

What really happened?

Weeks ago, a **mushroom** sealed within an obsidian shell was unearthed by a miner. It cracked open, releasing a **cloud of deadly spores** inside the mines.

The spores infected everything they came in contact with, mouse and insect alike. The victims lost control over their bodies and minds. The only thing left was the instinct to repeat old commands and routines: **workers work, rulers rule.**

The sickness has awakened a new hunger for power inside the **Moth Queen**, sole owner of the mines. She is using her narcotic moth-dust to enslave mice from nearby settlements.

Even her darkest, innermost yearnings are given life. Strange shadow creatures have started to manifest as hungry, shadowy centipedes that now lurk in the dark tunnels of the **Moth Queen's Mines**.

Fungal powers

When mice come into prolonged contact with the fungus, give them a fungal power.

**Roll d6.** Reroll duplicates.

Fungal powers are permanent, unless removed by magic.



1: **Big Ears**

Advantage on Saves to hear things.

Clear: Permanent?

4: **Spore Breath**

Once per day, fill moderately-sized room with dark, vision-obscuring spores.

Clear: Permanent?

Treasure

d8	Treasure
1	<b>Bejeweled human tooth</b> (250p)
2	<b>Moth idol</b> , made from petrified wood (300p)
3	<b>Concentrated dream-stuff</b> (500p)
4	<b>Plump mushroom</b> . Gain fungal power if eaten
5	<b>Glowing ember sphere</b> (660p)
6	<b>Obsidian shard</b> , containing random spell
7	<b>Spiked-skull helmet</b> (Heavy armour)
8	<b>Narcotic Moth dust</b> in velvet pouch

2: **Zip Whiskers**

Can force creatures within bite range to make a WIL Save or be stunned for a round.

Clear: Permanent?

5: **Pet Shadowpod**

Summon shadowpod from ear. Follows simple commands, and loves belly rubs.

Clear: Permanent?

3: **Shroom Growth**

Produce d3 uses of rations per day.

Clear: Permanent?

6: **Squirming Face**

Once per day, give a creature the Frightened Condition.

Clear: Permanent?



Odd things are happening inside the **Moth Queen's Mines**.

**Shipments of ore have stopped arriving at nearby settlements and now there is talk of mice disappearing.**

**Will the mice discover the darkness at the heart of the fungus-infested caves?**



Adventure hooks

d6	Hook
1	Criminals are using <b>'Moth Dust'</b> to make their victims obedient. Are they getting it in the mines?
2	A mouse needs help with finding their <b>friend</b> who has <b>gone missing</b> . The friend works in the mines.
3	Villagers complain of <b>strange dreams</b> . Have woken outside the mines, with no memory of how they got there.
4	A <b>beetle</b> is found near the cave, carrying a <b>strange disease</b> . The cause must be found before it spreads.
5	A <b>mouse is found dead</b> , covered in a <b>strange mold</b> . Tracks lead back to the mines.
6	The witch <b>Ursula</b> offers the player mice 200p each if they can find her some <b>narcotic moth dust</b> .



Mausritter

WORKERS WORK RULERS RULE

@SKULLFUNGUS



Encounters

2d6 Encounter	
2	A strange <b>pulse of energy</b> . You’re starting to feel drowsy and numb
3	d4 <b>Shadowpods</b> , dripping from above
4	d4 <b>Shadowpods</b> , bubbling out of a thin crack
5	<b>Numb Miner</b> , fully awake and in a panic!
6	d6 <b>Numb Miners</b> , hacking away at a wall in perfect rhythm
7	d4 <b>Numb Miners</b> , shambling towards the mice
8	<b>Husk</b> , attached to the wall. Bursts when approached.
9	<b>Husk</b> , silently stalking the mice
10	<b>Faint whisper</b> . “Bow... To... Us...”
11	Wind, carrying thick <b>cloud of spores</b> . Vision obscured for a turn.
12	Wind, carrying <b>narcotic dust</b> . Random mouse must make WIL Save or become charmed by the Moth Queen for a Turn.

Numb miner

Mouse, enslaved by the Queen’s Dust

3hp, STR 12, DEX 8, WIL 6

Attacks: d8 Pickaxe / Fungal strand (STR Save or become stuck in sticky web)

Wants to work and work and work and work and work and work and work and work and work and...

Shadowpod

Illusory centipede, made in the dream

1hp, STR 12, DEX 16, WIL 14

Attacks: d6 Energy drain (damages DEX)

Only harmed by fire, silver, or magic weapons.

Dissolves into nothing after d4+1 rounds.

Wants to become real

Moth Queen

Dead moth monarch on her fungal throne

16hp, STR 14, DEX 10, WIL 16

Attacks: d8 “BOW TO ME” (damages WIL)

Spells: Narcotic Dust Spray (d6 damage to WIL to targets in cone. Critical damage: Serve the Queen)

Wants to RULE

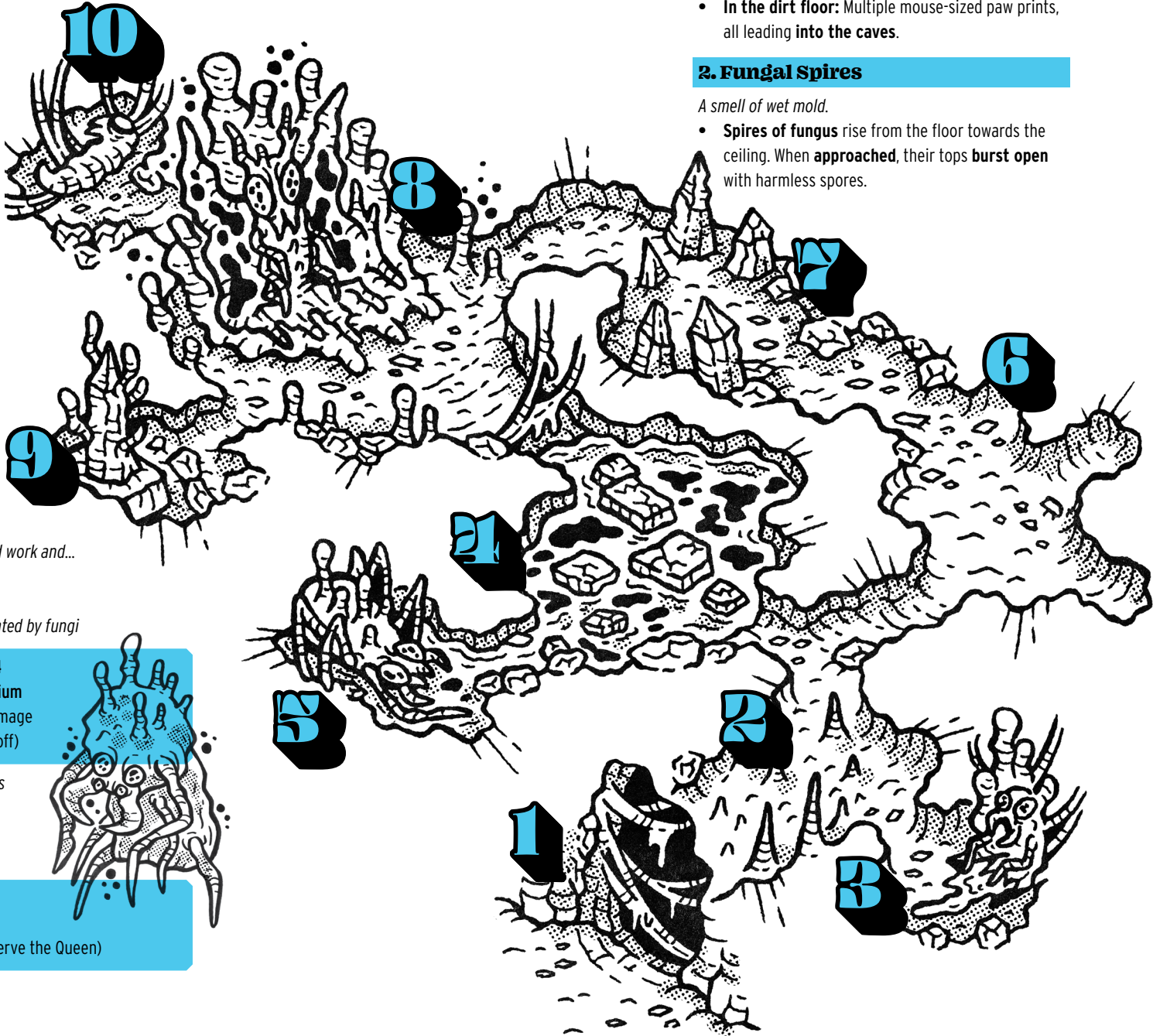
Husk

Insect exoskeleton reanimated by fungi

6hp, STR 8, DEX 6, WIL 4

Attacks: Bursting mycelium (explodes, dealing d4 damage per round until cleaned off)

Wants to create more hosts



1. Cave Entrance

Strands waving in the wind.

- Long, **sticky strands** cover the entrance. **Touching** them deals **d4 damage**.
- In the dirt floor:** Multiple mouse-sized paw prints, all leading **into the caves**.

2. Fungal Spires

A smell of wet mold.

- Spires of fungus** rise from the floor towards the ceiling. When **approached**, their tops **burst open** with harmless spores.

3. Burst husk

Wheezing and gurgling.

- A **dying Husk**, burst open against the wall. Covered in **fungal strands**. A mixture of mycelium and insect-goop **sprayed out** on the floor.
- The Husk **mutters** in a buzzing voice: “*Must perform the work... Queen demands it. Work... my axe... I need my axe...*”, before convulsing and dying.
- Behind the Husk: a Treasure**

4. Milky Mycelium Pool

A sharp, acidic smell.

- Room is **filled with waist-high ooze** of acidic mycelium. **Falling in** to the mycelium deals **d4 damage per round** until removed. Bleaches fur.
- Parts of the **ceiling have collapsed** into the pool. An **unstable walkway** made out of jagged rocks cuts through the acid sludge. DEX Save to cross.
- Passage to the left:** A faint glow.
- Passage ahead:** Long, sticky strands. d4 damage if touched.

5. Twitching Glowbug

A faint glow in the dark.

- A huge, **dead glowbug** lies at the back of the chamber, half submerged in a pool of acidic mycelium. A **warm glow** pulsates from its abdomen.
- Seven **Shadowpods** are crawling around in the ceiling. The only thing holding them at bay is the warm light inside the glowbug.
- Lodged **inside the glowbug** abdomen: A **Glowing Purple Opal** (500p). If removed, the light pulse stops and the Shadowpods have free reign...

6. Mineshafts

A steady “clink-clink-clink”.

- Five **Numb Miners** slowly hacking at tunnel wall with pickaxes. Their bodies are coated with dark spores and reek of mold.
- One of the miners wears a gold-threaded tunic. If cured, will identify himself as **Ansel, prince of the Bramble** (*Fruit of the Orchard*).
- Discarded** on top of a large pile of rocks: A **Treasure**. The pile is unstable and collapses if disturbed.

7. Crimson Crystals

A smell of burnt dust.

- Five large, **crimson crystals**. Steady pulse of anti-light from within them bathes the chamber in unnatural darkness.
- Two **Husks** lie on the floor in front of a large crystal, limbs stretched out towards it as if in worship. Both are holding a **Treasure**.
- Breaking a crystal** (at least 8 damage) sends sharp, d6 crystal fragments flying in all directions. Fragments worth 200p each. Roll Encounter.

8. Moth Queen

A faint echo inside your head.

- The **Moth Queen**: A colossal Moth, completely **overgrown** with colorful fungi. The **mass of fungi controls** her like a **puppet**.
- In front of the Queen: Four **Numb Miners**, enthralled by her whispers. Dehydrated and weak, but loyal and will fight to the death for their Queen.
- If the Queen is **destroyed**, her body will **melt away**, acidic mycelium flowing into the room. Mycelium deals d4 damage per round, until cleaned off.

9. Dark Ore

A vague, electric hum.

- The source of the contagion. A small **cursed mushroom** encased inside an obsidian shell, sits on top of a rocky altar. A thin trail of vapor-like spores rises from a crack in the shell.
- If undamaged, worth 5000p to a witch or wizard. However, removing the shell from the mines will likely have dire consequences.

10. The Dreamer

A faint snoring sound.

- At the end of the room, **suspended in a hammock** made from thin, silken strands, hangs a small **moth larvae**. The sole spawn of the Moth Queen.
- If retrieved and properly taken care of, it might grow up and become a powerful ally, with the ability to produce narcotic dust and strong, silken strands of fiber.