

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.

SLUMBERING MU SPORE

MARK GRIFFIN

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.

THE GAPING MAW

The lightly guarded entrance to the belly of the beast. Hundreds of irregularly spaced, dog-sized, razor-sharp teeth make this path treacherous.

SPORE BUDDING CHAMBER

The air here is thick with irritating spores that burrow into flesh. If spore production isn't stopped here they will plague the adventurers throughout the dungeon

CENTRAL GANGLIA

Lightning sporadically arcs between large nerve cells as the massive creature dreams. Quasits fly around large spikes that slowly spread demonic taint.








SPORE MIXING CHAMBER

Ever-belching steam vents make this room unbearably wet and hot. Clouds of swirling water vapor drastically reduce visibility and the laughter of Steam Mephits can be heard.

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.

KEY

	GRASPING CILIA		TENTACLE NERVE CLUSTERS
	RUSSET MOLD		TREES
	STEAM VENT		CHOKING ROADS
	ACID		
1 SQUARE = 10 FEET			

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.

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.

VEGEPYGMY HOVELS

Countless Vegepygmies live in these hovels and more arrive every day summoned by the Fungus Queen. They patrol the area, but stay far away from the Drow.

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.

CRUCIBLE OF HAAAGENTI

High Alchemist Exena Cormarrath and her assistants use this lab to siphon off the Mu Spore's secretions for their darks 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.

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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