

# AMARUNE'S ADVENTURES



## Vagrant in Wonderland





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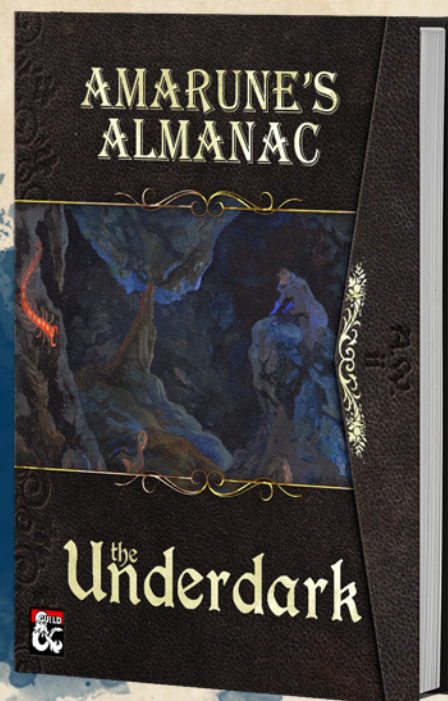
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## Vagrant in Wonderland

### Preamble

*Vagrant in Wonderland* is a whimsical Alice-esque journey into the depths of Araumycos, the Great Fungus. The characters encounter Vagrant, an intrepid myconid scout living within Araumycos who is looking for outside help for a great crisis that has befallen their colony – vast parts of Araumycos are dying and they do not know why or how to stop it. When the party accepts Vagrant’s plea for help, they are led underground through a secret passage. There’s one catch: Vagrant uses the shrinking *pygmywort mushroom* (see appendix C) to get them all inside – but they have no matching *bigwig mushrooms* (see appendix C) left to restore them to their actual size again! The party soon discovers that the mystery of the dying colony and a fresh source for *bigwig mushrooms* may be closely linked...

This adventure is optimized for a party of five 7th-level characters. Throughout this adventure, sidebars will help you adjust for smaller or larger groups and characters of higher or lower levels. Use the five categories of party strength in these sidebars as a guide. To determine the party strength of your group and whether you should adjust the adventure, first perform the following calculation to determine the average party level (APL):

- first, add up the total levels of all the character.
- second, divide the total by the number of character.
- finally, round fractions of .5 or greater up; round fractions of less than .5 down

You can now use the Determining Party Strength sidebar below to determine if you should make any adjustments in case your group’s strength deviates from the rating “average”. If a sidebar does not offer any recommendation for the APL of your group, you don’t have to make any adjustments.

### DETERMINING PARTY STRENGTH

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

This adventure incorporates topics that may not be comfortable to everyone playing at your table, which include: post-traumatic stress disorder, memory loss, abduction, and spiders. Use the safety tools provided in appendix E to ensure that everyone has a good time!

### Adventure Background

Vagrant’s myconid colony, which he refers to as “Mee”, has been living inside a tiny cave within Araumycos’ vast mass for many generations. Vagrant and their companions are only a few inches tall and make use of *bigwig mushrooms* to grow themselves to the size of feet when they have to interact with outsiders – which is rarely the case. They use *pygmywort mushrooms* (see appendix C) to turn back to their usual size. All members of Mee are telepathically linked via rapport spores and have been functioning as one autonomous communal entity with many individual opinions but a single unified mind.

This peaceful existence has recently been disrupted by the duergar mycologist Bruthwol, on the hunt for rare specimens for his collection and alchemical experiments. When he broke through



the ceiling of the colony's cave with his foot up to his knee a few days ago, it must have seemed like the end of the world for Vagrant and their companions. To Bruthwol, it was a happy accident. After a few choice curses while pulling out his leg, he discovered the many tiny mushrooms running about hectically inside – and the many patches of cultivated fungi of the utmost rarity! Bruthwol could hardly believe his good fortune and eagerly started scooping mushrooms and myconids alike into his satchels. When the colony started putting up an organized defense, Bruthwol exercised the better part of valor and retreated. His satchels were filled to the brim by then.

The effect this traumatic event had on the community was profound. With so many of their communal mind's voices beyond reach in Bruthwol's satchels, their ability to form organized thoughts and even recall recent history has largely vanished. The colony does not remember what occurred but knows their situation is dire. Efforts to save Mee are faltering as every myconid defaults back to their preferred tasks while failing to coordinate with their fellows. Vagrant set out to do what he did best as well – scout. They don't know what is wrong, but they know that they need help – urgently.

## Adventure Hook

The immediate hook to this adventure can be found in the first section of Adventure Layout. Here, you can find some ideas on how to incorporate this adventure into a wider narrative.

This adventure works best as part of a journey through the High Forest, under which Araumycos grows and stretches from the surface deep into the Underdark. There are a myriad of reasons a party of adventurers might be drawn to the High Forest: sun elves dwell here and weave their ancient magics; the Uthgardt barbarians are noble warriors who can become staunch allies just as easily as sworn enemies; the Grandfather Tree is a sight to behold and a marvel of nature; and the Emerald Enclave maintains many circles here – and this is just the beginning of adventuring opportunities that can be encountered here. For more inspiration, peruse *Amarune's Almanac: Forests of the Realms*.

You can also easily modify this adventure to take place entirely underground and integrate it into an Underdark campaign, such as *Out of the Abyss*. Simply have Vagrant encounter the party while traveling close to Araumycos. This would fit particularly well as part of chapter 5 or chapter 16.

There are endless possibilities for adventuring in the Underdark and you can peruse *Amarune's Almanac: The Underdark* for additional inspiration.

## Adventure Layout

Here is an overview of the five parts of *Vagrant in Wonderland* the party goes through while helping Vagrant restore Mee and recover some *bigwig mushrooms* to get them back to their original size:

- **Vagrant in Wonderland.** The party meets the intrepid myconid scout Vagrant, who pleads for their help for the myconid's dying colony “Mee” in one of the many folds of Araumycos.
- **Down the Mushroom Hole.** Vagrant provides *pygmywort mushrooms* to shrink themselves and the party to access Araumycos, deep in the Underdark, through a small hidden passage.
- **Mee, the Myconid Colony.** The party encounters the disrupted myconid colony Mee and pieces together what happened here. They also learn about the *bigwig mushrooms* grown here and that they were apparently dragged away somewhere.
- **The Red Footprint Road.** A trail of bloody footprints leads the party towards Bruthwol's laboratory. They'll soon learn that a trip through the Underdark can be dangerous, however – especially when you're only 5 inches tall.
- **Bruthwol's Laboratory.** The party confronts Bruthwol in his laboratory and tries to rescue the abducted myconids and obtain *bigwig mushrooms* to return to the surface.

The Adventure Timing sidebar provides an estimate on how long you're likely to spend on each section.

### ADVENTURE TIMING

This adventure aims for 3-5 hours of play time. Depending on the actions of the party, this might take longer or shorter, of course. If you need to watch the clock and want to keep things moving, here is some guidance on how long each part should take, approximately:

- **Vagrant in Wonderland.** 30 minutes
- **Down the Mushroom Hole.** 30 minutes
- **Mee, the Myconid Colony.** 1 hour
- **The Red Footprint Road.** 1 hour
- **Bruthwol's Laboratory.** 1 hour



## Part 1:

### Vagrant in Wonderland

While the party is wandering through the High Forest, a bizarre figure suddenly bursts out from the woods and onto their path:

As you are journeying through the High Forest, the birds chirp in the trees and a light breeze rustles the branches. With a few sudden cracks, something barrels right onto your path! The strange creature breaks its head-over-heels tumble and springs to its... feet? You are not quite sure what you are looking at. It is about three feet tall, has a small satchel tied around its multicolored cap, and excitedly starts to mime. What stands before you resembles nothing so much as a tall-capped mushroom with spindly and flexible legs on which it shakily swings from side to side while its equally wobbly arms flail in excited circles towards its cap. You see a cloud of spores emerging from the cap.

Vagrant releases a cloud of rapport spores, knowing it's the only way to communicate with humanoid. A character can discern the intent with a successful **DC 12 Wisdom (Insight) check**. Vagrant is extremely excited but absolutely non-hostile – they will back down and cower before any sign of aggression (see the Roleplaying Vagrant box).

When a character breathes in the rapport spores, they immediately hear an extremely excited and breathless little voice piping in their mind:

“Oh, hello! Are you nice? You seem nice! Do you have a name? I’m Vagrant! Can you help me? Please, you need to come to Mee with me! Everything is terrible!”

Vagrant proceeds to explain that “Mee” is dying and that they do not know why. See the What Vagrant Knows sidebar for what the myconid scout can share when questioned at this stage. They have no way of stopping the apocalyptic devastation that has already claimed “vast areas” of “Grandy Araumycos” – the fungus in one of whose many folds they reside. Vagrant has trouble defining Mee if pressed about it – they do not refer to it as a colony but simply as “Mee”. Vagrant is an individual but also was the colony itself before its partial destruction. This concept is difficult to explain to outsiders for Vagrant and they trail off in confusion when trying to define the nature of their existence, exacerbated by their confusion about their recent existence as a lone individual outside the mind of Mee.

Vagrant has little of immediate value to offer but gladly proposes that the characters can have anything they want if only they help. Vagrant praises the vast gardens of rare fungi that once

**ROLEPLAYING VAGRANT, THE MYCONID SCOUT**  
Vagrant is an overly excited little myconid. They do not have a gender as per humanoid definitions and cannot distinguish gender. When communicating with humanoids, they refer to themselves with the pronouns they/them. If they try specific gender pronouns, they get it wrong half of the time and keep switching pronouns for the same person. Vagrant acts as a scout to Mee but has never actually gone beyond a few feet of the colony before the current crisis. Every step is a new wonder to Vagrant – and they have no filter for their child-like excitement about it!

**Personality.** Vagrant has problems with the concept of “I” and often talks of themselves in the third person. Vagrant is a bit confused and has difficulty processing all the new impressions of the world right now.

**Ideal.** Everything is so exciting! Vagrant wants to see everything now!

**Bond.** Mee is in trouble and my only purpose is to save Mee.

**Flaw.** There is no filter when Vagrant talks – and they cannot lie, for there are no secrets in Mee.

existed in Mee as if they are still in full bloom. This is no deception; a lifetime of memory is stronger in Vagrant’s mind than the recent events. Vagrant tells the characters that there is a fungus for almost anything – making potions, healing, becoming invisible, etc. All of this is true and Vagrant tries to excite the party if they latch onto any of this as a potential reward.

You can use Vagrant as a sidekick for the party during this adventure (see appendix D; suggested sidekick level 3).

#### WHAT VAGRANT KNOWS

Vagrant is currently a little confused due to the disruption of the shared mind of Mee and suffers from short-term memory problems. They are also battling the sensory overload from venturing so far from their colony. While they cannot lie (see the Roleplaying Vagrant sidebar), the information they share may be inaccurate or out of context:

- Araumycos is dying and Mee with it. Vagrant and their fellows have no idea what is wrong or how to fix it.
- Mee is home to a fantastical mushroom garden that contains even the rarest of specimens with fantastical properties. There is no potion that cannot be brewed by Mee.
- Vagrant is a scout but has never ventured this far from Mee. They have no concept of how far they have actually travelled but confidently assure the party that it did not take very long at all.



## Part 2:

### Down the Mushroom Hole

If the party accepts Vagrant's plea for help, Vagrant will lead them on a seemingly random path into the forest, crossing the way they already came several times. But after not too long, they arrive at the secret passage:

Vagrant stops in their excited flailing gate so suddenly that you almost stumble into them. They happily point at a sandy hole below a half exposed tree root and exclaim: "We are here! This is it! The secret passage I found!" The hole is barely two feet wide – there is no way any of you could fit in there...

A successful **DC 13 Intelligence (Nature) check** reveals that this is likely a hole burrowed by an animal. The size points towards a fox, badger or something similar. If the check succeeds by 3 or more, the characters find that the claw marks at the entrance point towards some sort of giant rodent.

Vagrant takes out a *pygmywort mushroom* (see appendix C), breaks it into pieces, and hands one to each party member while keeping the smallest for themselves. Vagrant informs the party that this will help them all get in. If the party is hesitant, Vagrant is happy to eat theirs first and demonstrate. Vagrant also assures them that they can turn them large again, with the help of a *bigwig mushroom*, just as they turned themselves big to journey through this strange world above. They just need to get to Mee, where there are large supplies of bigwigs. The transformation process is a weird experience:

You feel a tingling all over your body, followed by feeling as if you are being crushed, but this quickly gives way to a sensation of falling. The world seems to expand and grow to an unreasonable size around you – the blades of grass at your feet shoot up until they loom over your head, the buzzing of the bees grow to a belly-shaking roar, and the soft breeze suddenly feels like it could sweep you off your feet at any moment. Finally, the feeling of vertigo stops – and you find that you have shrunk to the size of only a few inches!

Being shrunk by Vagrant's *pygmywort mushrooms* has mechanical effects that are detailed in the DM, You Shrunk the Party! sidebar. In a nutshell, characters only have to change their hit point maximum and damage dice, while the DM only has to change the scale of their battlemaps and the movement speeds of creatures. Inform your players of the relevant changes to their stats after they got shrunk!

After ingesting the *pygmywort mushrooms*, the characters can enter the hole. The tunnel is round, 25 inches in diameter, meandering randomly, branching in random intervals, and occasionally contains thicker roots intersecting the path at any angle. Vagrant remembers the right path home, which he followed only recently. However, this time around, some of the inhabitants have come back from their own daily excursions and may take note. If the party is not moving stealthily, they are automatically detected by a pack of four **giant rats** (see appendix B). If the party attempts to move stealthily, they first have to convince Vagrant to slow down and stay quiet with a **DC 16 Charisma (Persuasion) check** or a **DC 17 Charisma (Intimidation) check**. In this situation, to move through the rats' den undetected requires a successful **DC 18 group Dexterity (Stealth) check**. If the party is detected, have them roll initiative:

As you cross another branching tunnel path, you hear a loud squeak from the darkness in the tunnel. After a few moments, two pairs of eyes glowing in the darkness appear – approaching rapidly and emerging from the shadows as two giant rats, their teeth bared.

Two **giant rats** (see appendix B) attack from the side passage, two more lurk ahead and strike after the first round or if the party tries to flee ahead. This encounter is intended to show the party the full impact of their changed circumstances after being shrunk by the *pygmywort mushrooms* and give them an opportunity to get used to the mechanics. This does not necessarily have to be a pure combat encounter; the giant rats can be convinced to leave with an offering of food and a successful **DC 14 Wisdom (Animal Handling) check**. To adjust the encounter to different party strengths, see the Adjusting the Encounter: Giant Rat Burrow sidebar.

If you wish to make the travel to Mee more difficult for your party or you know they enjoy random encounters, consider using one of the random encounters detailed in section The Red Footprint Road.

#### ADJUSTING THE ENCOUNTER: GIANT RAT BURRO.

Here are some recommendations for adjusting the encounter with the giant rats in their burrow. These are not cumulative.

**Very weak party.** Replace two giant rats with two **rats**.

**Weak party.** Remove one giant rat.

**Strong party.** Add two giant rats.

**Very strong party.** Replace one giant rat with a **swarm of rats**.



## DM, YOU SHRUNK THE PARTY!

Radically altering a basic feature of adventurers, such as reducing their size by a factor of 10, can have profound effects on game mechanics. Here are some quick guidelines for dealing with a party that has to adventure while being affected by Vagrant's shrinking pygmywort mushrooms. These do not always scale perfectly but are designed to cause minimal adjustments for both the players and the DM, while still feeling impactful, challenging, and different:

- **Size.** The size of a shrunken character is their usual height in feet, but now measured in inches. For example, a character who is 5 feet tall is now 5 inches tall. Their size category is beyond Tiny, they are now Diminutive. On a battlemat, a 5-foot square now represents a 5-inch square. A Diminutive creature occupies 1 square, a Tiny creature occupies 4 squares (2 by 2), a Small creature occupies 9 squares (3 by 3) and a Medium creature occupies 16 squares (4 by 4).
- **Lifting and Carrying.** The carrying capacity of a shrunken character is their usual carrying capacity divided by ten. For example, a character with a carrying capacity of 150 pounds now has a carrying capacity of 15 pounds. The weight a character can push, drag, or lift is affected in the same way.
- **Movement.** The movement speed of a shrunken character is their usual movement speed in feet, but now measured in inches. For example, a character who has a movement speed of 30 feet now has a movement speed of 30 inches. A Diminutive creature can move through the space occupied by a creature larger than Diminutive. Creatures larger than Diminutive can move their speed in feet multiplied by 10 and now measured in inches. For example, a creature with a movement speed of 30 feet can move 300 inches.
- **Hit Points.** Inform the characters that their hit point maximum is equal to their level + their Constitution modifier (minimum of 1) X their level, while shrunken.
- **Attacks and Damage.** All attacks and spells originating from a shrunken creature use damage dice two categories smaller than usual. If the normal damage die is a d4 or a d6, the damage is reduced to a flat 1 instead. Modifiers are added to attack roles as normal, but not to damage rolls. For example, a creature dealing 1d6 + 3 on an attack with a shortsword now deals 1 damage instead.
- **Ranges of Attacks, Spells, and Effects.** The attack ranges of a shrunken creature are their usual attack ranges, but now measured in inches. A Diminutive creature cannot make a melee attack against a creature larger than Diminutive unless they occupy the same space. Spells or Effects originating from a Diminutive creature are equally affected. For example, a *fireball* spell usually has a range of 120 feet and a 20-foot radius, but originating from a Diminutive creature, this is reduced to 120 inches range and a 20-inch radius. Healing effects and other spells function as normal.
- **Equipment.** All equipment worn or carried by the characters shrinks with them.
- **Other Rules.** All other rules pertaining to creature size are applied to Diminutive creatures in the same way as to creatures of other size categories. For example, a Diminutive creature can only grapple up to small creatures (two size categories larger than themselves).
- **Narration.** Aside from pure mechanics, take care to narrate everything that occurs in the adventure from the perspective of a Diminutive character, only standing a few inches tall. You can find some inspiration on this in the read-aloud text boxes!
- **XP.** If you are using XP for levelling, multiply all XP gained by the characters while in Diminutive form by 4.



## Part 3:

### Mee, the Myconid Colony

A few hours after the encounter with the giant rats, the party arrives at Araumycos and, ultimately, Mee:

After a few hours of travel, you start to see a strange white fuzz appearing on the tunnel walls. When you get close to it, it reaches out gently and feels slowly across your armor or skin. It is fluffy and does not seem dangerous. As you go on, the earthen tunnel walls are gradually entirely replaced by a spongy white and pale-yellow mass. As you walk across it, you bounce a little. The path becomes more of a labyrinth of ways branching off in all dimensions, some as small as your thumb, others big enough that you could comfortably walk in them in your usual size.

Vagrant leads on confidently until the pearly white starts to turn grey and then black. The smell of decay chokes you until, finally, the tunnel opens up into a cavern. Before you, you see an expanse of misery, incongruously bathed in the dim but cheerfully colorful light from phosphorescent fungi growing on the cave walls. Myconids looking very similar to Vagrant roam around aimlessly, broken towers of mushrooms lie across the ground, there is nothing left but stumps and broken pieces of colorful mushroom where Vagrant described glorious gardens to you. And a huge hole gapes in the ceiling of the cave.

The cave in which Mee is located is roughly 500 inches by 300 inches and 100 inches high. The gardens once surrounded a cluster of mushroom towers reaching up to 50 or 60 inches high. Small streams of water trickle from the walls and pool in the center. There are some paths

After the disruption of their colony, each myconid went back to performing their usual preferred tasks, but there was no more coordination between them. While one myconid still harvested the mushrooms they grew in the colony, the planter was gone and so the fields became depleted fast. While one myconid tried to continue singing the songs of their communal history, the memory of that history was fragmented and the singer left with a sad monotone wail. These and other signs of chaos and disorder are evident throughout the colony. Include an element of incongruity wherever possible while describing Mee as the characters explore the colony.

The party will likely want to investigate Mee before determining their next steps. For a quick overview of what the characters can uncover in Mee, refer to the Mee's Mysteries box. This box lists appropriate checks that can be undertaken while investigating Mee, the

things that can be learned, and the difficulty classes to uncover information from each skill check. Improvise interactions with the myconids of Mee where necessary, based on the information on the state and layout of the colony provided above.

#### MEE'S MYSTERIES

Checks	DC
<b>Investigation.</b> Below the mushroom debris that has fallen from the ceiling, you discern a familiar outline in the mud. It is difficult to tell at first, from this strange perspective and the days that must have passed, but... yes, that is a giant footprint – easily 10 inches long!	14
<b>Persuasion.</b> Trying to distract the demoralized and apathetic myconids from their futile tasks to tease out any useful information is difficult, but not impossible. Once a character convinces some to converse, they can be persuaded to assist in any task that is not obviously dangerous or would require them to leave their cave. This provides a +2 bonus to any other ability check a character attempts while investigating the colony.	18
<b>Insight.</b> Uncoordinated and futile as the myconids' actions seem, you manage to discern a vague pattern. Some of them seem to be trying to find ways to extend the remaining mushrooms upward – some are collecting the longest pieces of broken mushroom stalks, others are transporting ropes and other materials to the top of the towers. Their efforts lead to nothing, as they are constantly interrupted, their materials carried elsewhere, and they seem to be unable to connect their separate actions – but the intent is definitely there.	15
<b>Survival.</b> It is difficult to tell from this perspective, but the damage to the mushroom gardens can only have been caused by some Medium or at least Small creature grabbing a hold of the mushrooms and forcefully yanking them from the ground.	13
<b>Nature.</b> While the mushroom garden is largely ruined and the stores are decomposing rapidly, there are a few curious preserved specimens that stand out. You are able to identify these as nimergan mushrooms (see appendix C).	17
<b>Perception.</b> The gaping hole in the ceiling seems to be coated with a dried red substance at the edges.	13
<b>Medicine.</b> The myconids living here seem distracted and confused, but characters can help them focus with some meditation techniques or the right herbs. This momentarily draws one of them out of their haze and into a trance that allows characters to ask questions about what happened here as if the myconid is under the effects of a speak with dead spell. This only works once.	17



At some point towards the end of the party's investigation of what occurred in Mee, trigger the following encounter with a wild **cavvekan** (see appendix B):

While you are gathering information and discussing your findings, a few distant myconid mind voices cry out and others soon join in until a chaotic cacophony of terror fills your head. As you turn to find the source of this fresh disturbance, you see a bat-like snout sniffing into the colony from the hole above. As you watch, a whole head pokes through – it looks like a cute small dog, except with bat ears and giant nostrils! The myconids are running around aimlessly in a collective panic.

Have the party roll initiative. On their first turn, they must each succeed on a **DC 12 Wisdom saving throw** or be affected by a *confusion* spell, courtesy of the myconids' collective panic influencing their minds. The effects of the *confusion* spell end immediately if the myconids can be calmed down or at least six of them are incapacitated. Calming and organizing the myconids to get to safety deeper in the cavern and hide requires a successful **DC 20 Charisma (Persuasion) check** or a *calm emotions* spell (which usually affects only humanoids but is applicable here).

The party can determine that the intruder is a cavvekan with a successful **DC 14 Intelligence (Nature) check**. If the check succeeds by 2 or more, they also learn some basic lore about these creatures (see *Amarune's Almanac: The Underdark*). The cavvekan is not hostile, just curious. It will spend the first round just sniffing around. However, it starts trying to catch the myconids running around in panic, out of pure play instinct, after two rounds. It does not try to kill them, it's just playing – however, it may end up doing so accidentally if nobody interferes. The fact that the cavvekan is not hostile but only playful can be ascertained with a successful **DC 10 Wisdom (Insight) check**. The cavvekan can be distracted with a successful **DC 14 Wisdom (Animal Handling) check** if a character provides something more interesting than a struggling myconid. It behaves like a happy playful dog, putting its head to the ground, wagging its tail, and waiting for the next game. If a character captures its attention this way, the cavvekan can be led away from the colony. With a follow-up **DC 16 Wisdom (Animal Handling) check**, the cavvekan becomes quite attached to any character who played with it. It becomes docile and even lets the party ride on its back!





## Part 4:

### The Red Footprint Road

The party will likely want to exit the cave via the hole in the ceiling at some point, as many hints uncovered in Mee point there. Some ways this is achieved are by climbing one of the remaining mushroom towers and grappling onto the ceiling, flying, or scaling the cavern walls. If the party is not in any hurry and can work in peace, this can be accomplished without checks. If the party has to do this quickly, scaling the slick walls requires a successful **DC 15 Strength (Athletics) check** and grappling onto the hole opening requires a successful **DC 17 Dexterity (Sleight of Hand) check**.

Once they reach the top, there is an obvious lead:

A trail of footprints stretches down a tunnel. The left foot is the only one visible on the fungal growth of Araumycos, as it seems to have been bloodied and is leaving a red trail shining ominously in the illumination of phosphorescent fungi.

After the party is ready to set out on the path of bloody footprints they uncovered, the travel through uncharted Underdark territory can begin! But their path does not simply lead them through any old region of the Underdark, which in itself would be dangerous enough – this is a journey through Araumycos' vast body itself. Arriving at Bruthwol's laboratory safe and sound in this environment is no easy task.

To narrate the journey and possible complications, use the following modified form of a skill challenge (see the box Skill Challenges: Quick Rules for guidance).

#### SKILL CHALLENGES: QUICK RULES

The players work together towards a common goal. Achieving this goal requires a number of successful ability checks set by the DM. Each player can announce how they wish to contribute and the DM assigns skills and DCs for each ability check. The DM improvises complications, opportunities, and conflicts arising from failed checks. A skill challenge typically ends when the goal is achieved or after three failures; in this scenario there is no hard failure condition, complications on failures simply delay achieving the goal.

Before the group arrives at Bruthwol's laboratory, they have to accumulate a number of successes depending on the number of players (see the Travel Skill Challenge: Necessary Successes table). This reflects the increasing difficulties of trekking

through the Underdark unhindered depending on group size – some dangers are more difficult to avoid and foes are more easily attracted to larger groups. If the party has the cavvekan with them, the number of necessary successes is reduced, as the cavvekan moves much faster than the characters (see table). If the party stops for a short rest, increase the number of required successes by one. If the party stops for a long rest, reset the counter. Give your players some indication of these penalties! This can be a direct mechanical information out of game or, better, a description of how Vagrant grows uneasy with the stop and suggests that this will ultimately add time to their travel or a growing awareness that Araumycos is constantly shifting and can cloud a traveler's mind.

#### TRAVEL SKILL CHALLENGE:

##### NECESSARY SUCCESSES

Players	Successes without	Successes with
	cavvekan	cavvekan
3	3	2
4	3	2
5	4	3
6	4	3
7	5	4

You do not need to announce that you are running a skill challenge. Encourage players to propose how they would like to make the dangerous travel ahead of them easier. Encourage them to describe what they are trying to do rather than having them ask for a specific check and then assign an appropriate skill. The base DC for each check is 15, but you can raise or decrease the DC by up to +2 or -2 depending on the approach the players describe and complicating circumstances. Reward creativity! Particularly appropriate skills for this challenge could be Dexterity (Stealth) (e.g. to avoid dangers), Wisdom (Survival) (e.g. to find shortcuts), Intelligence (Nature) (e.g. to identify signs hinting at dangers), or Wisdom (Perception) (e.g. to notice approaching danger). You can improvise more unorthodox skill checks as well, such as Strength (Athletics) (e.g. to shove away an obstacle), Intelligence (Religion) (e.g. to pray for guidance from a god), or Wisdom (Medicine) (e.g. to bolster the party's reserves with some isotonic drinks). These are just suggestions, try to work creatively with your players!

For each failed skill check, run one random encounter from the table The Red Footprint Road: Travel Complications. You can either roll for the encounter or pick one that sounds interesting to you.



## THE RED FOOTPRINT ROAD: TRAVEL COMPLICATION

### d8 Encounter

- 1 **Amulet of Arachnid Alliance.** A gleam catches the eyes of the character with the highest passive Perception. It comes from a strange amulet formed from delicate strands of silver wrapped around an amethyst. Upon closer inspection, these seem to form the likeness of a spider. Unfortunately, closer inspection also leads to an attack by 4d4 **spiders** (see appendix B)! The characters can notice these spiders with a successful **DC 14 Wisdom (Perception) check** while approaching and avoid detection with a successful **DC 12 Dexterity (Stealth) check** until they touch the amulet. The amulet is an *amulet of arachnid alliance* (see appendix A).
- 2 **Remodeling Araumycos.** Some sections of Araumycos are less stable than others, its great mass is in slow but constant flux. The floor beneath the characters suddenly gives way. They have to succeed on a **DC 15 Dexterity saving throw** or slide down 30 inches along the collapsing mushroom floor. Below is a puddle of acidic slime that helps Araumycos to digest itself. A creature that starts its turn in this slime must succeed on a **DC 16 Constitution saving throw** or takes 2d4 damage. Scaling the slimy walls of the collapsed area requires a successful **DC 16 Strength (Athletics) check**. This check is made with advantage if any sort of help, such as a rope or pitons, are provided.
- 3 **Spore Weavers.** The only passage ahead is covered with extensive webs. Characters with a passive Perception score of 14 or higher notice movement in the webs, but they are too dense to see what exactly lurks within. If anyone touches the web, 4 **spore weavers** (see appendix B) attack. For a very weak party, remove 2 spore weavers; for a weak party, remove 1 spore weaver; for a strong party add 1 spore weaver; for a very strong party add 2 spore weavers.
- 4 **Faerzress.** Portions of the Underdark are suffused in a strange magical manifestation known as *faerzress*. These areas shine with a kaleidoscope of colors, distort magic, and often produce their own weird effects. Any spells cast in this area trigger a roll on the Wild Magic Surge table of the wild magic sorcerer (see *Player's Handbook*). Any character passing through this particular pocket must succeed on a **DC 13 Intelligence saving throw** or randomly become affected by one of the following effects until they finish a long rest (roll a d6 or pick an effect):
  - 1 – the character is lit up as if by a *faerie fire* spell
  - 2 – the character gains one level of exhaustion as their energy is drained
  - 3 – the character becomes affected by a *zone of truth* spell
  - 4 – the character gains advantage on attack rolls as their reflexes are suddenly heightened
  - 5 – the character must roll on the Wild Magic Surge table of the wild magic sorcerer (see *Player's Handbook*) any time they cast a spell as a strand of *faerzress* latches onto them
  - 6 – the character is under the effect of a *blink* spell but cannot control where they reappear
- 5 **Lady of the Caves.** A patch of rock 200 inches wide and with stalagmite-like protrusions interrupts the soft surface of Araumycos. Some of the stalagmites loom twice as tall as the characters. This is a *lady of the caves* (see appendix C) fungus, which perfectly mimics stone. The characters can realize that this is not actually rock but a fungus with a successful **DC 15 Wisdom (Perception) check**. The fungus triggers only when at least four Diminutive creatures or one Small creature (such as a *cavvekan*) step on it simultaneously.
- 6 **Araumycos Visions.** Araumycos is a highly psionic, active entity. Waves of this energy wash through its body and can intrude upon a visitor's mind without the Great Fungus even taking note of their existence. Each character must succeed on a **DC 16 Intelligence saving throw** or be affected by a *phantasmal force* spell that projects their most intimate fear. This effect can be ended as per the spell description or with a *dispel magic* spell. If a character succeeds on the saving throw by 3 or more, they gain the benefits of an *augury* spell instead.
- 7 **Derro Child.** A lone **derro child** (see appendix B) wanders through Araumycos. They are not in danger or distress, as their mind is strangely guided by the Great Fungus. When the child lays eyes upon the characters, it perceives them as wonderful puppet toys and wants to play with them.
- 8 **Dying Araumycos.** Some parts of Araumycos are not only being remodeled but are dying off completely. The mass of the Great Fungus in these areas has become black and reeks of decay. Any character passing through such an area must succeed on a **DC 12 Constitution saving throw** or become poisoned until they finish a short or long rest.



## Part 5:

### Bruthwol's Laboratory

After the party manages to trace the bloody footprints and brave the challenges of the Underdark and Araumycos, they finally arrive at Bruthwol's laboratory:

Light spills out from an opening a few hundred inches away, and a strange acidic and sweet smell permeates the air. As you carefully approach closer, you can see what looks like some sort of small laboratory, with workbenches lining the walls, alchemical equipment piled on them, and all sorts of containers, bottles, and sample holders arrayed on shelves or hanging from the ceiling.

Bruthwol, a **duergar mycologist** (see appendix B), is currently experimenting on the mushrooms he collected from Mee. The characters can learn the following with successful **Wisdom (Perception) checks**:

- **DC 12:** Bruthwol is hunched over a workbench, seemingly distracted by a complex experiment involving several burners, distilling equipment, and colorful bubbling liquids
- **DC 13:** the nooks and crannies of the laboratory are covered in old webs, and you can make out two **spiders** (see appendix B) close to the entrance
- **DC 14:** in one of the specimen containers above the central table is a closed basket, in which the myconids missing from Vagrant's colony hang miserably and apathetic; there are about two dozen of them
- **DC 16:** above the workbench on which Bruthwol is currently working sit a number of closed wooden and metal containers that are labeled in fading dwarfish characters; anyone who can read Dwarfish can identify a container labeled "bigwig" (this contains enough mushrooms to turn all characters back to normal)
- **DC 18:** an **azmyth** (see appendix B) hangs from the ceiling between the containers with specimens; this is Slith, Bruthwol's pet

The tables and workbenches are 30 inches high; the ceiling is 120 inches high, but the containers hang down to 80 inches above ground level. Bruthwol himself is totally preoccupied with the experiment he is running. The azmyth is keeping watch and sneaking through the laboratory requires a successful **DC 14 Dexterity (Stealth) check**.

There are a number of interesting items that can be looted from Bruthwol's laboratory (see Treasure section below). Unfortunately, the potions in the racks cannot be easily accessed by the characters, due to their size.

**ROLEPLAYING BRUTHWOL, THE MYCOLOGIST**  
Bruthwol is a hermit, whose life's purpose is to study fungi. He experiments with the specimens he finds to create novel alchemical potions and tinctures, which he sells at various markets in the Underdark to support his research. He is also a collector of rare specimens, which are too precious to him to use in experiments.

**Personality.** I dislike other people, even other duergar, and want to be left alone to do my research. When immersed in an experiment, the rest of the world ceases to exist to me.

**Ideal.** The greatest secrets of alchemy lie in mycology – and I will be the one to discover them!

**Bond.** My collection of rare mushrooms is the finest in all the Underdark and very precious to me.

**Flaw.** I may not be able to admit it, but I'm a careless experimenter – my notes are a mess, my equipment blows up on a regular basis, and I keep poisoning myself.

However, the floor is covered in puddles and drops from spilled potions. These are not any one potion, but many mixed together. A character who takes a taste from a puddle must succeed on a **DC 16 Constitution saving throw** or be affected by a random potion immediately (see Potions Puddles table); they learn the impending effect, as if tasting a regular potion, and can choose to fail the saving throw. A character can only be affected by one ongoing potion effect at a time in this way; the previous ongoing effect ends immediately when they acquire a new one.

#### POTION PUDDLE

##### d20 Potion Effects

1-5 *Potion of poison*

6-8 *Potion of healing*

9-11 *Potion of climbing*

12-14 *Potion of fire breath*

15-16 *Potion of stone giant strength*

17-18 *Potion of invisibility*

19-20 *Potion of flying*

This is not necessarily a combat encounter, but the party could certainly attempt to overcome Bruthwol with brute force. To prepare an appropriate challenge, should it come to blows, consult the Adjusting the Encounter: Bruthwol's Laboratory box to scale combat to the strength of your party. Other ways of approaching the situations are subterfuge and negotiations – the party might try to free Vagrant's fellow myconids and steal back the *bigwig mushrooms* using distractions and stealth, or they might attempt to negotiate with Bruthwol to convince them that he should give them what they want.



### ADJUSTING THE ENCOUNTER: BRUTHWOL'S LABORATORY

Here are some recommendations for adjusting the encounter with Bruthwol in his laboratory. These are not cumulative.

**Very weak party.** Remove the azmyth and reduce Bruthwol's hit points to 25.

**Weak party.** Reduce Bruthwol's hit points to 25.

**Strong party.** Add one additional azmyth. This one is visibly smaller and has 15 hit points.

**Very strong party.** Add one additional azmyth.

**Treasure:** If the characters have time to search Bruthwol's laboratory in peace for at least 10 minutes, they automatically locate the container with *bigwig mushrooms*. After they become their natural size again, have them roll ten times on the Potion Puddles table to determine what usable potions they find. In addition, they can find Bruthwol's great manifesto: *Tunnels and Toadstools: An Underdark Guide*.

## Concluding Remarks

Once the party has restored the missing members of Mee, the colony immediately rejoices in a growing song of joining:

As you approach Mee with the abducted myconids, who have remained largely silent and miserable throughout your journey back, they start to perk up a little and sway gently from side to side. Once you arrive at the colony and the myconids descend through the hole in the cavern, the colony thanks the party profusely and then gets to work restoring their home.

As adventure reward, you can have Vagrant offer to accompany the party. While Vagrant loves their colony, they also have a lust for travel, exploration, and adventure – especially after their recent taste of roaming free. They will thus offer to accompany the party; in which case, you can use the sidekick features in appendix D to represent them.



ART PROVIDED BY WIZARD OF THE COAST



## Appendix A: Magic Items

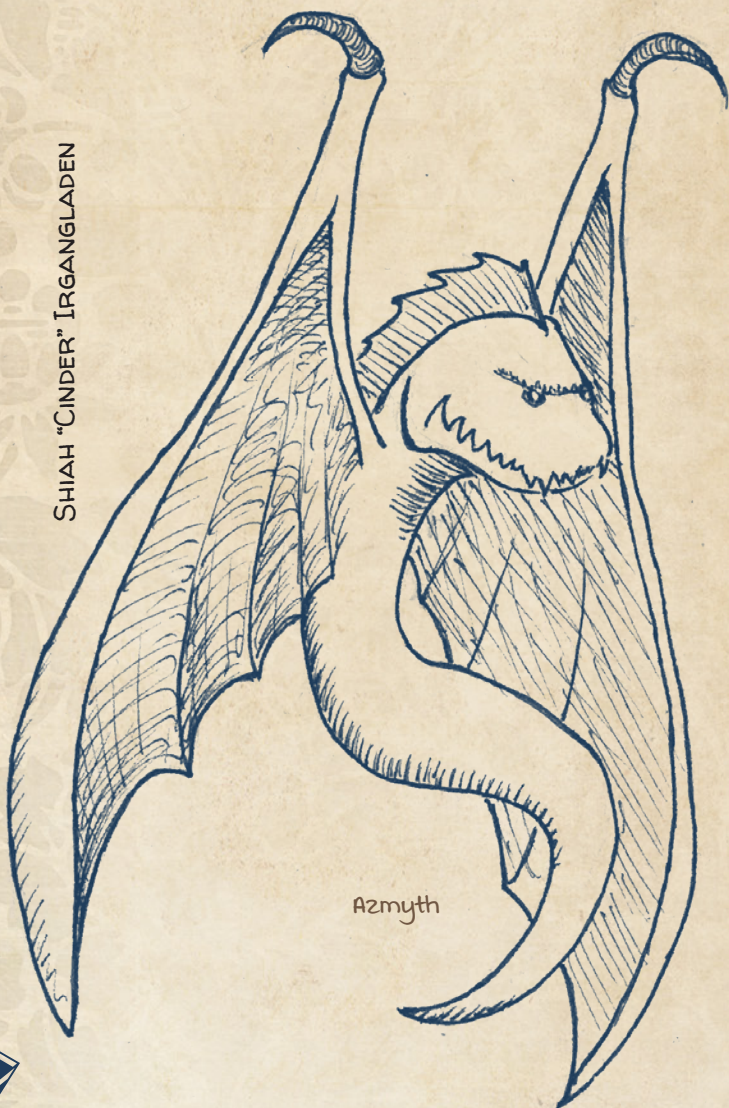
### Amulet of Arachnid Alliance

Amulet, very rare (requires attunement)

This amulet is made from delicate strands of silver wrapped around an amethyst to form the likeness of a spider. This amulet has 5 charges and regains 1d4 + 1 expended charges after a long rest. While attuned to this amulet, you are able to convey basic commands and feelings to spiders and spider-like creatures. Creatures you are able to communicate with in this way will not attack you unless you attack them first, and as a bonus action, you can expend a charge to cast the *command* spell (save DC 18) targeting one such creature within range.

## Appendix B: Creatures

### Azmyth



### Azmyth

Small beast, chaotic neutral

**Armor Class** 13

**Hit Points** 33 (6d6 + 12)

**Speed** 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	13 (+1)	14 (+2)	6 (-2)

**Skills** Perception +4, Stealth +5

**Senses** blindsight 120 ft., passive Perception 14

**Languages** understands Common but can't speak it, telepathy 60 ft.

**Challenge** 1 (200 XP)

**Echolocation.** The azmyth can't use its blindsight while deafened.

**Keen Hearing.** The azmyth has advantage on Wisdom (Perception) checks that rely on hearing.

### Actions

**Multiattack.** The azmyth uses Discharge Lightning if it can, or makes a talons attack. It then makes a bite attack.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Talons.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

**Discharge Lightning (Short or Long Rest).** The azmyth makes a talon attack. If the attack hits, the target must make a DC 12 Constitution saving throw, taking 9 (2d8) lightning damage on a failed save, or half as much damage on a successful one. A creature that fails its save also can't take reactions till the end of its next turn.

**Meld (1/Day).** The azmyth magically turns invisible until it attacks, moves, or until its concentration ends, up to 1 hour (as if concentrating on a spell). It also dampens sounds in an aura extending 10 feet from it. Any creature outside the aura has disadvantage on Wisdom (Perception) checks made to hear any sound coming from within the aura.



## Bat

### Bat

Tiny beast, unaligned

**Armor Class** 12

**Hit Points** 1 (1d4 - 1)

**Speed** 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

**Senses** blindsight 60 ft., passive Perception 11

**Languages** —

**Challenge** 0 (10 XP)

**Echolocation.** The bat can't use its blindsight while deafened.

**Keen Hearing.** The bat has advantage on Wisdom (Perception) checks that rely on hearing.

### Actions

**Bite.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* (1d1) piercing damage.



## Cavvekan

### Cavvekan

Small beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 27 (5d6 + 10)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3, Stealth +5

**Senses** blindsight 120 ft., passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

**Echolocation.** The cavvekan can't use its blindsight while deafened.

**Keen Hearing and Smell.** The cavvekan has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Light Blindness.** The cavvekan has disadvantage on Wisdom (Perception) checks that rely on sight, and is blinded while in sunlight.

**Pack Tactics.** The cavvekan has advantage on an attack roll against a creature if at least one of the cavvekan's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Pounce.** If the cavvekan moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the cavvekan can make one bite attack against it as a bonus action.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.



## Derro Child

### Derro Child

Small humanoid (derro), chaotic evil

**Armor Class** 12

**Hit Points** 7 (1d6 + 3)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	9 (-1)

**Skill** Stealth +4

**Senses** darkvision 120 ft., passive Perception 7

**Languages** —

**Challenge** 1/8 (25 XP)

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

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

### Actions

**Wooden Sword.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## Duergar Mycologist

### Duergar Mycologist

Medium humanoid (dwarf), neutral evil

**Armor Class** 16 (scale mail, shield)

**Hit Points** 32 (5d8 + 10)

**Speed** 25 ft.

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

**Skills** Nature +6

**Damage Resistances** acid, fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Dwarvish, Undercommon

**Challenge** 3 (700 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

### Actions

**Tack Hammer.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, or 7 (2d4 + 2) bludgeoning damage while enlarged.

**Concoction.** The mycologist throws a random experimental potion bottle to a point it can see up to 20 feet away from it. The concoction explodes there and requires all creatures within a 5-foot sphere centered on the location to make a DC 12 Dexterity saving throw. Roll a d6 for each creature that fails its saving throw to determine which effect the concoction imparts on it: 1, the creature goes into a frenzy and can do nothing but move and attempt to attack the creature closest to it until the end of its next turn; 2, the creature takes 10 (3d6) acid damage; 3, the creature is poisoned for 1 minute or until it succeeds on a DC 12 Constitution saving throw at the end of its turn; 4, the creature's speed is reduced by half and it cannot take Reactions until the end of its next turn; 5, the creature has disadvantage on all attack rolls and ability checks until the end of its next turn; 6, the creature is polymorphed into a **bat**.

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

### Reactions

**Spore Cloud (Recharge 5-6).** When an attack hits the mycologist, it can use its reaction to explode a cloud of spores from one of its many pouches, adding +2 to its armor class (including against the triggering attack) and creating a 5-foot radius cloud of spores that heavily obscures the area. The spore cloud lasts until the end of the mycologist's next turn.



## Giant Rat

### Giant Rat

Small beast, unaligned

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 1/8 (25 XP)

**Keen Smell.** The rat has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## Mee Myconid

### Mee Myconid

Diminutive plant, neutral

**Armor Class** 10

**Hit Points** 2 (2d1)

**Speed** 20 in.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	10 (+0)	10 (+0)	8 (-1)	12 (+1)	5 (-3)

**Senses** darkvision 120 in., passive Perception 11

**Languages** —

**Challenge** 0 (10 XP)

**Shared Consciousness.** A Mee myconid is mentally connected to any other Mee myconid within 120 feet of it. All connected Mee myconids are aware of anything any individual is aware of – sensory impressions as well as emotions and memories. A mee myconid isolated from their shared consciousness quickly becomes languid and unresponsive, falls unconscious after 1d4 hours, and dies after 1d4 days.

### Actions

**Rapport Spores.** A 10-inch radius of spores extends from the mee myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

Giant Rat





## Spider

### Spider

Tiny beast, unaligned

**Armor Class** 12

**Hit Points** 1 (1d4 - 1)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

**Skill** Stealth +4

**Senses** darkvision 120 ft., passive Perception 7

**Languages** —

**Challenge** 0 (10 XP)

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

## Spore Weaver

### Spore Weaver

Medium monstrosity, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 25 (3d8 + 12)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	18 (+4)	2 (-4)	12 (+1)	4 (-3)

**Skills** Stealth +6

**Damage Resistances** poison

**Condition Immunities** poison

**Senses** blindsight 10 ft., darkvision 60 ft. passive Perception 11

**Languages** —

**Challenge** 1/2 (100 XP)

**Spider Climb.** The spore weaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spore weaver knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spore weaver ignores movement restrictions caused by webbing.

### Actions

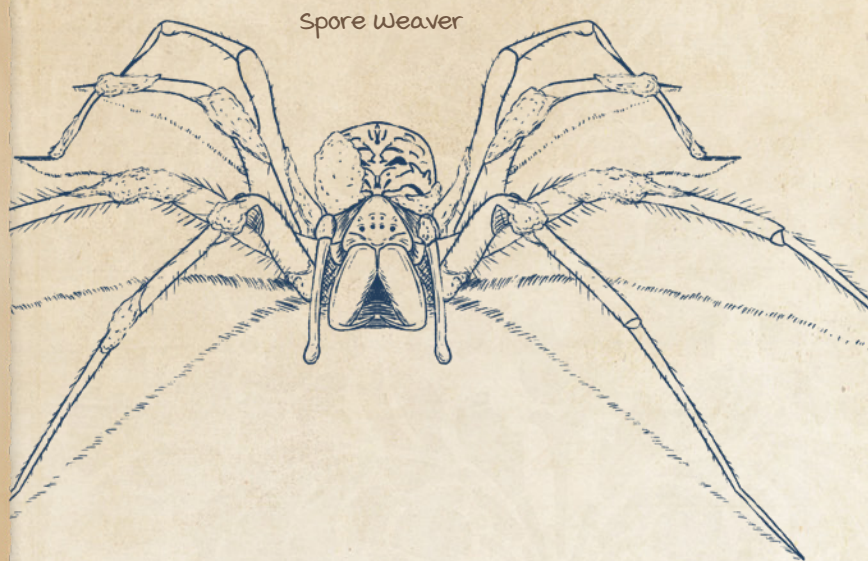
**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Fungal Web (Recharge 5–6).** *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing coated in fungal mycelia, and must make a DC 14 Constitution saving throw. On a failed save, the creature is also poisoned while it is restrained.

As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

### Reactions

**Spore Spray.** When the spore weaver is hit with a melee attack by a creature within 5 feet of it, it can eject noxious fumes at the attacker. The attacker must succeed on a DC 14 Constitution saving throw or be poisoned until the end of their next turn.





## Appendix C: Flora

### Bigwig

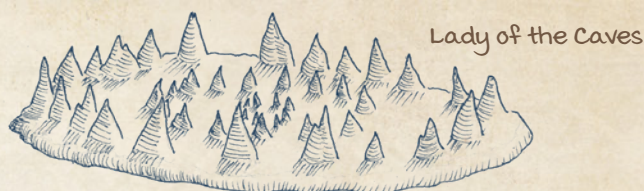
A bigwig is a four-inch-tall mushroom with a thin stem and a wide purple cap. A creature that eats one can choose to make a **DC 12 Constitution saving throw** to not be affected by the mushroom's magic. If the creature fails or forgoes the saving throw, it grows in size as though under the *enlarge* effect of an *enlarge/reduce* spell. The effect lasts for 1 hour. Ten minutes before the effect ends, the creature feels a tingling sensation, at which point it can sustain its current size by eating another purple. The effect ends if the creature eats a *pygmywort mushroom* or is magically reduced to its normal size (using the *reduce* effect of an *enlarge/reduce* spell, for example).

The *bigwig mushrooms* grown in Mee are of a special variety. They affect a target with an *enlarge/reduce spell* if the target is its normal size. If the target is smaller than its normal size, it restores it to its normal size. Additionally, there is no saving throw against this effect.

### Lady of the Caves

Often called ladies for short, these mushrooms grow low to the ground but can reach up to 30 feet in radius. It's a carnivorous fungus, often cultivated by drow and duergar alike for use in torture or execution. Its flat, stone-like cap is covered in rows of concentric stalagmite-like spikes. This camouflage is convincing, and requires a **DC 15 Wisdom (Perception) check** to realize the mushroom's surface is not natural stone. When it senses a weight at its center (at least 25 pounds), its piston-like stalks spring up, trapping every creature on its cap in a natural iron maiden where they are painfully digested.

Creatures on the cap when it springs must succeed on a **DC 13 Dexterity saving throw** if its radius is less than 20 feet, or DC 15 otherwise. On a success, the creature jumps to an unoccupied space not on the cap. On a failure, the creature is pushed to the center of the cap, takes 2d4 piercing damage, and is restrained. At the start of each of the creature's turns, it takes 4d4 acid damage. The cap unfurls if a trapped creature uses its action to succeed on a Strength saving throw against the initial DC, or if the cap takes fire damage. After it springs, the



mushroom can't attempt to trap a creature again for the next hour.

When it comes time to reproduce, ladies spring on a victim and inject them with spores. They then let go. Eventually, the spores burrow back out of the skin and drop to the stone floor, where they begin to grow anew.

### Nimergan

Coveted by the duergar, nimergan is a fungus that serves a unique purpose within the Underdark. The small, beige mushroom only grows to be an inch or two tall, three inches at its maximum. Its stem is dotted with many dark brown bumps, a parasitic organism that feed on the stem of the nimergan.

Once the nimergan reaches maturity, it is harvested and sealed in a cask not unlike a wine or spirits cask. The parasitic organism feeds on the nimergan, and creates a fermented liquid that serves as a potent alcohol. The potency of this alcohol varies depending on the time spent casked. Nimergan that has been casked for too long can become so potent that it can be lethal. When brewing nimergan to drink, you must make a **DC 15 Wisdom check** using brewer's supplies. A failed check represents a batch that is allowed to become too potent, turning it poisonous.

When brewing it as a poison, you must make a **DC 15 Intelligence check** using a poisoner's kit. A failed check represents a batch that is finalized too early, leaving it as a normal alcoholic beverage. When the substance is poisonous, a creature who imbibes it becomes poisoned for 1 hour and must make a **DC 12 Constitution saving throw** or fall unconscious for 1d4 – 1 hours. If the result of this d4 is 0, the creature begins making death saving throws as if they are at 0 hit points. Curing the poison, or receiving magical healing of any kind, automatically stabilizes the target.





## Appendix D: Sidekick

### Mee Myconid Scout

#### Mee Myconid Scout (Enlarged Form)

1st-level Small plant, neutral

**Armor Class** 11

**Hit Points** 9 (2d6+ 2)

**Speed** 30 feet

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	12 (+1)	8 (-1)	12 (+1)	5 (-3)

**Senses** Darkvision 120 ft., passive Perception 11

**Languages** —

**Challenge** 1/8 (25 XP)

**Shared Consciousness.** A Mee myconid scout is mentally connected to any other Mee myconid within 120 feet of it. All connected Mee myconids are aware of anything any individual is aware of – sensory impressions as well as emotions and memories. Unlike other Mee myconids, the Mee myconid scout can function away from the shared consciousness for an unlimited amount of time.

#### Actions

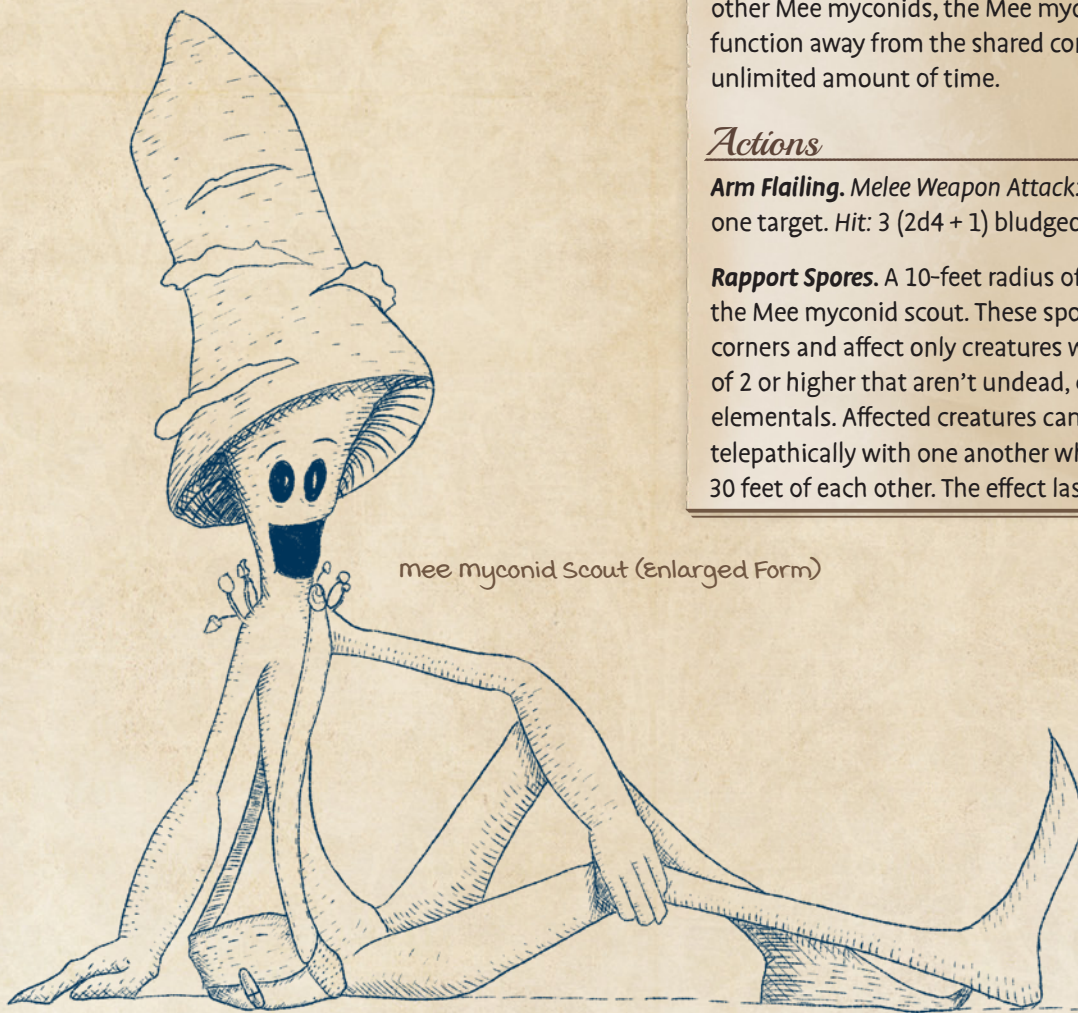
**Arm Flailing.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (2d4 + 1) bludgeoning damage.

**Rapport Spores.** A 10-foot radius of spores extends from the Mee myconid scout. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

### Pygmywort

A pygmywort is a mushroom with a one-inch-long stem and a stubby blue cap with white dots. A creature that eats one can choose to make a **DC 12 Constitution saving throw** to not be affected by the mushroom's magic. If the creature fails or forgoes the saving throw, it shrinks in size as though under the *reduce* effect of an *enlarge/reduce* spell. The effect lasts for 1 hour. Ten minutes before the effect ends, the creature feels a tingling sensation, at which point it can sustain its current size by eating another pygmywort. The effect ends if the creature eats a *bigwig mushroom* or is magically enlarged to its normal size (using the *enlarge* effect of an *enlarge/reduce* spell, for example).

The *pygmywort mushrooms* grown in Mee are of a special variety. They do not affect the target with an *enlarge/reduce* spell, but instead reduces them to Diminutive size. Furthermore, the effect lasts indefinitely. It can only be reversed with a *wish* spell or by ingesting a *bigwig mushroom* grown in Mee. Additionally, there is no saving throw against this effect.



mee myconid Scout (Enlarged Form)



## Mee Myconid Scout (Standard Form)

1st-level Diminutive plant, neutral

**Armor Class** 11

**Hit Points** 4 (2d1 + 2)

**Speed** 30 inches

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	12 (+1)	8 (-1)	12 (+1)	5 (-3)

**Senses** Darkvision 120 in., passive Perception 11

**Languages** —

**Challenge** 0 (10 XP)

**Shared Consciousness.** A Mee myconid scout is mentally connected to every other Mee myconid within 120 feet of it. All connected mee myconids are aware of anything any individual is aware of – sensory impressions as well as emotions and memories. Unlike other Mee myconids, the Mee myconid scout can function away from the shared consciousness for an unlimited amount of time.

### Actions

**Arm Flailing.** *Melee Weapon Attack:* +3 to hit, reach 5 in., one target. *Hit:* 3 (2d1 + 1) bludgeoning damage.

**Rapport Spores.** A 10-inch radius of spores extends from the Mee myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

## MEE MYCONID SCOUTS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d6 + 3)	<b>Intrepid.</b> The scout is a bold creature and gains advantage on all saving throws against being charmed or frightened.
3rd	18 (4d6 + 4)	<b>Extended Consciousness.</b> All creatures affected by the scout's rapport spores can share the sensory input of any or all other creatures in the link if the other creatures consent. Everyone sharing this bond can see and hear what all other creatures in the link are seeing and hearing.
4th	22 (5d6 + 5)	<b>ASI:</b> DEX +2 or WIS +2
5th	27 (6d6 + 6)	<b>Proficiency Bonus:</b> +1 <b>Whacky Waving Arm Flailing.</b> The scout uses its arm flailing attack against all creatures within 5 feet of it, using one attack and damage roll for all.
6th	31 (7d6 + 7)	<b>Fungal Stride.</b> The scout can innately cast <i>tree stride</i> once. It must finish a long rest before it can do so again. Wisdom is its spellcasting ability for this spell.
7th	36 (8d6 + 8)	<b>Higher Consciousness.</b> All creatures affected by the scout's rapport spores share in its Intrepid feature and can use an ability of another creature in the bond as if it was their own, if the creature whose ability is to be used consents. This ability can be used a number of times equal to the scout's Wisdom modifier, and it regains all expended uses after finishing a long rest.
8th	40 (9d6 + 9)	<b>ASI:</b> DEX +2 or WIS +2



## Appendix E:

### Consent and Safety Tools

When roleplaying, we immerse ourselves in fictional characters and story. Under the best of circumstances, these characters and stories become very real to us. A DM who fills their role well facilitates the fun at the table by creating a safe environment. By immersing ourselves in an adventure and creating a shared roleplay experience, we also make ourselves vulnerable. Some roleplay content can be not fun or even traumatic. As a DM, it is your responsibility to protect your players from such content. You are their first and only line of protection!

Use your consent tools to evaluate if any aspects of this adventure are potentially problematic for your players. Here are some suggestions on how you can ensure that your players have a good time:

- **Prior Knowledge.** If you have a positive pre-existing relationship with your players and have played with them before, you likely have an idea what content might be problematic to them. Use your knowledge of their preferences, vulnerabilities and styles to identify potentially problematic content. Be aware that no matter how well you know your players, it is dangerous to rely on this approach exclusively.
- **Consent and Safety Checklist.** Use a generic consent checklist to identify what content is problematic to your players. Send this to your players well in advance of the day of the game, so you have enough time to prepare according to their needs. You can, for example, use the form included with this supplement: <https://www.drivethrurpg.com/product/288535/Consent-in-Gaming>
- **Ask and Talk!** If you identify anything that might be problematic, approach your players individually or as a group about it in advance of game day and discuss it with them. If you approach your players as a group, make sure that they are aware that you are always open to individual private feedback. Not everyone may be comfortable exposing a topic that is problematic to them in front of the group.

If you identify problematic content, there are three options:

- **Erase.** Remove the problematic content. As the DM, you are empowered to modify an adventure however necessary! This is especially true for content that is problematic to your players.
- **Avoid.** Do not play this adventure with these players. If it would be too difficult to remove the problematic content, either because it is core to the story or you do not have the time, just run a different adventure.
- **Protect.** Ask players who are not comfortable with content you feel unable to remove from the adventure to not join this adventure. This may be a necessity for you, the DM – maybe you really want to run this adventure and do not have time to modify it sufficiently or prepare an alternative. However, this option should only be used as a last resort and you should make sure to explain to the affected player that this is not done to exclude them – it can be very painful to a player to be excluded on the basis of their vulnerabilities, and this might make them feel even worse. Take time to explain your personal reasons for wanting to run this adventure the way you want to run it and that you cannot guarantee the player's safety and well-being in doing so. Make clear that this is a measure of player protection, not exclusion.



