



ADVENTURERS LEAGUE

THE QUEST FOR SPOREDOME

In the search for allies in the Underdark, you are called upon to travel through the recently opened Waydown sinkhole to find the lost myconid colony of Sporedome. It is said that they once cultivated a strain of mushrooms that could protect one from falling into madness. Can this be the cure for the rapidly spreading onslaught of insanity? A two-hour adventure for 5th-10th level characters.

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INTRODUCTION

Welcome to *The Quest for Sporedome*, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the Rage of Demons™ storyline season.

This adventure consists of five mini-adventures, and is designed for **three to seven 5th-10th level characters**, and is optimized for **five 8th level characters**. Players with 4th level characters may spend twenty downtime days to level up to 5th level. Characters outside this level range cannot participate in this adventure.

The adventure is set in the Moonsea region of the Forgotten Realms, in the Upperdark near Hillsfar.

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a [DCI number](#). This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the [D&D Adventurers League home](#).

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the [D&D basic rules](#) or the *Player's Handbook™*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the [D&D Adventurers League Player's Guide](#) for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 8th level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

DUNGEON MASTERING THE ADVENTURE

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*™ has more information on the art of running a D&D game.

DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the [D&D basic rules](#) or the [D&D Adventurers League Player's Guide](#) for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of

expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Faiths that can call upon spellcasting services in and around Hillsfar include the following: Chauntea, Lliira, Mielikki, and Tempus.

CHARACTER DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the D&D basic rules).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

DEATH

A character who dies during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is not available.

ADVENTURE BACKGROUND

The madness that has been erupting from the Underdark has caused many on the surface to delve into hedonistic domain of Graz'zt. This has caused all manner of trouble to everyday folk from rumors to lynchings. Faction leaders have determined that only magic can hold the madness of Graz'zt at bay, but most spells can only cure the madness after one has been exposed to it. They seek a way to prevent the madness before it sets in.

In the cavern known as Sporedome a Zuggtmoy infested myconid known as the Sacred Seer has been attempting to corrupt myconids of other myconid circles by melding with them and converting them to followers of the Queen of Rot.

Meanwhile faerzress has seeped into the dome, which is causing strange effects. The derro who live in nearby Ravagestone have become bolder and raid Sporedome for fungus and myconids, alive or dead. The derro have captured several sprouts and other myconids in raids.

OVERVIEW

This adventure consists of three parts.

Part 1. Having accepted the quest to travel to Sporedome and acquire a supposed madness-preventing fungus, the characters find themselves on a raft, below the surface of Faerûn on their way toward Sporedome.

Just after entering the yawning cavern that is Sporedome the characters are ambushed various fungi. Upon defeating them, they find one of their previous victims: a derro called Mallag. The derro's journal clues them into the increasing reach of the *faerzress* and the goings on in the dome. It directs the characters to a myconid she calls the Sacred Seer in a place called Doomspore Dell.

The characters may also come across a small party of derro with myconid slaves.

Part 2. In seeking out the Doomspore Dell they come upon a group of the mushroom people about to put a member of their own race to death for kidnapping their sprouts and the spreading the corrupted spores of the demon queen Zuggtmoy. As luck would have it, this is the Sacred Seer that the characters may have learned about from the derro. The myconid sovereign allows the characters to interrogate Sacred Seer, but only if they return their other circle members and sprouts.

If the characters seek out the derro they find a small clan with several dead myconids and myconid prisoners who are harvesting the forest. Depending on their actions

they may help or hinder their quest.

Either returning from the derro search or finding the myconids for the first time, the characters meet the sovereign and declare the derro diffused and hopefully have the freed myconids with them.

Part 3. In order to collect the braincap mushrooms, the characters are led to Doomspore Dell by the Sacred Seer. Once there, the characters are beset upon by minions of the Seer.

TRAVELING IN SPOREDOME

Keeping track of time is important here for two reasons.

First, prolonged exposure to the faerzress over the course of a long rest requires a successful Wisdom saving throw to avoid gaining a level of madness.

Secondly (and more importantly), characters that contract the disease from the gas spore fungi risk dying if a cure is not received in time. So while characters of this tier have more resources available to them to deal with this sort of threat, if those spells are not already prepared, they must take a long rest in order to do so. This is a very, very risky due to the randomness of the disease.

To help track the passage of time, consult the following table. Characters that have chosen the Underdark as their favored terrain make each leg of the trip in half the normal time. Otherwise, consult the "Normal" column to determine how long it takes the characters to arrive.

TRAVEL TIME

Journey	Normal	Favored Terrain
Sporedome Entrance to Fungal Jungle	2 hours	1 hour
Fungal Jungle to Agaricus's Court	2 hours	1 hour
Fungal Jungle to Derro Camp	2 hours	1 hour
Agaricus's Court to Derro Camp	3 hours	1.5 hours
Agaricus's Court to Doomspore Dell	2 hours	1 hour
Agaricus's Court to Sporedome Entrance	4 hours	2 hours

ADVENTURE HOOK

Their factions have called and the characters have answered! Several times adventures have ventured into the Underdark via the Waydown and have floated down the river to Sporedome. The myconids who dwell there are believed to cultivate a fungus that, when enhanced with magic, can stave off the effects of the unnatural madness that infects everything as of late. The characters have been tasked to find and procure some of this fungus, called Braincap.

Additionally the factions are preparing to aid the drow of Szith Morcane to remove the fire giants from the outpost. In order to do that, they need the aid of denizens of the Underdark. The characters have been given the faction assignment of recruiting the myconids of Sporedome to aid them in the retaking of Szith Morcane by whatever means necessary.

PART 1. SPOREDOME

After travelling through the Underdark via a river the characters come out into Sporedome, a magnificent cavern where nearly every surface has some sort of fungal growth.

The sound of rushing water echoes before you as your raft exits the narrow tunnel that held the river. Light floods your field of vision. The cavern you've entered is colossal, you cannot see the edge of it nor can the ceiling, but you see a multitude of fungus. Mushrooms, shelves, bowls, toadstool, lichen and a thousand other kind of fungus cover the walls, sides and tops of rocks. Some mushrooms grow as tall as trees.

On top of their fantastic size many of them glow dimly with an eerie pulsing light and bright clouds of sparkling spores float through the air. With the glowing fungus and spore clouds you can tell this fantastic cavern is over 200 feet high and a thousand or more feet long and wide. The immense cavern is filled with wild, vibrant shades of blue, green, purple, and red. Despite the intense colors, it is tranquil and quiet.

GENERAL FEATURES

The Sporedome has the following general features:

Terrain. Aside from a few wide paths and clearings, the area is rocky and uneven; it is treated as difficult terrain. Patches of heavy mushroom growth provides 3/4 cover to those within it.

Light. Some faerzress enhanced fungus glows softly, making much of the cavern dimly lit. Some sections, in particular those adjacent to clumps of unusually brightly-glowing fungus are well lit. Spore clouds sparkle as they float through the air, casting odd shadows about the area.

Sound. Rushing water. Rocks falling in the distance. Unsettling silence.

Faerzress. This entire region of Sporedome is saturated with *faerzress*. Any character that takes a long rest within an area of *faerzress* must, at the end of the rest, succeed on a DC 8 Wisdom saving throw or gain one level of madness. The dreams of those foreign to the area are plagued with visions of becoming lost in vast forests of mushrooms for years and years before succumbing to and becoming a part of the forests.

Characters that take a **long rest** within this particular region of Sporedome must succeed on a DC 13 Wisdom saving throw upon completing the rest.

MADNESS

At the best of times, the Underdark is a bizarre, alien, and inhospitable world, but the influence of the demon lords has transformed it into a domain of madness and chaos. *Faerzress* acts as a catalyst, spreading the demon lords' madness throughout the Underdark.

A creature's madness level starts at 0. When the creature fails a madness saving throw, its madness level increases by 1, and the creature immediately suffers the level's effect (as determined by rolling on the Short-Term Madness, Long-Term Madness, or Indefinite Madness table in the *Dungeon Master's Guide*, as appropriate). When the effect ends, the creature's madness level doesn't change. Any time the creature's madness level increases, it suffers the effect of the new level.

If a creature with level 3 madness fails a madness saving throw, its madness level becomes 1. In this way, characters can potentially accumulate multiple forms of madness. If a character accumulates a form madness that they are already suffering from, reroll until a new result is reached.

Bouts of short- and long-term madness can be cured as described in the *Dungeon Master's Guide*. Given the demonic source of the madness, *remove curse* and *dispel evil* are also effective as cures. A *greater restoration* spell or more powerful magic is needed to cure indefinite madness and also resets a creature's madness level to 0.

In adventures set during *Rage of Demons*, madness is measured in three levels:

MADNESS LEVEL

Level	Effect
1	Short-term madness (lasts 1d10 minutes)
2	Long-term madness (lasts 1d10 x 10 minutes)
3	Indefinite madness (lasts until cured)

INDEFINITE MADNESSES OF GRAZ'ZT

Graz'zt influence on the region has manifested itself in the different forms of madness that characters may develop. Upon reaching madness level 3, instead of rolling on the Indefinite Madness table on page 260 of the *Dungeon Master's Guide*, roll on the following table and the character gains the madness listed below. Have the player note it on his or her character sheet.

If the roll results in a madness already possessed by the character, reroll until a new result is reached.

01-20	Narcissism: "There is nothing in existence that is more important than me."
21-40	Megalomania: "Anyone who doesn't do exactly what I say does not deserve to live."
41-60	Infatuation: "I will not rest until I have made someone else mine, and doing so is more important to me than my own life or the lives of others."
61-80	Hedonism: "My own pleasure is of paramount importance. Everything else, including social graces, is a triviality."
81-100	Abomination: "The mores of society are a lie, meant to shackle free thinking people. I will revel in that which others find shocking or disgusting to demonstrate my rebellion."

1. THE FUNGAL JUNGLE (HARD)

Traveling through a particularly thick copse of tall mushrooms, the characters unwittingly disturb a group of gas spore fungi.

Describe the characters's journey as peaceful and serene; something of a pleasant surprise considering their location. Once the majesty of Sporedome has been appropriately conveyed, read or paraphrase:

Finally, the river turns away from the direction that Elanil instructed you to go. After disembarking the raft, you make your way past glowing bulbs and clouds that twinkle softly in the darkness. Often you have to cut down huge stalks or hold your breath from a disturbed puffball. Everything smells of decay. As you carefully make your way over a fallen mushroom stalk a horrible sight floats before you.

What is best described as a spherical creature with a singular eye and strange, waving stalks bobs in the air in front of you. But this thing is not alone, it seems to have brought three of its friends!

There are four beholder-like **gas spore fungi** and six **violet fungi**. The **gas spore fungus** emerge from various locations of mushroom growth—including behind and close to the characters. The violet fungi—affected by the *faerzress*—have grown lazy and unresponsive. As a result, they do not react to the character's presence until combat begins. Until then, they are indistinguishable from the other mushrooms and fungi in the area.

DEVELOPMENT

If any of the characters are affected by the gas spore's *death burst* they must succeed on a DC 10 Wisdom saving throw or gain a level of madness. Those that fail are disturbed by hallucinations and fragmented memories of being tortured or consumed by beholders.

More troubling is the disease that those infected by the spores contract. Characters infected by the spores are slain after a number of hours equal to 1d12 + the character's Constitution score. Haste may be of great importance.

FAERZRESS

An unusual magical energy the drow call *faerzress* pervades much of the Underdark. The origin of this mysterious arcane power is unknown. Legend claims it is an ancient elven magic dating back to the time when the dark elves were first exiled from the world above. The drow and other Underdark creatures use the properties of areas suffused with *faerzress* to protect their settlements.

Areas suffused with *faerzress* can range in size from a few dozen feet across to several miles in diameter, and feature the following effects:

- Areas suffused with *faerzress* are always filled with dim light.
- A creature in an area suffused with *faerzress* has advantage on saving throws against any divination spells. If a divination spell doesn't allow a saving throw, the caster must succeed on a DC 15 Constitution saving throw to cast the spell. Failing this save means the spell is wasted and has no effect.
- Any creature attempting to teleport into, within, or out of a *faerzress*-suffused area must succeed on a DC 15 Constitution saving throw. On a failed save, the creature takes 1d10 force damage and the teleportation attempt fails. Even if the save succeeds, the teleportation attempt can suffer a mishap as if the destination was known only by description, regardless of how familiar the destination actually is. See the table in the teleport spell for more information.
- Areas suffused with *faerzress* have become tainted by the chaos of the demon lords. When a spell is cast in a *faerzress*-suffused area, the caster rolls a d20. On a roll of 1, the spell has an **additional** effect, determined by rolling on the Wild Magic Surge table in chapter 3, "Classes," of the *Player's Handbook*.

Though *faerzress* can't be dispelled, its effects are temporarily suppressed in the area of an *antimagic field*. Similarly, characters that take refuge in an extraplanar space (such as with *Mordenkainen's magnificent mansion*) are not affected by *faerzress*. Other effects (such as *Leomund's tiny hut*), however, do not provide this protection.

EW, I THINK IT'S DEAD

It takes little effort to find the body of Mallag, a resident of Ravagestone considered insane even by derro standards. After being ousted from his home, he fell in league with the Sacred Seer and was instantly wooed by her portents.

Once the characters defeat the various fungi in the area, read or paraphrase:

As the spores settle to the floor, you notice something that had escaped your gaze earlier. Lying in a thick, softly-glowing patch of blue-green fungal undergrowth lay a corpse roughly the size of a child. Drawing closer, you notice that his features--while distorted in decomposition--are unmistakable.

In life, the creature had pale, grey skin; bulbous, white eyes; and white hair. A derro. The creature has succumbed to the fungi of the area and already, bright purple fungi grow from various parts of his body. Slung across his shoulder is a moldering satchel.

Mallag was slain by the violet fungus in the area three days ago, and even now, any character that succeeds on an Intelligence (Nature) check realizes that a new (yet harmless, for now) violet fungus is growing from his moldering corpse.

In his satchel, Mallag carries a journal with him which consists primarily of insane ramblings accompanied by pictures of deformed fungi, infested derro, and maps labeled with nonsensical phrases such as "*cave with the seven longings*" or "*the river of molten flowers*". Most of it seems to be written in blood or other bodily fluids. A successful DC15 Wisdom (Insight) check reveals the following. If the character attempting to decipher the journal fails by 5 or more must succeed on a DC 10 Wisdom saving throw or gain one level of madness.

If deciphered, the journal reveals a series of "revelations" accompanied by information that provides some clarity. The characters are able to learn the following from the journal:

- "*The Sacred Seer will lead us to her wisdom!*" The Sacred Seer is a myconid visionary who gifts her wisdom to her faithful followers using spores of knowledge. Breathe deep the enlightening gloom!
- "*Capture treasure! And spore slaves!*" Mallag was sent here by the Sacred Seer to capture treasure and potential spore servants from those who travel through or live within the Sporedome.

- "*The magic of the faerzress has come, so glorious!*" The *faerzress* has begun to permeate the Sporedome and the fungus has begun to show signs of mutation from the magical radiation.
- "*The demon derro hunt here, but we protect the Sacred Seer!*" Derro from Ravagestone constantly raid the dome, but since the *faerzress* has spread they have come more frequently, often cutting down huge swathes of the newly-irradiated fungus and taking captured or killed myconids with them.
- "*They do not know her majesty!*" The other myconid colonies do not like the Sacred Seer. Sovereign Agaricus seeks to destroy her circle.
- "*Surely the Sacred Seer knows all!*" If asked about the special mushroom, he tells them that the Sacred Seer would surely know and gives directions to her abode, the Sacred Enclave.

Finally, among the crude maps, they find mention of the "Seer's Dell of Doom" being located on the far side of Sporedome. At their best guess, it will take some 4 hours to get their due to the need to traverse the thick growth of mushroom and alien terrain. Rangers that have chosen the Underdark as their *avored terrain* are able to make the trip in half that time.

TREASURE

Characters searching Mallag's moldering satchel find a *potion of greater healing*, 175 gp in various coins and two gems: a tiger eye gem worth 15 gp and a chunk of malachite worth 10 gp. Additionally, the derro's body clutches a sack containing 200 gp of (mostly) fungal components and reagents for use in poisons, healing salves, and spell components.

2. THE DERRO CAMP

While it is likely that the characters head towards Doomspore Dell (running into Agaricus's Court along the way), the characters may instead choose to explore Sporedome. This may mean that the characters find the Derro Camp before encountering the myconid court in Part 2, below.

FINDING THE CAMP

The derro camp is in the opposite direction from Agaricus's Court. It also means wandering around Sporedome. As such, it takes four times as long (8 hours) to find the camp than it does if the characters have been informed of its location by Agaricus or the Sacred Seer.

This added time carries with it two risks: primarily, the characters may need to take a long rest sooner—which carries the risk of additional madness saving throws. Secondly, characters infected by **gas spore fungi spores** may simply die before they are able to find a cure (unless they are able to remove the disease themselves).

Nevertheless, if they wish to explore, they eventually locate the camp from a rock outcropping hidden by foliage. The characters initially have little reason to intervene, but should they do so play out the encounter and then return to Agaricus's Colony to continue. If they intervene their actions could change the tone and outcome of their meeting with Agaricus.

The derro of Ravagestone, in their hunger to please "Mother" have raided the fungal jungles and myconid circles of Sporedome with increasing regularity since the *faerzress* seeped into the cavern.

GENERAL FEATURES

The derro camp is in a clearing near the edge of the dome. They've clear cut stands of fungus.

Sound. High-pitched chatter. Chopping of mushrooms with an axe. Felled mushrooms falling to the ground.

The camp before you is quite chaotic. You see several derro--small gray skinned humanoids--poking and prodding myconid slaves with sticks to get them to cut down giant mushrooms and stack them together on the far end of the clearing.

A cage seems to hold several small myconid sprouts who mill about in silence.

Four **derro** led by a **derro savant** go about the business of ordering their slaves to harvest mushrooms. The myconids do not participate in the combat; they flee to the safety of the mushrooms when combat begins. At the earliest opportunity, two of them head into the battle to attempt to retrieve the cage with the myconid sprouts. If attacked, the myconids attempt to escape.

Upon seeing the characters, the derro attack. Unbeknownst to both the characters and the derro, however, "Mother" has granted two of the derro with the blessing of Graz'zt. Two **barlguras** are summoned during the fight--gifts of the demon lord.

THE DERROS'S BLESSING

When the first two derro (or 1 if very weak party, 3 if strong party) are reduced to 0 hit points, a demon (a barlgura unless replaced by the Adjusting the Encounter Sidebar, below) busts forth from the derro's body in a macabre shower of blood and bone--covering anyone within 10 feet of the derro in innards and other foulness.

The eruption of the first demon from the body of a derro is distressing enough to require each character showered by the derro's remains to succeed on a DC 10 Wisdom saving throw. Those that fail gain a level of madness.

When the first barlgura arrives, it casts *invisibility* and uses *disguise self* in the following round to disguise itself as one of the characters. It then attempts to disorient the others with its ruse before using *entangle* and *phantasmal force* abilities. The second barlgura simply leaps into the fray and engages the characters in melee.

If vrock are used, they try to position themselves to minimize the chance of harming the derro, but do so without hesitation if it is necessary to harm the characters.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak party:** Remove 2 derro with 1 derro savant; replace 2 barlguras with 1 vrock
- **Weak party:** Remove 2 derro
- **Strong party:** Remove 2 derro; add 1 barlgura
- **Very strong party:** Replace 2 barlguras with 2 vrock; add 1 derro savant

DEVELOPMENT

The derro work to clear more of the *faerzress*-irradiated mushrooms before returning to Ravagestone. To facilitate this, they have enslaved some local myconids for the heavy lifting.

Any derro spared by the characters spew lunacy about their "Mother" in Ravagestone; they promise terrible punishments for those who would thwart her chosen children. If asked about the Sacred Seer, they are unaware of who that is.

Unless they were harmed, the myconids come out of hiding when the last of the derro and demons are defeated. If asked, they state that the derro were not sent by the Sacred Seer; rather, the creatures spoke at length about Ravagestone; a derro settlement not far from the Sporedome. Provided the characters free the sprouts, the myconids are willing to follow the characters to Agaricus's Colony to attest to the Seer's innocence in this matter. The myconids do not know if the accusations of the Sacred Seer's involvement with Zuggtmoy is true or not.

If the characters encounter the derro here before first encountering Agaricus's Court, the myconids insist that they accompany them.

TREASURE

The derro carry a collective treasure of 100 gp in various coins from the raids they have conducted in the area. In addition to this, the savant carries a piece of onyx and a piece of jasper; each are worth 50 gp.

PART 2. AGARICUS'S COLONY

Sporedome is home to several circles of myconids. In general they live in peace, but recently a small circle has formed and broken off. Led by the Sacred Seer this circle has been attempting to draw away and corrupt other myconids to the worship of Zugtmoy, Queen of Rot.

THE MUSHROOM COURT

As the characters arrive about a dozen myconids of Sovereign Agaricus's circle have captured and surrounded Sacred Seer. Sovereign Agaricus believes that the derro that abducted the myconid sprouts (see Derro Camp, above) were sent by Sacred Seer's.

GENERAL FEATURES

Agaricus's Colony has the following general features:

Light. Some faerzress enhanced fungus glows softly, making much of the cavern dimly lit. Some sections are brightly lit if next to a particularly flashy fungus. Spore clouds sparkle as they float through the air.

Sounds. Rustling. Footfalls on the spongy ground.

Faerzress. This entire region of Sporedome is saturated with *faerzress*. Any character that takes a long rest within an area of faerzress must, at the end of the rest, succeed on a DC 8 Wisdom saving throw or gain one level of madness. The dreams of those foreign to the area are plagued with visions of becoming lost in vast forests of mushrooms for years and years.

Sovereign Agaricus has just condemned the Sacred Seer to die for abducting their sprouts and following the Lady of Decay; he is reading his judgement aloud for all to hear when the characters arrive.

Ahead of you, you see a collection of myconids. Many of them look injured. In the background are several glass eyed derro who stare blankly, zombie like with obvious fungal growths protruding from various parts of their bodies.

The myconid circle around one of their own kind. One is a regal-looking being with wise eyes and vibrant coloring. The regal myconid bears down on a second myconid as if yelling, but issues no sound. The myconid on the ground has a bright purple cap run through with black veins and blood-red gills. The myconid on the ground looks up with pleading eyes.

As you approach the entire congregation turns to look at you in silence. Moments later each of them releases clouds of spores that quickly engulf you. Almost immediately, you experience the dizzying sensation of dozens of voices echoing throughout your mind simultaneously.

Sovereign Agaricus (a **myconid sovereign**) and his complete circle of twenty-two **myconid adults** surround the Sacred Seer (also a **myconid sovereign**) and her host of four **derro spore servants** who stand motionless beside her.

The spores that are released are rapport spores, harmless spores that allow intelligent creatures to communicate telepathically with the myconids. A successful DC 5 Wisdom (Insight) check can determine that the myconids are not acting aggressively. A successful DC 10 Intelligence (Nature) check gives some details into the workings of the rapport spores.

If the characters are aggressive, the myconids rush them and use their pacification spores. They then attempt to bind any stunned characters.

MYCONID HALLUCINATIONS AND MADNESS

The characters may be exposed to hallucination spores during this encounter. Due to the effects of the *faerzress* in the area anytime a character fails a hallucination save they must also make a successful DC 15 Madness save or gain a level of madness.

DEVELOPMENT

Sovereign Agaricus and his myconid circle have finally captured the Sacred Seer. Their laws forbid worship of the demon queen Zuggtmoy and they plan on putting her to death for her transgressions once she tells them where their sprouts are.

What the characters can find out:

- The myconids of Agaricus's circle do not know anything about the braincap mushrooms that the characters seek.
- Several myconids and sprouts (younglings) were captured a tenday ago by a group of derro.
- Some of the derro thought odd thoughts. They were two-fold in spirit. Agaricus believes that this is due to Zuggtmoy's influence over the Sacred Seer, but can't be sure.
- If the characters agree to rescue the sprouts Agaricus promises that the characters will have the opportunity to interrogate the Sacred Seer before she is put to death. This infuriates several myconids from the sovereign's circle, who step forth and demand that the corrupted sovereign be put to death immediately according to their law. Agaricus quickly quashes the dissenters.
- Agaricus knows of the drow of Szith Morcane, but bears animosity towards them; those that have taken refuge in Sporedome have not been the most gracious of guests. Many have taken to cutting down large expanses of mushrooms and building structures from their bones. However, he is pleased at the idea of helping provide a solution that will rid his home of them. If the characters return the stolen sprouts and the Sacred Seer (after she has given the characters the braincap mushrooms), Sovereign Agaricus assures the characters that he will provide assistance when the time is needed to rid Maerimydra of the fire giant Hledh and her fiendish progeny.

ROLEPLAYING SOVEREIGN AGARICUS

The myconid sovereign is a venerable and noble creature. He listens intently, thinks, and then answers with purpose.

Quote: "I can only give what was agreed upon, nothing more"

What the Sacred Seer knows:

- She pleads with the characters that if they free her she shall reward them with the braincap mushrooms and vast riches.
- The Seer claims ignorance to the whereabouts of the sprouts, but she does know that derro from Ravagestone have come into the dome and have raided other myconid circles.
- The Seer refuses to admit that she has been corrupted by Zuggtmoy; stating only that she has received otherworldly clarity to her role in Sporedome.

ROLEPLAYING THE SACRED SEER

The myconid sovereign is macabre and brooding, speaking of little but the decay of everything in existence. But, her kind propagate on rot, and she takes some small comfort in this.

Quote: "From rot we are born; to rot, we return."

AFTER THE DERRO

If the characters already fought the derro at their camp or are returning after already talking to Agaricus and have the sprouts in tow the myconid adults immediately run to their sprouts, including Agaricus.

- For saving their sprouts the circle allows the characters to interrogate the Sacred Seer.
- Agaricus gives the characters a reward for returning the sprouts (see the Treasure section below).
- The Sacred Seer knows where the Braincap mushrooms are (at her Doomspore Dell) and takes the characters to find them. She believes she can convince them to free her.
- Agaricus allows the Sacred Seer to guide them to the braincap mushrooms with the understanding that they bring her back to face her punishment and on the condition that they agree to meld with the circle so the myconids can know their true intentions. Melding with the circle includes succumbing to the hallucination spores of the sovereign myconid. Due to the strange effects of the *faerzress* the hallucinations are particularly disturbing and any character that fails a DC 11 Wisdom saving throw gains one level of madness.

PART 3. DOOMSPORE DELL

Under a canopy of giant mushrooms the Sacred Seer has created her circle of corruption, which includes myconids she has lured to her side as well as fomorians she has subdued with her hallucinogenic spores.

GENERAL FEATURES

The enclave is a seemingly enclosed area, surrounded by giant decaying mushrooms. The space between each mushroom filled with other types of rotting fungus and moss, creating a private enclave. Dead myconids litter the ground.

Ceilings. Mushroom caps form a 40-foot-high ceiling here.

Light. Some *faerzress*-enhanced fungus glow dimly in the enclave, creating dim light. Small, glowing spores bob throughout the area.

Sound. There is little sound as the decaying fungi absorbs sound. Due to the hallucinogenic spores in the area, however, creatures may hear different things here—usually sounds that remind them of a pleasant experience in their past. One person may hear the soothing voice of a long-dead loved one, while another hears the laughter of a child or sibling they left behind. This, in concert with the olfactory illusions caused by the spores, creates a rather disturbing environment.

Smell. The sweet smell of decay. Additionally, due to the hallucinogenic spores, creatures here smell different things—usually smells that remind them of some long-forgotten traumatic event in their past. One person may smell burning wood, while another may smell blood or the rancid stench of ogres. This, in concert with the aural illusions caused by the spores, creates a rather disturbing environment.

Faerzress. This entire region of Sporedome is saturated with *faerzress*. Any character that takes a long rest within an area of *faerzress* must, at the end of the rest, succeed on a DC 8 Wisdom saving throw or gain one level of madness. The dreams of those foreign to the area are plagued with visions of becoming lost in vast forests of mushrooms for years and years before succumbing to exhaustion and lying helpless as mushrooms grow from within their body.

You approach the wall of decaying mushrooms tentatively, but the Sacred Seer encourages you to push on, ensuring you that this is the right place. As you pass through a sheet of moss the smell of death greets you, followed by the ear-piercing shriek of odd-looking fungi that grow silent as the Sacred Seer enters the dell behind you.

Inside the dell, you are greeted by fungi that resemble tentacled skulls; short, squat toadstools that weep a viscous, red fluid from their gills; and tall, slender growths that spew noxious spores into the air like fetid chimneys.

On the far side of the dell, nearly a dozen myconids mill about; their eyes meet you as you enter.

Unusual fungi grows throughout the area. They resemble tiny brains on short, thin stalks.

The ten **myconid adults** that comprise the Seer's (a **myconid sovereign**) inner-circle turn to face the characters. Unbeknownst to the characters, two **fomorians** (also followers of the Seer) lay in wait just outside the dell.

As the characters enter the enclave, the Sacred Seer attempts to bargain with the characters. In exchange for leaving her here in peace with her circle, she offers as many *braincap mushrooms* as the characters are able to carry and the support of Sporedome (once she's come to rule it, of course) in defending the surface-dwellers from whatever violence they have managed to get themselves into (though she grows nervous and quiet if the giants of Maerimydra are mentioned). She also offers 2,000 gp worth of gold and gems. However, she assures the characters that she plans to assimilate the entirety of Sporedome and its colonies of myconids. Agaricus only controls a few circles, but they will no doubt join her eventually.

HARM IN THE DELL

If the characters refuse her offer (see Development, below), the Sacred Seer moves to the upper level of the dell—using her pacification spores if attacked or otherwise prevented from doing so—and commands her followers to defend her. The myconids form a defensive wall (around the Seer if they are near her) and defend both themselves and her, but do not attack the characters. The fomorians are the true danger here.

At the end of the first round following the Seer's cry, the fomorians crash through the mushrooms that form the walls of the dell. They close with the nearest character and use their *multiattack* to use *evil eye* against their target. If the character appears to be a melee fighters, they bestow the *curse of the evil eye* at their first opportunity.

Any character that fails its saving throw against the fomorian's evil eye must succeed on a DC 13 Wisdom saving throw or gain a level of madness. Those afflicted by the curse of the evil eye, make the saving throw at disadvantage. Characters that fail feel and see horrific growths sprouting from their bodies and believe allies who claim otherwise are lying and recognize the lies as mediocre attempts to distract them from the truth.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak party:** Replace 2 fomorians with 2 stone giant spore servants; add 1 ogre spore servant
- **Weak party:** Replace 1 fomorian with 1 stone giant spore servant
- **Strong party:** Increase fomorian's hit points to 184
- **Very strong party:** Increase fomorian's hit points to 218

DEVELOPMENT

If the characters agree to leave the Seer in peace, they receive the "*In League with the Seer*" story reward.

If the characters slay the Sacred Seer, Agaricus is outraged. While she was sentenced to die, it was not the place of the characters to dispense justice. For summarily dismissing the ways of the myconid colony Agaricus demands that the characters leave Sporedome immediately.

If they refuse and return her to Agaricus's Court to face justice, the characters are treated to a rare glimpse at myconid justice. The Seer is slain, but all of the myconids around her feel the pain she feels in her death. Her body is cut into pieces and scattered throughout the area—feeding the colony.

TREASURE

Whether by force or through diplomacy, the characters are able to recover the *braincap mushrooms* from Doomspore Dell.

In addition, if the characters allow the Sacred Seer to go free, she informs them that a spore servant will be awaiting them at the Waydown River on their way out of Sporedome. Upon arriving a spore servant ogre carries a chest containing 2,000 gp. What use a myconid had for such wealth, she refuses to tell...

If the characters slay her or return her to Sovereign Agaricus, they do not receive this treasure. If they return to Doomspore Dell after receiving their reward, the Sacred Seer is gone.

CONCLUSION

The characters's return trip to Elventree passes uneventfully. They are able to return to their faction representatives with the *braincap mushrooms* where the factions combine their resources to begin researching the fungus's properties and begin preparing the mushrooms to cure much of the lingering madness in the region.

In exchange for returning the *braincap mushrooms* to their factions, the characters receive the "*Mmm... Tastes Like Sanity*" story reward.

REWARDS

Make sure note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Gas spore fungi	100
Violet fungus	50
Derro	50
Derro, savant	700
Bargura	1,800
Vrock	2,300
Myconid, adult	100
Myconid, sovereign	450
Derro spore servant	25
Ogre spore servant	450
Stone giant spore servant	1,800
Fomorian	3,900

The **minimum** total award for each character participating in this adventure is **2,250 experience** points.

The **maximum** total award for each character participating in this adventure is **3,000 experience** points.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP Value
Mallag's treasure	200
Mallag's spell components & reagents	200
Derros's treasure	200
Agaricus's fungal unguents	1,000
--or--	
The Sacred Seer's chest	2,000

HALF-PLATE OF POISON RESISTANCE

Armor (half plate), rare (requires attunement)

This non-metal half-plate is constructed of petrified giant mushrooms. The wearer feels fortunate and optimistic about what the future holds. A description of this item can be found in the *Dungeon Master's Guide*.

POTION OF GREATER HEALING

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

POTION OF DIMINUTION

Potion, rare

A description of this item can be found in the *Dungeon Master's Guide*.

REOWN

All faction members **earn one renown point** for participating in this adventure.

DOWNTIME

Each character receives **5 downtime days** at the conclusion of this adventure.

FAVORS AND ENMITY

The characters have the opportunity to earn the following story reward during the course of play.

In League with the Seer. You have made a deal with the Sacred Seer—a myconid in the service of Zuggtmoy—to aid in the battle against the giants of Maerimydra. Hopefully, you will not regret this rather foolish choice.

Mmm... Tastes Like Sanity. You are given one small, untreated *braincap mushroom*. When consumed or administered to someone else as an action, the mushroom acts as a *greater restoration*, but only as it pertains to reducing the recipient's madness level to 0. The *braincap mushrooms* are potent, however, and if you consume more than one per adventure, you immediately gain 1d4 levels of madness (no saving throw). Cross this story reward off of your adventure log when used.

DM REWARDS

You receive **200 XP**, **100 gp** and **5 downtime days** for running this session.

APPENDIX: MONSTER/NPC STATISTICS

VIOLET FUNGUS

Medium plant, unaligned

Armor Class 5
Hit Points 18 (4d8)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius),
passive Perception 6
Languages —
Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.

GAS SPORE

Large plant, unaligned

Armor Class 5
Hit Points 1 (1d10 - 4)
Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	1 (-5)	3 (-4)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities poison
Condition Immunities blinded, deafened, frightened, paralyzed, poisoned, prone
Senses blindsight 30 ft. (blind beyond this radius),
passive Perception 5
Languages —
Challenge 1/2 (100 XP)

Death Burst. The gas spore explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease.

Spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration.

After the creature dies, it sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

Eerie Resemblance. The gas spore resembles a beholder. A creature that can see the gas spore can discern its true nature with a successful DC 15 Intelligence (Nature) check.

ACTIONS

Touch. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 1 poison damage, and the creature must succeed on a DC 10 Constitution saving throw or become infected with the disease described in the Death Burst trait.

DERRO

Small humanoid (derro), chaotic evil

Armor Class 13 (leather armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	9 (-1)

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 7

Languages Dwarvish, Undercommon

Challenge 1/4 (50 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Hooked Shortspear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage. If the target is a creature, the derro can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

Light Repeating Crossbow. *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

DERRO SAVANT

Small humanoid (derro), chaotic evil

Armor Class 13 (leather armor)

Hit Points 49 (11d6 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	14 (+2)

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 7

Languages Dwarvish, Undercommon

Challenge 3 (700 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The derro is a 5th-level spellcaster. Its spellcasting ability is Charisma (save DC 12, +4 to hit with spell attacks). The derro knows the following sorcerer spells:

Cantrips (at will): *acid splash*, *light*, *mage hand*, *message*, *ray of frost*

1st level (4 slots): *burning hands*, *chromatic orb*, *sleep*

2nd level (3 slots): *invisibility*, *spider climb*

3rd level (2 slots): *blink*, *lightning bolt*

ACTIONS

Hooked Shortspear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage. If the target is a creature, the derro can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

Light Repeating Crossbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

BARLGURA

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Skills Perception +5, Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The bargura's spellcasting ability is Wisdom (spell save DC 13). The bargura can innately cast the following spells, requiring no material components:

1/day each: *entangle*, *phantasmal force*

2/day each: *disguise self*, *invisibility* (self only)

Reckless. At the start of its turn, the bargura can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Running Leap. The bargura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

ACTIONS

Multiattack. The bargura makes three attacks: one with its bite and two with its fists.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

VROCK

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Magic Resistance. The vrock has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The vrock makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

DERRO SPORE SERVANT

Small plant, unaligned

Armor Class 13 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances poison

Condition Immunities blinded, charmed, frightened, paralyzed

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Hooked Short spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage. If the target is a creature, the derro can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

MYCONID ADULT

Medium plant, lawful neutral

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	10 (+0)	13 (+1)	7 (-2)

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Fist. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) bludgeoning damage plus 5 (2d4) poison damage.

Pacifying Spores (3/Day). The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 11 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rapport Spores. A 20-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

MYCONID SOVEREIGN

Large plant, lawful neutral

Armor Class 13 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	13 (+1)	15 (+2)	10 (+0)

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Multiattack. The myconid uses either its Hallucination Spores or its Pacifying Spores, then makes a fist attack.

Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (3d4 + 1) bludgeoning damage plus 7 (3d4) poison damage.

Animating Spores (3/Day). The myconid targets one corpse of a humanoid or a Large or smaller beast within 5 feet of it and releases spores at the corpse. In 24 hours, the corpse rises as a spore servant. The corpse stays animated for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.

Hallucination Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pacifying Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.

Rapport Spores. A 30-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

OGRE SPORE SERVANT

Large plant, unaligned

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances poison

Condition Immunities blinded, charmed, frightened, paralyzed

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

ACTIONS

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

STONE GIANT SPORE SERVANT

Huge plant, unaligned

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances poison

Condition Immunities blinded, charmed, frightened, paralyzed

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 8

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The stone giant spore servant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

FOMORIAN

Huge giant, chaotic evil

Armor Class 14 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	9 (-1)	14 (+2)	6 (-2)

Skills Perception +8, Stealth +3

Senses darkvision 120 ft., passive Perception 18

Languages Giant, Undercommon

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The fomorian attacks twice with its greatclub or makes one greatclub attack and uses Evil Eye once.

Greatclub. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Evil Eye. The fomorian magically forces a creature it can see within 60 feet of it to make a DC 14 Charisma saving throw. The creature takes 27 (6d8) psychic damage on a failed save, or half as much damage on a successful one.

Curse of the Evil Eye (Recharges after a Short or Long Rest). With a stare, the fomorian uses Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity. The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.

DM APPENDIX: NPC SUMMARY

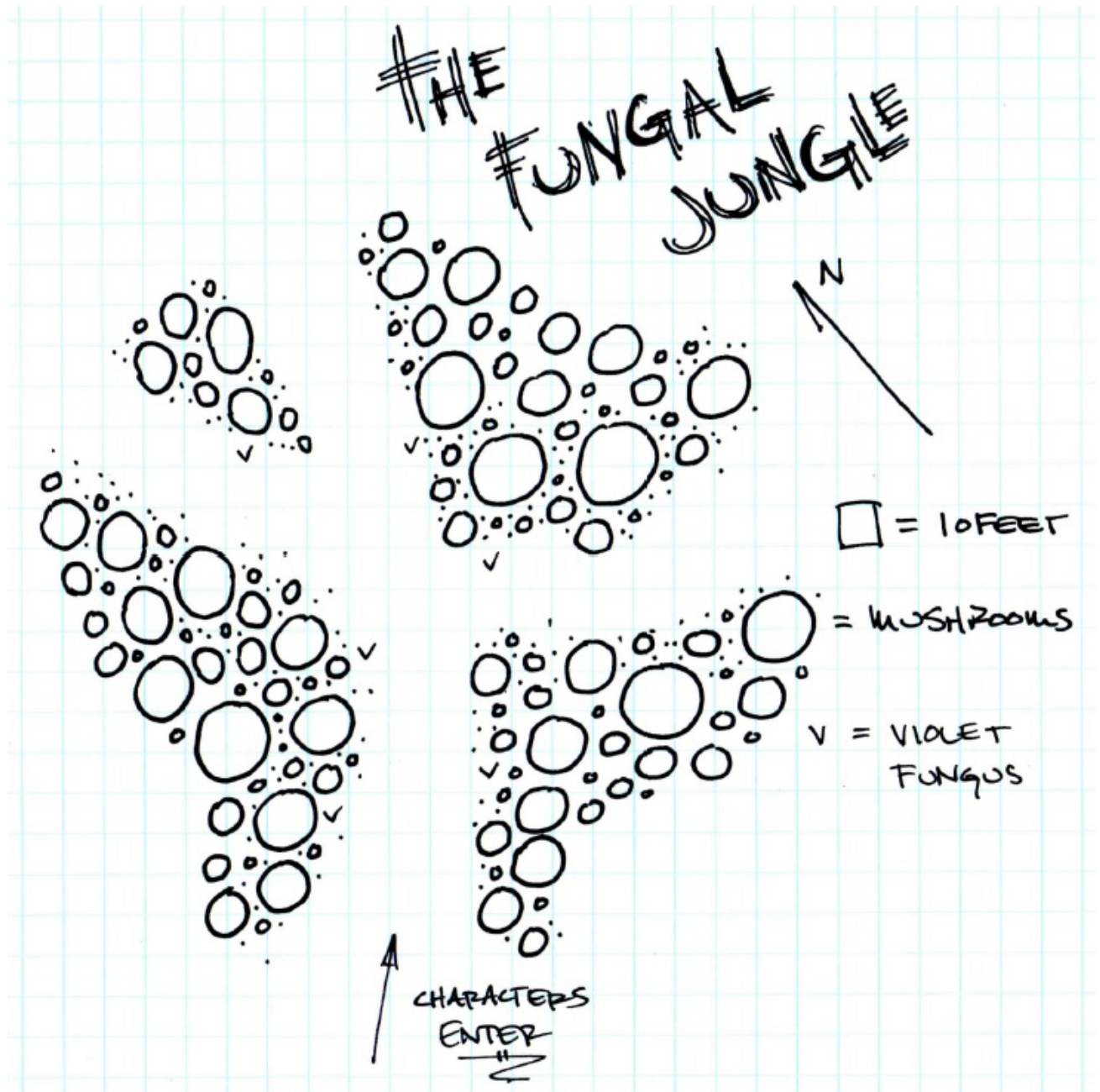
This section is provided to the Dungeon Master to help keep track of the various NPCs present in the adventure.

Mallag (MAL-ogg). Male derro and minion of the Sacred Seer. Sent to gather treasures and creatures with the potential to serve as spore servants for the corrupt sovereign.

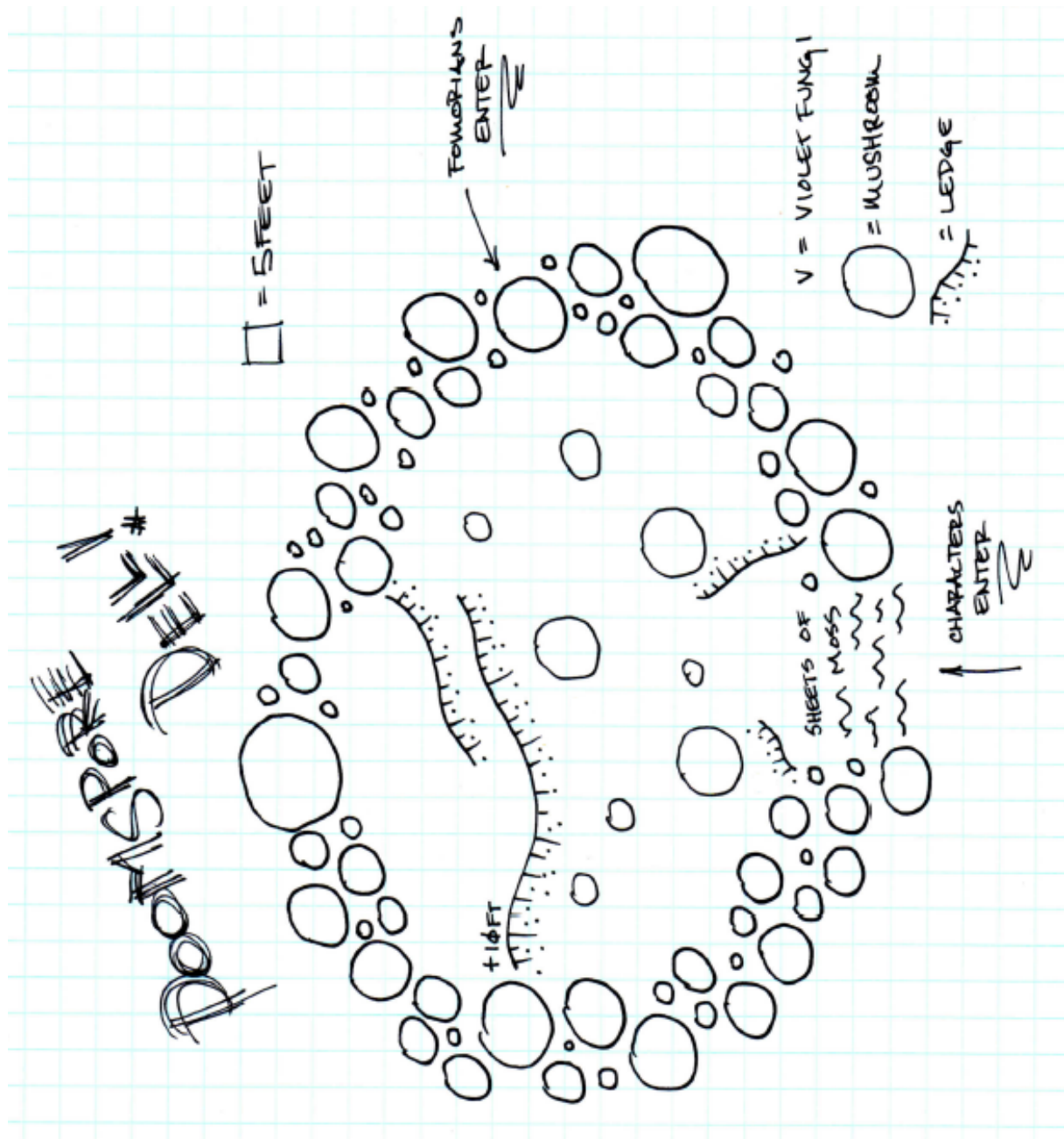
The Sacred Seer. A myconid sovereign who has been corrupted with the demonic spores of Zuggtmoy. Having corrupted her own circle, she has taken to creating tainted spore servants to infect and ultimately bend other circles to the Queen of Rot.

Sovereign Agaricus (uh-GARE-uh-kuss). Uncorrupted Sovereign of another circle, Agaricus has exposed the Seer's corruption and sentenced her to die.

MAP: THE FUNGAL JUNGLE



MAP: DOOMSPORE DEL



RESULTS CODE: NOVEMBER-DECEMBER 2015

If you are DMing this adventure during the months of November or December 2015, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

