**Dark Fungi**

A dark creeper necromancer has taken over a myconid colony at the edge of a forest of fungus for his own purposes. Meanwhile, a dwarven mining guild from Forgehome has delved into the myconid caverns and begun mining operations, clearing whole caves of fungus. In retaliation, the myconids have slaughtered the miners.

The adventurers might arrive at the mine ignorant of what's come before, or they might be tasked by Forgehome to investigate the lack of news and materials flowing from the mine.

**Additional Information:** Details about Forgehome can be found on page 34.

**Tiles:** This delve uses one set of tiles from DU3: Caves of Carnage™.

**Levels:** This dungeon delve works best for a party of five player characters from 3rd to 7th level.

---

**Expanding the Delve**

To turn this delve into a longer adventure, consider these additions:
- When the dark creeper necromancer took over the colony, he enslaved the myconid sovereign and kept it secluded deeper in the fungus forest. The adventurers could attempt to negotiate an amicable arrangement between the dwarves and the myconids. This is the perfect opportunity for a negotiation skill challenge. (See Dungeon Master’s Guide 2 for more information on skill challenges.)
- The dark creeper necromancer has forged an alliance with a group of shadar-kai that are on their way to discuss the resumption of mining under their auspices. Two chainfighters and a gloomblade, led by a shadar-kai witch, arrive after Encounter DF3 (page 54). Their first instinct, upon seeing the carnage, is to attack the adventurers. However, negotiating a truce might be possible. The witch carries a map leading from the fungus forest to a stretch of the King’s Highway that extends deeper into the Shadowdark. (See Chapter 5 of this book for details of the Shadowdark.)

---

**Encounter DF1: Fungal Defenders**

**Encounter Level 5 (1,233 XP)**

**Setup**

2 myconid rotslammers (R)
7 myconid gas spores (S)
3 myconid guards (G)

The adventurers climb down a shaft leading from an Underdark tunnel into the western alcove of the mine. It is immediately evident that something is wrong here. A rust monster (see Encounter DF2, page 52) destroyed and ate the metal cage that the dwarves used to ferry miners and equipment up and down the shaft, and all that remains are pieces of the cage’s superstructure.

The rocky shaft requires a DC 15 Athletics check to climb, or a DC 10 Athletics check if the adventurers make use of a rope.

Place only the monsters that the adventurers can see from their starting point at the base of the shaft.

**As the adventurers emerge from the shaft, read:** After climbing down the shaft, you are greeted by a scene of carnage. Many dwarf corpses litter the mine. The smell of the dead is worsened by the stink of rotting vegetation. Several large fungal spores drift lazily through the air, and large mushrooms are scattered around the room.

**Perception Check**

**DC 12** The dwarf bodies are missing their hands.

**DC 14** The mushrooms have humanoid shapes, and they seem to be watching you intently.

**DC 17** You see a few wooden pick handles and coils of rope scattered about, but no metal tools. Even the buckles have been removed from the clothing on the dead dwarves.

---

**7 Myconid Gas Spores (S)**

Medium shadow beast (plant) XP 44 each

| Initiative | +5 |
| Senses | Perception +3; blindsight 10 |
| HP | 1; a missed attack never damages a minion; see also spore burst. |
| AC 18 | Fortitude 17, Reflex 15, Will 15 |
| Speed | 0, fly 2 (hover) |
| Str | 6 (+0) |
| DEX | 13 (+3) |
| Con | 16 (+5) |
| Int | 1 (-3) |
| Wis | 13 (+3) |
| Cha | 8 (+1) |

**Acidic Slam (standard; at-will)✦ Acid**

+9 vs. AC; 5 acid damage.

**Spore Burst (when the gas spore drops to 0 hit points)✦ Healing, Poison**

Close burst 3; targets nonplants; +7 vs. Fortitude; 5 poison damage. **Effect:** Each plant creature in the burst regains 5 hit points.

**Alignment Unaligned Languages –**

Str 6 (+0) | Dex 13 (+3) | Wis 13 (+3) | Con 16 (+5) | Int 1 (-3) | Cha 8 (+1)
ENCOUNTER DF1: FUNGAL DEFENDERS

2 Myconid Rotslammers (R) Level 5 Brute
Medium shadow humanoid (plant) XP 200 each
Initiative +4 Senses Perception +4; tremorsense 10
HP 78; Bloodied 39
AC 17; Fortitude 18, Reflex 16, Will 16
Speed 5
✦ Fungal Slam (standard; at-will) ✦ Poison
+8 vs. AC; 1d10 + 4 damage, and ongoing 5 poison damage (save ends).
✦ Rotting Burst (standard; recharges when first bloodied) ✦ Necrotic
Close burst 3; +6 vs. Fortitude; 2d8 + 4 necrotic damage, and ongoing 5 necrotic damage (save ends).
Roots of the Colony (free, when the myconid rotslammer is hit by an attack while a myconid ally is within 5 squares of it; at-will)
The rotslammer takes half damage from the attack, and the myconid ally takes the same amount of damage.
Alignment Unaligned
Languages —
Str 16 (+5) Dex 14 (+4) Wis 14 (+4)
Con 18 (+6) Int 8 (+1) Cha 13 (+3)

3 Myconid Guards (G) Level 4 Soldier
Medium fey humanoid (plant) XP 175 each
Initiative +5 Senses Perception +3; tremorsense 10
HP 56; Bloodied 28
AC 18; Fortitude 17, Reflex 16, Will 14
Speed 6
✦ Spiny Strike (standard; at-will)
+11 vs. AC; 2d6 + 3 damage.
✦ Pacification Spores (standard; encounter) ✦ Poison
Close burst 1; +9 vs. Will; 1d6 + 3 poison damage, and the target cannot take a standard action until the end of the myconid guard’s next turn.
Roots of the Colony (free, when the myconid guard is hit by an attack while a myconid ally is within 5 squares of it; at-will)
The myconid guard takes half damage from the attack, and the myconid ally takes the same amount of damage.
Alignment Unaligned
Languages —
Str 18 (+6) Dex 16 (+5) Wis 12 (+3)
Con 16 (+5) Int 8 (+1) Cha 10 (+2)

TACTICS
The myconid gas spores attack without regard to their own safety. They try to stay within 3 squares of the rotslammers and the guards so that when they fall, their spore bursts will heal their allies.

The myconid guards also move in, using pacification spores at the first opportunity. They use roots of the colony to redirect damage from themselves to a gas spore so that its spore burst can damage enemies or heal other myconids.

The myconid rotslammers rush to use rotting burst in the midst of the intruders. Then they rely on fungal slam attacks until rotting burst recharges when they become bloodied.

The myconids fight to the death to defend their colony from intruders.

FEATURES OF THE AREA

Illumination: Dim illumination, from luminescent fungal growths throughout the chamber.
Ceiling: The ceiling is 15 feet high over the lower elevation and 10 feet high above the higher elevations.
Elevation: The northern and southern portions of the room are 5 feet higher than the central area. The steep slopes can be climbed with a DC 7 Athletics check.
Ramps: These wooden ramps are difficult terrain, but they allow creatures to ascend or descend the steep slopes without making Athletics checks.
Crystal Growth: Any creature adjacent to these 5-foot-tall reflective crystals while holding a light source is partially blinded by the glare, taking a −2 penalty to attack rolls unless the creature has senses that do not require sight (such as tremorsense). The square containing crystal growth is blocking terrain.