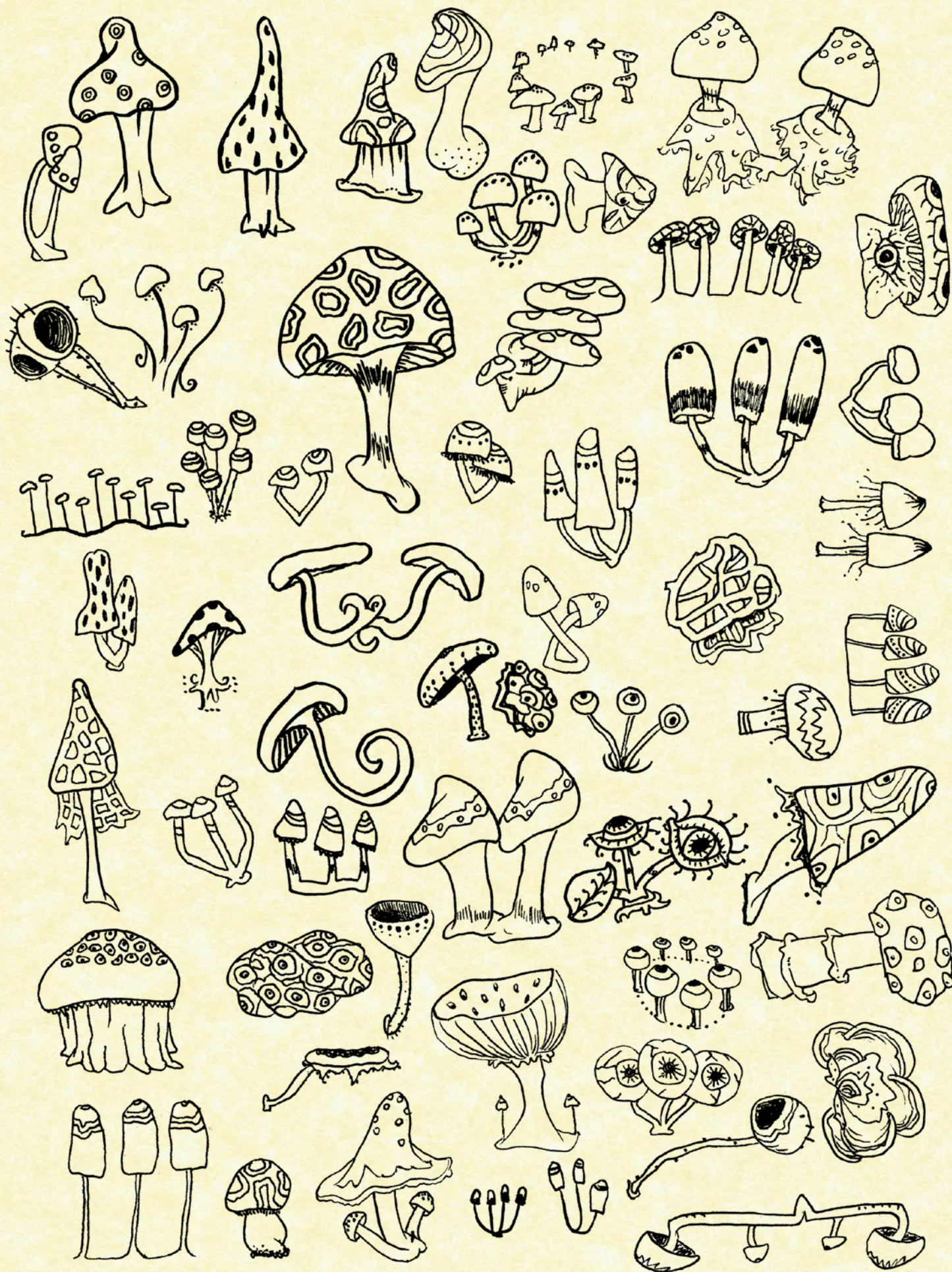
In the centre of the ring two identical mushrooms grow. One (on the left) gives immortality, the other (on the right) is poison and kills outright (and painfully) with no Saving Throw and no chance of resurrection or reincarnation. Anyone who eats both will simply die (but this will be a normal death, not a permadeath).

Only one immortal can survive at any one time. When someone else eats a Mushroom of Immortality the current immortal is killed. A new pair of Mushrooms of Immortality grows each year at the mid-summer full moon. If a character attains immortality by eating the correct Mushroom, each midsummer a Pixie (see D21) will take his chances. So every game year the immortal character has a fifty/fifty chance that a Pixie will eat the right Mushroom and end his or her immortality.

The first time anyone steps into the circle of mushrooms roll 1d8 to see where they are instantly teleported with all items worn and carried (*see A21 for important details*):

1. Transported to A21 (Fairy Ring 1).
2. Transported to B24 (Fairy Ring 2).
3. Transported to C2 (Fairy Ring 3).
4. Transported to C18 (Fairy Ring 4).
5. Transported to C21 (Fairy Ring 5).
6. Transported to D15 (Fairy Ring 6).
7. Transported to D23 (Fairy Ring 7).
8. Roll again.





APPENDIX I - RANDOM FUNGUS GENERATOR

This appendix provides quick and easy fungus generation for parties that are intent on eating every shroom in sight. Results are more likely to be negative than not (sometimes spectacularly so), but there is a slim chance of finding a previously undiscovered growth of magical mushrooms or even a wonder-shroom with multiple magical effects.

RANDOM FUNGUS GENERATOR OPERATING INSTRUCTIONS

Roll one each of the six normal polyhedral dice all in one throw (d4, d6, d8, d10, d12 and d20) and reference the charts below. The d20 is read only if the d12 result is a "12", and the d6 result modifies which d20 chart to read (see notes on the d6, d12 and d20 charts). If the players have already selected a type of fungus to investigate (e.g. "I eat a chunk of the large toadstool!"), simply ignore the d4 throw. These charts can also be rolled on individually to fill in gaps in a particular magic mushroom's description (e.g. if a player asks what color the Grow-Shrink Shroom in D14 is, you could roll on the d10 Color chart).

d4 Fungus Type

1. Slime
2. Ooze
3. Mushroom
4. Toadstool (mushroom with umbrella-like cap)

d6 Effect (if eaten, and/or touched* in the case of poisonous Slimes and Oozes)

1. Edible and nourishing.**
2. Mild intestinal distress: -1 to Str and Con for 1d4 hours.***
3. Intestinal distress: -2 to Str and Con, -1 to Dex for 1d4+1 hours.***
4. Severe intestinal distress and vomiting: -4 to Str, Con, Dex and Chr for 2d6 hours.***
5. Mild poison or acid: 5d6 damage, Saving Throw for half damage.***
6. Deadly poison: Saving Throw or die.***

* Poisonous Mushrooms and Toadstools may deliver their poison via spore attack when disturbed; 1 in 6 chance a species of fungus has a poisonous spore attack (or used at the referee's discretion).

**A d6 Effect result of "1" also consults the d20 Magical Properties Chart (if and only if the d12 result is a "12").

***A d6 Effect result of 2-6 instead consults the d20 Special Death Chart (if and only if the d12 result is a "12").

d8 Size

1. Tiny (less than 1" in any dimension).
- 2-3. Small (1d4" maximum in any dimension).
- 4-5. Medium (1d8+4" maximum in any dimension).
- 6-7. Large (1d4' maximum in any dimension).
8. Giant (1d10+4' maximum in any dimension).

d10 Dominant Color

1. Red.
2. Orange.
3. Yellow.*
4. Green.*
5. Blue.*
6. Indigo.
7. Violet.
8. White.
9. Gray.
10. Black.

*This fungus has a 1 in 10 chance of emitting a very faint light of the same color (not enough to use as a light source, but just enough to outline cave walls, floors or ceilings in a ghostly manner).

d12 Taste / Smell

1. Bitter taste / smoky odor.
2. Rotten egg taste / no odor.
3. Mouth puckering sour taste / acrid aroma.
4. Completely tasteless / raspberry aroma.
5. Peppery taste / pungent musty odor.
6. Earthy taste / cut grass odor.
7. Delicate briny flavor / sweet licorice smell.
8. Mild buttery taste with a crunchy texture / faint spicy odor.
9. Meaty taste / faintly sulphurous smell.
10. Sweet caramel taste / cinnamon smell.
11. Tastes like chicken with a pleasingly firm texture / piney, woody aroma
12. SPECIAL - The fungus has no discernible smell or taste and has a special effect; consult either the d20 Magical Properties Chart or the d20 Special Death Chart below, as determined by the d6 Effect roll above.

APPENDIX I - RANDOM FUNGUS GENERATOR

d20 Magical Properties Chart

(for entries beginning with "As a... MAGIC MUSHROOM NAME", consult Appendix II entry of the same name for complete description of the magical effect)

1. Fungus from outer space: If ingested, eliminates the need to breathe for 1d4 hours.
2. Thick sticky sweat: +1 bonus to AC and the ability to stick to and climb on vertical surfaces and ceilings. Str check required to put down items or remove clothing (-2 bonus to the Str check for each other person helping).
3. Spore breath: The ingester of the fungus takes 2d6 damage and sprays a 15' cone of spores on the next exhale that does 8d6 damage (Saving Throw for 1/2 damage applies in both instances) to all in its path.
4. Body becomes slightly lighter than air. Without at least 10 pounds of ballast, the ingester will slowly float away at the rate of 20' per round. If weighted with at least 10 pounds of ballast, great leaps and bounds of up to 100' are possible (Dex check to avoid 1d6 damage upon impact).
5. As a Fungus of Faith (random 1st level cleric spell if eaten).
6. Irresistible pheromones: +2 to Chr and most members of the opposite sex are strongly attracted for 4d6 hours (Saving Throw at -2 to avoid attraction).
7. As a Golden Mushroom (turns to gold if harvested with gold blade).
8. As a Grow-Shrink Shroom (grows or shrinks anyone who eats).
9. As a Mad Mushroom Result 2 (vision of nearest treasure).
10. As a Mad Mushroom Result 4 (speak only gobbledegook/Shroomenkin language).
11. As a Mad Mushroom Result 5 (cure disease).
12. As a Mad Mushroom Result 7 (heals 1d6+1 HP or +1 to max HP if unwounded).
13. As a Mad Mushroom Result 9 (vision of nearest hostile monster).
14. As a Mad Mushroom Result 10 (+1 to Int).
15. As a Pixiebane Mushroom (eyes glow green and can always see Pixies if eaten).
16. As a Silver Shroom (turns to silver if harvested with silver blade).
17. As a Sorcerous Shroom (random 1st level Magic-User spell if eaten).
18. As a Speed Shroom (move +2, always attack first and extra attack THEN slowed).
19. As a Wisdom Cap (+1 to Wis).
20. Roll twice on this chart; the mushroom has the properties of both results rolled (this result can occur more than once).

d20 Special Death Chart (Saving Throw or die by...)

1. Petrification.
2. Spontaneous combustion, leaving only a crumbling of charcoal behind.
3. All organs turn to solid lead (worth 1d100 cp for material value or 100 gp to a collector)
4. All organs turn to solid silver (worth 2d100 sp for material value or 200 gp to a collector).
5. All organs turn to solid gold (worth 2d100 gp for material value or 400 gp to a collector).
6. Head shrinks away to nothing and disappears.
7. Head swells up to grotesque proportions before exploding in a shower of brains and skull.
8. Body turns into a liquid and runs away, starting with the skin, then muscles, organs and skeleton. The liquid that is left behind has magical properties if ingested; roll on the d20 Magical Properties chart above, 1d6 doses.
9. Fungal parasite starts multiplying in stomach or on skin and rapidly consumes entire body, leaving a mycelial network behind that will produce more of the fungus.
10. Spontaneous combustion, leaving a cloud of stinking gas (all within 10' must make a Saving Throw or suffer 1d6 damage from exposure to the gas).
11. Stomach acid turns into sulfuric acid and quickly dissolves body from inside out.
12. Mushroom sprouts from top of head; character becomes a mushroom zombie intent on defending and tending to the infecting fungus (HP and stats remain the same but all spells and other special abilities are lost). The mushroom's magical mycelial network completely permeates the body, rendering all attempts at raising and curing futile.
13. Slowly raises blood temperature to boiling over the course of one turn.
14. All four limbs are magically propelled with great force in opposing directions, rending the body from limb to limb.
15. Skeleton doubles in size (rest of body remains same size).
16. Disappearing (with all items worn and carried) into an airless pocket dimension for eternity.
17. Transforming into eyeballs. Starting at the fingertips, all flesh is slowly transformed into eyeballs over the course of one turn (leaving a pile of eyeballs instead of a body).
18. Exploding in a 15' radius fireball. Instant death for the one exploding, 5d6 damage for everyone else with a Saving Throw for half damage.
19. Slowly squished by an invisible weight into a form resembling a pancake.
20. Entire body inflates into sphere and skin becomes rubbery, body continues to inflate and fills entire cave within one turn before finally stopping expanding. Mind dies but body remains alive, a giant fleshy sphere that slowly decomposes.

APPENDIX II

MAGIC MUSHROOMS OF THE FUNGUS FOREST

IN ALPHABETICAL ORDER

1. Fear Shrooms (A6)
2. Fly Puffball Mushroom (C16)
3. Fungi of Faith (C20)
4. Gloom Shrooms (C25)
5. Glow Shrooms (C26)
6. Golden Shrooms (D13)
7. Green Death Mushrooms (C17)
8. Grow-Shrink Shroom (D14)
9. Immortality, Mushrooms of (D27)
10. Mad Mushrooms (A4)
11. Manic Mushrooms (A5)
12. Pixiebane Mushrooms (A28)
13. Rage Mushrooms (A13)
14. Silver Shrooms (C22)
15. Sorcerous Shrooms (C19)
16. Speed Shrooms (A2)
17. Sticky Shrooms (A14 & A14/B)
18. Tragic Mushrooms (A3)
19. Wisdom Caps (A20)
20. White Spore Fungus (D24)

Fear Shrooms (A6)

Flat, yellowish, wall-covering fungi that cause paranoiac delusions, hallucinations, and general fear. Whoever samples these will be convinced they are being followed, sure their fellow party members are out to get them, and suspect all hirelings and henchmen have treachery in their hearts. At the first sign of any hostile creatures, they will be paralysed with fear if they fail their Saving Throw.

Fly Puffball Mushroom (C16)

Large and spherical mushrooms that wobble and shake, with a faint humming noise coming from within them. If they are touched (poked with a ten-foot pole for instance) or otherwise interfered with they explode, disgorging a horde of tiny flies.

The swarm of flies has Move 3 and can easily be outrun if the party flees the area. The swarm of flies will die if it does not find a host within a turn. If the party doesn't flee the flies swarm over them and crawl into mouths, ears, up nostrils, into the corner of eyes, or any open wounds then lay their eggs and die. The infected must make a Saving Throw. If successful they suffer from fever that leaves them weakened for a permanent -1 loss of Str. If they fail, the larvae inside them consumes their brain in a matter of seconds, leaving them stumbling about with a swollen hideous misshapen head that wobbles, shakes, and gives off a faint humming sound.

Fungi of Faith (C20)

A multitude of different fungi, all unique physically but sharing a similar property: they embody a divine spell effect which can be released by ingesting the mushroom. Use the Random Fungus Generator (Appendix I) for details of type, size, color, etc. For each Fungus of Faith picked, consult the 1st level Cleric spell table and randomly determine the spell that is activated when the mushroom is eaten. These mushrooms will spoil within a day of picking no matter what method is used to preserve them.

Gloom Shrooms (C25)

These mushrooms create an impenetrable darkness. The darkness they create cannot be nullified by magic, torchlight, or even daylight. One mushroom held in the hand will cover one character in a cloak of darkness. Once picked they will create this gloom for 1d4 days then rot to a grey mulch. No one knows what these mushrooms look like but they feel like thin, soft, tubers.

Glow Shrooms (C26)

Small round mushrooms which cast a bluish light equivalent to a torch. They will glow for 1d4 days after being picked then shrivel and fade out.

Golden Mushrooms (D13)

Small mushrooms with long thin stems and flat caps that appear in numbers of 10d100. Their flesh has a bronze metallic tint to them. If these mushrooms are cut with a gold blade they magically turn into solid gold. Each gold mushroom is worth 1d6 gp.

Green Death Mushrooms (C17)

Stubby medium sized green mushrooms. If the mushrooms or the ground around them are disturbed, clouds of spores puff out from the mushrooms. Anyone caught in a cloud of spores must make a Saving Throw. A success means the spores have no effect and can be easily wiped off, but failure means spores adhere to the surface of the victim's skin, clothes, and even armor and sprout mushrooms at a preternatural rate. These mushrooms send their roots into the body of the victim to feed off the host. Untreated the victim will die in 2 turns. Each spore cloud will sprout 2d6 mushrooms on a victim. They can be stopped with a Cure Disease spell, or burnt off (at the cost of 1 HP per mushroom), or pulled off (at the cost of 2 HP per mushroom).

Grow-Shrink Shroom (D14)

A six-foot tall toadstool with a large cap. Anyone who eats from one half of the mushroom doubles in size (e.g. a six-foot human will find themselves suddenly twelve-foot). Anyone who eats from the other half of the toadstool shrinks by a unit of scale (e.g. a six-foot human suddenly finds themselves only six inches tall). This only affects living beings. Clothes and equipment are unaffected.

APPENDIX II - MAGIC MUSHROOMS OF THE FUNGUS FOREST

Immortality, Mushrooms of (D27)

The Mushrooms of Immortality are two identical and unremarkable mushrooms. One gives immortality, the other is poison and kills outright (and painfully) with no Saving Throw and no chance of resurrection or reincarnation. Anyone who eats both will simply die (but this will be a normal death not a permadeath). Only one immortal can survive at any one time. When someone else eats a Mushroom of Immortality the current immortal is killed (normal death, no Saving Throw). A new pair of Mushrooms of Immortality will grow every year.

Mad Mushrooms (A4)

Mad Mushrooms are fungi of various shapes and sizes that all have two things in common: prominent bright yellow spots and the fact that they have been infused with wild Wixie magic. Use the Random Fungus Generator (Appendix I) for details of type, size, color, etc. If any of them are ingested roll 1d10 . . .

1. Intermittent projectile vomiting for 1d6 hours (-1 Con -1 HP both recovered after a night's rest).
2. The character sees a vision of the nearest treasure.
3. Skin turns blue and glows with a light equivalent to a torch for 1d6 days.
4. Can speak nothing but unintelligible gobbledegook for 1d4 days (this is actually the Shroomenkin language).
5. Cures disease.
6. Sleep as per spell but no Saving Throw.
7. Heals 1d6+1 HP. If unwounded max HP are temporarily raised by +1 (until next wounded).
8. Faints at first sight of blood. Then must make a Saving Throw not to faint at any further sight of blood (this lasts for 1d6 days).
9. Sees vision of nearest hostile monsters.
10. Mind is expanded +1 Int.

Manic Mushrooms (A5)

Small purple mushrooms. If even the tiniest morsel of these are eaten the user is unable to contain his enthusiasm for adventure, unable to stop talking, and unable to keep still (rendering stealth or surprise impossible). These effects last for 1d4 hours.

Pixiebane Mushrooms (A28)

Minuscule bright green ground-covering mushrooms. Eating a handful of these mushrooms will cause the user's eyes to glow an eldritch green and enable them to see Pixies (and only Pixies) no matter what enchantment the Pixies use: Invisibility, Polymorph Self, etc.

Rage Mushrooms (A13)

Disc-like red fungi that grow on vertical surfaces. Anyone who eats these mushrooms goes berserk and attacks the nearest person within 1d4 turns of ingesting them. Only the spells Remove Curse, Cure Disease, Sleep, or Charm Person

can stop someone under the influence of these mushrooms. If subdued by non-magical means, they froth at the mouth, rage, and try to escape so as to continue their murderous rampage. It takes two full days for the berserk fury to wear off naturally. Otherwise they fight until they are killed.

Silver Shrooms (C22)

Small mushrooms with long thin stems and flat caps that appear in numbers of 10d100. Their flesh has a greyish metallic hue to it. If these mushrooms are cut with a silver blade they magically turn into solid silver. Each silver mushroom is worth 1d6 sp. If cut with anything other than a silver blade the mushrooms remain ordinary mushrooms. If picked instead of cut the mycelium (the mushroom's root system) of a small cluster will be damaged. This will cause 3d6 mushrooms, connected to the picked mushroom, to shrivel and die immediately.

Sorcerous Shrooms (C19)

A multitude of different mushrooms, all unique physically but sharing a similar property: they embody an arcane spell effect which can be released by ingesting the mushroom. Use the Random Fungus Generator (Appendix I) for details of type, size, color, etc. For each Sorcerous Shroom picked, consult the 1st level Magic-User spell table and randomly determine the spell that is activated when the mushroom is eaten. These mushrooms will spoil within a day of picking no matter what method is used to preserve them.

Speed Shrooms (A2)

Small white mushrooms that grow on ceilings. If eaten they increase movement by 2, and allow the user to attack first each round and make one additional attack per round. These effects last for 1d4 hours after which the user's movement is reduced by 4, they always attack last (even if their side wins initiative) and may only attack once every two turns. These side effects last until they take a full night's sleep.

Sticky Shrooms (A14 and A14/B)

Giant fungi that completely fill an area, greyish green in color, stubby in shape, and covered in a viscous grey mucous. Anyone who tries to force their way through finds themselves stuck fast to the mushrooms. Once stuck, the more they struggle, the more the mushrooms ooze their grey liquid and hold the character fast. Much like quicksand, struggling only makes things worse. The best way to extract someone is to throw them a rope and have several people drag them out slowly. The liquid itself is harmless, although a character covered in the stuff is likely to get all sorts of detritus stuck to them and their equipment. The smell isn't too pleasant either. It is also highly flammable, doubling any damage by fire.

If exposed to flame, Sticky Shrooms will go up with an explosive whoosh of intense heat. This explosion empties the surrounding cave and nearby tunnels of oxygen, and then fills them with thick toxic smoke for a total of 3d6 damage with a Saving Throw for half damage.

APPENDIX II - MAGIC MUSHROOMS OF THE FUNGUS FOREST

Tragic Mushrooms (A3)

Man-sized mushrooms that have grey caps the size of a small shield. If tasted they are delicious and filling, but there is one side effect: Whoever eats them will be burdened with an overwhelming sense of doom that will last for 1d4 hours, during which time they will be wildly pessimistic and sure that the worst is always about to happen. This manifests as a -2 penalty on all rolls until the effects wear off.

White Spore Fungus (D24)

A patchy white fungus which reacts to stimulus by releasing a noxious cloud of white spores into the air. A Saving Throw will be required for all in the area. Anyone who fails feels queasy and must make a second Saving Throw. Failure a second time causes the victim to froth, shake and spasm violently until they literally implode, turning their body inside out. If the second Saving Throw is made, they will still froth and spasm, but instead of imploding they will turn into a Sporeman (see Appendix III) who will attack his former companions. Cure Disease, cast at any stage of the infection, will stop the process, but once turned it will require a Remove Curse to return a Sporeman to their original form.

Wisdom Caps (A20)

Very small floor-covering fungi known to the fey folk as Wisdom caps. The Wisdom caps have thin white stalks with a bluish tint at the base of the stalk, and heads reminiscent of a pointed cap.

If taken in small doses they cause mild euphoria, heightened senses, minor hallucinations (vibrant colors, swirling patterns, etc), and imbue the user with a sense of wellbeing that lasts for 1d6 turns after which they develop a new sense of perspective which manifests as a permanent +1 increase to Wis.

A second dose has no effect. Any further doses dull the senses and permanently reduce the user's Int by -1 per additional dose.

Large doses cause 1d6 turns of screaming fear, hysterical laughter or paralysing paranoia before ending in permanent insanity if the user fails a Saving Throw.



APPENDIX III - BESTIARY

Centipede, Giant

Appearing: 1d6

AC: 5 [14]

HD: 2

Move: 15

Attacks: 1 Bite (1d8 + Poison)

Save: 16

Special: Weak Poison (+6 bonus to save, lethal)

XP: 240

Once normal centipedes that have been enlarged by consuming magical mushrooms, giant centipedes attack anything that moves and are voracious hunters.

Dark Fey

Appearing: 1d6 (5d6 lair)

AC: 2 [17]

HD: 1-1

Move: 16 Fly

Attacks: 1 Bow (1d4-1 + Poison)

Save: 12

Special: Weak Poison (+4 to save; lethal)

XP: 45

Dark Fey are evil fairies. Like fairies, they are small (six inches) magical creatures with wings. They have small horns, protruding fangs, claws, scaly grey skin, and bat-like wings. In combat they hover out range of melee attacks and trade missile fire with their enemies.

Dark Fey Sorcerer

Appearing: 1d2

AC: 2 [17]

HD: 2-1

Move: 16 Fly

Attacks: 1 Dagger (1d4-1 + Poison) or Wand/Spell

Save: 11

Special: Poison (+4 to save; lethal); *Magic Missile Wand*; Spells

XP: 90

Dark Fey Sorcerers carry daggers, but prefer to fight with magic. Each has a tiny *Magic Missile Wand* with 5 charges (they can renew these wands daily), and can cast Sleep, Web, and Lightning Bolt once per day. Dark Fey Sorcerers can also create the magic eggs that Wassermen hatch from. There are two Dark Fey Sorcerers in each tribe of Dark Fey. If one dies it takes the remaining one a matter of days to initiate another Dark Fey in the rites of their magic. If both die it takes the Dark Fey 1d6 months to rediscover the secrets of their sorcery.

Drakling

Appearing: 1d4-1 (4d6 in lair)

AC: 5 [14]

HD: 1

Move: 12

Attacks: 1 Knife (1d4-1) or 1 Trident (1d4+1) or 1 Bolas (1d4 + special) or 1 Net (special)

Save: 15

Special: Bolas and Net: Save on a hit or Entangled

XP: 20

Draklings are small (two-foot tall) draconic humanoids. They have long snout-like reptilian faces, sharp teeth, scaled skin and clawed hands. They speak Common, Draconic, Dwarven, and Elven. Draklings throw small tridents and use curved hunting knives for hand to hand combat. They use small nets to ensnare tiny targets and bolas to capture larger enemies; a hit by a net or bolas requires a Save to avoid being entangled.

Entangled: Move 0 and -1 to hit and damage while entangled; takes one round to untangle.

Ghost (Brother Cadamus)

Appearing: 1 (unique)

AC: 3 [16]

HD: 4 (24 HP)

Move: 9

Attacks: 1 Touch (1 level drain) & 1 Spell (Quest)

Save: 13

Special: Magical or silver weapons to hit (silver is ½ damage); Level drain; Spells

XP: 600

Brother Cadamus appears as a ghostly, half-decayed, ethereal form. If attacked, Brother Cadamus casts the spell Quest on one attacker per round, tasking them with retrieving and burying his bones, as well as using his touch attack to defend himself. Brother Cadamus can also cast Cure Light Wounds once per day.

Glooper

Appearing: 2d6
AC: 8 [11]
HD: 1d4 HP
Move: 14 Swim

Attacks: 1 Bite (1d4)
Save: 16
Special: ---
XP: 10

Gloopers are large, newt like, chaos-tainted mutated amphibians. They get their name from the 'gloop-gloop' noise they make as they surface for air when readying to attack. They are very aggressive carnivores.

Goblin Tribe (Sour Spear Goblins - see next five entries)

The Sour Spear tribe get their name from the poison they smear on their light javelins. It is a weak poison (+1 to Save) and causes paralysis for 1d6 combat rounds. Sour Spear Poison is kept in small clay pots each containing enough poison to cover one javelin or dagger, or ¼ of a sword. It needs to be reapplied after three uses. The poison can be sold for 5 gp per pot and the tribe typically has 10d6 pots on hand.

Goblin (Sour Spear Tribe)

Appearing: 1d6 (5d6 in lair)
AC: 7 [12]
HD: 1d6 HP
Move: 9

Attacks: 1 Javelin (1d6-1 + Poison) or Club (1d4)
Save: 18
Special: Poison (+1 to Save, paralyses 1d6 rounds)
XP: 15

Each Sour Spear Goblin carries 3 poisoned javelins, a club and 3d6 sp. They prefer to fight from range with javelins, only closing to brain paralysed opponents with their clubs or as a last resort when out of javelins.

Goblin Defender (Sour Spear Tribe)

Appearing: 1d4 (2d4 in lair)
AC: 5 [14]
HD: 1d6+1 HP
Move: 8

Attacks: 1 Spear or Sword (1d6 + Poison)
Save: 16
Special: Poison (+1 to Save, paralyses 1d6 rounds)
XP: 20

Goblin Defenders are guards equipped to fight defensively. Each is outfitted with spears, shield, short sword and some of the best armour the tribe has managed to scavenge (a hodgepodge of leather, odd steel plates, and patches of chain). Each carries 3d6x10 sp and 1d4x10 gp.

Goblin Chief's Bodyguard (Sour Spear Tribe)

Appearing: 1d2 (1d4+1 in lair)
AC: 3 [16]
HD: 1d6+2 HP
Move: 8

Attacks: 1 Spear (1d6+1) or 1 Sword (1d6) + Poison
Save: 16
Special: Poison (+1 to Save, paralyses 1d6 rounds)
XP: 20

The Bodyguards are the toughest goblins in the tribe and unquestionably loyal to the chief. They wear rusty black iron plate mail, are armed with spears which they use two handed, and wear short swords as back up. Each carries 1d6x10 gp.

Goblin Chief (Snarak of the Sour Spear Tribe)

Appearing: 1 (unique)
AC: 3 [16]
HD: 1+2 (10 HP)
Move: 9

Attacks: 1 Spear *Manbane* (1d6+1, +2 vs. humans + Poison) or 1 Sword (1d6 + Poison)
Save: 13
Special: Magic ring (thrown weapons return);
Poison (+1 to Save, paralyses 1d6 rounds)
XP: 20

Snarak wears black plate armour and wields the magic spear *Manbane* (Spear +1, +2 vs. Humans) in conjunction with his magic ring *Edelwierp* (teleports any thrown weapon back to the hand that threw it at the end of the combat round). He carries a short sword as a backup. Snarak has 1,677 sp, 727 gp, a silver statuette of a very primitive goblin earth mother worth 250 gp, an ornate silver brooch of a rearing dragon worth 300 gp, a golden torc worth 500 gp and a musty but valuable (150 gp) piece of tapestry, depicting a monk at prayer.

Goblin Wolf

Appearing: 2d4
AC: 7 [12]
HD: 2+2
Move: 18

Attacks: 1 Bite (1d4+1)
Save: 16
Special: ---
XP: 30

These wolves were raised from pups by the goblins and are kept in dens near the entrance to the goblins' lair. They recognize the goblins by scent and only attack intruders.

Human Recluse (Corvus the Mad)

Appearing: 1 (unique)
AC: 9 [10]
HD: 2+1 (15 HP)
Move: 12

Attacks: 1 Two-Handed Battle Axe (1d8+2)
Save: 14 (+4 vs. Poison)
Special: Maniacal ferocity (+1 to hit/damage)
XP: 45

Corvus has a feral stink about him, wild bushy hair and a full unkempt beard, dresses in filthy rags and is flea ridden. Conversation with Corvus is difficult as he is quite mad to begin with and often under the influence of one or more different psychoactive mushrooms.

Merman (Oannes)

Appearing: 1 (unique)
AC: 7 [12]
HD: 1+3 (10 HP)
Move: 18 Swim; 1 Land

Attacks: 1 Spear (1d6)
Save: 17
Special: Water Breathing
XP: 15

Stolen from his tribe by Pixies when he was a child, Oannes the Merman escaped via an underwater passage and has grown up fending for himself in the underground river. He is desperate for friendly, or even relatively sane, company.

Pixie

Appearing: 1d6 (4d6 in lair)
AC: 5 [14]
HD: 1
Move: 6 Land; 15 Fly

Attacks: 1 Dagger (1d4) or 1 Bow (special)
Save: 17
Special: *Enchanted Arrows*; 25% Magic Resistance; Spell-like abilities
XP: 240

Pixies are small, winged, impish creatures with childlike features and capricious moods. They each carry three *Enchanted Arrows*: (1) is +1 to hit and damage (1d4+1); (2) causes sleep for 3d6 turns (Save to avoid); (3) causes total amnesia (Save to avoid). Pixies have the following spell-like abilities: AT WILL: Polymorph Self; Invisibility; Dancing Lights; ONCE PER DAY: Dispel Magic; Cause permanent Confusion with a successful hit (Save to avoid). The Pixies of the Fungus Forest will always be invisible when encountered outside the lair.

Pixie King (Golt)

Golt has identical stats to any other Pixie but is immortal. There is only one way he can be killed and this is the secret of the Mushroom of Immortality (see Appendix II). Only one immortal can survive at any one time. When someone else eats a Mushroom of Immortality the current immortal is killed. Golt has 3d6x100 solid gold mushrooms worth 1d6 gp each and 3d6x100 solid silver mushrooms worth 1d6 sp each.

Shockfish

Appearing: 1
AC: 3 [16]
HD: 4
Move: 16 Swim

Attacks: 1 Shock vs all in 15' radius (2d6)
Save: 15
Special: Double damage vs. targets in metal armour
XP: 400

These fish are bug-eyed, with translucent scales, and are about the size of a small crocodile. They discharge electric pulses into the water then feed on anything that falls prey to their shocks.

Shoggoth

Appearing: 1d3

AC: 3 [16]

HD: 10

Move: 9 Swim or Land

Attacks: 4 Pseudopods (1d8)

Save: 8

Special: Immune to weakness, paralysis and charm;
30% Magic Resistance

XP: 2900

Shoggoth are inscrutable rubbery shape-shifting blobs. Shoggoth focus on one target at a time and will pause to completely consume the first victim that falls rather than pursuing any others that flee.

Shrieker

Appearing: 1d6

AC: 7 [12]

HD: 3

Move: 1

Attacks: 1 Shriek 30' radius (1 HP Save for none)

Save: 14

Special: Shriek

XP: 60

Shriekers are huge mushrooms with a tough, fibrous body. They do not physically attack, but if light shines around them (within 30') or if anything moves near them (within 10'), they emit a high-pitched Shriek: 1 HP damage per round (Save for no damage) to all within 30' and may attract a wandering monster.

Shroom Fairies (swarm)

Appearing: 2d6+6*

AC: 9 [10] or 0[20]

HD: 2* (2d6+6 HP)

Move: 14 Fly

Attacks: 1 Swarm Storm (1d6+1)

Save: 12

Special: Immune to sleep spells; AC 0 [20] vs. piercing or slashing weapons

XP: 80

* There are 2d6+6 fairies in a swarm, each with 1 HP, but the swarm attacks as a 2 HD monster.

Usually appearing as a ring of tiny mushrooms with delicate cream coloured stalks and small yellow caps, Shroom Fairies will rise up as an angry swarm of tiny fairies to attack anyone who picks one of their kin. The whole swarm concentrates its attack on the person(s) who picked the mushroom. They pepper their target with multiple tiny lightning bolts that do 1d6+1 damage in total. Each Shroom Fairy only has 1 HP and when the swarm is reduced to five or less individuals (HP), they fly away. It takes a reduced swarm three months to respoore enough members to form a new circle.

Shroomenkin (see next three entries)

Shroomenkin are sentient mushroom folk with a shared mycelial hivemind. There are three types of Shroomenkin: Slenders, Spitters and Sporecerers. A community of Shroomenkin consists of 24 Slenders, 12 Spitters and only 1 Sporecerer. They keep their population at this desired level by choice. Any slain are spored and regrown within two days. All Shroomenkin in a community are constantly observing the approaches to their territory through magical Eye Shrooms created by the Sporecerer.

Slender (Shroomenkin)

Appearing: 1d6 (4d6 in lair)

AC: 5 [14]

HD: 1+1

Move: 14

Attacks: 1 Hand (1d8)

Save: 12

Special: Immune to mind control

XP: 80

Slender Shroomenkin (Slenders) are humanoid in shape and form, with slender mushroom stalk legs, arms, torsos, and a pointed mushroom cap head. They make up the majority of the Shroomenkin. They are fast and deceptively strong.

Spitter (Shroomenkin)

Appearing: 1d4 (2d6 in lair)

AC: 5 [14]

HD: 2+1

Move: 4

Attacks: 1 Spit 70' range (1d8)

Save: 12

Special: Immune to mind control

XP: 80

Spitter Shroomenkin (Spitters) are less mobile than the Slenders, but hardy. They spit toxic spores in a sticky liquid form. They look like stubby yellow toadstools.

Sporecerer (Shroomenkin)

Appearing: 1
AC: 5 [14]
HD: 3+1 (17)
Move: 9

Attacks: 1 Hand (1d6) or 1 Spore Magic (special)
Save: 10
Special: Immune to mind control; Spore Magic
XP: 300

There is only one Sporecerer per community of Shroomenkin. The Sporecerer has the same slender mushroom stalk legs, arms and torsos as the Slenders but stands much taller. It has a drooping hooded cap. If the Sporecerer is killed the rest of the Shroomenkin community suffers a -1 penalty on all actions until a new leader is grown. Spore Magic: The Sporecerer can release four kinds of magical spores, each usable once per day (as the Magic User spells): Charm Person; Sleep (affects 1d4+1 HD); Hold Person; Stinking Cloud. All Shroomenkin are immune to the effects of these spore spells.

Spider, Giant Jumping

Appearing: 1
AC: 6 [13]
HD: 3
Move: 18; 12 Climb

Attacks: 1 Bite (Poison)
Save: 16
Special: Poison (save or coma/death); 50' leap attack
XP: 240

Giant jumping spiders have short, wide, crab-like bodies. They surprise on a roll of 1-5 on d6 as they leap up to 50' to attack from hiding. A bite delivers poison (Save or fall into a coma for 1d6 days before dying). The spider will attempt to immediately carry the first poison victim off to a small larder cave high up the cave wall (Move 9 while carrying a body, 6 Climb).

Sporeman

Appearing: 1d4
AC: 4 [15]
HD: 5
Move: 10

Attacks: 2 Fists (1d6)
Save: 10
Special: Fire does double damage; Release White Spores when on fire
XP: 260

A Sporeman is a huge and monstrous fungal creature that was once a sentient humanoid that became infected with spores from a White Spore Fungus (see Appendix II). They attack on sight and fight in a berserk rage. Fire does double damage to Sporemen, but causes them to erupt in clouds of White Spores (Save for all within 15'): Anyone who fails the Save feels queasy and must make a second Save. Failure a second time causes the victim to froth, shake and spasm violently until they literally implode, turning their body inside out. If the second Save is made, they will still froth and spasm, but instead of imploding they will turn into a Sporeman. A remove curse cast on a Sporeman will turn it back into the humanoid it once was. Sporemen also revert to their original form if killed.

Toad, Giant

Appearing: 1d4
AC: 6 [13]
HD: 3
Move: 6

Attacks: 1 Bite (1d8)
Save: 14
Special: 30' hop attack
XP: 60

Giant toads are about the size and weight of a human. They are predators, willing to attack creatures as large as men. Giant toads can attack at the end of a hop, which is in addition to the toad's normal move.

Violet Fungus

Appearing: 1d4
AC: 7 [12]
HD: 3
Move: 1

Attacks: 4 Tentacles (1d4 + Flesh Rot)
Save: 14
Special: Tentacles cause Flesh Rot
XP: 120

Large, violet, sentient fungal blobs that attack with surprisingly mobile tentacles (3' reach). A hit from a tentacle causes Flesh Rot (Save to avoid) until a Cure Disease spell is cast upon the afflicted area. Roll 1d6 for rotting flesh location:

1. Head (-1 Int); 2. Face (-1 Chr); 3. Gut (-1 Con); 4. Leg (-1 Dex); 5. Arm (-1 Str); 6. Heart (-1 Wis). Every week that the rot is left uncured it spreads farther: Roll on the rotting flesh location chart again, with the rot either spreading to a new area or deepening if the same result is rolled again. If an attribute is reduced to 0, the character dies (no Save).

Wassermen

Appearing: 1d6 (5d6 in lake/lair)

AC: 7 [12]

HD: 1-1

Move: 12; 14 swim

Attacks: 1 Bite (1d4) or Grapple (Drowning)

Save: 15

Special: Drowning grapple attack

XP: 25

The Wassermen are a savage tribe of aquatic minions created through the sorcery of the Dark Fey. They are humanoids that are slightly smaller and more lithe than goblins, with bulbous eyes, potbellies, flat noses, tiny ears, needle-like teeth, webbed hands and feet, and scraggly matted hair all over their bodies. They spend most of their time in the water, and can hold their breath underwater much longer than most, but aren't water breathers. Two Wassermen working in concert are able to tip over most small boats. Wassermen will attempt to close distance on any target that is in the water and use their Drowning Grapple Attack: The target of the grapple must succeed on a Str check to avoid being grappled by a single Wasserman. Once grappled, more Wassermen can grab on with a successful attack roll (if five Wassermen grab hold they immediately drown the target). A grappled target cannot attack but can attempt to break free of the grapple once per round with another Str check (at a cumulative -1 penalty per Wasserman that is holding on); an ally can attempt to knock off a Wasserman with a successful weapon attack, but if the attack misses the number to hit by four or more the attack lands on the grappled ally instead.

The following cumulative penalties apply to all attack rolls and Str checks for anyone in the water dressed and carrying gear: -1 per 100 coins they carry; -1 for a shield or *each* weapon other than a knife or dagger; -1 for anything other than light clothes; -2 for a backpack full of gear; -2 for leather armour; -4 for chain; -5 for plate.

White Water Wurm

Appearing: 1

AC: 3 [16]

HD: 5

Move: 4; 16 Swim

Attacks: 1 Bite (2d6)

Save: 12

Special: Immune to poison; Secretes paralyzing poison
(on contact: -1 to Save, paralysed 3d6 turns;
in water: +1 to Save, paralysed 2d6 rounds)

XP: 600

A thirty-foot long beast with huge bulging eyes that are perfectly adapted to the darkness of underground waters. It has rubbery white flesh, proto-gills and lungs, diminutive fins and semi-functional limbs. It secretes an oily substance that paralyzes those that come into contact with its skin (Save at -1 penalty to avoid paralysis for 3d6 turns) or are exposed to the water around it (Save each round at +1 bonus to avoid paralysis for 2d6 rounds). It is also asexual and without another of its species gives birth to batches of White Wyrmlings. It feeds on its own young, forcing the Wyrmlings to flee the lake and inhabit the underground river system. It is a dangerous predator in the water, but it can, and does, waddle onto land from time to time. If the White Water Wurm is killed it ceases to emit a chemical inhibitor into the water that prevents the White Wyrmlings from maturing; within 2d6 days one of the Wyrmlings will metamorphosize into a new White Water Wurm with 3 HD, gaining 1 HD a month until full mature size is reached.

White Wyrmling Swarm

Appearing: 1 Swarm

AC: 9 [10]

HD: 2

Move: 12 Swim

Attacks: 1 Swarm Frenzy (Poison)

Save: 18

Special: Poison (Save or paralysed for 2d6 rounds);
Immune to poison

XP: 50

White Wyrmlings are the offspring of the White Water Wurm. These vile looking things resemble aquatic tapeworms with teeth. They thrash about a single victim in a swarm. Anyone paralyzed by the poison that seeps from the Wyrmlings' skin will be completely devoured in just four combat rounds. If left to feed they will not attack anyone else. If the party tries to rescue their paralyzed comrade the swarm will retaliate. If a swarm is reduced to four or less HP they will swim away.

Wirries (see next four entries)

Wirries are a Fey race resembling tiny men. They are about ten-inches high, have blond hair that they tend to wear long and in plaits, and sport long droopy moustaches that they are very proud of. They move with astonishing speed for their size. The women, Wirry Cows, are fair maidens who have flaxen plaited hair, large bovine eyes, and cow's tails. The Wirries are very friendly towards any human or demihuman visitors, but can be haughty, proud, and overly sensitive about both their stature and their women's bovine features. Due to their small size, all Wirry weapons do 1d4 damage and are unusable by larger races.

Wirry Carl

Appearing: 1d4 (4d6 in lair)

AC: 8 [11]

HD: 1

Move: 14

Attacks: 1 Weapon (1d4)

Save: 12

Special: ---

XP: 15

Wirry Carls are the rank and file fighters of the clan. They are armed with a spear and a sax dagger, and carry a shield.

Wirry Thane

Appearing: 1d6 (2d6 in lair)

AC: 3 [16]

HD: 1+1

Move: 13

Attacks: 1 Weapon (1d4+1)

Save: 12

Special: Rune-inscribed arms and armour

XP: 25

Elite warriors, the Wirry Thanes wear chain hauberks, helms, carry a shield, and fight with swords or axes. Wayland the Wirry Smith-Priest has inscribed runes on their arms and armour, give them a +1 magical bonus.

Wirry Smith-Priest (Wayland)

Appearing: 1 (unique)

AC: 3 [16]

HD: 2+1 (16 HP)

Move: 13

Attacks: 1 Smith's Hammer (1d4+2) or 1 Spell

Save: 12

Special: Rune-inscribed arms and armour; Cleric Spells; can inscribe Runes of Power

XP: 50

Wayland can cast the following Cleric spells once per day: Cure Light Wounds and Hold Person. Wayland can inscribe one of the following *Runes of Power* on an item he smiths: The *Rune of Tiw* makes any blade a +1 *Weapon*; The *Rune of Hrothgar* inscribed on armour makes it a -1 [+1] *Suit of Armour*; The *Rune of Weru* on a shield makes it +1 *against Missiles*; The *Rune of St. Gyfax* inscribed on a Holy Symbol will give it +1 on the Cleric's Turn Undead roll; The *Rune of Dweomer* on a Ring will make anyone's Saving Throw -1 against the owner's spells; The *Rune of Woden* inscribed on a piece of jewelry will give +1 to all Saving Throws.

Wirry King (Athelstan)

Appearing: 1 (unique)

AC: 2 [17]

HD: 2+1 (12 HP)

Move: 13

Attacks: 1 Sword (1d4+1)

Save: 12

Special: Rune inscribed arms and armour

XP: 50

Athelstan wields a jewel-encrusted sword and wears a kingly gold circlet on his helm that is actually a *Ring of Protection +1*. Athelstan has hordes of gems (diamonds, pearls, emeralds and rubies) worth 1,500 gp and ten golden armbands worth 100 gp each.

Witch (Griseld - Human Magic User 4)

Appearing: 1 (unique)

AC: 9

HD: 4d4 (10 HP)

Move: 8

Attacks: 1 Dagger (1d4)

Save: 12

Special: Spells; *Broom of Flying*; Polymorph kiss

XP: 240

Griseld is ancient, hideously ugly, and crotchety. Griseld carries a normal dagger and a *Broom of Flying* (Move: 24 Fly). She has four 1st level and two 2nd level spells at her disposal, usually: 1st Level: Charm Person; Magic Missile; Sleep; Shield; 2nd Level: Invisibility; Web. If encountered in her lair she will offer to exchange a dose of each of her potions for a kiss. One is a *Potion of Polymorph*; the other is a *Potion of Flight*. She has two cauldrons with five applications of each potion, but unlike normal potions these witch's brews must be used within a day. Otherwise, they will turn into a cold mushroom gloop. If anyone agrees to kiss Griseld they turn into a frog within an hour (Save to avoid), and can only be cured by a Remove Curse spell or if they can find Griseld and convince her to lift the curse.

Wixies (see next three entries)

Wixies are a wild and savage wingless subspecies of Pixies (whom they hate and continually war with). They are unpredictable, arrogant, and full of bravado to the point of foolishness. When it comes to treasure they are as fickle as in all other things and only value electrum coins, which they wear as decoration and jewelry. Wixies dress in rat furs, with primitive rat bone necklaces and their treasured Electrum coins as jewelry.

Wild Wixie Magic: All Wixies can cast one spell per day, but have no control over what that spell is. When Wixies cast a spell there is a 50/50 chance of it being either a Cleric spell or a Magic-User spell. If it is a Cleric spell roll 1d8 to determine the level (re-roll 8's), or 1d10 (re-roll 10's) to determine the level if a Magic-User spell is cast. Once the type and level are known, then refer to the appropriate spell chart and randomly determine the actual spell cast. No matter how strange the results, go with it.

Wixie Warrior

Appearing: 1d6 (5d6 in lair)

AC: 5 [14]

HD: 1

Move: 14

Attacks: 1 Sling (1d4) or Dagger (1d4) or Spell

Save: 12

Special: Wild Wixie Magic; 35% Immunity to Magic

XP: 80

Wixies are equally likely to stay at range and use their slings or close to fight ferociously with their daggers. Each Wixie wears 1d10 ep as jewelry and can cast 1 spell per day (see Wild Wixie Magic in Wixies entry above).

Wixie Royalty

Appearing: 1d3 (1d4+1 in lair)

AC: 4 [15]

HD: 2

Move: 14

Attacks: 1 Sling (1d4) or +1 *Dagger* (1d4+1)

Save: 12

Special: Wild Wixie Magic; 40% Immunity to Magic

XP: 100

Wixie Royalty are the sons and daughters of the Wixie Chief. Each can cast 1 spell per day (see Wild Wixie Magic in Wixies entry above). Each carries a +1 *Dagger* and 2d10 ep worn as jewelry.

Wixie Chief (Bran)

Appearing: 1 (unique)

AC: 3 [16]

HD: 3 (18 HP)

Move: 14

Attacks: 1 Sling (1d4) or +2 *Dagger* (1d4+2)

Save: 12

Special: Wild Wixie Magic; 40% Immunity to Magic

XP: 100

Bran has a total of 10,000 ep. He wields a +2 *Dagger* and also carries a *Ring of Spell Storing* (Cleric with the spells: Continual Light, Purify Food and Drink, Create Water, Protection from Evil).

Wolf

See "Goblin Wolf".

Yellow Mould

Appearing: 1 Growth

AC: ---

HD: ---

Move: 0

Attacks: 1 Spore Cloud (Poison)

Save: ---

Special: 1d6 acid damage if touched; 50% chance of spore cloud if disturbed; killed by fire

XP: 60

Yellow mould is an immobile subterranean fungus; if disturbed in any way it may (50% chance) release a cloud of poisonous spores roughly 10' in diameter (Save or die). Touching yellow mould causes 1d6 points of acid damage (no Save). Yellow Mould can be destroyed with fire, but is effectively immune to all other attacks.



