

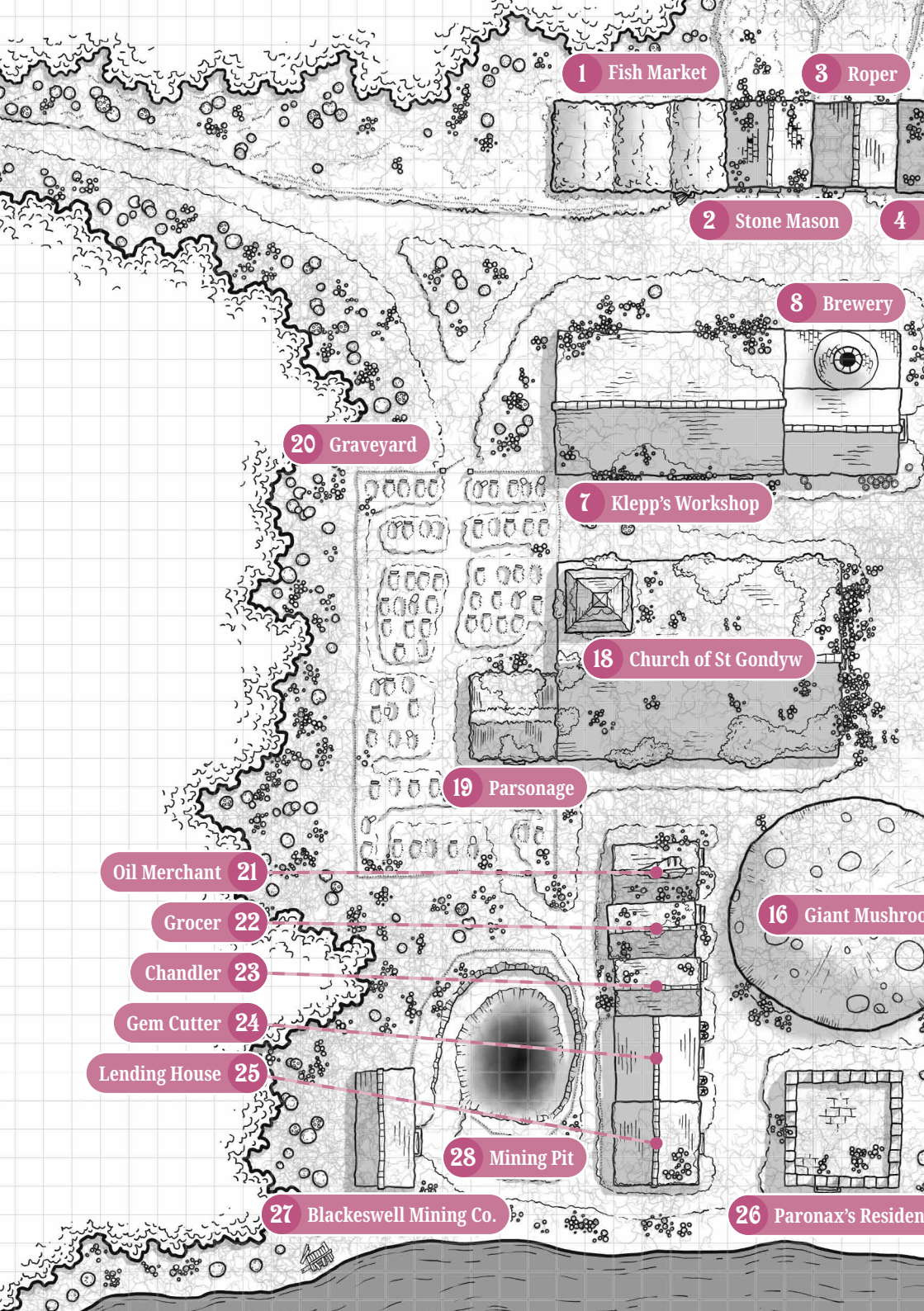
DOLMENWOOD

OFFICIAL ADVENTURE SCENARIO



The Fungus That Came to Blackeswell

By Yves Geens



1 Fish Market

3 Roper

2 Stone Mason

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8 Brewery

20 Graveyard

7 Klepp's Workshop

18 Church of St Gondyw

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Oil Merchant 21

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26 Paronax's Residen

27 Blackeswell Mining Co.



5 Wainwright

Blacksmith

9 Barber Chirurgeon

10 Butcher

11 Abandoned House

6 Tailor

12 Crooked Arm Inn

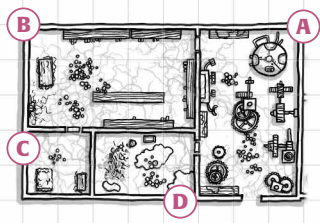
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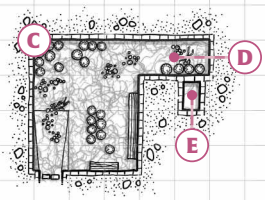
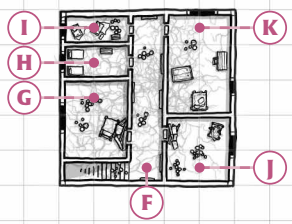
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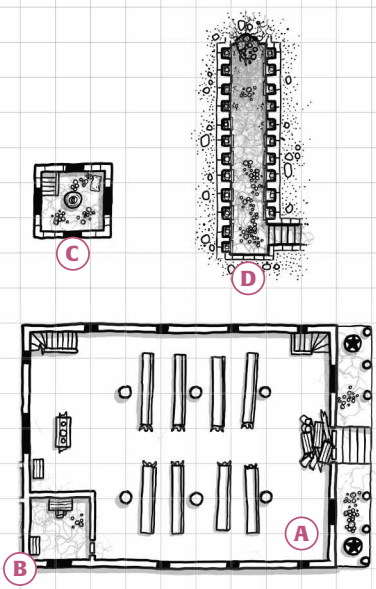
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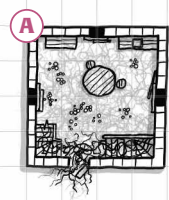
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12 Crooked Arm Inn



18 Church of St Gondyw



26 Paronax's Residence

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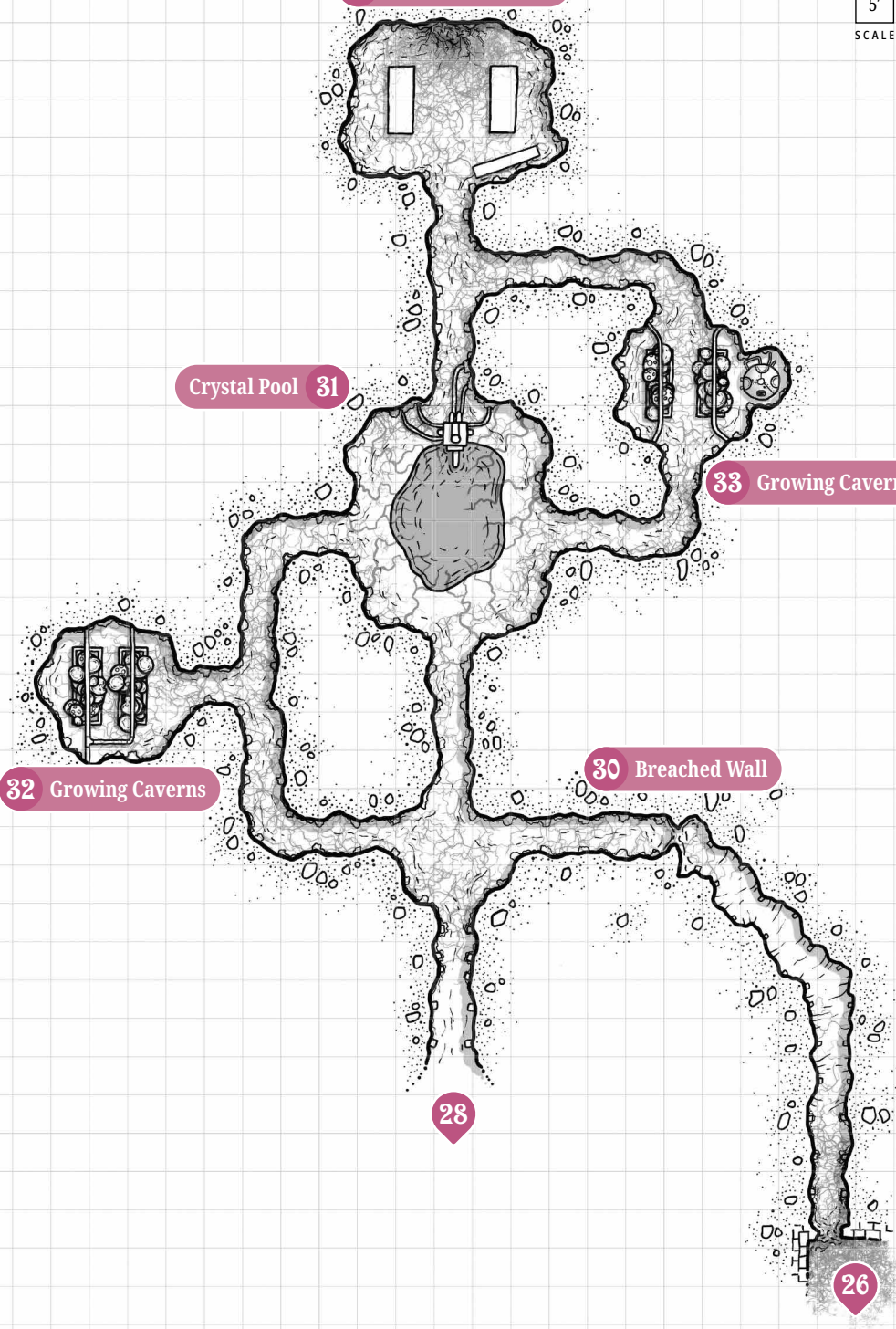
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DOLMENWOOD

The Fungus That Came to Blackeswell

Version August 6, 2024

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Introduction

ABOUT THIS ADVENTURE

The Fungus That Came To Blackeswell is an adventure set in Dolmenwood, detailing the ill-fated village of Blackeswell, deep in the woods, shortly after a fungal apocalypse has hit.

REQUIRED BOOKS

The Referee requires the Dolmenwood core books (*Player's Book*, *Campaign Book*, and *Monster Book*) to run this adventure. The following acronyms are used when referring to the core books:

DPB: The *Dolmenwood Player's Book*.

DCB: The *Dolmenwood Campaign Book*.

DMB: The *Dolmenwood Monster Book*.

CHARACTER LEVELS 2–4

This adventure is suitable for PCs of Level 2–4. A total of approximately 33,000gp worth of monetary treasure is present. Magic items and new fungi are also listed with their gp value, and many common and rare fungi (*DPB* and *DCB*) are present. Selling magic items and fungi for their full value is generally very difficult, and they do not grant XP (unless using the optional XP for magic items rule—see **Awarding XP**, *DCB*).

LOCATION AND CONNECTIONS

This adventure takes place in the village of Blackeswell, in hex 1604. While the adventure does feature a number of characters and powers detailed in the *DCB*, no prior knowledge of them or the village itself is required to run it. A myriad of Dolmenwood fungi detailed in the *DPB* and *DCB* also appear in the scenario; please refer to the core books for their values and effects.

IMPORTANT NOTE

The opening premise for this adventure is the **complete destruction of Blackeswell**. Successful completion of the adventure could enable its resettlement, but only as a place substantially altered from its description in the *DCB*. If the adventure is placed into an ongoing campaign, the Referee should be prepared for the consequences of this.

Referee's Background

BLACKESWELL

An isolated, backwater village in Mulchgrove, the fungal forest region in eastern Dolmenwood.

Construction: Finely-built houses and stores, slowly falling into disrepair.

The Blacke: Sits beside a stagnant, silt-choked pool called the Blacke.

Decline: In decline these past 200 years, ever since its source of wealth—a rich underground vein of the rare *Hag Iron* (see p8)—was exhausted.

Population: Dwindled to some 90 souls.

Full info: See the *DCB* for full details on the village and its history.

THE MYCONOM

An age-old Wood God, taking the form of a boundless fungal network beneath the soil of all Dolmenwood. All fungi of the wood are its eyes and ears.

Vast, alien intelligence: Aloof from and indifferent to the doings of mortals.

Perspective: Views time on a scale of aeons.

Senses: Can sense and speak through sentient fungal beings.

THE WIZARD PARONAX

An elderly, powerful magician of the Royal Institute of Physicks and Sorcerers (*DCB*), in Castle Brackenwold.

Fungal expert: An authority on fungi and fungus-based magic.

Obsession: His own mortality and finding a magical means to transcend it.

Knows of the Myconom: As immortal fungal entity spread throughout Dolmenwood. Not aware of it as conscious entity.

JOHANNIS KLEPP, ARTIFICER

Inventor, tinkerer, and member of the Royal Institute, through which he came to be associated with Paronax.

Artificer: Creator of magically-enhanced mechanical devices.

Clockworkers: Able to build programmable humanoid servitors called clockworkers (see p20).

Collaborations with Paronax: Most recently on the fungal-brained Mycotaur (see Area 7D and Area 34), an improved and autonomous clockworker.

THE MYCONOM HYPOTHESIS

Paronax's research led him to a revolutionary hypothesis: that immortality could be obtained by integrating fibrils of the Myconom into one's body.

Experimental fungi: Paronax needed to cultivate large quantities of specialised fungi to use in experiments testing this hypothesis.

Mulchgrove base: He selected the fungus-ridden Mulchgrove as the perfect site for this project, and the isolated Blackeswell as the perfect base.

Aided by Klepp: He enlisted the aid of Klepp and his mechanical servitors in the venture. The promised incentive: immortality for Klepp.

EXPERIMENTS IN BLACKESWELL

Klepp arrived first in Blackeswell, buying an old warehouse for his workshop and quarters. Paronax followed later, making his home in an abandoned granary he purchased.

Secret mine labs: With the help of Klepp's clockworkers, the pair secretly constructed a laboratory and gardens of test fungi in the abandoned *Hag Iron* mines beneath the village.

Experiments: Paronax set to work, tirelessly experimenting in the lab while the clockworkers tended to the gardens and assisted in menial tasks.

The Mycotaur: The pair also produced a prototype of their Mycotaur design, which came to work alongside Paronax.

THE MYCONOM INVOKED

After long experimentation, Paronax became convinced of the validity of his hypothesis. The time had come to summon the Myconom.

Invocation: In the subterranean laboratory, Paronax invoked eldritch fungal magicks, calling forth the tendrils of the immortal Wood God.

Immortality: Paronax achieved "immortality", but not in the way he had intended—the Myconom's invading fibrils transformed him into a fungal monstrosity, an extension of itself.

The Myconom activated: Its instinctual desire to grow activated, the Myconom used Paronax to emit clouds of spores, which puffed up from the mine into the unsuspecting village above.

THE FUNGUS COMES TO BLACKESWELL

The spores took root, blossoming into fungal structures and creatures that overran the village in the course of a single evening.

Mycelial veil: A thick, white veil (p8) grew over the entire village.

Fungal monsters: A cavalcade of abominable fungal entities swarmed through the streets and houses.

Villagers' fate: Most villagers were either slain (including Klepp), absorbed, or turned into spore-infested thralls to the Myconom (p4).

Blackeswell today: A surreal garden of capricious death and wild, untrammelled rebirth.

HOLY FIRE APPROACHES

Word of this apocalypse reached the ears of the authorities in Castle Brackenwold.

Sanctus Primus: The leader of the Pluristine Church's militant evil-hunting order of St Faxis has decided to take action.

The purge: Believing the fungal infestation to be rooted in dark magic, he is sending a group of clerics and soldiers to purge Blackeswell by putting the village and its inhabitants to the torch of cleansing, holy fire.

TIME LIMIT

Sanctus's troops will reach the village within 2–3 days of the PCs' arrival.

When troops arrive: See **Epilogue** (p50) for ensuing events.

Adjusting: The Referee can adjust this time limit as desired.

Hooks

ARCANE RESCUE AND RETRIEVAL

The PCs are contacted by the Royal Institute of Physicks and Sorcerers in Castle Brackenwold. If they agree to a meeting, they are brought before Professor Edwynne Woglemain (*DCB*), the head of the college.

Woglemain informs them that two of the Institute's eminent members, the wizard Paronax and the artificer Klepp, are trapped in the remote village of Blackeswell. The Institute's spies have it that some sort of plague has taken hold there.

Woglemain offers the following: 1,500gp for the return of Paronax, 1,500gp for the return of Klepp, 1,000gp for Paronax's experimental notes, and 1,000gp for Klepp's experimental notes.

PLUNDER

The PCs hear rumours about what has transpired in Blackeswell. Various opportunities for looting present themselves to those of a resourceful nature (and questionable moral fibre).

The heyday of the village may have passed, but plenty of riches and treasures remain. At least one magician resides in the village; surely their arcane items and knowledge are free for the taking. Lastly, within the infestation must surely lie many rare and precious fungi.

Note: This is a hook best suited for Neutral or Chaotic parties.

ERRAND OF MERCY

The PCs are approached by an agent of the Pluristine Church who promises great reward for an “errand of mercy”. Should they express interest, they are invited to a private dining room at The Bitter Rose inn (*DCB*) at Castle Brackenwold. There, they are met by a hooded man who sits at the opposite end of a long table.

The man states that a “mysterious, possibly evil fungal plague” has overrun the remote village of Blackeswell. A note of genuine concern in his voice, the man says that a “militant group” within the Church plans to destroy the village and all its inhabitants imminently, and the PCs should make haste.

The PCs are tasked with rescuing any survivors—including the sick and ailing—and bringing them to the Refuge of St Keye (hex 1307). The man offers 500gp per survivor, and asks that this mission be kept secret from the Church.

What's Really Happening

The hooded figure is Abbot Nedwynne Hargle (*DCB*). Hargle believes that Sanctus Primus is bloodthirsty and unforgiving in his zeal to purge the village (see **Holy Fire Approaches**, p5), and that all villagers are deserving of mercy and compassion.

Successful PCs are met at the Refuge by an undisguised Hargle, who makes good on his reward, and also sees to curing any infested villagers. The consequences of Sanctus Primus learning of the mission are at the Referee's discretion.



Village of Blackeswell

GENERAL NOTES

Shops and Residences

Finely built structures, many two storeys in height. The church (Area 18) towers above all. Everything is swathed in a thick, dreary white shroud (see **Mycelial Veil**), and no movement can be seen. The air is pungent with spores and rot.

Human Inhabitants

The locals have pallid skin with a distinct greenish tinge visible under candlelight. This is due to their consumption of the stinking, green water of the Blacke (Area 29).

Hag Iron

A rare metal formerly mined in Blackeswell. Has curative properties when crafted into jewellery: a person adorned with at least 250gp of the stuff gains a +2 bonus to Saving Throws against disease.

Mycelial Veil

Soggy, rubbery, corpse-white fungal tendrils carpet the entire village. Some are as thick as human arms, others as fine as hair. They slowly but surely writhe and grow, forming a sticky, squelchy presence underfoot.

Damaging: Any damage quickly regenerates, unless the link to the Myconom has been severed (see **Epilogue**, p50).

Sundry Moulds and Fungi

Most locations in the village are covered in mould, rot, fungus, and lichen of various kinds. Some of these have special effects if eaten or interacted with, noted in the area description. Otherwise, treat them as inedible (disgustingly slimy, bitter, etc.) but not poisonous.



RANDOM EVENTS (1-in-6 Chance Every Turn)

- 1 **2d4 mycelipods** (p11) rear up from the blanketing veil and lash out at the party.
- 2 All village fungi release their spores as one, creating captivating, many-hued clouds that transfix fungal monsters. The next monsters encountered ignore the PCs unless aggravated.
- 3 A procession of **4d4 lichenthropic dead** (p11) staggers towards the church (Area 18). If it is nighttime, they radiate a pallid, spectral bioluminescence. If left in peace, they pray quietly on the steps, otherwise their hunger for flesh kicks in.
- 4 A 5' pinkish stalk, thick as a log, abruptly sprouts from the mycelial veil. It opens a ragged slash of a mouth, repeats "get out" in Mulch for 2 minutes, then topples and decays.
- 5 **Father Bertil** (p10) approaches, anointing mushroom patches with oil and uttering Liturgic blessings. He seems to have given names to some.
- 6 PCs kick up a cloud of eye-stinging spores. All must **Save Versus Blast** or suffer -1 to Attack Rolls for 2 Turns.
- 7 **3 drunken mosslings** (*DMB*) sampling the village's fungi. They recline under a 6' red mushroom and guzzle milky white fluid drained from a spigot in the stipe.
- 8 A fibrous protuberance resembling a lupine head sprouts from the side of a building. It emits a brief, piteous howl, eliciting similar replies from the surrounding woods.
- 9 **Sylvain Aster** (Area 6) blithely strides past, on his way to the grocer (Area 22) to pick up "a snack for Mr Buttons". He greets PCs, philosophically lamenting "the village's decline of late".
- 10 A thick cloud of fungal spores drifts to ground nearby. Small fungal blooms manifest almost immediately.
- 11 **Kerth Goodwine** rings the church bell (see Area 18C), causing **2d6+4 infested villagers** to run wailing through the streets for 1 Turn, accosting PCs if they are not soon indoors.
- 12 Fungal tendrils tipped with jelly ears and eye-like orbs rise from the mycelial veil, observe PCs, then recede.

COMMON ENCOUNTERS

Father Ingram Bertil, Vicar of Blackeswell

An ageing, frizzy-haired human man with bent spectacles and bristling white eyebrows. His visage is pockmarked with tiny toadstools. His vestments are tattered and streaked with colourful slime.

Reaction: Overjoyed at visitors' arrival.

Speech: Loudly professed gibberish: half Pluristine Church dogma, half mushroom-induced nonsense. Woldish, Liturgic.

Desires: His missing icon, lost since before “the Great Bloom” (currently hidden in Area 12E). If the icon is returned to him, he divulges the healing properties and potential risks of the “Holy Boletus” (the mushroom in Area 14).

FATHER INGRAM BERTIL

MEDIUM MORTAL | SENTIENT | NEUTRAL

Level 2 AC 12 HP 7 Saves D11 R12 H13 B16 S14 **Att** Walking stick (+0, 1d4) or oil (+0, spore infestation, range 5'/10'/15') **Speed 30 Morale 9 XP 35**

Oil: Bertil's ampulla of spore-infested oil can be thrown once only. A non-fungal target hit successfully must **Save Versus Doom** or sprout itchy mushrooms. They suffer a -1 to Attack Rolls until the growths are removed, through either *Cure Affliction* or cauterization (inflicts 1d8 damage).

Infested Villagers

Humans overrun with fungus, erupting from their joints, nostrils, ears, and eyes. Cunning, slavering and irrational. Seek to bring uninfested persons before the Fungal Father (Area 15A).

INFESTED VILLAGERS

MEDIUM MORTAL | SEMI-INT. | CHAOTIC

Level 1 AC 10 HP 1d8 (4)
Saves D12 R13 H14 B15 S16
Att Fist (+0, 1d3) or weapon (+0)
Speed 40 Morale 12 XP 10

Curing: *Cure Affliction*, or the ingestion of *Fishfop's Ale* (p22), renders an infested villager comatose for 1d6 days, after which they awaken heavily scarred but fungus-free.





Lichenthropic Dead

Corpses of long-deceased villagers animated by invasive fungus produced by the Grave Fungus (Area 20). Tendrils of mould move their bones, mycotic growths mimic erstwhile organs, and leprous clumps of lichen blossom in their skulls. Crave living flesh.

LICHENTHROPIC DEAD

MEDIUM FUNGUS | MINDLESS | NEUTRAL

Level 2 AC 10 HP 2d8 (9) Saves D12 R13 H14 B15 S16 Att Claw (+1, 1d6) or spore pod Speed 20 Morale 11 XP 35

Spore pods: Lichenthropic dead have two small spore pods growing in place of internal organs. Each can be thrown once at a target within 30', blasting them with irritant spores. The victim must **Save Versus Blast** or choke for 1d3 Rounds, unable to act, and be rendered mute for 3d4 Turns.

Fungal: Despite their appearance, they are not truly undead.

Mycelipod

Long, white fungal tendrils tipped with sharp hooks and wicked grippers.

MYCELIPOD

SMALL FUNGUS | MINDLESS | NEUTRAL

Level 1 AC 10 HP 1d8 (4) Saves D12 R13 H14 B15 S16 Att Hooks (+0, 1d4 + infestation, range 10') Speed 0 Morale 11 XP 15

Infestation: If a mycelipod's Attack Roll is a natural 20, or exceeds the target's Armour Class by 4 or greater, the victim must **Save Versus Hold**. Failure indicates the mycelipod has latched onto their head, infesting their mind and turning them against their companions. This persists until the mycelipod is killed.



1 FISH MARKET

Half-timber walls (single-storey, gaping windows). **Mycelial blanket** (covers the walls and roof). **Vaulted tin roof** (sagging under mycelial growths). **Open doorway** (tin door hanging smashed). **Stench of rotting fish** (wafting from door).

Sign: A fish silhouette, hanging above the door.

1A: INTERIOR

Thicket of tendrils (piercing tin roof). **Collapsed stalls** (toppled, smashed). **Mounds of rotting fish** (spilling off stalls). **Overwhelming stench** (rotting fish).

Door to Area 1B: Iron door, slightly ajar.

3 Infested Villagers

Feasting (on spoiled victuals). **Clad in stained aprons** (gutting knives tucked into belts).

Reaction: Advance on the PCs with voracious grins.

Stats: p10. Wield gutting knives (+0, 1d6). HP 2, 2, 4.

1B: COLD STORE

Brick walls (windowless). **Slimy fish carcasses** (tottering stacks). **Pungent carrion stench** (gag-inducing).

Searching: Reveals a case containing 6 silver-bladed fillet knives (100gp each) behind a stack of fish.

1 Lichenthropic Oathfish

Shark-like (5' long). **Putrid mess** (half decayed). **Flailing tentacles** (fungal fibrils grown from belly). **Slithering motion** (scuttling tentacles). **Digging amongst carcasses** (searching for fresher fare).

Reaction: Slithers ravenously towards living creatures.

LICHENTHROPIC OATHFISH

MD. MONSTROSITY | MINDLESS | CHAOTIC

Level 6 AC 16 HP 29 Saves D9 R10

H11 B12 S13 Att Bite (+5, 2d6)

Speed 10 Morale 10 XP 320



2 STONEMASON

Carved limestone facade (single-storey). **Bulbous fungi** (olive green, sprout from walls). **Humid miasma** (hangs about the place).

Bulbous fungi: 20 spherical mushrooms. Smell of rotting egg, scaly texture. If eaten: **Save Versus Doom** or fall into deep slumber for 1d6 hours —can be forcefully awakened (e.g. by slapping). (Value: 50gp each.)

2A: INTERIOR

Disordered workbench (tools scattered about). **Rippling carpet** (purple lichen). **Unfinished slabs** (drip condensation).

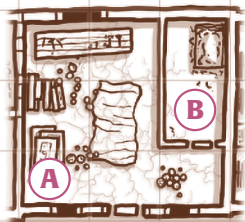
Rippling lichen: Shrinks away from light. Smells of leaf litter, awful bitter taste (inedible). A successful **Search Check** or clearing the lichen reveals a black iron key (opens strongbox in Area 2B) embedded in it.

2 Infested Villagers

Covered in fleshy growths (pink fungal nodules). **Chipping slabs** (with mattocks, jerking ineffective motions).

Reaction: Make a **Reaction Roll** (see **Encounters, DPB**).

Stats: p10. Wield platinum tipped mattocks (+0, 1d8, worth 30gp each). HP 3, 7.



2B: LIVING QUARTERS

Dripping ceiling (6' high). **Reddish oyster mushrooms** (festooned from ceiling). **Mound in single bed** (human-sized lump under mouldy blankets).

In the bed: A greenish-orange bulb of fungus. Probing the bulb elicits a groan; cutting it produces blood.

Under the bed: Locked strongbox (key in Area 2A) containing 2,522sp and 250gp.

Oyster mushrooms: Crumble into a flavourless, scarlet slime when touched (inedible). A successful **Search Check** or detailed inspection of the ceiling reveals 2 doses of *Witch's Oyster (DPB)*.

3 ROPER

Brick facade (two-storey, run down). **Vibrant, pink mould** (growing between bricks). **Braided, greenish-white rope** (frames door).

Pink mould: Vaguely cinnamon odour, acidic, burning taste (inedible). A successful **Search Check** or carefully clearing the mould reveals 8 doses of *Lover's Gasp* mushrooms (**Rare Fungi, DCB**) sprouting among it.

Braided rope: A strong rope made of dried giant fungus fibre harvested from Mulchgrove.

4 BLACKSMITH

Stone exterior (two-storey, chunky blocks). **Brick chimney** (swathed in mycelial veil). **Sickly, pale mushrooms** (sprouting from cracks, dripping oily mucus). **Acrid reek** (from mushrooms).

Pale mushrooms: The mucus is flammable (treat as lamp oil). The mushrooms are grotesquely slimy and taste of rotten fish (inedible). A successful **Search Check** reveals 3 doses of *Bloodcap* (**Rare Fungi, DCB**).

4A: FRONT ROOM

Charred counter (recently burnt). **Overturned racks** (intertwined with fungal tendrils). **Metal goods** (scattered about).

Amongst the goods: Horseshoes, nails, household implements, 1 shortsword, 2 daggers, 1 suit of chainmail.

3A: INTERIOR

Coils of greenish-white rope (different thicknesses, hanging from hooks). **5 iron pulleys** (dangle from ceiling). **Polished wooden counter** (holding more coils of rope).

Examining the counter: Reveals a locked drawer (key in Area 3B) containing 260sp.

3B: LIVING QUARTERS

Overturned dresser (intact). **Massive bed frame** (fungal engravings).

In the dresser: Simple male and female clothing. The key to the drawer in Area 3A, wrapped inside a skirt.

4B: FORGE

Two-storey chimney (extends through ceiling). **Quenching trough** (rank water coated with rust-red slime-mould). **Putrid corpse** (draped over anvil).

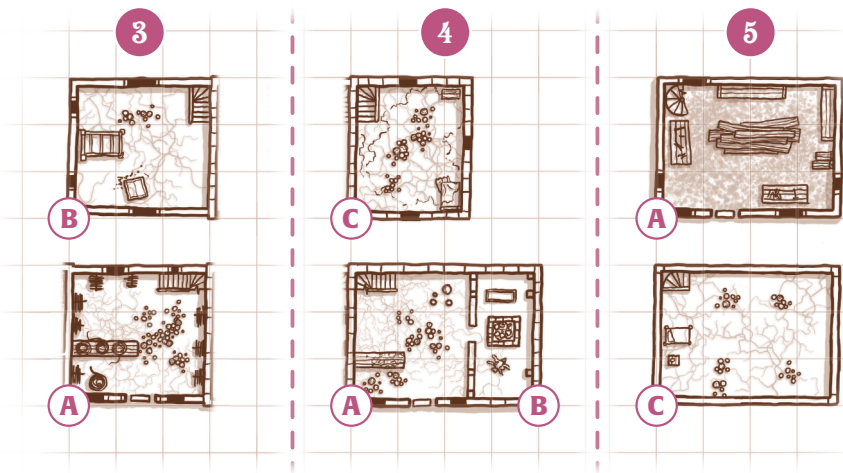
Examining the trough: If harvested and dried, the slime-mould produces 5 doses of *Blood Canker* (**DPB**).

Examining the corpse: Infested villager, a metal poker impaled in his back.

4C: LIVING QUARTERS

Black rot (covers all furnishings). **Single bed** (unmade, sheets appear to never have been washed). **Wardrobe** (contains leather apron and several unwashed outfits).

Examining the bed: An agate locket (50gp) is hidden under the pillow. It contains a carved female silhouette in profile and six strands of auburn hair.



5 WAINWRIGHT

Wattle and daub walls (two-storey, peeling). **Wagon wheel** (hangs over entrance). **Umber rot** (spread over entire building). **Sulphuric foulness** (oozes from the rot, hampers breathing).

5A: INTERIOR

Slippery, sticky floor (carpeted with umber rot). **Stifling, humid** (breathing difficult). **Workbenches and tool cabinets** (covered in wet sawdust). **Tottering stacks of cut wood** (warped, beginning to sport umber rot).

Rummaging: PCs may collect 25 bundles of firewood.

5B: BACKYARD

Partially completed wagon (missing 2 wheels). **Rank puddles** (rot and sawdust). **Toppled work benches** (scattered tools).

Beneath the wagon: A patch of hollow, golden fungal chimneys: 1 dose of *Angel's Lament* (**Rare Fungi**, DCB).

5C: LIVING QUARTERS

Windowless attic (unbearably humid). **Simple cot** (heavily soiled by fungi). **Nightstand** (candle on chamberstick).

Beneath the cot: Locked strongbox (infested villager carries key), contains 400sp.

Infested Villager

Lying on cot (face down, motionless). **Tall mushrooms on back** (sprout from spine).

If approached: Springs up, bellows, and attacks. Nauseating breath fills the room.

Stats: p10. HP 4. Putrid breath incurs a -1 penalty to PC Attack Rolls.

Possessions: Key to the strongbox beneath the cot.

6 ASTER'S FINE COSTUMERY (TAILOR)

Brightly painted blue walls (single-storey, fine wood). **Meticulously scrubbed** (no sign of fungal infestation). **4 smiling mannequins** (sporting outlandish waistcoats and caps). **Brass name plaque** (beside door, "Aster's Fine Costumery").

Taking the clothing: Alerts proprietor Sylvain Aster. There are 4 waistcoats (10gp each) and 4 caps (5gp each).

6A: INTERIOR

Crowded and overbrimming (though neatly arrayed). **Mannequins** (smiling, joyfully posed). **Display cases** (fine garments).

In the display cases: Waistcoats, tailored jackets, and fetching capes of the owner's design (worth 300gp).

Examining the mannequins: Looped around the wrist of one is a ring of two keys: for the watchtower (Area 13) and the council house safe (Area 15A).

Services: Fashionable outfits 50gp "off the rack", 100gp (or more) tailored. Aster's concept of fashion is highly idiosyncratic.

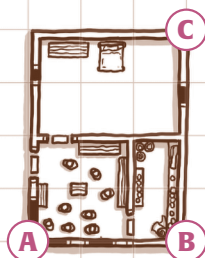
Scratching sounds: Secretly make a **Listen Check** for each PC. If successful, the PC hears scratching from Area 6B.

NEEDLE OF MENDING

A fine diamond needle, accompanied by a platinum thimble.

Command word "darn": If spoken while repairing torn fabric, the needle's thread magically mimics the colour and properties (including magical) of the material it is used on (once per day).

Value: 300gp.



Sylvain Aster, Tailor and Council Leader

Middle-aged human man (portly). **Jocular** (sparkling green eyes, dazzling smile). **Prodigious red sideburns** (frame a broad face). **Shiny monocle** (constantly cleans with silk handkerchief). **Colourfully clad** (paisley waistcoat, billowing silk pantaloons, plumed velvet cap).

Reaction: Clasps his hands together in delight. Courteously inquires after adventurers' sartorial needs. Reminds PCs repeatedly that he is the village council leader. Casually ignores probing questions.

Speech: Affectedly upper class, with a nervous undercurrent. Woldish.

Desires: To maintain the impression of normalcy, despite the circumstances.

If threatened or detects pilfering: Releases Henricus Buttons from the storeroom (Area 6B) and hides under a table.

Possessions: *Needle of Mending*.

SYLVAIN ASTER

MEDIUM MORTAL | SENTIENT | NEUTRAL

Level 1 AC 10 HP 3 Saves D12 R13
H14 B15 S16 Att Fist (+0, 1d2)
Speed 40 Morale 6 XP 10

6B: BACK ROOM

Jumbled mess of fabric (once-orderly bolts). **Strewn sewing equipment** (jars of buttons, pin cushions, needles). **Gouges in walls** (claw-like).

Searching the mess: Yields 100gp worth of valuable fabrics and semi-precious buttons.

Henricus Buttons, Assistant Tailor

Chubby human man (pale, bald). **Thrashing, staggering** (arms swinging haphazardly). **Buttons for eyes** (mismatched). **Mouth sewn shut** (quivering lips). **Needles in fingertips** (thick, bloody). **Torn finery** (stitched, oozing wounds beneath).

Reaction: Only vaguely aware of his surroundings, he rages wildly at anyone nearby.

Origin: Mortally injured when the fungal menace descended on Blackeswell. Aster attempted to heal the poor fellow with his *Needle of Mending*, which saved his life but unfortunately added several “sartorial flourishes”.

6C: LIVING QUARTERS

Spotless floor (orderly and tidy). **Perfectly made bed** (sharply creased sheets). **Capacious wardrobe** (sumptuous). **Framed letter** (hanging on wall).

In the wardrobe: Finely tailored clothing worth 50gp.

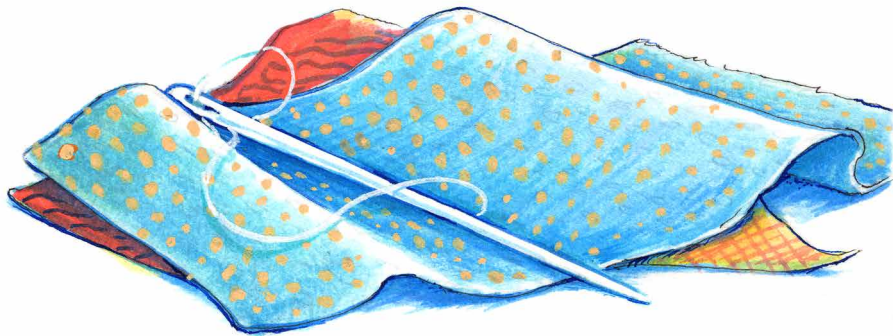
Under the bed: Locked strongbox holds 100gp.

Examining the letter: An authentic missive from the mysterious Lady Ygraine (DCB) herself, thanking Aster for the beautiful dress she commissioned from him, and praising his store and sense of style (worth 100gp).

HENRICUS BUTTONS

MEDIUM MORTAL | MINDLESS | CHAOTIC

Level 2 AC 12 HP 12 Saves D12 R13 H14 B15 S16 Att 2 needle claws (+1, 1d4) Speed 30 Morale 8 XP 20



7 KLEPP'S WORKSHOP

Half-timber structure (single-storey, windows shuttered). **Rotting white mushrooms** (dot the walls). **Humid smell** (issues from dank interior).

Front door: The massive stone front door is ripped from its hinges and lies in the street.

Rotting mushrooms: 15 fist-sized mushrooms with white caps. Smell of cow dung. If eaten: **Save Versus Doom** or take 1d8 damage and vomit. If the save succeeds, the PC is able to see through all walls in the workshop for 10 seconds, revealing layout, occupants, hidden objects, etc. (Value: 25gp each.)

Oozing Mucus

Grey, green slime mass (10' across). **Clings on roof** (pulsating).

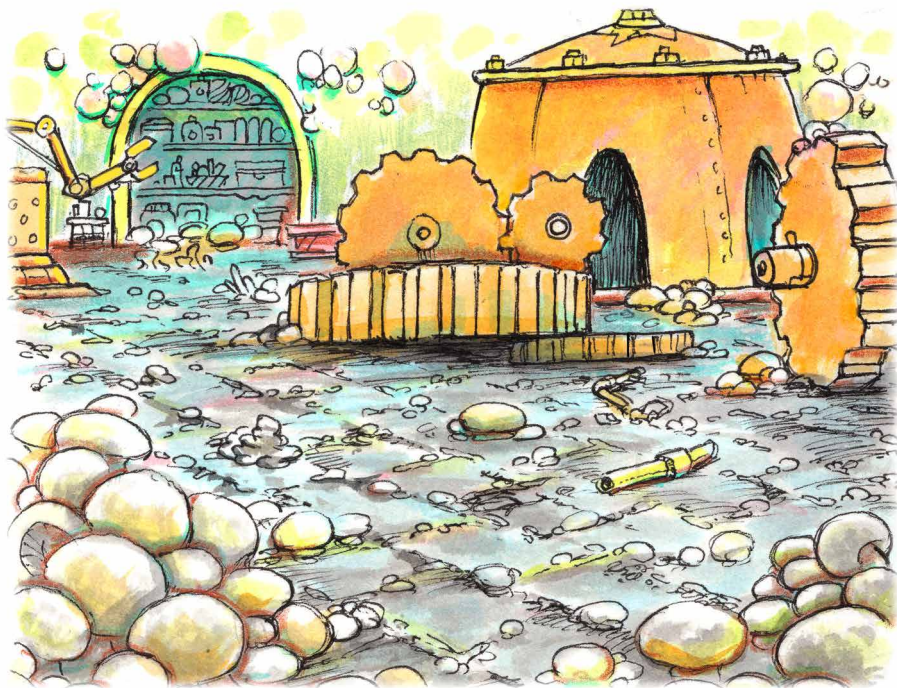
Reaction: Slithers off the roof to attack anyone approaching the building.

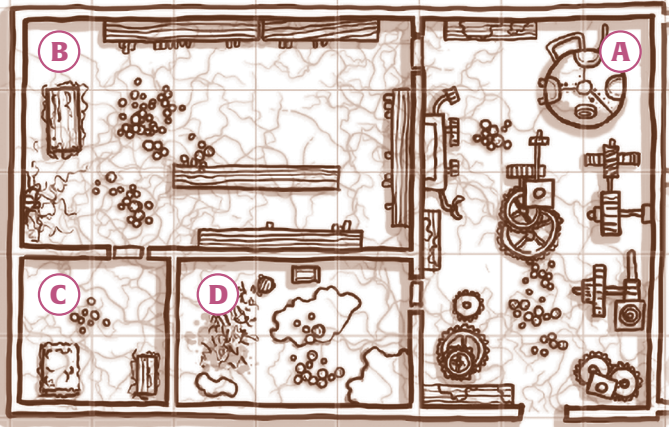
OOZING MUCUS

LARGE OOZE | MINDLESS | NEUTRAL

Level 6 AC 13 HP 19 Saves D9 R10 H11 B12 S13 Att 2 pseudopods (+5, 1d4) Speed 10 Morale 10 XP 520

If damaged (except fire): Sprouts another pseudopod from the wound, gaining an additional attack per Round. (Maximum 5 pseudopods.)





7A: WORKSHOP FLOOR

Jumble of clockwork contraptions (of different sizes, fills the room).

Oil-stained work surfaces (sprouting mushrooms and green mould).

Stifling atmosphere (humid and redolent of chemicals).

Door to 7B: Stuck (swollen with black mould).

Door to 7D: Locked (key is in Area 7C).

Searching the contraptions: Mostly damaged beyond repair. Searching for 1 Turn reveals the *Lightning Rod*.

Combobulator

Brass cylinder (10' diameter). **3 human-sized niches** (in 3 sides). **Small window** (thick glass, in 4th side). **Humming** (low, steady).

Examining the niches: At the back of each is an exposed gear, rotating slowly. (Matches clockworkers' back gear, p20).

Looking through the window: Reveals the inner workings of the cylinder: a brass and silver gyroscope, slightly tilted, spinning. Beside the window is a small metal plaque (see **Maker's Mark**, p20).

Purpose: Each niche is a station for clockworkers to rewind their spring.

LIGHTNING ROD

A solid copper rod, featuring intricate scrollwork and a single button on one end.

Pressing the button: The rod projects crackling blue electrical arcs.

Targeting: Creatures in a 20' line must **Save Versus Ray** or be electrified. Living targets suffer 1 damage; clockworkers shut down for 1d4 Turns.

Charges: 15. If the rod is struck by lightning, it regains 2d6 charges (max 20).

Value: 4,000gp.

7B: STUDY

Oaken bookshelves (laden with tomes, completely overgrown with white mycelia). **Oaken desk** (rotting). **Orange fungal patch** (on desk, tiny, goblet-shaped mushrooms). **Decomposing corpse** (pinned to the wall, pierced by multiple fungal tendrils).

Examining the tomes: Utterly ruined and rendered illegible by damp and mould.

Examining the corpse: A human man, his face a bloated mask of agony, dressed in work apron, gloves, and tool belt. This is Johannis Klepp, slain by mycelipods. In his pocket is a metal stencil matching the boilerplate text on the **Maker's Mark**.

Orange patch: 3 doses of *Goatman's Goblet* (**Rare Fungi**, *DCB*).

Under the desk: A locked combination safe (combination is hidden in Area 7D). Inside the safe are 4 silver ingots (40gp each) and the **Handgonne**.

HANDGONNE

A pistol-like assembly of bolted iron, with a 2" wide slot in the muzzle and a winding crank. Wooden grip, emblazoned with the legend "Handgonne" and a brass plaque bearing the **Maker's Mark**.

Ammunition: Fires special clockwork gears (2" across). Contains 3 gears when found; holds up to 6. These can also be found in clockworkers.

Weapon qualities: Damage 2d4. Missile (40'/80'/160'). Reload. Small size. Weight 30 coins.

Ricochet: 1-in-3 chance of a shot (regardless of Attack Roll success) ricocheting and targeting a second random target within 20'. Make another Attack Roll against the new target.

Value: 800gp.

MAKER'S MARK

Appears on many of Klepp's creations. A small metal plaque stamped with the inscription "J. KLEPP — Artificer — CASTLE BRACKENWOLD", the device name, and a serial number.

4 Clockworkers

3 marching in circles (precise, repetitive motions). **1 diligently mopping floor** (deftly working around the other 3).

Reaction: Marching clockworkers attempt to forcibly eject PCs from the room. Mopping clockworker remains docile, even if attacked.

CLOCKWORKERS

Enchanted humanoid automatons of brass and bolts, powered by pistons, gears, springs and coils, each imbued with a specific function. Fine metal grille eyes on otherwise featureless faces. Small metal plaque bears their **Maker's Mark**. Exposed gear on back—matches **Combobulator** niche gears (p19).

MD. CONSTRUCT | MINDLESS | NEUTRAL

Level 3 AC 16 HP 3d8 (13) Saves D11 R12 H13 B14 S15 Att 2 Fists (+2, 1d6) or weapon (+2) Speed 20 Morale 12 XP 40

Construct: Immune to biological effects (e.g. disease, poison) and to mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

Gears: Body contains 1d4 gears usable as ammunition for the **Handgonne**.

Life cycle: Must rewind back gear at a **Combobulator** (p19) every 24 hours, or shut down.

7C: LIVING QUARTERS

Plain wardrobe (dull, utilitarian smocks). **Mycelia-enveloped bed** (festering, noisy).

Under the bed: A black key, delicately adorned (unlocks door to 7D).

3 Mycelipods

Bluish streaks (of absorbed cloth fibres). **Lie dormant** (draped across the bed).

Reaction: Roused to repel any who approach the bed.

Stats: p11. HP 2, 5, 8.

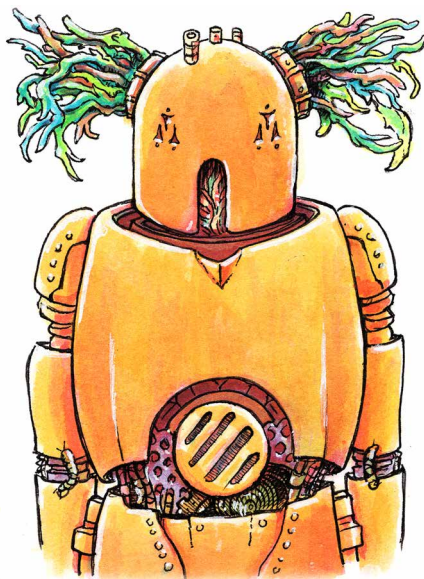
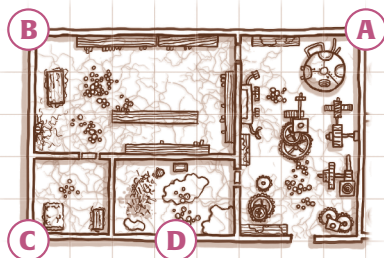
7D: STUDIO

Walls painted bright white (marred by soot). **Shiny oil patches** (on floor). **Metallic odour** (resinous). **Pile of metal scraps** (shavings and gears). **Wheeled step stool** (wood and metal, next to pile). **Iron tool chest** (closed).

Examining the scraps: 3 gears suitable for the **Handgonne** (p20) amidst the discards.

Examining the step stool: Looking at its underside reveals a metal plaque, upon which is engraved “23, 87, 29”—the combination to the safe in Area 7B.

Inside tool chest: Chisels, awls, mallets, screwdrivers, bolts, springs, etc. Underneath them is the **Mycotaur Schematic**.



MYCOTAUR SCHEMATIC

A blueprint for an automaton resembling the clockworkers in Area 7B, annotated with mechanical and magical symbols. It is titled “Mycotaur”.

Fungal brain: Ensnared in the cranium is a nest of curled, tubular fungi, labelled: “Psychomyces”.

Fungal horns: Two stinkhorn-like fungi extend through holes on either side of the head. They are labelled “Sensory Augmentors”.

No back gear: Unlike its clockworker cousins.

Drill attachment: An oversized drill attachment is noted, labelled “For Additional Mining”.

Authors: Two different sets of handwriting discernible. Document signed by “J. Klepp” and “P.”

Reward: These notes are sought by the Royal Institute of Physicks and Sorcerers (see **Arcane Rescue and Retrieval**, p6).



8 FISHFOP BREWERY

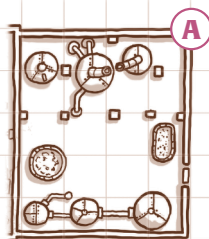
Bright white walls and stained timbers (single-storey, completely free of fungus). **Massive brick chimney** (solemnly overlooks the blighted village). **8 ancient barrels** (lids ajar, fungus-free). **Reek of fish and pondweed** (from barrels).

In the barrels: Overbrimming with pale green foam—hundreds of pints of Blackeswell's storied **Fishfop's Ale**.

8A: INTERIOR

Towering copper vessels (kettles, vats, pipes). **Mash tub** (stout wood, filled with thick, fishy malt). **Yeast vat** (inert and calm, despite village infestation). **Briny, noxious scent** (nearly overpowering). **Calm, quiet** (no fungus in sight).

Examining the liquids: Cold, congealing slurries. The fishy Blacke stench overpowers underlying barley and hop odours. Even the partially fermented brews have fungicidal effects—see **Fishfop's Ale**.



FISHFOP'S ALE

Pale, green, and odoriferous. Brewed from the waters of the Blacke (Area 29). Savoured by locals, reviled by outsiders.

Fungicidal: Harmful to fungal creatures, repellent to mycelial veil growth. If placed in a container and thrown, treat as a splash missile weapon with range 10' / 30' / 50' inflicting 1d4 damage (for 2 Rounds).

Curative: Infested villagers (p10) who ingest a pint of ale are cured.

9 BARBER CHIRURGEON

Pine-walled hut (single-storey, newer construction). **Red-striped pole** (entwined with pinkish tendrils).

Dangling lichen clumps (beard-like, hanging from eaves).

Tendrils around pole: If cut, bleed humanoid blood.

Lichen clumps: Greenish-yellow, mossy, shot through with human hairs. If eaten:

Save Versus Doom or all bodily hair grows uncontrollably for 1d3 days, incurring a -1 penalty to Attack Rolls. Cutting it during this period inflicts 1d3 damage.

9A: INTERIOR

Walls coated with mycelia (quivering). **Dismembered corpse** (seated in barber's chair). **Bloody razors** (driven into walls). **Charnel, rotten stench** (ammoniac).

Examining the corpse: Twisted grimace shows 15 gold teeth (5gp each).

8 Lichenthropic Leeches

1' long (bloated). **Purple** (covered in sickly scarlet mushrooms). **Crawling on corpse** (feeding on blood).

Reaction: Leap at living creatures that approach.

LICHENTHROPIC LEECHES

SM. MONSTR. | ANIMAL INT. | NEUTRAL

Level 1 AC 13 HP 1, 1, 2, 2, 3, 3, 4, 4

Saves D12 R31 H14 B15 S16

Att Bite (+0, 1d2 + vomit)

Speed 10 Morale 10 XP 15

Vomit: On a successful attack, vomits spore-infested digestive fluid into the wound. Victim must **Save Versus Hold** or be paralysed for 1d4 Rounds.



9B: LIVING QUARTERS

Open window (mycelia spilling through into room). **Mycelia-covered bed** (just below window). **Pine dresser** (contains clothes and blood-stained aprons). **Oak desk** (stack of papers, chalk and drawing charcoal). **Wooden bucket** (on papers on desk).

In the bucket: 6 lichenthropic leeches (HP 1, 1, 2, 2, 3, 4) squirming around. They leap out to attack anyone moving the bucket.

Examining the papers: Requires moving the bucket. Sketches of scenes around Mulchgrove. One depicts a stone hand protruding among the roots of a tree, along with detailed directions to it—this is the hidden Shrine to St Whittery (hex 1704).

10 BUTCHER

Half-timber walls (two-storey, thatched roof). **Coated in the white fungal veil** (timbers barely visible). **Mycelia-framed open doorway** (tendrils creeping inside). **Nigh-unbearable reek** (decaying flesh, wafting from doorway).

10A: INTERIOR

Blood-soaked countertop (covered in meat chunks, hacked beyond recognition). **Overpowering charnel stench** (emanates from hacked meat). **Wild network of mycelial fronds** (spreads from doorway onto all surfaces). **Wriggling mycelial cluster** (descends from ceiling into meat pile).

Entering: All must **Save Versus Doom** or become severely nauseated (-2 penalty to Attack Rolls while in room).

Behind counter: Iron trapdoor, ringed by mycelia. A crude wooden staircase descends to Area 10B.

The Butcher

Fungal infested human man (soiled apron). **Imposing** (muscular). **Greenish flesh** (fine violet lacework of mycelia beneath skin). **Mycelial cords** (connecting head to ceiling cluster). **Pacing in circles** (slashing at the air with a cleaver).

Reaction: Staggeres towards party, brandishing cleaver.

THE BUTCHER

MEDIUM MORTAL | MINDLESS | NEUTRAL

Level 2 AC 13 HP 10 Saves D12 R13 H14 B15 S16 Att Cleaver (+1, 1d6) Speed 30 Morale 12 XP 20

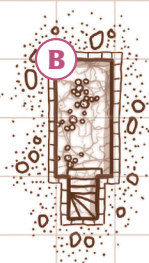
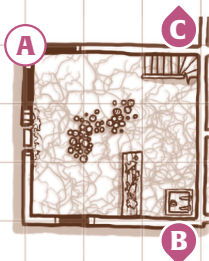
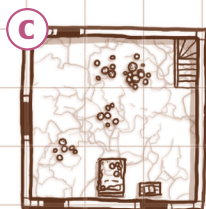
Puppet: Killing the 2 controlling mycelipods kills the butcher.

2 Mycelipods

Dangling pendulously (from ceiling). **Bloody grippers** (latched onto butcher's head).

Reaction: Control the butcher. Attack independently if the butcher is slain.

Stats: p11. HP 5, 7.



10B: CURING CELLAR

Dank, smoky scent (a relief compared to the store). **Dozens of meat hooks** (line walls). **Leathery-looking pig carcasses** (hang from the hooks).

Examining the pigs: One carcass has been sewn shut. Angular sigils are emblazoned on its flanks in blood, along with the Gaffe word “CHAOS”.

Opening the carcass: Reveals a small sack of 300sp and a badly-decomposed human head. 4 pearls (50gp each) rattle inside its empty skull. Anyone retrieving these must **Save Versus Doom** or suffer exhausting, chaos-drenched nightmares for 1d4 days (unable to heal during this period).



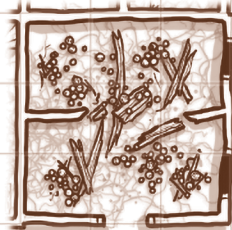
10C: LIVING QUARTERS

Single bed (awash in white fungi). **Small dresser** (simple clothes). **Prayer book** (on dresser). **Metal Chapes symbols** (hang at centres of each wall).

Examining the book: A standard Pluristine Church prayer book. Every single page has been defaced with animal blood.

11 ABANDONED HOUSE

Fine woodwork (now gone to rot). **Derelict** (roof collapsed). **Gaping doorway** (leads inside). **Empty, overgrown shell** (interior collapsed long ago).



12 CROOKED ARM INN

Homely, rural inn (two-storey). **Half-timber** (stone-walled ground floor). **Swathed in the mycelial veil** (approaching roof). **Sagging, tiled roof** (touched by only a few mycelial tendrils). **Overgrown windows** (one on the second storey's western side is clear).

Sign: A Chapes holy symbol hanging in the crook of a flexed arm.

Front door: Collapsed inwards under weight of mycelia.

Hatch doors to Area 12C: Blocked shut by glowing blue mushrooms. Clearing the mushrooms coats characters in a film of luminescent spores. In dark settings, enemies gain a +1 bonus to Attack Rolls. They fade in 1 day or can be washed off with wine or vinegar. Beyond the doors, a ramp leads down into darkness.

12A: COMMON ROOM

Gloomy space (black beams, pipesmoke-stained walls). **Sombre portraits** (villagers with green-tinted skin). **Broken chairs, toppled tables** (makeshift barricades). **Rancid odour** (emanates from Area 12B). **Solid oak counter** (blackened by fire, littered with debris).

Sounds of struggle: Coming from upstairs (Area 12F).

12B: KITCHEN

Disorderly (pots, pans, utensils scattered about). **Imposing cauldron** (rusted, black). **Nauseating odour** (emanates from cauldron).

Trapdoor to Area 12C: Heavy but not locked. A ladder leads down.

Putrefied Supper

Animated gruel (swilling in the cauldron). **Grey goop** (fatty) **Chunky** (spoiled vegetables, gristle, human remains). **Slowly bubbling** (slurping).

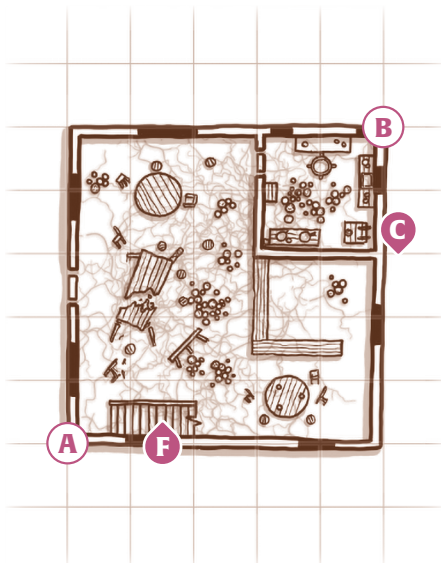
Reaction: Erupts in a rancid geyser as party approaches, swinging a dripping appendage wildly.

PUTREFIED SUPPER

MEDIUM OOZE | ANIMAL INT. | NEUTRAL

Level 3 AC 12 HP 19 Saves D11 R12 H13 B14 S15 Att Appendage (+2, 1d4 + throttle) Speed 30 Morale 11 XP 65

Throttle: If an Attack Roll exceeds the target's AC by 4 or greater, the supper rams the appendage down their throat, inflicting an extra 1d2 damage. The target must **Save Versus Hold** or retch for 1d4 Rounds (unable to act).



12C: CELLAR

Stacks of kegs (labelled “Fishfop’s”).
Well-stocked larder shelves (boxes and bins). **Sausages and hams** (on ceiling hooks). **Human corpse** (sprawled at foot of hatch ramp).

In the kegs: Hundreds of pints (see **Fishfop’s Ale**, p22).

In the larder: 100 rations of surprisingly unspoiled food staples.

Examining the corpse: Corpulent, aged woman with mop of grey hair, pendulous jowls, and a peg leg. Knife wound in back. Purse sliced open (empty). This is the proprietor, Arbie Snyder (*DCB*), murdered by the thief Dougloose, himself now dead in Area 12D.

Ladder to Area 12B: A ladder leads up to a heavy trapdoor.

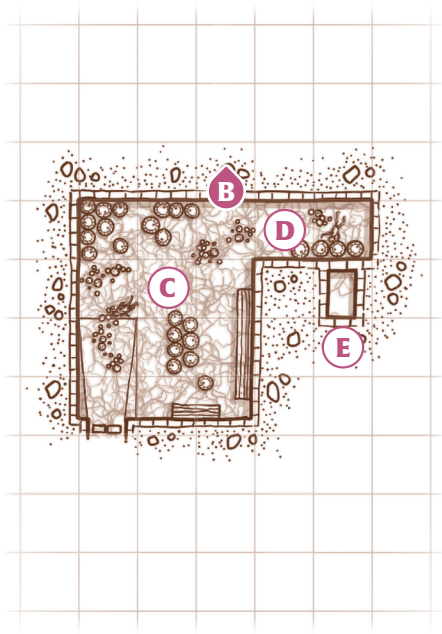
12D: SIDE-ALCOVE

4 large ale kegs (5’ tall). **Human corpse** (lies by third barrel, pool of stinking fluids around face). **Intermittent drip** (from ceiling, directly above corpse).

Examining the corpse: Tall, wiry human man in leather armour. Face melted. Coin purse (7gp, 12sp, 22cp) and thieves’ tools at belt, holding a blood-stained, pearl-handled dagger (50gp). This is the thief Dougloose, a member of the party in Area 12G, and murderer of Arbie Snyder in Area 12C.

Examining the drip: Source is a torn, empty bladder attached to ceiling, next to a dangling tripwire. The drip is acid. Anyone touching it must **Save Versus Doom** or suffer 1 damage.

Hidden door to Area 12E: The third barrel is empty and can be moved, revealing a crawl space behind it.



12E: CRAWL SPACE

Cramped, shallow (4’ high). Damp brick (musty).

Searching: A successful **Search Check** or carefully examining the floor reveals a loose flagstone.

Moving the flagstone: A delicate vial attached to a wire is set to smash if the flagstone is lifted hastily. A **Disarm Mechanism Check** or careful manipulation removes the risk. Otherwise, the vial smashes, filling this room and Area 12D with gas: **Save Versus Doom** or suffer 1d8 damage and fall unconscious for 1d4 hours.

Beneath the flagstone: Burlap bag containing: 331gp, 6,582sp, 3,195cp, 4 small rubies (75gp each), a rough-cut emerald (125gp), and a bejewelled icon of St Gondyw (600gp). This is the icon sought by Father Bertil (p10).

12F: UPSTAIRS HALLWAY

Dim, morose (windowless). **Faded paintings** (Mulchgrove landscapes).

Door to Area 12G: Barricaded; requires **Strength Check** to open. Knocking and convincing the occupants that the party are not infested villagers grants entry.

Door to Area 12J: Barricaded; requires **Strength Check** to open.

12G: MAGICIANS' HOLD OUT

Furniture barricade (blocks door to Area 12F, 2 beds, 2 dressers). **Clear window** (free of fungus, overlooks the village square in Area 17).

Simeone Chunkwell, Magician

Middle-aged human man (bald). **Black pillbox hat** (gold embroidered eyes). **Crumpled green robes** (be-draggled). **Calm** (bright, shrewd eyes).

Reaction: Mildly grateful.

Speech: Grim, distant, prone to fatal pronouncements. Woldish, Sylvan.

Desires: To locate his group's missing members, woman-at-arms Kerth Goodwine (see Area 18C) and expert "treasure hunter" Dougloose (see Area 12D). Seeks party's aid, but will depart with apprentice Rodger Malksmilk to search for them if not offered help.

Knowledge: The group hails from Castle Brackenwold, where they were hired by an agent of Paronax for an undisclosed mission. On the night they arrived, a "massive, indescribable" wave of fungi rapidly spread across the village. Simeone and Rodger fled to their room and barricaded the door; they have been here ever since.

8 Infested Villagers

Pounding on door to Area 12G (trying to break in). **Moaning** (drooling).

Reaction: Partially meld to mycelia on walls and ceiling, clambering above and around PCs to flank and attack them.

Stats: p10. HP 2, 4, 4, 5, 6, 7, 8, 8.

Rodger Malksmilk, Magician

Youthful human man (scrawny). **Dark violet robe** (plain). **Raven-haired** (shoulder length). **Thin and drawn** (exhausted but vigilant).

Reaction: Grateful, willing to help.

Speech: Taciturn, decisive. Woldish.

Desires: To assist his mentor, Simeone. To rescue their companions. To escape.

SIMEONE CHUNKWELL

MEDIUM MORTAL | SENTIENT | NEUTRAL

Level 5 AC 10 HP 13 Saves D13 R13 H12 B15 S13 **Att** Staff (+1, 1d4) or spell **Speed 40 Morale 9 XP 460**

Spells: **Rank 1** *Ignite / Extinguish, Ingratiate*, **Rank 2** *Dweomerlight, Web*, **Rank 3** *Fireball*.

Possessions: 2 spell books, staff, 90gp.

RODGER MALKSMILK

MEDIUM MORTAL | SENTIENT | NEUTRAL

Level 1 AC 10 HP 3 Saves D14 R14 H13 B16 S14 **Att** Staff (+0, 1d4) or spell **Speed 40 Morale 7 XP 15**

Spells: *Vapours of Dream*.

Possessions: Spell book, staff, 10gp.

12H: UNTOUCHED GUEST ROOM

2 neat single beds (undisturbed). **Leather backpack** (abandoned on the floor).

Searching the beds: Under one pillow is a purse holding 15gp.

In the backpack: 12 preserved rations.

12I: EMPTY GUEST ROOM

Furniture and sheets in disarray (signs of hasty departure). **Mycelia-framed window** (overgrown through seams).

3 Mycelipods

Coiled around window (sensing party's presence).

Reaction: Wait until all are in room, then strike.

Stats: p11. HP 2, 4, 7.



12J: BARRICADED GUEST ROOM

Overturned dresser (barricading door). **Oozing black fungi and pungent grey mould** (cover walls and floor). **White, wispy cocoon** (envelops bed). **Lifeless arms** (human, project from cocoon). **Mug of liquid** (next to bed).

Examining the fungi: Reveals a patch of rubbery, pink ear-shaped fungi that stand out amidst the monochrome. 4 doses of *Grue's Ear* (DPB).

Examining the cocoon/arms: Fine, hair-like fungal fronds grow from an unrecognisable human corpse in the bed. The left arm is reaching for the mug on the ground, just falling short.

In the mug: A pint of *Fishfop's Ale* (p22).

12K: PROPRIETOR'S QUARTERS

Unmade bed (sheets unwashed). **Toppled wardrobe** (contains colourless, baggy women's clothing). **Writing desk** (drawer, shattered inkwell). **Bulbous mushrooms** (dotted on floor, walls, furniture, seem to absorb light).

Bulbous mushrooms: 15 chalk white mushrooms with pale yellow stipes. Dry, powdery surface. **If eaten:** Skin glows bright enough for light source (30' radius) for 6 Turns. **Save Versus Doom** or be blinded during this period. (Value: 25gp each.)

Searching desk: In the drawer are 3 semi-complete letters to a "Mr Klep", thanking him for the "2 Devizes you ad-did to the Celler" and admonishing him to "spend les tym in them Mines w that Wiz'rd, they ar nown to be UNHELTHE". It is signed "Arbie Snyder".

13 WATCHTOWER

Limestone block building (squat, solid). **Rickety wooden lookout tower** (extends from centre). **Prodigious mycelial coating** (swathes the tower, which buckles under the weight). **Purple puffballs** (dotted over south wall). **Fortified stone door** (carved with the emblem of House Guillefer).

Front door: Locked (key is in Area 6A). Upon opening, a horrid translucent red goop starts spilling out of the doorway.

Touching the goop: Slightly acidic but harmless.

Purple puffballs: 12 fresh rations of *Purple Piper* (Foraging, DCB).

13A: INTERIOR

Steaming, goop-covered piles of debris (furniture, collapsed interior walls, human bones). **Metal ladder** (dripping with goop, ascends tower).

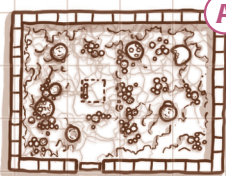
Climbing the ladder: Dexterity Check or slip and fall for 1d6 damage.

13B: SUMMIT

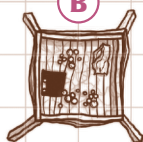
Flimsy wooden railings (rotting, some missing). **Shingled roof** (rid-dled with gaping holes). **Panoramic, depressing view** (of massive extent of fungal scourge). **Weather-beaten blanket** (bundled in a corner).

Under the blanket: 4 ingots of *Hag Iron* (p8), stamped with the Blackeswell Mining Company logo (90gp each).

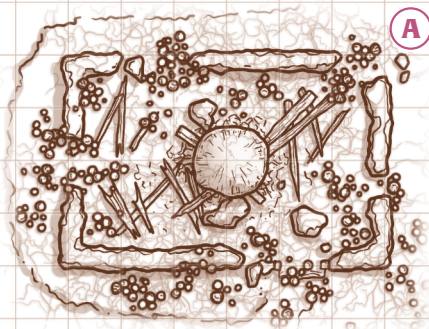
13



B



14



A



14 ABANDONED MANSE

Fine stone and woodwork (two-storey, appears long-abandoned). **On the verge of collapse** (roof has fallen in, the rest looks soon to follow). **Strong smell of acid** (issues from within).

14A: INTERIOR

Mounds of wood and stone debris (collapsed from second floor and roof). **15' tall dark green bolete** (atop central rubble mound, reeks of acid).

Examining the bolete: Coated in a sticky, white fluid with outlines of human faces and limbs just beneath.

Touching the bolete: Causes a fleshy, human-sized crevice to open in the stipe. A sweet smell emanates from within. See the **Regenerative Orifice**.

REGENERATIVE ORIFICE

The orifice closes around anyone who steps inside. Calculate the percentage of Hit Points the character has remaining, compared to their maximum. (e.g. 10 HP remaining with maximum 15 HP = 66%.) This is the percentage chance that the bolete accepts the character.

Accepted: The character heals 1d6 HP per Turn. When healed to full HP, they are gently expelled from the orifice, covered in sticky, white liquid.

Rejected: The bolete begins digesting the character, who takes 1d3 damage per Round. They can only be freed if cut out of the bolete (destroying it). It has 30 HP.

Plastered stone (two-storey, crumbling). **Collapsed tower** (rubble covered in mycelia). **Interior exposed** (by gap left by tower). **Incomprehensible chanting** (from within).

Listening to the chant: Rhythmic, hollow, difficult to discern syllables.

15A: INTERIOR

Mounds of rubble (collapsed second floor). **Rings of glowing mushrooms** (purple and indigo).

Digging in the rubble: For 4 Turns unearth a sturdy, locked safe (key is in Area 6A). It contains: 6 gold bars (worth 800gp each), various accounting ledgers, and an iron box holding 571gp, 8,452sp, 398cp.



THE FUNGAL FATHER

LARGE FUNGUS | SENTIENT | NEUTRAL

Level 5 AC 11 HP 32

Saves D10 R11 H12 B13 S14

Att Spore blast (3d4 + mind control)

Speed 0 Morale 9 XP 260

Spore blast (thrice a day): All within 60' suffer 3d4 damage (**Save Versus Blast** for half). Those who fail the save come under the control of the Fungal Father, attacking allies for 1d6 Rounds.

16 Infested Villagers, "The Fungal Father's Family"

Holding hands in a circle (atop a flattened mound of rubble). **Chanting rhythmically** (unlike any known language). **Fungal fibrils** (transparent yellow, emerge from heads). **Connected to the Fungal Father** (fibrils ascend to the rafters).

Reaction: Joyously welcome visitors, and invite them to join the "Fungal Father's Family". Docile unless attacked.

Speech: Awed whispers. Happy to chat, spouting fungus-themed nonsense. Woldish.

Knowledge: The Father tells them he and his brethren "came from beneath us, flew up on high, and rained blessings down upon all below".

Stats: p10.

Severing fibrils: Severing the fibril connecting a villager to the Fungal Father is fatal. In combat, the fibrils have AC 11 and 1 HP.

The Fungal Father

20' wide, anemone-like mass (yellow-green fungal blob). **Thick bulging veins** (crisscross moist, fleshy exterior). **Nestled in rafters** (occupying most of space under roof). **Web of yellow fibril bundles** (connect the Father to the villagers).

Reaction: If PCs attempt to sever any fibrils, it directs all villagers to attack. Otherwise, it ignores visitors.

Desires: To collect followers through which to observe the world. Accepts adulation as a form of positive myco-neural feedback.

16 GIANT MUSHROOM

Gargantuan (50' high, stipe 60' across). **Yellow flesh** (pink spots). **Puffy white mould** (coats the stipe). **Round, porthole-like windows** (peek from under the mould). **Wooden sea monster's head** (protrudes from the top).

Looking in the windows: Yellow mushroom flesh, with no interior space.

Examining sea monster head: Growing in its mouth are 5 big, floppy bracket fungi of deep purple hue and woody consistency, smelling of fine wine. 5 doses of *Witch's Purple* (**Rare Fungi**, **DCB**).

Origin: The village tavern, the Spigot and Gullet, is entirely subsumed inside the flesh of the giant mushroom. Nothing remains intact.

17 VILLAGE SQUARE

10 giant red mushrooms (12' tall, erupted from earth). **Carved flagstones** (sundered around mushrooms). **Limestone statue diorama** (life-size, on eastern edge of square). **White marble saint statue** (10' tall, on western edge of square).

Examining the red mushrooms: All display bite marks. Stipes are 4' in diameter. Two stipes have small burrows carved into them. One houses 3 puggle pups, dozing in a pile. If eaten: tasty, meaty flesh; treat as fresh rations.

Diorama: 3 maidens in identical solemn poses, each depicted as holding an object: a pickaxe, a large toadstool, and an icon of St Gondyw. Brightly coloured fungi grow on the heads of all 3 statues: 3 doses each of *Mossmulch*, *Shaggy Sage*, *Speckled Sporange*, *Witch's Purple* (**Rare Fungi**, **DCB** for all).

Saint statue: Depicts of St Gondyw, clad in mail, holding aloft a lantern and carrying an unfurled scroll.

8 Puggles

Little dogs (silver-furred). **Flat-faced** (bulging eyes). **Running and playing** (amidst the mushrooms).

Reaction: Ignore or seek to play with PCs. Growl in warning if characters tamper with their burrows.

PUGGLES

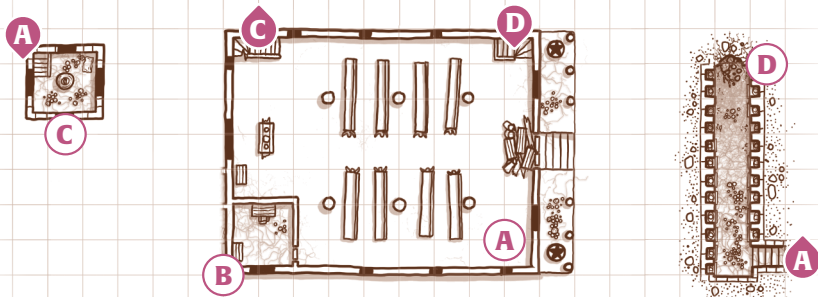
SM. ANIMAL | ANIMAL INT. | NEUTRAL

Level 1 AC 13 HP 1d8 (4) Saves D12

R13 H14 B15 S16 Att Bite (+0, 1d4)

Speed 50 Morale 9 XP 10





18 CHURCH OF SAINT GONDYW

Smooth limestone blocks (signs of poor maintenance). **Looming bell tower** (topped with a weathercock-atrice). **Teeming with rotting mushrooms** (multi-hued, cover windows).

Barricaded Entrance

Covered porch (12' angel statues at corners). **Slender, 6' tall orange mushrooms** (bursting from porch). **Wrought iron doors** (beautifully carved scenes of angels rejoicing).

Approaching: 3-in-6 chance **Kerth Goodwine** (in the belfry—Area 18C) noticing PCs. She fires a crossbow warning shot and urges the party off. If not convinced of good intentions, she targets them.

Orange mushrooms: Coarse texture, taste like chicken. **If eaten fresh:** The subject has a fleeting vision of St Gondyw. 1-in-3 chance they receive the holy spell *Bless*; otherwise see the saint consumed by orange mould: **Save Versus Hold** or be paralysed with horror for 1d3 Turns. (Flesh has no effect if harvested.)

Front doors: Barricaded from the inside. Opening them requires 1 Turn and a combined Strength of 25+.

18A: CHAPEL

Cold stone pews (weeping angels carved at ends). **Stark pillars** (marble). **Plain altar** (marble, spotless). **Stacked furniture and rolled rugs** (barricade main entrance). **Ceiling mural of St Gondyw** (staring down). **Stuffy but clean** (no fungus).

Prayer: Characters praying at the altar may receive the blessing of St Gondyw: the ability to cast *Bless*. See **Shrines**, *DCB*.

Behind the altar: A silver goblet (30gp) engraved with holy knights.

Examining the rugs: 2 are interwoven with golden thread, detailing events in the life St Gondyw (500gp each).

18B: VESTRY

Stained glass window (depicts St Gondyw). **Dim, coloured light** (filtered through window). **Narrow writing desk** (quill, inkwell, papers). **Small wardrobe** (closed).

In the wardrobe: 3 beige ceremonial robes with gold trim (20gp each).

Secret door to Area 19B: A successful **Search Check** or tapping the wardrobe's rear panel reveals the secret door.

18C: BELFRY

Iron bell (tormented devil engravings). **Ancient beams** (supporting the bell). **Bedroll and backpack** (in northeast corner). **Panoramic overview** (of village and fungal scourge). **View into graveyard** (reveals all activity in Area 20).

In the backpack: 50' rope, iron spikes, and a silver goblet stolen from downstairs (pearl Chapes inlay, worth 1,100gp).

Ring the bell: Dolorous and mournful. 2d6+4 infested villagers (p10) run wailing through the streets for 1 Turn.

Kerth Goodwine, Fighter

Young human woman (exhausted, malnourished). **Unkempt** (long, messy hair). **Dirty chainmail** (caked in blood, gore, and dried fungus). **Sits with back to wall** (watching staircase).

Reaction: Shouts at PCs approaching via the stairs, urging them to come up slowly, hands up. Fires at any who do not comply. If convinced of good intentions, relieved and relatively cordial.

Speech: Gruff, harried. Woldish.

Desires: To find her companions: magicians Simeone Chunkwell and Rodger Malksmilk (see Area 12G), and thief Dougloose (see Area 12D). Will work with the PCs until reunited with her companions.

Knowledge: The group hails from Castle Brackenwold, where they were hired by an agent of Paronax for an undisclosed mission. On the night they arrived, Kerth saw “a white ocean” of fungi sweep over the town. She and Father Bertil (p10) retreated into the church and barricaded the entrance (see Area 18A). A few days later, Bertil began acting strangely, then vanished.

KERTH GOODWINE

MEDIUM MORTAL | SENTIENT | NEUTRAL

Level 2 AC 14 HP 12 Saves D12 R13 H14 B15 S16 Att Longsword (+1, 1d8) or crossbow (+1, 1d8 + armour piercing, range 80'/160'/240') Speed 20 Morale 8 XP 20

18D: CRYPT

Limestone blocks (7' ceiling). **22 burial niches** (line the walls, 2½' square memorial plaques covering all but 7). **Pile of excavated earth** (at corridor's dead-end). **White, rope-like mycelia** (extend from earth pile, along corridor walls). **Corpse in pool of blood** (at base of earth pile).

In the niches: Each contains the skeleton of a past vicar, coated in lichen and mould. 7 of the niches are uncovered and choked with mycelia, animating the interred skeletons as lichentropic dead.

Examining the corpse: A freckled young human man in white robes—the curate. Sits crumpled against the pile, torso pierced by multiple mycelia. In the folds of his robe is a silver statuette of St Gondyw (worth 200gp).

7 Lichentropic Dead

Shambling skeletons (clad in rotten vestments). **Swathed in mycelia** (webs, dangling cords). **Staggering silently** (arms outstretched).

Reaction: Wait until PCs reach the dirt pile, then swiftly clamber out of their niches to attack from behind.

Stats: p11. HP 9, 9, 10, 10, 11, 11, 13.

19 PARSONAGE

Wattle and daub walls (single-storey, timber framed). **Patch of pink and white fungi** (atop thatched roof). **Leaded glass windows** (peek through mycelial veil).

Pink fungi: Pink flutes with mauve stems. Smell like sewage. 12 rations of *Old Duchess* (**Foraging, DCB**).

White fungi: Tall mushrooms with great, white, orb-like caps and pale pink gills. Smell of fresh rain. 14 rations of *Goodgilly* (**Foraging, DCB**).

19A: LIVING ROOM

Wobbly bookcase (devotional texts). **Dining table** (oddly angled against wall). **4 dining chairs** atop table (evenly spaced).

Father Bertil: 3-in-6 chance of Father Bertil (p10) being at home. He welcomes PCs as if they were long-lost family.

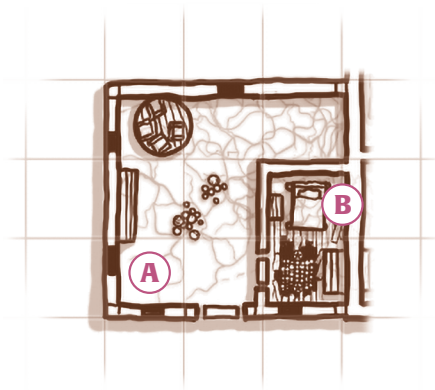
Under the table: Mounded grave debris, including unearthed burial goods: 4 silver Chapes necklaces (100gp each), a platinum wedding ring (200gp), and an iron *Talisman of Devotion* (DCB).

4 Lichenthropic Dead

Skeletons and bloated corpses (coated in lichen). **Dragging in grave debris** (piling under table). **Directed by Father Bertil** (if present).

Reaction: Slowly become aware of PCs, then attack (unless prevented by Bertil). Won't pursue PCs beyond the graveyard.

Stats: p11.



19B: BEDROOM

Single bed (carefully made). **Carved night table** (prayer book on top). **Narrow wardrobe** (few clothes).

Secret door to Area 18B: A successful **Search Check** or tapping the wardrobe's rear panel reveals the secret door.

Earth Patch

Torn floorboards (bare earth beneath). **10 rows of white mushrooms** (5 in each). **2 brass statuettes** (one at each end of the rows).

White mushrooms: Common white button mushrooms (edible), plus a single puffball flecked with gold—1 dose of *Speckled Sporange* (**Rare Fungi, DCB**).

Examining the statuettes: PCs affiliated with the Pluristine Church recognise them as St Wick and St Benester (worth 15gp each).

Father Bertil: If present, describes the mushrooms as “my newest little lambs, under the loving ministry of St Wick and St Benester”. He protects them at all costs.

20 GRAVEYARD

Iron railings (ring the yard).

Wrought iron gate (twin images of St Gondyw arising from a coffin).

Neat rows of tombstones (clearly denote the greater population in centuries past). **24 open graves** (gape in the ground). **Ancient coffin lids, putrid burial shrouds** (carelessly strewn about). **Charnel, rotting stench** (pervades everything).

16 Lichentropic Dead

Skeletons and bloated corpses (coated in lichen). **Shambling in a circle** (around the Grave Fungus).

Mumbling in unison ("Hail Paronax, our fungal emissary").

Reaction: Make a **Reaction Roll** (see **Encounters, DPB**). Won't pursue PCs beyond the graveyard.

Stats: p11.

The Grave Fungus

Giant, squat fungal mass

(clay-coloured, bulk of a beached whale). **3 vine-like tendrils** (purple and veiny). **Digging up graves** (spilling disinterred remains). **Spraying bones with black goop** (creates lichentropic dead).

Reaction: Ignores PCs, but defends itself if attacked.

GRAVE FUNGUS

LARGE FUNGUS | SEMI-INT. | NEUTRAL

Level 7 AC 15 HP 34 Saves D8 R9 H10 B11 S12 Att 3 tendrils (+6, 1d4, reach 30') and protoplasmic spray (lichen coat, range 30') Speed 0 Morale 11 XP 780

Protoplasmic spray: The target must **Save Versus Ray** or be coated in quick-growing lichen. Each successful spray incurs a cumulative -1 penalty to AC and Attack Rolls. The lichen can only be removed with vinegar, hot water, or magical means.

Severing tendrils: The tendrils can be attacked individually and severed, each having AC 12 and 6 HP.



21 OIL MERCHANT

Burned out (charred timbers).

Blackened door (hangs ajar).

Collapsed interior (charred debris, cracked stone).

22 GROCER

Wattle and daub (single-storey).

Boarded-up windows (mildew creeping between boards).

22A: INTERIOR

Fuzzy mildew (pure snow white, carpeting walls and ceiling). **Rotting produce** (in bins on tables). **Wooden shelves** (holding canisters).

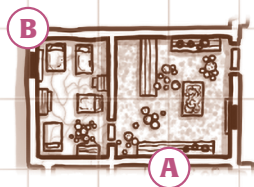
Entering: If touched, the mildew glows a resplendent shade of amber, fading after 1 Turn.

In the canisters: Dried fruit (15 preserved rations).

22B: LIVING QUARTERS

Four single beds (stripped). **Open dresser drawers and wardrobe** (emptied, signs of abrupt departure).

Under one bed: Leather pouch containing 700sp.



23 CHANDLER

Timber and stone (single-storey, solidly built). **Engulfed in mycelia** (almost completely overrun). **Oaken front door** (traces of fungus, but mostly clear). **Shattered glass windows** (boarded up from inside).

Front door: Locked and barricaded. No reply if knocked upon. Attempts to break it down elicit muffled, terrified whimpering from within.

At night: Pinpricks of light shine out from cracks in the door and boarded windows.

23A: INTERIOR

Wooden counter (stacked with foodstuffs). **Forest of candles** (assorted colours, shapes, sizes). **Small furnace** (unlit). **Broad work table** (candle moulds). **Piled baskets** (tallow, wax, wicks). **Barricaded front door** (stacked tables and chairs).

Elm Chandler

Young human man (balding, scrawny). **Wide-eyed** (terrified). **Bran-dishes pitchfork** (steeling himself to defend family).

Reaction: Orders intruders to leave. Can be convinced of positive intentions, but will fight to the death to protect his family (see Area 23B).

Speech: Quaking but resolute. Woldish.

Desires: Torn between wishing to hole up indefinitely and wishing to escape.

Knowledge: Describes how one night, strange fungi “began sprouting everywhere, all at once”. Family barricaded themselves in, and have been here ever since.

23B: LIVING QUARTERS

Two double beds (rumped, redolent of stale sweat). **Small wooden table** (devotional book sits atop).

Under one bed: Unlocked chest containing 36gp, 121sp.

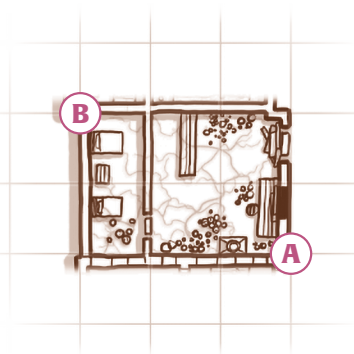
Gylynda Chandler

Young human woman (petite). **Stern-faced** (haggard, determined grimace). **Bedraggled** (curly auburn hair, unwashed). **Accompanied by 2 children** (boy and girl, huddle behind her).

Reaction: Asks PCs to help her family escape. Orders them to leave if not. Will fight to the death.

Speech: Hoarse but resolute. Woldish.

Desires: To escape with her family.



24 GEM CUTTER

Fortress-like walls (single-storey, tightly fitted stone blocks). **Barred window** (barely wider than an arrow slit). **Reinforced door** (sturdy oak with metal studs). **No fungal growth** (mycelial veil ends 5' from storefront).

Front door: Locked (key is lost). Attempts to break the door down suffer a –1 penalty to the **Strength Check** and trigger a **Random Event** (p9).

Tampering with the door: Unless the **Gargoyle Statues** are first deactivated, they emit an aura of burning energy. All within 5' of the storefront suffer 1d6 damage (**Save Versus Blast** for half). The trap remains active for 1 Turn, then resets.

4 Saintry Gargoyle Statues

Flank the door (two on either side). **Devil-faced** (leering). **Clad in saintly robes** (arms extended with open palms). **Carved names** (at base).

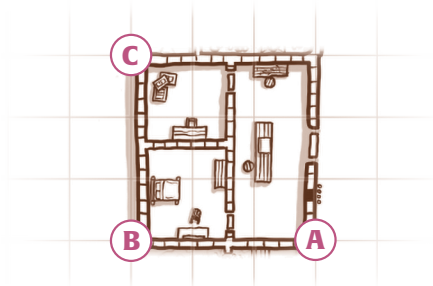
Names: Gardyw, Garrael, Gargenough, Gargaunt. Beside each is a rune that magicians recognise as a symbol of the **Shadow House** (DCB—it was contracted to install this trap).

Speaking all 4 correct saints' names: Deactivates the statues' protection of the door. They are: Gondyw, Jorrael, Goode-nough, Galaunt.

24A: INTERIOR

Wooden counter (polished). **Glass display case** (empty). **Scuffed, scarred workbench** (on side of room). **Well-worn stool** (behind workbench).

Examining the workbench: All tools are missing except a bow drill (worth 10gp) and a forgotten, fine eyepiece (worth 25gp).



24B: LIVING QUARTERS

Lavish, comfortable bed (toadstool embroidered quilt, worth 15gp). **Makeup table** (with toppled stool). **Chipped mirror** (plain iron frame). **Pine wardrobe** (contains simple, elegant women's clothing).

Under the bed: A bronze key (opens the door to Area 25B). A spare entrusted to the gem cutter by the lender.

Behind the mirror pane: A scrap of parchment, inscribed with “7, 19, 14”—the combination to the safe in Area 24C. Removing the pane requires a **Dexterity Check** or it shatters, inflicting 1d3 damage.

Shattering the mirror: The PC who does so suffers –2 penalty on all Checks and Attack Rolls for the remainder of the day.

24C: BACK ROOM

Stack of three crates (containing ledgers and documents). **Maple writing desk** (drawer lying on ground).

Behind the crates: A successful **Search Check** or feeling carefully around the wall reveals a hidden catch. Pulling it opens a small door in the stone, revealing a combination safe. (Combination is hidden in Area 24B).

In the safe: Three fist-sized, uncut rubies (400gp each).

25 LENDING HOUSE

Fortress-like walls (single-storey, tightly fitted stone blocks). **Barred window** (barely wider than an arrow slit). **Reinforced door** (sturdy oak with metal studs). **Mycelial veil** (coats roof, enters barred window).

Front door: Locked. Attempts to break it down suffer a -1 penalty to the **Strength Check** and trigger a **Random Event** (p9).

25A: INTERIOR

Shattered glass case (atop wooden counter). **Mycelial fronds** (snake from window, across ceiling, down the wall near door to 25B).

Searching the case: Contains 3 pellucidium pieces (worth 5gp each).

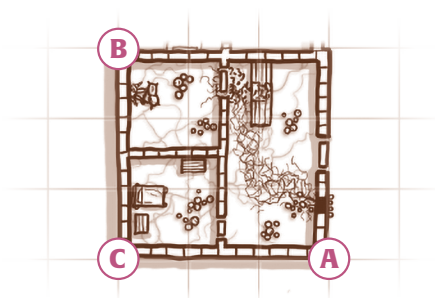
Door to Area 25B: Requires a **Dexterity Check** to avoid touching the **Fungal Patch**. The door is locked (one key is on the other side, one is hidden in Area 24B) and reinforced with iron bands. Attempts to break the door down suffer a -1 penalty to the **Strength Check**.

Fungal Patch

Bluish-grey (woolly consistency). **Pearl-like spore pods** (glistening). **In front of door to 25B** (at terminus of mycelial fronds).

Touching: All the pods burst, emitting a noxious cloud. All in the room must **Save Versus Blast** or become weak, unsteady, and nauseous. They suffer 1d6 damage and a -1 penalty to Attack Rolls for the remainder of the day.

Burning: Destroys the patch immediately, with no fire risk in the stone-walled store. However, the mycelial fronds then animate as 3 mycelipods (p11, HP 4, 6, 7), that viciously attack any within reach.



25B: VAULT

Low roof (6'). **Slumped human figure** (against wall). **3 sacks** (at feet).

Searching the figure: Corpse of a middle-aged human man, clad in a frayed tunic. Carries two keys (to this room, and to front door of store). Examining the body reveals claw wounds to the abdomen, and older patterns of welts across back, chest, and limbs.

In the sacks: 451gp, 8,549sp, 16,431cp.

25C: LIVING QUARTERS

Single bed (sheets expertly creased). **Plain but sturdy dresser** (neatly folded, drab clothing). **Black book** (sitting on nightstand).

Examining the book: A beautifully illuminated copy of *The Noxen*, a Pluristine Church book of nighttime prayers (25gp).

Under the bed: A whip made of knotted cords, typically used in self-mortification by the most zealous adherents of the Church.

26 PARONAX'S RESIDENCE

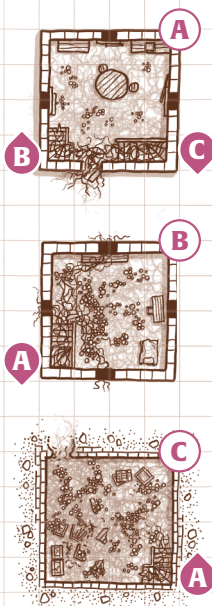
Squat, square stone tower (two-storey, overlooking the Blacke). **Mass of mycelia** (covers much of exterior, spilling out from door and upper windows).

Front door: Open and passable, despite the profusion of mycelial tendrils spilling out.

26A: GROUND FLOOR

Dank, pungent odour (humid).

Wooden boards (nailed over windows, from inside). **Mass of mycelia** (flows up staircase from below and out through the door). **Rudimentary kitchen and pantry** (rotting provisions). **Basic dining area** (grim, utilitarian).



26B: LOFT

Low-ceilinged loft (wheat chaff entangled in cobwebs). **Mass of mycelia** (flows up staircase from below and out the windows). **Carved bookshelf** (by window, engulfed in white mycelia). **Broad wooden desk** (surface bare). **Spartan cot** (rumpled, askew).

Searching the bookshelf: Numerous tomes and folios, all ruined by fungus and mould except **Paronax's Spell Books** and the **Fungulus Arcanum**.

Searching the desk: In a drawer are the **Cursed Silver Ring**, **Paronax's Notes**, a *Wand of Spore Cloud* (7 charges), a *Wand of Decipher* (4 charges), and a pouch containing 45pp and 98gp.

3 Cankorous Growths

Blackish-grey rot (polyp-like discs). **Hang on ceiling** (flattened).

Reaction: When a canker senses prey below, it stretches downward into a bulging growth sporting a jagged maw.

CANKEROUS GROWTHS

MEDIUM FUNGUS | MINDLESS | NEUTRAL

Level 4 AC 14 HP 12, 14, 19 Saves
D10 R11 H12 B13 S14 **Att** Bite (+3, 1d6
+ envelop) **Speed 0 Morale 5 XP 130**

Surprise: When a canker is flattened on a ceiling, opposing side has a 3-in-6 chance of being surprised.

Envelop: On a successful attack against a surprised target, the canker envelops them, inflicting 1d3 damage per Round until slain. It can attack other targets while enveloping.

PARONAX'S SPELL BOOKS

Navy blue velvet cover: *Polymorph, Vapours of Dream, Water Breathing*. (8,000gp)

Emerald green leather: *Animate Dead, Ingratiate, Paralysation*. (9,000gp)

Earthy brown, soft, spongy cover: *Mycotic Mind* (p51), *Web*. (4,000gp)

Brass cover, mushroom-shaped clasp: *Blast Spore* (p51), *Spore Cloud* (p51). (5,000gp)

FUNGULUS ARCANUM

A tome bound in silver leaf, describing hundreds of species of fungi—mundane, magical, and otherworldly. Using the book, characters have a 3-in-6 chance of identifying any fungus (300gp).

CURSED SILVER RING

A plain, slim silver ring. Causes the wearer to increase in weight by 20 times, becoming so heavy as to be unable to move or speak. Even breathing is difficult. Cursed, can only be removed by magic (or by cutting off the victim's finger).

PARONAX'S NOTES

A polished ebony box containing a jumbled stack of papers. The notes detail all information in **The Myconom Hypothesis** (p4) and **Experiments in Blackeswell** (p5), save the account of the creation of the Mycotaur. These notes are sought by the Royal Institute of Physicks and Sorcerers (see **Arcane Rescue and Retrieval**, p6).



26C: CELLAR

Seething mycelial mass (fills the room). **Jagged breach** (in northern wall). **Smashed and open crates** (spoiled and broken stores and supplies).

Crossing the room: Each PC traversing the fungal mass must **Save Versus Doom** with a +2 bonus. Failure awakens 1d4+2 mycelipods to rear up from the thicket and try to engulf the party.

Beyond the breach: A recently dug tunnel, reinforced with wooden beams, leads to Area 30.

27 BLACKESWELL MINING CO.

Lap siding (single-storey, cedar). **Boarded up** (doors and windows). **Wooden sign** (above door, peeling paint, “The Blackeswell Mining Co.”). **Patches of blue lichen** (rotting odour).

27A: INTERIOR

Open cabinets (empty). **Elegant wooden desk** (overturned). **Strewn papers** (intricate records). **Dust and cobwebs** (thick layers everywhere).

Reading the papers: Sales orders dating back centuries; newest are 175 years old.

28 MINING PIT

Gaping hole in the earth (30' deep). **Rickety wooden fence** (ineffectually rings the hole). **Slippery, mycelia-coated ramp** (winds down, hugging the pit walls).

Spore puff: Occasionally, a great swirling puff of spores billows up from the pit and drifts off into the village.

Descending the ramp: Unless using special equipment (rope, spikes, etc.), each PC must make a **Dexterity Check** or slip, tumbling partway down the ramp for 1d6 damage.

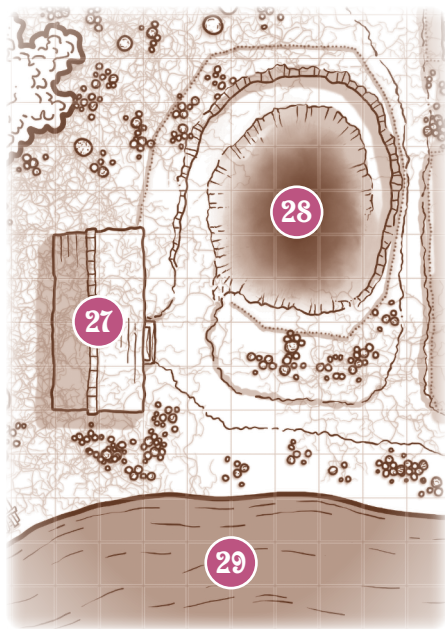
At the pit's base: A timbered archway leads into the mines (p45). A faint, metallic ticking sound is audible (from Area 31).

29 THE BLACKE

Foetid pool (choked with silt). **Purple lilies** (reek of sickly decay). **Ruined, rotting fishing huts** (long-disused, dot the shore).

Searching the huts: In the western-most hut is a bundle of rags holding a single ingot of *Hag Iron* (p8), stamped with the Blackeswell Mining Company logo (90gp).

Drinking the water: Sickens anyone not native to Blackeswell: vomiting and shakes for 1d4 days (–1 penalty to Attack Rolls and Saving Throws).



The Mines

GENERAL NOTES

Tunnel Structure

Tunnels are hewn from limestone, with heavy wooden timbers supporting the ceiling at 10' intervals.

Natural Caverns

Several chambers are natural caverns in the limestone. They have been cleared of stalactites, stalagmites, and other natural features.

Mycelial Veil

Walls are barely visible beneath a thick, rubbery web of chalk-white mycelia.

Environment

No lighting unless noted. Air is stale and humid. Fungal spores dance in the torchlight.

SHROOMLIGHTS

Opaque gas bubbles formed from gases of rotting mushrooms. Shifting colours play across their surfaces. Feed on the psychic residue of living creatures' pain.

SM. MONSTROSITY | **MINDLESS** | **NEUTRAL**

Level 1 AC 10 HP 1d8 (4) Saves D12 R13 H14 B15 S16 Att Light ray (range 30') Fly 40 Morale 10 XP 15

Approaching: When approached (within 20'), a shroomlight begins to glow and swirl with shifting colours. After 1d4 Rounds, it is able to use its light ray attack once per Round.

Light rays: A kaleidoscopic stream of light fired at a single target. The target must **Save Versus Ray** or suffer 1d4 damage and uncontrollably attack the nearest living creature for 1d4 Rounds.



RANDOM EVENTS (1-in-6 Chance Every Turn)

- 1 **1d3 shroomlights** drift towards PCs.
- 2 A spasm runs through the mycelia coating the walls.
- 3 A **clockworker** (p20) staggers towards the party, armed with a shovel (1d6).
- 4 A distant hollow voice speaks slowly and deliberately, the words indistinguishable (this is Paronax in Area 34).

30 BREACHED WALL

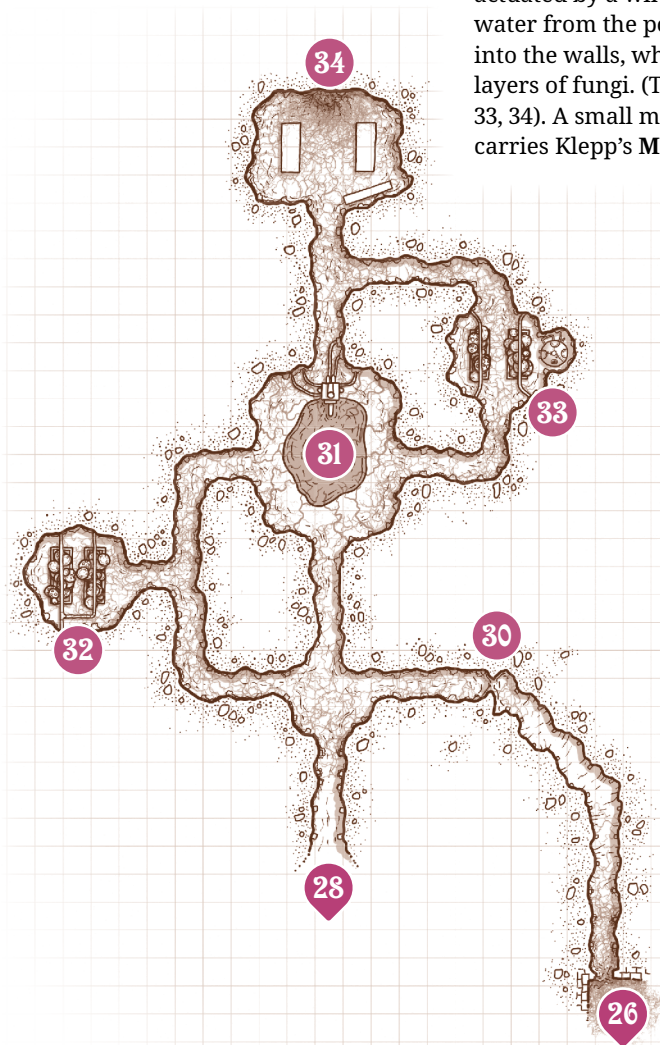
Jagged breach in wall (framed by mycelia). **Recently constructed** (digging tools lie nearby).

Beyond the breach: A recently dug tunnel leads to Area 26C.

31 CRYSTAL POOL

Placid pool (crystal clear, icy cold water). **Fine white fungal tendrils** (extend into water, thriving). **Mechanical contraption** (on north shore, emanates metallic ticking sound).

Examining the contraption: A pump actuated by a wind-up spring. Pumps water from the pool via copper pipes into the walls, where they vanish under layers of fungi. (They run to Areas 32, 33, 34). A small metal plaque on the side carries Klepp's **Maker's Mark** (p20).



32 GROWING CAVERN (WEST)

2 beds of rotting fungus (wood framed). **Copper pipes and nozzles** (above beds, run from beneath mycelia). **Fine mist** (sprayed periodically from nozzles). **Warm atmosphere** (humid).

Western bed: Mottled, fist-sized puff-balls, mostly rotting. 2 intact *Hogscaps* (DPB) remain.

Eastern bed: Rubbery pink ear-shaped fungi, mostly rotting, growing on rows of logs. 4 intact *Grue's Ears* (DPB) remain.

33 GROWING CAVERN (EAST)

2 orderly beds of fungus (wood framed). **Copper pipes and nozzles** (above beds, run from beneath mycelia). **Fine mist** (sprayed periodically from nozzles). **Warm atmosphere** (humid). **Tall, 10' diameter brass cylinder** (in niche to east).

Western bed: Carpet of orange morels. Vaguely cinnamon odour. If eaten: subject must **Save Versus Doom** or perceive a hallucinatory cacophony of voices emanating from the wall mycelia for 1d4 Turns (-1 penalty to Attack Rolls due to distraction).

Eastern bed: 12 waxy green toadstools. Unusually cold. If eaten: copious stomach gas builds up. After 2 Turns, the character can release it in a single great belch. Living creatures within 15' must **Save Versus Hold** or fall unconscious for 2 Turns. (Value: 500gp each.)

Examining the cylinder: It is a **Com-bobulator** (see p19).

3 Shroomlights

Hover placidly above beds (bobbing).

Reaction: Start to glow and build up to attack after 1d4 Rounds.

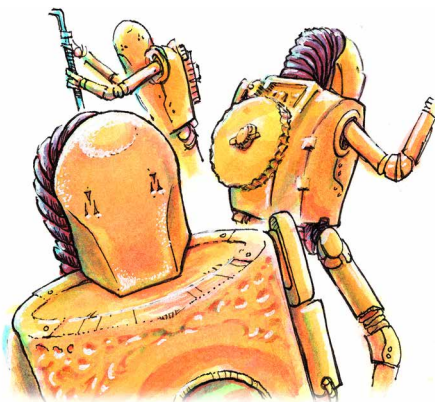
Stats: p45. HP 3, 4, 4.

3 Clockworkers

Tending beds (working methodically). Carrying garden forks (gently turning over soil).

Reaction: Appear docile, but attack PCs from behind as they depart. Also fight if interfered with.

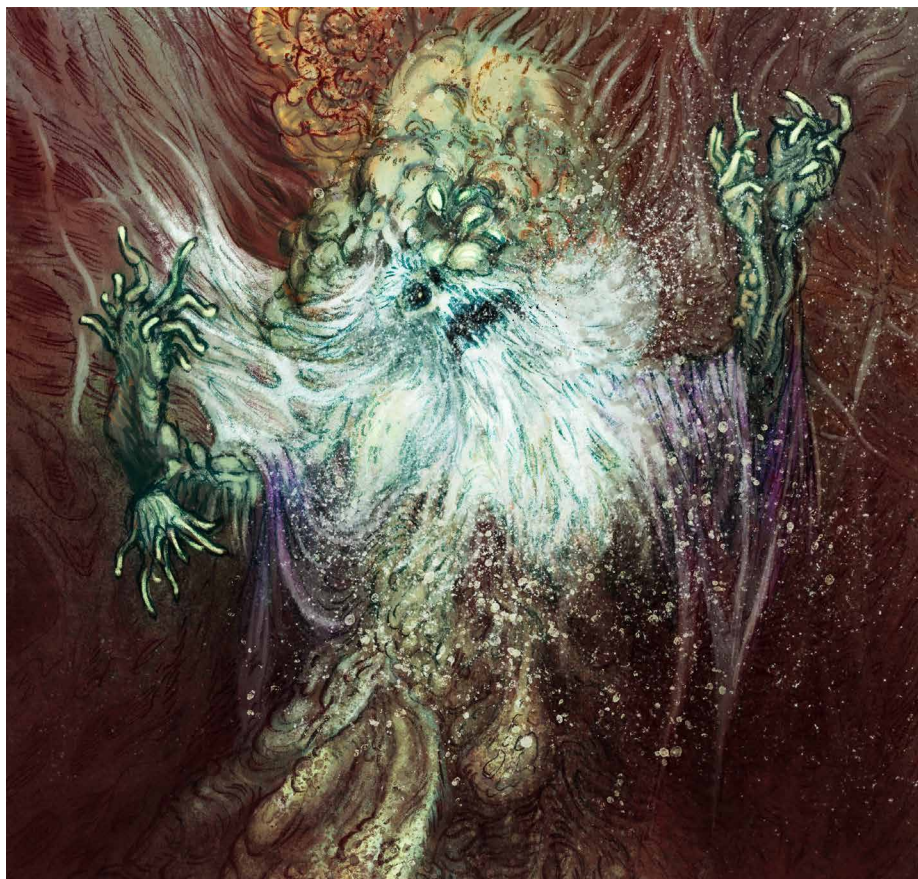
Stats: p20. Wield garden forks (1d6). HP 5, 12, 18.



34 FUNGAL LABORATORY

Damp cavern (redolent of must and decay). **Pulsing, twitching mycelial fibres** (leg thick, coat walls). **West metal workbench** (flasks, tubes, burettes, extinguished braziers, crucibles). **East metal workbench** (vats of dead and desiccated fungi). **Wooden rack** (shelves holding many vessels).

Examining the rack: 50 pellucidium jars studded with rune-carved opals (250gp each). All contain powdered fungal hybrids. 3 are labelled “Waking Shroom” (effect per *Alchemical Tonic*). 2 are labelled “Gaseous Shroom” (effect per *Vaporous Spirits*). 1 is labelled “Dreaming Shroom” (effect per *Sandor’s Phantasmal Elixir*). (See **Potions**, *DCB* for all.) The rest are inert.



Paronax—Myconom Node

Fungal humanoid figure (grotesquely swollen). **Embedded in mycelia of north wall** (fully integrated). **Greenish-white, phosphorescent skin** (threaded with tiny white mycelia). **Distended visage** (beard of mycelia). **Bulging eyes** (milky). **Gaping maw** (emits puffs of spores). **Swollen arms** (clad in the shreds of purple robes).

Reaction: If threatened, dispatches the Mycotaur against PCs, and attacks with spells. Otherwise, pays no attention to PCs.

Speech: Paronax is now a mouthpiece of the Myconom, speaking in a hollow monotone, in abstract, cosmic terms, expressing neither malice nor empathy. Asks nonsensical questions, with seemingly no interest in the responses. Ignores any questions asked. Speaks all languages.

Desires: To expand into the surface region around Blackeswell, for reasons unfathomable to mortals.

Saving: Paronax has merged with the Myconom and lost any separate existence; he cannot be saved.

Destroying: Ends the infestation of Blackeswell (see **Epilogue**, p50).

PARONAX

MEDIUM FUNGUS | GENIUS | NEUTRAL

Level 9 AC 13 HP 42 Saves D12 R12 H11 B14 S12 **Att** Spells **Speed 0 Morale 12 XP** 2,450

Spells: **Rank 1** *Spore Cloud* (2 / day, p51), *Vapours of Dream*, **Rank 2** *Web* (3 / day), **Rank 3** *Paralysation* (2 / day), **Rank 4** *Blast Spore* (2 / day, p51), **Rank 5** *Animate Dead*.

The Mycotaur

Clockworker (p20) with domed head (transparent green eyes). **2 stinkhorn-like fungi** (extend from sides of head, like horns).

Reaction: Stands inert until commanded by Paronax.

Gears: Body contains 10 gears usable as ammunition for the Handgonne (p20).

Small plaque: Below left shoulder blade (see **Maker's Mark**, p20).

MYCOTAUR

LG. CONSTRUCT | SEMI-INT. | NEUTRAL

Level 7 AC 16 HP 48 Saves D8 R9 H10 B11 S12 **Att** 2 Fists (+6, 1d8) and 4 mycelipods (+6, 1d4 + infestation, range 10') **Speed 20 Morale 12 XP** 1,080

Semi-living: Fungal brain makes the otherwise synthetic Mycotaur susceptible to biological effects (e.g. disease, poison) and to mind-affecting spells (e.g. *Vapours of Dream*, *Paralysation*, *Dominate*).

Mycelipods: Unravel from the Mycotaur's fungal horns.

Infestation: If a mycelipod Attack Roll is a natural 20, or exceeds the target's Armour Class by 4 or greater, the victim must **Save Versus Hold**. Failure indicates the mycelipod has latched onto their head, infesting their mind and turning them against their companions. This persists until the mycelipod is severed.

Severing mycelipods: Requires a hit with a cutting weapon inflicting 6 or more damage.

Epilogue

CHURCH TROOPS ARRIVE

As mentioned under **Holy Fire Approaches** (p5), the clerics and soldiers of the Order of St Faxis arrive 2–3 days after the PCs. The troops consist of 5 acolytes (Level 1 clerics—*DMB*) and 10 soldiers (Level 1 fighters—*DMB*). They are equipped with torches and large quantities of oil.

Upon arrival, they announce their intention to reduce the village, the fungi, and any infested villagers to ashes. Unless the PCs can convince the troops that the infestation is halted, they grimly attempt to carry out this mission—see **Paronax Destroyed** and **Paronax Survives** for possible outcomes.

Regardless, the soldiers try to prevent the PCs from departing with any infested villagers (see **Errand of Mercy**, p6).



PARONAX DESTROYED

A reverberating pulse shudders through the entire mycelial veil. The Myconom, its expansion halted, indifferently disconnects from Blackeswell.

The mycelial veil turns grey and begins to rot. It does not regenerate in the places where it is destroyed. All fungal monsters in the village die. Infested villagers survive, disoriented and belligerent, though curable (see p10).

Should the arriving troops decide to go forward with purging the village, they succeed. The PCs are rewarded by the Church, at the Referee's discretion.

PARONAX SURVIVES

The infestation overwhelms Blackeswell, but spreads no further than the boundaries of the village. Should the arriving troops attempt to purge the village, they fail to clear the mycelial veil or defeat the fungal beings, and depart in defeat.

After a week, the whole village becomes a gigantic, brain-like fungal node, similar to the “upper brain” of the Myconom in hex 1505, though significantly larger. Surviving infested villagers remain in the area, living a life of perpetual worship of the node, which they come to call “Nuncle Numpkin”.

New Spells

BLAST SPORE

Rank 4 arcane spell

Duration: 1 Round per Level

Range: 240'

A slimy cluster of fungal spores appears at a chosen point within range.

Trigger: At any time within the duration, the caster can mentally command the spores to explode.

Expiration: If not already triggered, the spores explode automatically when the duration ends.

Explosion: The spores explode in a 20' radius blast. Creatures caught in the blast suffer 2d6 damage, with a successful **Save Versus Blast** indicating half damage. Those who fail the save must also **Save Versus Doom** or choke, suffering an additional 1d6 damage for 6 subsequent Rounds.



MYCOTIC MIND

Rank 2 arcane spell

Duration: 12 Turns

Range: Fungus touched

Enchants a fungus with the power to connect to the caster's mind, relaying the senses of a subject who eats the fungus.

Subject: A living creature that consumes the fungus in its entirety must **Save Versus Spell** or have their senses relayed to the caster for the remainder of the duration.

Sensory relay: The caster perceives everything the subject sees and hears, in place of their own sensory inputs. While receiving senses, the caster is unable to move or act.

Cancelling: The caster may cancel the spell at will.

SPORE CLOUD

Rank 1 arcane spell

Duration: Instant

Range: 60'

A cloud of sickly, yellow mould spores erupts at a chosen point within range.

Area: The cloud fills a 10' radius area.

Effect: All creatures within the cloud must **Save Versus Blast** or cough and choke for 1d4 Rounds. Victims are unable to attack, speak, or perform coherent actions. They may stagger and crawl at half Speed.

Restrictions: Non-living creatures (e.g. undead, constructs) are not affected.



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DOLMENWOOD

OFFICIAL ADVENTURE SCENARIO

Fungal apocalypse has ravaged the isolated village of Blackeswell, blanketing the streets in blanched mycelia waving eerily to an unheard hymn. The village is to be razed to the ground, but the bold may be able to get in and out before the troops arrive. Can any living souls be saved and can the fungal infestation be reversed?

The Fungus That Came to Blackeswell is an adventure of fungal horror designed for characters of Level 2–3. Presented in a quick-reference format, the adventure is easy to run with minimal prep.

Referees also need the Dolmenwood core books.



**NECROTIC
GNOME**



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