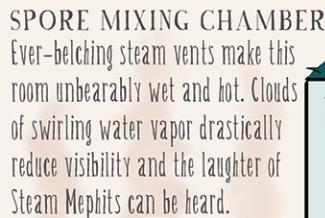
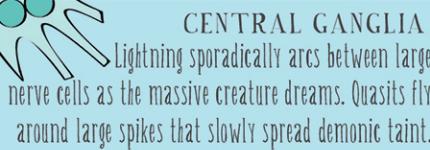
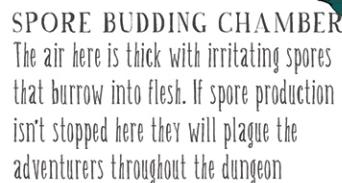
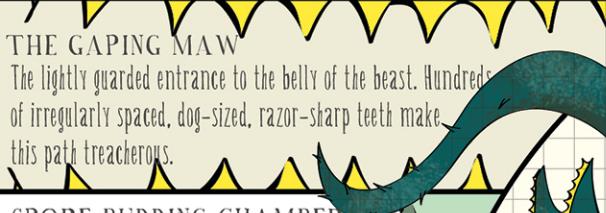


THE STORY

Two Demon Lords have trapped and subdued a giant Mu Spore deep in the great forest. While the Drow minions of Haagenti, Demon Lord of Alchemy, keep the monster alive but asleep, the minions of Zrl'Zug, Demon Lord of Fungus, work to complete a ritual to convert the creature into a half-fiend fungal war machine. The conversion will be complete in three days, at which point the Drow and fungal creatures will have a sentient, flying siege weapon to crush the Elves of the forest.



ACID PITS

A cowardly Black Dragon Wyrmling kept as a pet by the Fungus Queen hides at the bottom of a pool of acid. He will try to warn his mistress if he thinks he can escape unnoticed.

THE CHURN

Crossing this chamber is dangerous as the floors and walls convulse violently. Pressing on a conspicuously thick knot of muscle will make the shaking stop momentarily.

THE GRASPING TUNNEL

This winding, claustrophobic tunnel is lined with countless cilia. At irregular intervals giant, semi-intelligent cilia will strangle live prey that occasionally make it this far.

SLUMBERING MU SPORE

MARK GRIFFIN



CRUCIBLE OF HAAGENTI

High Alchemist Fexena Cormanrath and her assistants use this lab to siphon off the Mu Spore's secretions for their dark master while simultaneously pumping in the concoction that keeps the creature dormant. Disrupting this facility will cause the Mu Spore to wake up shortly after the ritual is complete.

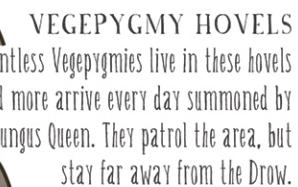
CHOKING ROADS

Cramped passages exist connecting all of the Mu Spore's organs. To travel the choking roads roll a d6

- ①-② You encounter a pocket of noxious fumes, make a constitution save or be poisoned. Exit to a random location.
- ③ You get lost and wander for hours. Exit to a random location.
- ④ You encounter an Ascomoid. Exit to a random location.
- ⑤ You encounter a patrol of Mushroom Men. Exit to a random location.
- ⑥ If you had a destination in mind exit there, otherwise exit to a random location.

FIENDISH RITUAL CHAMBER

A small building made of demonic looking fungus is surrounded by dozens of prostrated, wailing Vegepygmies. Inside three Vegepygmy oracles pray to the Demon Lord of Fungus to convert the Mu Spore to a half-fiend.



DROW ENCAMPMENT

A contingent of Drow rangers serve the High Alchemist. Unbeknownst to them the tentacles they built their barracks between can be brought to destructive life with application of electricity to their nerve clusters.

LAIR OF THE FUNGUS QUEEN

Surrounded by Vegepygmies, a demonic Fungus Queen resides in this chamber tending a patch of vibrant red mold. The corpses of a dozen elves in various states of decay act as fertilizer. The death of the queen will cause the fungoid creatures in the vicinity to disperse.

ELVEN WATCHPOST

A group of Elven druids are waiting here for reinforcements that will arrive too late. If they can be befriended, an elder druid may inform the PCs of the location of the tentacle nerve clusters.

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