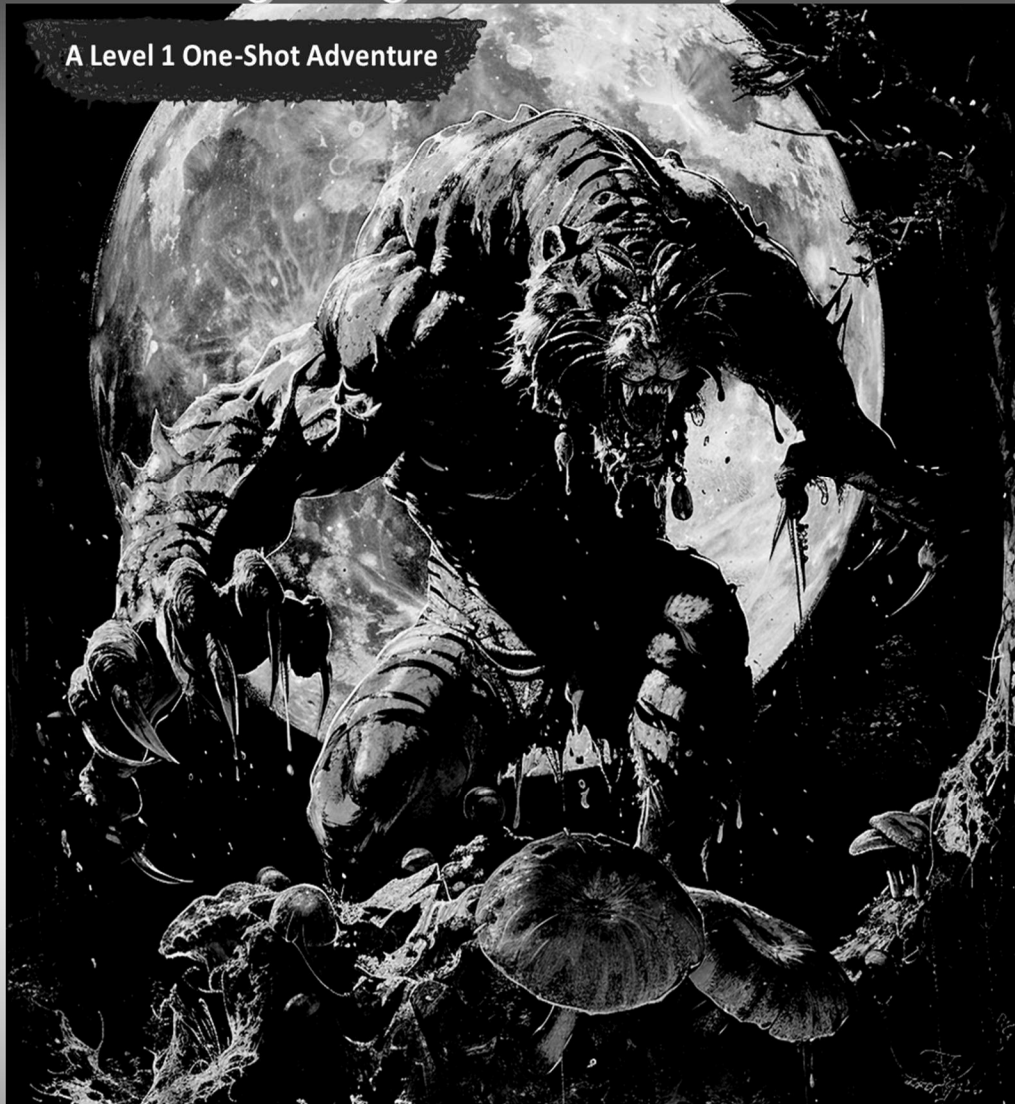


Mind Fungus Tigers of the Wayward Moon

A Level 1 One-Shot Adventure

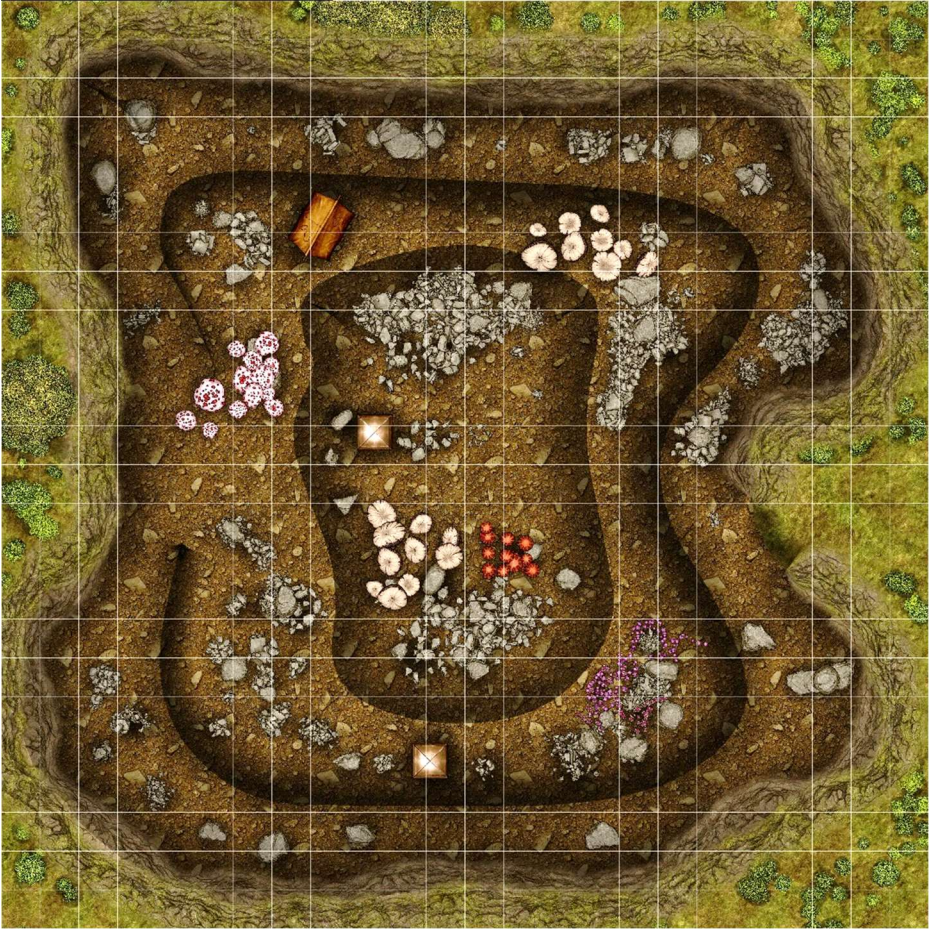


Designed for use with
ShadowDark RPG



BARDIC
MISCHIEF

CRATER MAP



Credits, Permissions & Disclaimers

“Mind Fungus Tigers of the Wayward Moon” is an independent product published under the Shadowdark RPG Third-Party License and is not affiliated with The Arcane Library, LLC. Shadowdark RPG © 2023 The Arcane Library, LLC

“Mind Fungus Tigers of the Wayward Moon” is an Bardic Mischief Games product, 2024.

Team Member Credits

Setting Concept & Adventure Written by Drew “Jinjeet” Phillbrick
Edited by David Cole

In Collaboration with Taketoshi Kiyota, PE.,
Alan “Vonwilli” Williams, Kara Raines-Azwell, Brenay Torres

Artwork was created using Midjourney AI.



VISIT OUR WEBSITE: www.bardicmischief.com

PREFACE

“Mind-Fungus Tigers from the Wayward Moon” was written to provide a structure in which the GM can work freely to create a custom experience for their players. You will find all of the adventure hooks, plot lines, NPCs, and locations necessary for interesting gameplay. You will also find rich descriptions of the game environment and encounter suggestions. The final encounter details are up to you as the Game Master. You will need the Shadowdark Rules Guide. <https://www.thearcanelibrary.com/> Page numbers used as reference in this adventure will be taken from the Shadowdark RPG (Black Book).

Populating Encounters

There are suggestions of creatures listed in the adventure text with the room descriptions. Use the official monster statistics found in the Shadowdark book (page numbers provided) to build out the encounters. New monsters created specifically for this adventure are located at the end of the adventure text. The GM is encouraged to balance the encounters to match your party strengths. Monsters are listed in the Shadowdark book beginning on page 187.

Traps and Complications

Shadowdark, by design, utilizes a robust system of random roll tables to help maintain a consistent urgency and forward movement

within an adventure. Loitering in one place or carelessly moving along can cause serious consequences to befall the heroes.

Random Encounters:

Page 112

Traps:

Page 114

Hazards:

Page 115

Something Happens:

Page 118

Go to one of these random tables at the very moment your gameplay is feeling predictable. In Shadowdark, disrupting the normal rhythm of the game is an important part of a memorable dungeon crawl. Chaos in the dark!

Adventure Rewards

It is certainly acceptable for the GM to predetermine loot rewards ahead of each encounter. However, the Random loot table for level 0-3 treasure, found on page 270, is an excellent tool for rewarding your players. By rolling in real-time for loot, the players will feel like the adventure is more unique and spontaneous. Players could even roll for themselves if you choose. The treasure tables are excellent in that they are level appropriate, substantive, yet not game breaking. Remember, Shadowdark depends chiefly on gold and treasure to generate experience for character advancement.

MIND-FUNGUS TIGERS FROM THE WAYWARD MOON

Adventure Introduction: The Shadow of the Wayward Moon

In the land of Eldoria, every thousand years, the heavens herald the return of the Wayward Moon, an ancient satellite said to harbor cosmic deities and untold power. Its latest approach has brought a wave of change; a mysterious fungal growth spreads through the world's forests, and with it, a creeping madness that ensnares the minds of all it touches.

You, brave adventurers, have been summoned by the esteemed Sage Elarion and the stoic Captain Helena of the Eldorian Guard to the town of Starfall, perched on the edge of the Whispering Woods. The town is abuzz with fear and speculation as the Wayward Moon looms ever closer in the night sky.

Sage Elarion:



Sage Elarion

Appearance: A venerable elf, hair white as starlight, his eyes the color of twilight. He wears robes embroidered with celestial motifs and carries a staff topped with a crystal that pulsates with the same rhythm as the Wayward Moon.

Dialogue: "Greetings, travelers. I am Elarion, seeker of truths hidden within the cosmos. Our time of reckoning draws near, as the Wayward Moon's shadow falls upon us. There lies a crater, a scar upon the earth where a shard from this moon fell. It is said to be the heart of this corruption. We seek your courage to face the unknown and unearth the secrets it cradles."

"The fungi infest not just the land but the minds of creatures great and small. We fear this is but a harbinger of a greater cataclysm. Find the crater, discover its connection to this plague, and perhaps, we may yet find salvation."

Captain Helena:



Captain Helena

Appearance: A battle-hardened human, clad in armor that has seen many campaigns. Her stern face is marked with a scar, and her gaze is as sharp as the sword she bears.

Dialogue: "I am Captain Helena. My soldiers have fallen prey to the madness, turning on their kin without warning. The crater holds answers, it must. I ask not for soldiers but for saviors. Descend into the abyss, cut through the veil of darkness, and return hope to the people of Starfall."

"Find what was left behind by the cosmic harbinger. We must understand this affliction to fight it. Do this, and you will not only have the gratitude of Eldoria but also riches that befit such bravery."

With a heavy heart and a sense of urgency conveyed by their quest-givers, the adventurers set forth towards the crater. The journey ahead promises to be one of peril and discovery, as they seek to unravel the mystery and halt the spread of the mind-fungus before the Wayward Moon's influence can claim the entire realm.

Crater

Read or paraphrase the following:

As you approach from the east, the land begins to undulate gently before giving way to a striking depression in the earth – the crater that has become the focus of your quest. The expanse before you is a tapestry of wilderness and chaos, a circular basin of upheaval where the Wayward Moon has left its indelible scar.

The crater's interior is a landscape transformed. Patches of the forest's edge encroach upon the site, but within

the crater, normality is suspended. The ground is a jigsaw of earth and stone, thrown into disarray by the impact. Fungi of every conceivable shape and hue proliferate, their forms ranging from delicate, umbrella-like caps to bulbous growths that pulse with an unsettling rhythm.

To your north, clusters of pink and red mushrooms form a vivid contrast against the earth, some marked with luminescent spots that cast an eerie glow. In the center, a swath of white and gray fungi stands sentinel around a collection of stones, perhaps marking the impact site. To the south, an aggressive red growth speckles the ground, a warning of the unnatural taint that has seeped into the land.

Toward the northwestern edge, you can just make out the remnants of a camp – a tent, abandoned and partially collapsed. Two bronze obelisks rise defiantly against the backdrop of destruction, one near the middle of the crater, and one to the south. The obelisks are inscribed with symbols that flicker and shimmer as if reacting to your presence, beckoning for closer inspection.

The air is heavy with spores, and the silence that hangs over the crater is occasionally broken by the rustle of movement – the fungi are not the only life forms that have claimed this place as their own. As you take your first steps into the crater, the sense of a looming threat is palpable, and you can't shake the feeling that the very ground beneath you holds secrets that are both ancient and dire.

Mushrooms

Bioluminescent Trail: Certain mushrooms in the crater emit a soft, bioluminescent glow that, if observed carefully, forms a trail leading towards the dungeon's entrance. This natural phenomenon could be a result of the fungi being influenced by the cosmic energies of the Wayward Moon. Players must navigate the trail at night, as the glow is only visible in darkness, adding a layer of urgency as they deal with nocturnal predators or other threats.

Spore Puzzles: Some of the exotic fungi release spores that, when inhaled near specific landmarks (like the obelisks or tent), induce visions that provide cryptic clues or reveal hidden mechanisms (like a secret lever or a map). However, these spores could also have adverse effects, like temporary hallucinations or loss of control, adding an element of risk.

Obelisks

Runic Inscriptions: The bronze obelisks are ancient and covered in runic inscriptions that hint at the method of sealing or entering the dungeon. Deciphering these runes requires knowledge in ancient languages or successful intelligence checks. These inscriptions could also hint at the importance of the fungal growth, suggesting a ritual or offering is needed to proceed.

Alignment Puzzle: The obelisks might be part of an ancient astronomical alignment with the Wayward Moon. On a specific day or time (e.g., during a lunar eclipse or when the Wayward Moon is highest in the night sky), shadows cast by the obelisks point to the dungeon's concealed entrance. This could involve moving parts of the

obelisks or using light sources to mimic the moon's light.

Tent

Researcher's Notes: The tent belongs to a researcher or explorer who previously investigated the crater but succumbed to the influence of the mind-fungus. Their notes and observations are scattered around, offering insights into the fungi's behavior, hints about the obelisks' purpose, and possibly a sketch of the dungeon's entrance location. Some notes might be encrypted or written in a scholarly code, requiring clever deduction or specific knowledge skills to decipher.

Experimented Samples: Inside the tent, players find fungi samples and experimental setups, suggesting the researcher was trying to find a cure or a repellent to the mind-controlling effects. Players can choose to continue this research, potentially developing a temporary solution that helps them navigate through fungal-infested areas or protect against mind control.



1. ENTRANCE HALL

As the adventurers step into the entrance hall of the temple, they're immediately greeted by the damp, earthy scent of mushrooms and moss that cling to the stone walls. The air is heavy with spores, and a variety of fungi in all shapes and colors grow in clusters around the room.

North Door

The door to the north is made of a dark wood with a deep red hue and appears to be newer than the others. Intricate carvings of celestial bodies encircle a large, ornate moon-shaped handle in the center. The door has a faint magical aura, detectable by those sensitive to such energies, hinting at a protective spell that may need to be disarmed before the door can be opened.

South Door

This door is aged, with visible cracks and splintered wood. What makes it unique is the faint scratching sounds coming from the other side, as if something is clawing at the wood. Small mushrooms grow in the crevices of the door, and a few have been scraped away, revealing scratch marks on the wood. The door has a sturdy iron lock, rusted but still seemingly strong.

West Door

The west door is reinforced with bands of steel, and the wood itself is charred as if it has been exposed to fire. It's partially ajar, swinging slightly on its hinges, suggesting that it has been used recently. The sound of dripping water can be heard from the other side. This door is less decorated than the others,

utilitarian in its design, with a simple ring to pull it open.

Mushrooms and Fungi

A large mushroom with a cap that shimmers like the night sky seems to react when the celestial door to the north is approached. It could serve as a natural indicator of the correct sequence of actions or a key to unlocking the door's magic.

Near the south door, a cluster of bioluminescent fungi emit a soft green glow, pulsing in a pattern. Observant adventurers might deduce that the pattern corresponds to the scratching sounds from behind the door, possibly signaling communication or warning of danger.

The fungi near the west door are dried and withered, suggesting that the environment on the other side is less hospitable to mushroom life. This might indicate a drastic change in the atmosphere of the next room, such as a lower humidity level or a presence of something that repels fungal growth.

In this room, the party must decide which door to approach first, potentially splitting their focus to examine all three. The variety of mushrooms might provide resources for alchemical use, or if handled incorrectly, could release spores with hallucinogenic or poisonous effects.

The differing conditions of each door give the adventurers clues about what lies beyond them, setting the tone for the tactical decisions they will need to make as they delve deeper into the mysteries of the temple.

CORRIDOR

The corridor leading from Room 1 is a striking contrast to the entrance hall, dominated by large, vividly colored mushrooms. The size and color of these fungi suggest they are far from ordinary and may possess unique properties or dangers.

Large Blue Mushroom

In the corner, a massive blue mushroom with orange spots commands attention. Its cap is wide and sturdy enough that it could be mistaken for a peculiar table. The mushroom's spores are heavy and linger in the air, causing a slight visual distortion that could disorient the adventurers or obscure their vision, making them cautious of potential ambushes.

Giant Green Mushroom

A luminous green mushroom emits a bright light, illuminating the corridor. Its stalk is thick, and the cap is umbrella-like, possibly containing a potent magical essence. If harvested carefully, it could have healing properties or be used to create light sources in darker parts of the dungeon.

Purple Mushroom with Eye Patterns

This mushroom has an unsettling appearance, with eye-like patterns on its purple cap. The "eyes" seem to follow the party as they move, giving the sensation of being watched. While it may not be sentient, the mushroom could release a cloud of spores if disturbed, which might induce paranoia or temporary madness.

Cluster of Golden Mushrooms

Near the end of the corridor, a cluster of golden mushrooms with red flecks appears to be growing over a pile of discarded items. Closer inspection could reveal that these items are the

remnants of past adventurers' gear, partially digested by the fungi. The golden mushrooms could be highly acidic or caustic, capable of breaking down organic and inorganic matter alike.

Interactive Elements

Spore Echoes:

The vibrant spores in the air carry sound in unusual ways. The party might hear echoes of events that transpired long ago, providing backstory and clues.

Fungal Samples: Alchemists or knowledgeable characters in the party could take samples of the mushrooms for later use. These samples could prove valuable in bartering with the cultists or creating antidotes to fungal toxins.

Psionic Spores: If any of the adventurers possess psionic abilities or heightened mental faculties, they might experience a brief telepathic connection with the fungi, learning fragments of the temple's history or hints to navigate upcoming challenges.

Hazards

Hallucinogenic Trap: The most colorful mushrooms might be a natural trap. If an adventurer gets too close without proper precautions, they might inhale spores that cause powerful hallucinations, seeing monstrous entities or false walls that aren't there.

Mycelium Web: The floor is covered in a fine web of mycelium that reacts to pressure. Stepping on it could alert creatures further down the corridor or trigger a defense mechanism of the mushrooms.

3. CHAMBER OF OFFERINGS

This room, with its bronze statues and diverse fungi, can be a complex interactive puzzle that the adventurers need to solve to proceed. Each statue could represent a different aspect of worship or ritual that the cult used to perform here, and the correct interaction with each may lead to uncovering the secret door.

Statue with a Book

The statue holding a book seems poised as if offering wisdom. The book could be a real tome, enchanted to remain unopened until a specific condition is met. Perhaps the adventurers need to recite a phrase found earlier in the library or demonstrate knowledge of the cult's history. The book could then open to reveal a key or clue.

Statues with Bowls

The two statues holding bowls appear as if they are waiting to receive an offering. The party may need to place an item of significance in each bowl. These could be samples of the fungi found in the corridor, symbolizing an understanding and mastery over the temple's natural defenses. Alternatively, they might require a more personal sacrifice, such as a few drops of blood from a party member, indicating trust and a willingness to commune with the temple's essence.

Statues with Empty Hands

The statues with empty hands might be more than they seem. If an adventurer places their hands within, they might feel a subtle vibration or energy coursing through the statue. This could be a test of courage or purity, and only those deemed worthy might trigger a mechanism. A possible twist could be that the statues need to be touched by

someone who has been affected by the temple's fungi, indicating acceptance of the Wayward Moon's influence.

Secret Door and the Green Fungus

The secret door at the northern end of the west alcove covered in green fungus, and the large green mushroom in the south, are likely related. The fungus may react to a chemical or spell, revealing the door when treated correctly. The large green mushroom could be a natural key—if it's uprooted or fed with a particular substance found in the room, it might release spores that activate a mechanism to uncover the door.

Additional Interactive Elements

Statue Alignment:

The statues might be rotatable, and aligning them correctly according to a hinted celestial pattern could be part of the solution.

Statue Shadows: With the right light source, the shadows cast by the statues might align with markings on the floor or walls that indicate the correct offerings or actions.

Musical Clue: If the dungeon has a musical motif, the empty-handed statues might respond to a particular note or song performed by the party, harkening back to rituals once performed in this chamber.

As the adventurers interact with these statues and the fungi, they must be wary of potential traps or curses that could be triggered by incorrect actions, emphasizing the need for careful examination and thought. Solving the puzzle will not only reveal the secret passage but also deepen the party's connection to the temple's ancient and mysterious past.

4. THE DESCENT OF SECRETS

This corridor, marked by its clean, fungus-free stairs descending into the depths of the temple, suggests a hidden significance or a protective measure against the fungal infestation found in other parts of the temple. The vase or urn in the alcove can serve as a central feature for a unique encounter or puzzle.

The Staircase

The absence of fungi on the staircase might be due to an ancient enchantment that repels organic growth. This magical protection could be waning, requiring the party to act quickly before the protective magic dissipates completely, which could be indicated by a faint glow on the steps that dims with time.

The steps themselves might be part of a musical sequence. Each step could emit a different tone when weight is applied. If the party steps in the correct sequence, they might activate a mechanism or reveal further secrets hidden within the walls or the steps themselves.

The stairs could be illusory, with some steps being solid and others simply mirages that could cause unwary adventurers to fall through if not detected with care.

The Vase/Urns in the Alcove

The urn could contain the ashes of a high-ranking cultist or leader, preserved here to guard the temple even in death. Disturbing the urn without proper reverence could trigger a spectral guardian's appearance, challenging the party's intentions.

It might be a puzzle urn, with inscriptions that need to be aligned by rotating segments of the urn. Solving the puzzle could either dispense a valuable item, such as a key or a map, or could release a toxic gas that fills the corridor unless the party solves the puzzle quickly enough.

If the party examines the urn closely, they might discover it's a cleverly disguised lever. Turning or tilting the urn could open a hidden passage or deactivate traps further down the staircase.

The urn could serve as a repository for offerings. The party might need to place an item inside the urn to unlock the next section of the temple. This could tie back to the statues in Room 3, suggesting a ritualistic progression through the temple.

Secret Mechanisms

The alcove could be a façade for a secret door that leads to a hidden room or passage. Detecting the mechanism to open this door might require magical perception or a keen eye for unusual stonework.

The alcove might be trapped, with pressure sensors around the urn. Any weight change could trigger a defensive mechanism, such as arrows shooting from the walls or the staircase transforming into a slide that sends the party tumbling down into a lower chamber.

5. CAVERN OF WHISPERS

This natural cavern at the end of the secret passage suggests a place of hidden importance, a sanctuary from the fungal influence that has overtaken much of the temple. The two pools and the deep hole offer a variety of interactive possibilities for the adventurers.

Features of the Cavern

Pools of Water

The first pool reflects the cavern's ceiling, shimmering with bioluminescent lichen, and is incredibly clear. Upon investigation, the pool may serve as a scrying basin, allowing the adventurers to view distant places or events related to the Wayward Moon or the tiger people when a specific ritual is performed or an item is submerged.

The second pool is murky, with the water giving off a faint magical aura. Drinking from it, or anointing oneself with its water, could grant temporary abilities useful against the tiger people, such as a resistance to fungal toxins or a temporary telepathic link to understand their primitive communication.

Deep Hole

The hole in the southeast corner, whether natural or dug out, descends into darkness. A faint chanting can be heard from within, suggesting a connection to the cultists or the tiger people. A rope or ladder leading down may invite the adventurers to explore further into the temple's secrets.

Inside the hole, the characters might find a hidden chamber containing the remains of a fallen hero who once fought against the Wayward Moon's influence. His equipment, still lying there, could include a weapon with

runes that glow in the presence of the tiger people or a shield that can absorb and reflect fungal spores.

Ally or Useful Information

A lone figure, perhaps a cultist who opposed the tiger people's influence, could be found meditating here, having retreated to the cavern to avoid the conflict above. This individual could become an ally, offering guidance, knowledge of the temple's layout, or the history of the Wayward Moon's past appearances.

Etched into the walls of the cavern, the adventurers could find ancient writings or cave paintings that reveal a prophecy or strategy to repel the Wayward Moon, requiring interpretation or a special key to understand fully.

Additional Elements

Whispering Echoes: The cavern carries sounds in strange ways, with whispers echoing around the space. These whispers could be the remnants of ancient prayers or spells that, if repeated correctly, enhance the party's abilities or reveal hidden compartments within the cavern.

Fungal Remnants: While the cavern is mostly free of the invasive fungi, there might be small, resistant patches that have unique properties. These could be harvested and studied, potentially providing an antidote or weapon against the fungi's mind-controlling effects.

Reflective Surfaces: The pools, especially the clear one, might reflect more than just light. If the adventurers look at the right angle or under a specific condition, they could reveal hidden messages or maps when the surface is manipulated.

6. CORRIDOR OF FUNGAL RITES

Room 6, with its six alcoves each harboring different fungal growths, could be a place of ritualistic importance. The fungi here are not merely decorative; they're integral to unlocking the final room. This corridor demands careful examination and interaction with its mycological elements.

Alcoves with Fungi

Each alcove might contain a unique variety of fungus that requires a specific interaction. For example, one alcove's fungus glows only in darkness, another releases spores when sung to, and another retracts into the wall when exposed to heat.

The alcoves could represent stages of the moon's cycle, with each fungus corresponding to a particular phase. The party may need to activate the alcoves in the sequence of the lunar cycle, which could be hinted at through murals or inscriptions found in previous rooms.

Mycological Puzzle

Each alcove could have inscriptions that describe a part of the ritual once used by the cultists to commune with the Wayward Moon. The party must replicate these rituals in the correct order, possibly requiring items or knowledge gathered from other rooms.

The fungi might respond to being presented with elements or items from their respective alcoves. For instance, placing a silver coin in the grip of a blue-glowing fungus, or watering a dry, shriveled mushroom with water from the Cavern of Whispers.

Unlocking the Double Doors

The locking mechanism on the double doors may be biologically keyed to the fungi. For instance, spores from each fungus might need to be collected and placed in a basin or receptacle near the doors.

Alternatively, the doors could be magically sealed, requiring a chant or a sequence of sounds. The fungi in the alcoves could provide clues to this sequence, either through the sounds they make when interacted with or through patterns in their growth.

Guardian of the Doors

A fungal entity, perhaps a myconid or a fungally-transformed guardian, may emerge from one of the alcoves when the party first attempts to unlock the doors. This guardian must be appeased, defeated, or outwitted to proceed.

The guardian could be integral to the door's unlocking, such as requiring a promise to fulfill a part of the Wayward Moon's cycle, or demanding a show of respect to the temple's ancient rites.

Other Objectives or Items

The party might need to bring light from the Cavern of Whispers to illuminate each alcove in a specific pattern, reflecting a story or prophecy they have learned.

A key item, such as a meteorite shard from the fallen hero's equipment in the Cavern of Whispers, might need to be presented at the doors. This shard could resonate with the doors' material, signaling that the bearers are allies of the temple's original purpose.

7.MYCOLOGICAL CROSSROADS

Central Mushroom Cluster

The largest mushroom in the center of the room could serve a dual purpose. It might release spores that cause hallucinations, providing visions that hint at the dangers or rewards down each corridor. Alternatively, it might react to magical energies, and casting a spell near it could cause it to illuminate and reveal hidden inscriptions on the walls that provide guidance or warnings about each path.

Mushroom Path Indicators

Each cluster of mushrooms near the entrances to the corridors might subtly differ in color or shape, reflecting the nature of the path they guard. For example, mushrooms with a reddish hue might indicate danger, while those with a bluish glow suggest safety or treasure.

Fungal Samples

Adventurers with botanical or alchemical knowledge might be able to collect samples from each cluster, which could be useful in creating antidotes, potions, or even fungal-based explosives to clear obstacles or combat foes in the rooms ahead.

Interactive Elements

If the fungi are of sufficient intelligence or magical nature, they might react to specific actions or phrases. For instance, acknowledging the moon's influence or the temple's history might cause the fungi to shift, opening hidden compartments or revealing secret messages.

The fungi could be tied to a puzzle that controls access to the locked doors of Room 14. Collecting spores from each cluster and combining them in a certain

way might yield a key substance required to unlock the final room.

Guardian Encounter

A guardian creature, perhaps a druid or myconid that has made this crossroads its home, might challenge the adventurers. This encounter could involve combat, negotiation, or a trade of knowledge or items. The guardian might also offer advice or a warning about the paths ahead.

Environmental Hazards

The corridor might have natural traps involving the fungi, like puffballs that release a cloud of toxic spores when disturbed or luminescent fungi that attract predatory insects or animals when touched.

Directional Puzzle

The adventurers might discover that the layout of the fungi corresponds to a larger map of the temple or the night sky as viewed from the temple, with each path representing a constellation. Deciphering this could guide them to the correct corridor to achieve their next objective.

Mycological Memory

The fungi might have a collective memory, absorbing the experiences of those who have passed through. Psychically sensitive characters could tap into these memories, gaining glimpses of past events that inform their decisions on which corridor to

8.HALLWAY OF INTIMIDATION

Corridor 8, leading to the door of Room 9, can be an atmospheric passage that builds tension as the adventurers approach. The door itself should be imposing, suggesting that what lies beyond is not to be taken lightly.

Features of the Corridor **Large Green Mushroom**

This mushroom could emit a low, ominous hum that resonates through the corridor, growing louder as one approaches the door to Room 9. Its size and eerie presence suggest it is a guardian of sorts, reacting to the presence of intruders.

If touched or examined closely, the mushroom might release spores that cause a temporary feeling of dread or foreboding, enhancing the intimidating atmosphere of the hallway.

The Door to Room 9

The door could be made of a dark, almost black wood with a cold iron reinforcement that gives off a slight chill to the touch. This chilling effect could grow stronger as one attempts to open it, as if warning against proceeding further.

Engraved upon the door's surface might be images of fearful symmetry, depicting scenes of past sacrifices or battles that took place in Room 9, foreshadowing the potential dangers that await inside.

Sounds coming from beyond the door could be amplified, such as the distant echo of chanting or the clashing of steel, implying the presence of formidable adversaries or ongoing conflict.

The door's handle could be fashioned in the likeness of a snarling tiger's head, complete with sharp fangs. It may require a brave adventurer to reach into the maw to unlatch the mechanism that holds the door shut.

Intimidation Mechanics

As adventurers approach the door, they must pass Wisdom or Courage checks to maintain their composure and resolve. Failure could result in a penalty to their actions within Room 9 due to shaken confidence.

Magical intimidation could be a factor; the door might be imbued with a fear spell that activates when someone attempts to open it without the proper ritual or key, which must be disarmed through magical means or by solving a riddle inscribed on the door.

The door could be bound by chains that rattle ominously in the absence of any wind. The chains might be illusionary, and walking through them could be a test of faith or resolve.

Final Touches

Adding to the ambience, the corridor could be dimly lit, with shadows playing across the walls in unsettling patterns. These shadows could move independently of any light source, as if alive and watching the party's progress.

The green mushroom itself could be part of the door's unlocking mechanism. It may need to be uprooted or fed with a particular potion, which would require the adventurers to interact with it and overcome the intimidating atmosphere of the corridor.

9. TELEPORTATION CHAMBER

Central Area with Blast Mark

The scorch marks and broken chairs in the center suggest a sudden, powerful release of energy. This could be where the meteorite was once held before being teleported to Room 14. Arcane residue might still linger, detectable by those skilled in magic.

Scraps of burnt parchment found among the debris could be remnants of the teleportation spell. Piecing them together might reveal part of the incantation or the spell's unique magical signature.

The pattern of the blast mark itself could resemble a known teleportation sigil, which, if researched in a library or by consulting with a magical entity, could reveal the spell's origin or destination.

Northeast Chamber with Red Mushroom

The large red mushroom in the chamber with nice chairs suggests that meetings or gatherings of importance occurred here. The mushroom might be a sentient entity that witnessed the events leading up to the teleportation and could share its memories in exchange for something it desires.

If the mushroom is non-sentient, it may still react to the residual magic in the room. Feeding it a concoction made from other fungi in the temple might induce it to release spores that form a visual replay of the meteorite's teleportation.

Southeast Empty Chamber

This seemingly empty chamber may hide its secrets through illusion or concealment spells. A careful search or the use of a detect magic spell could reveal hidden compartments in the walls or floor containing notes, ritual components, or artifacts related to the teleportation spell.

Northwest Chamber with Chairs

The chairs, placed to face each other, suggest diplomatic or strategic discussions. One of the chairs might have a hidden compartment in its armrest or cushion, containing a key or a piece of the teleportation device.

Southwest Chamber with Chains and Manacles

The chains and manacles hint at prisoners or sacrifices that might have been used to power the teleportation spell. Scratches or markings on the wall could indicate counting days or attempts to communicate a message, which could be a clue to the spell's activation or control.

Additional Details and Clues

Faint magical glyphs may be visible on the floor under a layer of dust or grime, revealing more about the spell's structure or the method of its casting. A spectral residue or magical echo might linger in the room, allowing a caster to tap into the echo and gain insight into the teleportation process, possibly even viewing a ghostly image of the event.

The adventurers could find a cultist's journal that got blasted to the corner of the room during the teleportation event. The journal might contain observations, fears, or hopes about the meteorite's power and the cult's plans.

Interaction with the Environment

Interacting with the central blast mark could trigger a trap left by the cultists to protect the secrets of the meteorite's movement. This might be a magical ward that unleashes a defensive spell or summons guardians.

Inspecting the chairs closely might reveal that they're set in a specific orientation, which, if replicated, could activate a hidden mechanism or reveal a magical recording of the past events.



10. EMPTY HALLWAY

Room 10 is an empty corridor. The GM can add monsters or traps.

11. TWISTING HALLWAY

Room 11's serpentine layout and obstructed path suggest a once-thriving passage that has seen better days. The challenges and features here can test the adventurers' resolve and resourcefulness.

Features of the Hallway Rubble and Obstruction

The pile of rubble blocking the door to Room 12 appears to be a recent collapse, perhaps due to a botched attempt to seal the room or the aftermath of a powerful magical backlash. Clearing the rubble might require strength checks or the use of spells that can move or disintegrate stone.

Among the debris, the characters could find the remains of a failed intruder, including a satchel containing notes on the temple's layout, a half-completed map, or a tool that may aid in bypassing the rubble.

Fungi and Spores

Various fungi cling to the walls and ceiling, some of which release spores when disturbed by vibrations. These spores could be a minor irritant, or they might have a more significant effect, like inducing hallucinations or serving as a component for a potion. One particularly large green mushroom might have medicinal properties if properly harvested, providing a much-needed health boost or acting as an antidote to

poisons or diseases the party has encountered.

Hidden Alcoves and Niches

The winding corridor has several shadowy recesses that may hide items left by past temple occupants or visitors. These could include small trinkets, religious icons, or offerings to the deities once worshiped here. One of the alcoves might conceal a hidden lever or button that temporarily opens a path through the rubble or disarms traps ahead.

Challenges and Traps

The corridor's twists and turns make it an ideal place for the cultists to have set traps to protect Room 12. These could range from simple pit traps to more complex magical wards that need to be disarmed or avoided. The uneven floor, coupled with loose stones from the walls, could easily cause one to trip or lose their footing, making it important to move cautiously.

Environmental Storytelling

Marks on the walls and floors could indicate that this area was once used for transporting something regularly—perhaps the meteorite itself before it was teleported, suggesting this was a primary route through the temple. Signs of a struggle or a hasty retreat could be visible, providing context to the temple's recent history and the urgency of the events that transpired.

Sounds and Echoes

The corridor may carry the faint sounds of chanting or activity from Room 12, hinting at what lies ahead. The echoes can mislead or provide clues, depending on how the party interprets them.

before reaching the cultists in Room 12.

12. THE LAST STAND

The Room and the Situation

Read or paraphrase the following:

As the heavy door swings open with a resounding creak, you are immediately struck by the stark contrast between the quiet of the corridor and the tension that grips this chamber. You step into Room 12, which has become a stronghold for the few remaining cultists. They stand wearily behind a makeshift barricade constructed from overturned tables and bookshelves, their eyes darting between you and the southern wall, where the cacophony of battle resounds just beyond.

The northern half of the room is a chaotic nest of survival. Crates, now emptied of their contents, serve as makeshift armor and shield racks, while torn pages and hastily scribbled maps hint at desperate plans made and re-made. It's clear that this room, perhaps once a place of quiet congregation or study, has been repurposed into a last bulwark against an unseen onslaught.

You notice the cultists' faces show a mixture of fear, determination, and surprise. They are a ragtag group, clad in tattered robes that bear the symbols of the Wayward Moon, now smeared with dirt and blood. Among them stands an elderly figure with a commanding presence, despite his frail frame; a fierce woman with her hand on the hilt of her sword, ready to leap into action; and a gaunt elf whose blind eyes seem to pierce through the chaos, his lips moving in silent incantation.

The air is thick with the scent of sweat, fear, and a faint musk of the fungi that has become so entwined with the fate of the temple. The barricade, while impressively fortified, is showing signs of wear. The sounds of snarls, growls, and the impact of heavy bodies against the other side suggest that whatever is held at bay may soon break through.

As you take in the scene, the cultists' leader steps forward, a mix of caution and relief in his eyes. "You are not one of the afflicted," he states, more than asks. "Perhaps, then, you are the answer to our prayers. Will you aid us in our final stand?"

The urgency of the situation is clear: here, within these walls, you may find unlikely allies and the key to unravelling the dark influence of the Wayward Moon.

The Cultists at the Barricade

The barricade is robust but won't hold forever. The adventurers' arrival may coincide with an impending attack, and they could help fortify the defenses or strategize a counter-attack.

Scattered around the room are items that the cultists have used in their defense, which the adventurers might repurpose: holy symbols that repel the tigers, alchemical fire, or scrolls with defensive enchantments.

Evidence of the teleportation spell that moved the meteorite, such as burned sigils on the floor or magical residues, could provide clues to reversing the process or finding the meteorite in Room 14.

Eldric the Preserver



Appearance: Eldric is an elderly human with piercing blue eyes and a long, silver beard. He wears robes that, while once fine, are now tattered and stained with spores.

Personality: Eldric is a leader, wise and calm even in the face of danger. He's fiercely protective of his followers and is driven by a need to rectify the wrongs his cult has caused.

Dialogue Options:

"We were blind in our worship. The Wayward Moon's gift was a curse, and now we must make amends before it consumes us all."

"You may doubt our intentions, but know that we stand with you against the corruption that spreads through these sacred halls."

Valora the Steadfast



Appearance: Valora is a human woman in her prime, her hair a fiery cascade of curls that mirror her ferocious spirit. She wears chainmail beneath her cultist robe and has a longsword at her side.

Personality: Valora is a warrior at heart, unyielding in her newfound purpose to protect the world from the fungus tigers' threat.

Dialogue Options:

"The tigers were once our brethren, transformed by the spores. We seek redemption for our ignorance. Will you join us?"

"Take heed, the tigers fear the light of the Wayward Moon's true essence. We must use it against them!"

Tomas the Seer



Appearance: Tomas is a gaunt elf with skin the color of pale bark, his eyes milky white from the spores' influence, which he now uses to foresee their movements.

Personality: Tomas is quiet and contemplative, often speaking in riddles. He has embraced his visions as a means to guide his actions.

Dialogue Options:

"I see threads of fate entwined with yours. Together, we can cut the cord that binds the tigers to this world."

"The spores clouded our minds, but now they show me the path to salvation. It is perilous, but it must be walked."

Interaction and Dialogue with the Adventurers

The cultists initially react with wariness, mistaking the adventurers for another threat. However, realizing they share a common enemy, they lower their weapons and explain their situation.

Eldric can offer historical context, revealing how the cult's previous actions inadvertently strengthened the fungus tigers. He may know of a ritual to weaken the tigers or the Wayward Moon's influence.

Valora provides strategic advice and can assist in planning the assault against the tigers, suggesting ways to use the environment to their advantage.

Tomas can offer cryptic hints about the future, suggesting potential outcomes of the adventurers' choices and hinting at critical items or strategies that could turn the tide.



13. CONTESTED LIBRARY

Library Shelves and Knowledge

The shelves are laden with tomes and manuscripts, some knocked to the floor in the fray. Many books detail the history of the cult and its relationship with the Wayward Moon, potentially offering insight into the meteorite's significance and weaknesses.

Among the scattered books, there may be a rare text that contains a counter-spell or ritual that can sever the connection between the meteorite and the Wayward Moon, essential to stopping the spread of the mind-fungus.

Central Table

A large table, now cluttered with maps, alchemical ingredients, and open books, suggests it was used for research. The adventurers might find notes about the meteorite, including its last known location within the temple and the teleportation spell used to move it.

Barricade at the South

The makeshift barrier blocking access to Room 12 is a sign of the cultists' desperate last stand. The adventurers may need to decide whether to help fortify the barricade, negotiate with the tiger people, or find a way to sneak past.

Unique Features

Hidden within a fallen bookshelf or a secret drawer in the table, there might be a cryptic puzzle that, when solved, reveals the location of a hidden chamber in Room 14 or a mechanism to bypass the locked doors.

One particular book could be a magical tome that, once read, bestows

the reader with the knowledge to dispel or control fungal growths, providing a significant advantage against the mind-fungus.

The Tiger People

The tiger people here are distracted by the ongoing battle, allowing the adventurers to possibly move more freely to investigate if they are stealthy.

Research Clues

Scattered notes and hastily scribbled margins might contain the thoughts of a cultist who realized the error of their ways and started researching how to reverse the effects of the Wayward Moon's influence.

A specific volume dedicated to celestial objects could contain an obscure reference to a ritual alignment or celestial event that weakens the meteorite's power.

Tactical Advantages

The room's layout, with its high shelves and tables, can provide cover and strategic positions if the adventurers are drawn into the fight.

An observant adventurer might notice a pattern in the library's floor tiles that corresponds with the teleportation sigils found in Room 9, suggesting a way to either track the meteorite's movement or predict where it will next appear.

Interaction with the Environment

Investigating the area could trigger a hidden mechanism in the shelving, revealing a secret passage that bypasses the barricade or leads directly to Room 14.

Certain books may be trapped.

14. THE METEORITE CHAMBER

Room 14 is the climax of the adventurers' journey, where the source of the chaos within the temple resides. The room itself seems to pulse with arcane energy, the air thick with power emanating from the meteorite.

Final Threats in Room 14

Arcane Guardians: As the final defense mechanism, the cult may have bound elemental or arcane guardians to the meteorite. These beings are made of swirling magical energy, and they attack anyone who approaches the meteorite without the proper ward or countersign.

Mystical Traps: The room is protected by traps that trigger if the meteorite is approached incorrectly. These could include glyphs that unleash spells like Chain Lightning, Fireball, or Fear to repel intruders.

Mind-Fungus Infestation: The meteorite's influence could have caused a dense growth of mind-fungus around it, creating an area where the spores are so thick they can control or severely affect anyone who breathes them without protection.

Unlocking the Double Doors

Ritual of Alignment: The adventurers may need to perform a ritual that aligns with the celestial event related to the Wayward Moon. This could involve positioning themselves or objects in specific places around the temple to mirror the constellations associated with the moon.

Keys Gathered from the Cultists: The cultists in Room 12 might provide keys

or artifacts that, when placed in slots around the double doors, unlock them. These could be earned by helping the cultists defend against the tiger people.

Disarming Magical Locks: The doors may have magical locks that require the casting of counterspells or the use of dispelling magic. The knowledge or items necessary to do this could be found in the library of Room 13.

Actions in the Chamber

Disrupting the Meteorite's Power:

The party may need to disrupt the ritual circles surrounding the meteorite, breaking the flow of magical energy. This could involve physically destroying the circles or using a counterspell.

Removing the Meteorite's Influence:

There could be a specific spell or ritual detailed in the temple's library that, when performed in the presence of the meteorite, neutralizes its influence or encases it in a magical stasis.

Using the Meteorite's Magic: If the party includes someone proficient in Arcana, they might be able to redirect the meteorite's magic, using its energy to seal away the mind-fungus or to teleport the meteorite to a place where it can do no harm.

Room 14 is not only the physical end of the adventurers' journey but also the thematic culmination of their struggle against the corruption spread by the Wayward Moon.

RANDOM HALLUCINATIONS

Roll	Fungus Spore Hallucination
1	Whispering Shadows: The character hears their deepest secrets whispered back to them from the shadows, as if the darkness itself has learned to speak.
2	Inverted World: For a moment, the dungeon flips upside down, and the character must navigate the ceiling, believing it to be the floor, potentially causing them to climb into dangerous areas or fall if they try to 'descend' stairs that go 'up.'
3	Shifting Faces: The faces of their companions morph into monstrous visages or loved ones pleading for help, causing distrust or a compulsion to 'save' them from non-existent threats.
4	Temporal Shift: The character sees themselves in a future where they have failed their mission, causing a momentary crisis of confidence or reckless behavior to avoid that outcome.
5	Phantom Foes: Enemies appear from thin air, indistinguishable from real threats. The character may attack empty space or cower from imaginary foes.
6	Blooming Oasis: The dank dungeon transforms into a beautiful, sunlit grove or an inviting tavern, tempting the character to rest and eat phantom feasts, ignoring their real surroundings.
7	Reversed Speech: The character hears all spoken language in reverse. Communication becomes impossible, and even simple conversations can cause confusion or paranoia.
8	Liquid Floor: The solid ground beneath their feet seems to turn to water, causing the character to 'swim' or 'float,' which might make them prone to tripping or falling in actual combat or movement.
9	Size Distortion: The character perceives themselves as either a giant towering over the dungeon or as tiny as an insect, making navigation and interaction with the environment a bizarre challenge.
10	Elemental Flux: The character feels an intense sensation of burning heat followed by freezing cold, or they might believe they are caught in a storm, causing them to seek shelter or strip off protective gear.



FUNGAL SPAWN

Tiny, quick-moving mushroom creatures that explode in a puff of spores upon death.

AC 10, **HP** 1, **ATK** 1 bite +0 (1d4-1), **MV** near, **S** -3, **D** +1, **C** -1, **I** -2, **W** +0, **Ch** -2, **AL** N, **LV** 0

Explosive Death. When killed, explodes close. DC 9 CON save or suffer disadvantage on the next roll due to coughing spores.

Fungal Mobility. Immune to difficult terrain while in fungus.



MIND FUNGUS TIGER

Bipeds warped by the Wayward Moon's fungal spores, these tigers possess both feline grace and a disturbing, fungal intelligence.

AC 12, **HP** 6, **ATK** 1 claw +2 (1d6) or 1 bite +2 (1d4), **MV** near, **S** +2, **D** +2, **C** +1, **I** +0, **W** -1, **Ch** -2, **AL** C, **LV** 1

Spore Cloud. 1/day, in place of attacks. Enemies within close DC 12 WIS save or be confused, treating friends as foes and vice versa, for 1 round.



MIND FUNGUS TIGER SHAMAN

Tiger shamans blend their predatory instincts with corrupting spore magic.

AC 13, HP 12, ATK 1 claw +3 (1d6) or 1 bite +3 (1d4), **MV** near, **S** +3, **D** +2, **C** +2, **I** +1, **W** +2, **Ch** -1, **AL** C, **LV** 2

Healing Spores (WIS Spell). DC 12. Heals one creature within close for 1d6 HP by covering them in beneficial spores.

Mycelium Shield (WIS Spell). Self. DC 12. For 3 rounds, a protective layer of mycelium increases its AC by 2.



MUSHROOM MATRIARCH

A wise and ancient humanoid, now part of the fungi, able to control the Mycelium network and command lesser fungal creatures.

AC 13, HP 12, ATK 1 claw +1 (1d6) or 1 spell +3, **MV** near, **S** -1, **D** +0, **C** +0, **I** +2, **W** +3, **Ch** +1, **AL** N, **LV** 2

Mycelium Command. (WIS Spell). DC 13. Can summon 1d4 Fungal Spawn.

Spore Charm. (WIS Spell). DC 12. Once per day, can target one creature to be charmed. Focus.

Fungal Growth. (WIS Spell). DC 11. Cause fungi to rapidly grow in a near area, making it difficult terrain. Immune to this effect.



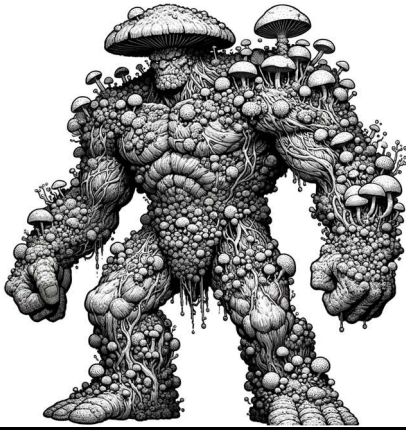
MYCELOID BRUTE

A large fungal-infected humanoid, covered in thick mushroom growths that act as natural armor.

AC 16, **HP** 15, **ATK** 1 slam +3 (1d8), **MV** near, **S** +3, **D** -1, **C** +2, **I** -1, **W** +0, **Ch** -2, **AL** N, **LV** 3

Spore Release. Once per combat, releases a cloud of spores affecting all close non-fungus creatures. DC 12 CON or poisoned for 1d4 rounds.

Regenerate. Recovers 1 HP at the start of its turn if it has at least 1 HP remaining. Fire stops regenerate for 1 round.



SPORE RAT

Mutated by the fungal spores from the Wayward Moon, Spore Rats infest dark, damp locations, spreading spores as they scurry.

AC 10, **HP** 4, **ATK** 1 bite +0 (1d4), **MV** near, **S** -1, **D** +2, **C** +0, **I** -2, **W** +0, **Ch** -3, **AL** N, **LV** 0

Spore Carriers. Creatures bitten by the Spore Rat must succeed on a DC 9 CON save or suffer a -1 penalty to WIS checks and saves until the next rest.



SPORE TOUCHED



SPORE-TOUCHED ELF

A humanoid thief whose mind has been addled by the spores, making them erratic and dangerous.

AC 12, **HP** 7, **ATK** 1 dagger +3 (1d4), **MV** near, **S** +1, **D** +2, **C** +1, **I** +0, **W** -1, **Ch** +0, **AL** C, **LV** 1

Camouflage. After moving, DC 9 DEX check to become invisible until next attack.

Sneak Attack. Deals an extra 1d4 damage when they have advantage on the attack roll

SPORE-TOUCHED DWARF

A dwarf twisted by the spores, losing much of its former self to fungal influence.

AC 12, **HP** 8, **ATK** 1 warhammer +3 (1d6), **MV** near, **S** +1, **D** +0, **C** +2, **I** -1, **W** +0, **Ch** -2, **AL** C, **LV** 1

Spore Resistance. Advantage on saving throws against poison, and resistance to poison damage.

SPORE-TOUCHED ORC

Once a fierce warrior, this orc has been corrupted by spores, making it even more dangerous.

AC 14, **HP** 12, **ATK** 1 greataxe +4 (1d8), **MV** near, **S** +2, **D** +1, **C** +3, **I** -2, **W** -1, **Ch** -3, **AL** C, **LV** 2

Aggressive. Once per combat can move double-near directly toward an enemy, and still make an attack action.

Spore Infusion. Once per day, can imbue a single weapon attack with spores, causing an extra 1d4 poison damage on a hit, and making the target sick for 1 minute.

SPORE-TOUCHED GOBLIN

A goblin turned erratic and deadly by the spore infection, striking from the shadows.

AC 15, **HP** 10, **ATK** 1 shortsword +3 (1d6) or 1 shortbow +3 (1d4), **MV** near, **S** -1, **D** +3, **C** +1, **I** +0, **W** -1, **Ch** -2, **AL** C, **LV** 2

Escape. Can move to space within near immediately after taking damage from a melee attack.

Spore Cloak. 1/Day gain advantage on hide checks and grant disadvantage on attack rolls against it for 3 rounds.

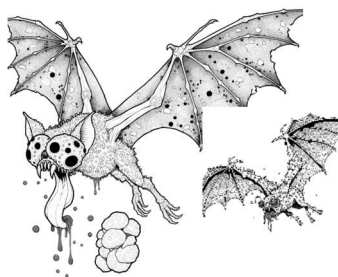
SHROOMBAT

A mutated variant of the Stingbat, the Shroombat has adapted to life in fungal-infested environments.

AC 12, **HP** 5, **ATK** 1 beak +3 (1d4 + spore toxin), **MV** near (fly), **S** -1, **D** +3, **C** +1, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** 1

Spore Toxin. When the Shroombat hits, the target must succeed on a DC 9 CON saving throw or become poisoned for 1d4 rounds. While poisoned in this way, the target experiences mild hallucinations, causing disadvantage on all WIS checks and WIS-based saving throws.

Fungal Camouflage: The Shroombat's spore-covered body allows it to blend into its surroundings. It has advantage on Stealth checks in areas with fungal growth or in dim light.



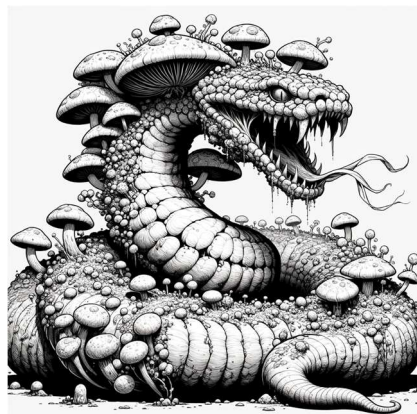
SHROOM SERPENT

A colossal serpent that has fallen victim to the spore infection, its body is covered in fungal growths and spores, with mushrooms sprouting along its back.

AC 14, **HP** 24, **ATK** 1 bite +4 (2d4) or constrict, **MV** far, **S** +4, **D** +3, **C** +5, **I** -1, **W** +0, **Ch** -2, **AL** C, **LV** 4

Constrict. The target must make a DC 12 DEX save or be constricted. Target takes 1d6 damage at the start of its turn. Escape DC 12 STR

Hallucinogenic Bite. A creature hit by the bite attack must succeed on a DC 14 WIS save or experience vivid hallucinations, suffering disadvantage on attack rolls and ability checks for 1 minute.



d20 Roll	SOMETHING HAPPENS!
1	Mind Fungus Tiger Patrol: 1d2 Mind Fungus Tigers on the prowl, possibly flanking the party.
2	Healing Spore Patch: A patch of bright-colored spores that release healing spores (Heals 1d4 HP).
3	Fungal Pit Trap: A hidden pit filled with spores that explode upon disturbance, DC 12 DEX save.
4	Echoing Growls: Distant growls of a Mind Fungus Tiger Shaman , causing potential fear or alert.
5	Spore Rat Nest: A nest of 2d4 Spore Rats bursts forth in a frenzy when disturbed.
6	Myceloid Brute Ambush: A Myceloid Brute lies in wait, camouflaged by the fungal environment.
7	Spore-Infused Climb: A steep passage requiring a DC 10 STR check to climb, or risk inhaling spores.
8	Confusing Spore Cloud: A thick cloud of spores causing disorientation, DC 12 WIS save.
9	Shifting Walls: The mycelium moves, altering the path behind the party, potentially separating them.
10	Fungal Spawn Swarm: A colony of Fungal Spawn that explode upon death, chaining explosive deaths.
11	Glistening Fungal Field: A beautiful yet eerie field of bioluminescent fungi, possibly

d20 Roll	SOMETHING HAPPENS!
	hiding dangers.
12	Mushroom Matriarch's Ritual: Witnessing a ritual, possibly summoning Fungal Spawn.
13	Whispers of the Mycelium: Hearing names whispered, causing unease, DC 10 WIS save to ignore.
14	2d4 Spore-Touched Humanoids wander the halls looking for a fight.
15	Symbiotic Salvation: A symbiotic mushroom attaches to a random party member, offering a +1 bonus to CON for 24 hours.
16	Fungal Geyser: A sudden eruption of spores, DC 12 DEX save to avoid being blinded for 1 round.
17	Lost Adventurer: Finding a disoriented adventurer who may provide information or a red herring.
18	Ceiling Collapse: Fungal growths weaken the ceiling, causing it to collapse, DC 12 DEX save.
19	2d4 Shroombats emerge from the ceiling and attack
20	Enchanted Fungal Grove: A grove of fungi that offers the benefits of a long rest in half the time.

ENCOUNTERS FOR THE CRATER

ENCOUNTER

As the party first enters the crater. (Top ring)

READ: Movement draws the attention of hungry rodents covered in fungus, their high-pitched squeaks signaling their hostile intentions.

3 Spore Rats Attack! (See adventure appendix for monster statistics)

ENCOUNTER

At the garden cluster of pink and red mushrooms

WIS check DC 12 to hear tiny battle cries coming from within the mushroom garden.

READ: A troupe of diminutive animated mushroom creatures bursts forth from their sanctuary within the mushroom garden. Emitting tiny battle cries, they charge forward with determination to protect their cherished home.

5 Fungal Spawn Attack! (See adventure appendix for monster statistics)

COMPLICATION

When the players enter the bottom level of the crater.

CON save DC12 or fall asleep for 1d4 rounds or until a player spends 1 turn waking the victim.

READ: The air hangs heavy with an unusually sweet scent, and as you begin to drift into drowsiness, you realize you are standing within a cloud of spores.

ENCOUNTER

When a player nears the entrance to the tent.

READ: From the rocks near the tent flap, a hissing sound emerges, followed by sudden movement that triggers your danger senses. A massive serpent, infested with mushrooms, rises from its stony lair, looming over the party with hungry intentions.

The Shroom Serpent Attacks! (See adventure appendix for monster statistics)

ENCOUNTERS FOR THE DUNGEON

Room 1:

The north door is locked magically.

The south door is locked and trapped.

DEX check 10 to detect and disarm or 1 hp damage from needle trap.

DEX check DC10 to unlock.

Room: CORRIDOR

Add 2. before the word CORRIDOR

Add under Hazards

CON save DC12 or hallucinogenic episode for 1d4 turns (or whatever your mechanic is)

Room 3 ENCOUNTER

READ: In the chamber, a quartet that once resembled an adventuring party now stand mindless, covered in mushrooms and fungus. One dwarf, one Elf, one Goblin, and one Orc, their faces devoid of emotion, slowly turn towards you, raising their weapons to attack.

4 Spore Touched Attack! (See adventure appendix for monster statistics)

Room 4. COMPLICATION

Each of the first 12 steps of this Corridor have a different word chiseled onto its surface. When read in order: *Life's essence given, fate's altar accepts sacrifice, destiny's tapestry unfolds*

The implication is clear: a sacrifice at the altar or urn in the alcove is necessary, it must be of "life's essence" or blood. Each member must offer a drop into the urn to descend safely; failure to do so results in 1 hit point of lightning damage with each step.

Room 5. ENCOUNTER

READ: A swarm of bats emerges from a gaping, dark hole in the ground, their frantic circling creating a whirlwind of chaos. Their once sleek bodies now appear ragged and diseased, with patches of fungus marring their fur. Their frenzied movements betray their ravenous hunger as they dart erratically through the air, driven by the sinister influence of the fungal infestation.

6 Shroombats Attack! (See adventure appendix for monster statistics)

Room 6. ENCOUNTER

READ: A dimly lit hallway stretches ahead, its shadows seemingly alive with movement. Along its length are six alcoves, each filled with piles of mushrooms meticulously separated by type. Despite the attempts at organization, an unsettling sense of chaos pervades the scene. Beneath the surface of the mushroom piles, subtle movements betray the presence of unseen creatures. Large, multi-legged forms with menacing mandibles writhe among the fungi.

4 Giant Centipede Attack! (See Shadowdark Rule (Black Book) page 201 for monster statistics.)

Room 7 North ENCOUNTER

READ: In the northern part of the fungus-covered chamber stand two imposing mushroom creatures, their towering forms showing an air of silent vigilance. Despite their simplistic fungal anatomy, they possess remarkable muscularity and robustness, making them appear incredibly formidable and intimidating.

2 Myceloid Brutes Attack! (See adventure appendix for monster statistics)

Room 7 South ENCOUNTER

READ: In a sudden, terrifying moment, the sensation of the ceiling collapsing upon you grips your senses, only to be replaced by the sight of a large, manta ray-like creature gliding towards you with menacing grace. Its presence looms over you, instilling a sense of imminent danger and apprehension.

A Cloaker Attacks! (See Shadowdark Rule (Black Book) page 202 for monster statistics.)

Room 8 ENCOUNTER

READ: Two five-foot-wide mushrooms stand against the south wall, their grey caps adorned with green speckles. As you draw near, the second mushroom unexpectedly stirs, revealing its true nature.

A Mimic Attacks! (See Shadowdark Rule (Black Book) page 232 for monster statistics.)

Insert for Room 9 ENCOUNTER (Wave Event)

READ: As the party approaches the scorch mark at the room's center, the magic runes beneath the black mark ignite with a vibrant blue glow. Simultaneously, runes materialize on the walls,

emitting the same azure light. Suddenly, from the room's four corners, tiny mushrooms surge forth, their squeaky battle cries filling the air with a cacophonous clamor.

Wave 1: 4 Fungal Spawn Attack!
(See adventure appendix for monster statistics)

Wave 2: 6 Spore Rats Attack!
(See adventure appendix for monster statistics)

Wave 3: A Troll Attacks! (See Shadowdark Rule (Black Book) page 259 for monster statistics.)

Room 11 COMPLICATION

Riddle Trap:

READ: As the second party member in the hallway reaches the brown mushrooms, amber runes along the floor ignite, enveloping the area in a faint golden glow. Suddenly, the entire party finds themselves immobilized, unable to move even a muscle. A mysterious, disembodied voice fills the chamber, echoing off the stone walls, demanding an answer to a cryptic riddle, its tone both eerie and commanding.

Riddle: *What is red and blue, and purple and green? No one can reach it, not even the queen?*

Answer: *A Rainbow*

If no one can answer the riddle, each member of the party will take 2 hit points of lightning damage.

Room 12 ENCOUNTER

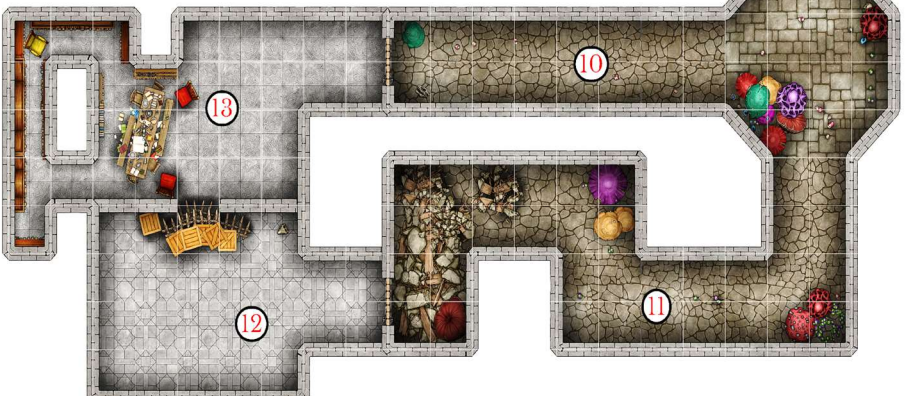
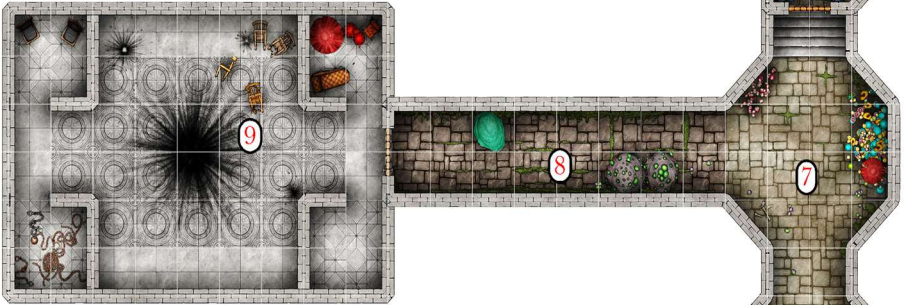
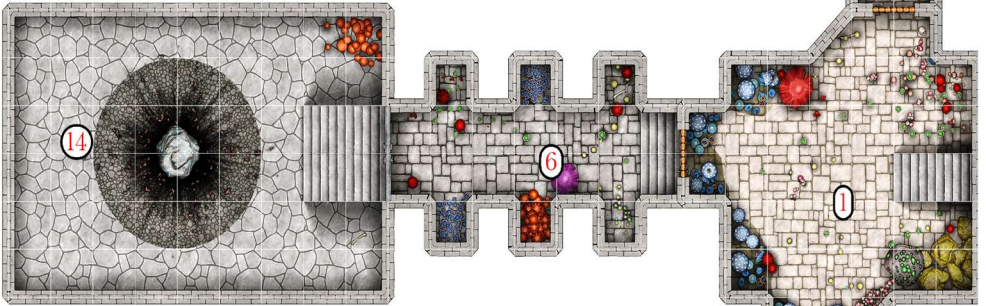
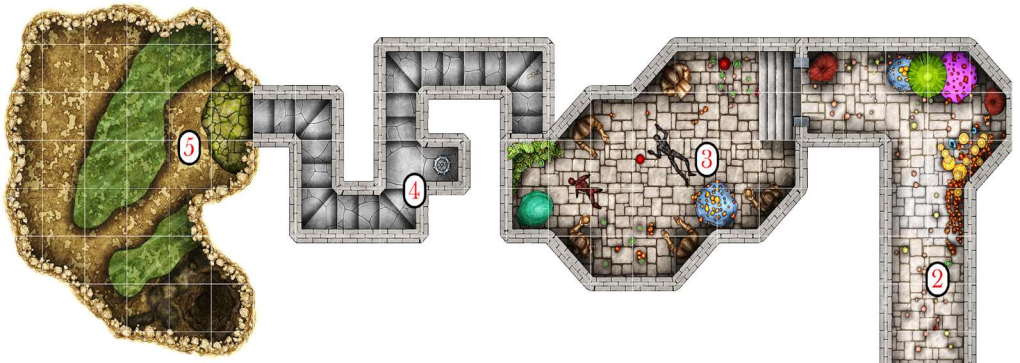
3 Cultist (See Shadowdark Rule (Black Book) page 203 for monster statistics.)

Room 13 ENCOUNTER

1 Mind Fungus Tiger Shaman and 4 Mind Fungus Tigers (See adventure appendix for monster statistics)

Room 14 ENCOUNTER

1 Mushroom Matriarch and 4 Mind Fungus Tigers (See adventure appendix for monster statistics)



A New Alternative



TTRPG Content For Players By Players



BARDIC
MISCHIEF



www.bardicmischief.com