

MINI DUNGEONS



MINI-DUNGEON 228

SPORE SONG



5

Characters

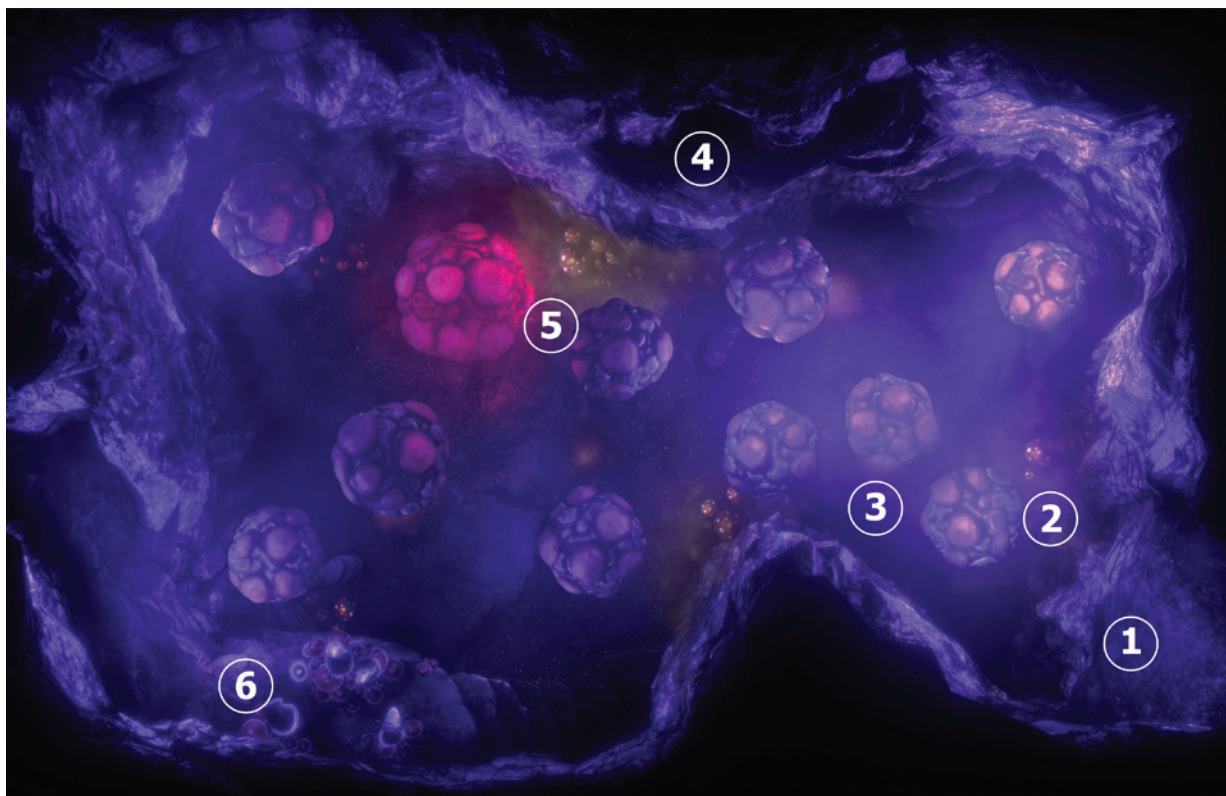


Level

3



Underdark



Spore Song

WILLIAM FISCHER

The characters must travel to the Underdark to collect a sample of spores (in **Area 5**) purported to possess magical properties. A wizard or druid may have hired the party to gather the spores on their behalf, or perhaps the spores are the only known cure for a plague that has devastated the characters' homeland.

1. ENTRANCE TUNNEL

After a harrowing trek through the Underdark, the characters find themselves atop a ledge overlooking the cavern they believe contains the magical spores. Patches of phosphorescent moss illuminate the space. The cavern's floor lies 20 feet below the ledge and is shrouded in a haze of foul-looking yellow spores. Mushrooms as tall as trees rise from the haze, their caps nearly 15 feet across. The mushrooms sway back and forth as if touched by an invisible breeze.

The cavern's walls are unworked stone and require a **DC 13 Strength (Athletics) check** to climb. A character who makes a **DC 10 Intelligence (Nature) check** recognizes that the spores at the bottom of the cavern are poisonous and nonmagical; the spores the party seeks are produced by a magical mushroom that grows deeper in the cavern (**Area 5**).

2. GIANT MUSHROOMS

The caps of the giant mushrooms are strong enough to support the weight of several humanoids. Creatures standing atop the giant mushrooms are safe from the poisonous *Spore Haze* near the cavern's floor (**Area 3**).

Swaying Shrooms. As the encounter begins, the caps of the giant mushrooms are spaced roughly 15 feet apart. Every round on initiative count 20, each mushroom sways 5 feet in a random direction or returns to its original position.

With a 10-foot running start, characters can jump a distance equal to their Strength score. At the GM's discretion, a character can jump up to 5 feet beyond their normal jump distance by making a **DC 13 Strength (Athletics) check**. On a failure, the character plummets 20 feet to the cavern floor, taking 7 (2d6) bludgeoning damage and landing prone. To randomly determine the distance to the next shroom on a given round, roll 1d6:

d6	Distance to Next Mushroom
1	5 feet
2	10 feet
3-4	15 feet
5	20 feet
6	25 feet

3. CAVERN FLOOR

Poisonous spores cover the cavern floor to a depth of 15 feet.

Spore Haze. The area inside the spores is lightly obscured. In addition, a creature that starts its turn inside the area must make a **DC 13 Constitution saving throw**. On a failure, the creature takes 3 (1d6) poison damage and is poisoned until the start of its next turn.

Corrosive Morels. A **DC 13 Intelligence (Nature) check** reveals that the 10 largest of the red mushrooms on the floor contain a volatile chemical that turns corrosive if exposed to air. One morel can be harvested as an action with a **DC 13 Dexterity (Sleight of Hand) check**, and subsequently used as a thrown weapon (range 5/15). A failed check attempting to harvest the mushroom ruins it harmlessly. On impact, the target of a **Corrosive Morel** must make a **DC 12 Dexterity saving throw**, taking 21 (6d6) acid damage on a failed saving throw, or half as much on a successful one. Stepping or falling on a **Corrosive Morel** has the same effect. Harvested **Corrosive Morels** turn to harmless mush after 24 hours.

Zombie Attack. A band of ogres died in the cavern several months ago and have since risen as three **ogre zombies**. The zombies emerge from the haze to attack characters caught on the cavern floor. The ogres are too stupid to use the morels.

4. THE SPORE SINGER

On the north wall of the cavern, stairs of roughly worked stone rise to the mouth of a cave home to a **harpy** named **Ionyne**. Ionyne protects the mushrooms in the cavern and is quick to punish would-be thieves.

Ionyne's body has metabolized **Corrosive Morels**, granting her:

Lotus Skin. Ionyne is immune to acid damage. Her skin is repellent to any liquid.

In place of **Luring Song**, Ionyne has the following action:

Spore Song. The harpy sings a magical melody. One mushroom the harpy chooses within 60 feet of her releases a cloud of poisonous spores in a 10-foot radius. The spores remain until the start of the harpy's next turn or until dispersed by a strong wind. A creature that starts its turn inside the area must make a **DC 13 Constitution saving throw**. On a failure, the creature takes 3 (1d6) poison damage and is poisoned until the start of its next turn.

Ionyne is not immune to the **Spore Haze** and takes care to remain clear of both the spores she creates with her **Spore Song** and the spores near the cavern floor. She closes to melee only to attack a character standing alone atop a giant mushroom. Ionyne's cave contains a bed of rags and a modest treasure hoard: 48 gp, 16 sp, and a silver brooch worth 25 gp.

5. MAGIC MUSHROOM

This mushroom is noticeably larger and has different markings than the others in the cavern. Spores twinkling with magic surround the cap in a 10-foot radius. Ionyne can't use her **Spore Song** on this mushroom.

Harvesting the Cure. A creature standing on the mushroom can use an action to harvest some of the spores, collecting them in an empty vial or similar object. A creature that breathes the spores (either by starting its turn atop the mushroom or by inhaling the spores from a vial) is cured of the magical plague ravaging the adventurers' home.

The creature also gains a magical boon, determined by rolling randomly on the **Magic Mushroom Boons** table. A creature can benefit from only one boon at a time. Each boon lasts 1 hour.

MAGIC MUSHROOM BOONS

d6 Boon (duration 1 hr)

- 1 You are outlined in sparkling, magical light (as the **faerie fire** spell). While the light lasts, you shed dim light in a 10-foot radius, attack rolls against you have advantage, and you can't benefit from being invisible.
- 2 A wordless, enchanting song fills your ears. You have advantage on saving throws against being charmed but disadvantage on Wisdom (Perception) checks that rely on hearing.
- 3 You can communicate telepathically with any creature you can see within 30 feet of you.
- 4 Your current and maximum hit points increase by 5.
- 5 Your jump distance is tripled.
- 6 Once per round, you can use a bonus action to teleport up to 30 feet to an unoccupied space that you can see.

6. EXIT TUNNEL

In the cavern's southwest corner, stairs of roughly worked stone rise to a tunnel leading out of the cavern. A stand of purple mushrooms—smaller than the giant mushrooms but still 3 to 4 feet tall—grows at the top of the stairs. Among the mushrooms are four **violet fungi**.

CONCLUSION

Once the characters harvest the magical spores, they can either leave the cavern through the exit tunnel (**Area 6**) or head back the way they came (**Area 1**). Though enraged by the theft of her spores, Ionyne does not pursue characters who flee the cavern. What dangers the characters face on their journey back to the surface is left for the GM to decide.

DYNAMIC DUNGEONS

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Author: William Fischer, Artist: Mates Laurentiu, Cartography: Dynamic Dungeons
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