

Bigshroom Burrow

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A. A group of bloodied goblins sits by a cave entrance. Adventurers are ransacking their burrow, no doubt looking for the healing sap of the holy Bigshroom. The goblins promise you rewards if you deal with the adventurers.

B. The dining hall floor is littered with injured and dead goblins. A halfling thief is looting the bodies. If the halfling spots you, they will attempt to alert the mercenaries in **(D)**.

C. These caves are home to a colony of giant trapdoor spiders. The spiders trade their molted chitin to the goblins in exchange for healing sap. A winding tunnel leads to a chamber filled with spider eggs and chitinous husks. The spiders probably won't take kindly to intruders here.

D. The kitchen smells of rat stew and herbs. A troll chef slumps against the wall in a pool of blood. 3 mercenaries argue how to tell if a troll is dead. The troll is alive, but they'll keep playing dead until the mercenaries are gone.

E. An attack dog has cornered a handful of goblin children in the sleeping chamber.

F. A foul-mouthed dwarf with a pickaxe is sniffing out buried treasure in this tunnel. A secret door leads to the goblins' meager treasure, which is stored in the belly of a dire frog.

G. The Temple of the Bigshroom is protected by 4 fungal goblin zombies. An elf wizard, their bodyguard, and an attack dog are all attempting to reach the Bigshroom.

H. The toilet chamber is lit by small stone incense burners that don't quite mask the smell coming from the hole in the ground. Jumping down the poop chute lands you in a cave full of excrement and garbage. A pool of sewage is home to a massively fat otyugh and a swarm of giant flies. A river runs from the pool to **(G)**, depositing you beneath the Bigshroom's roots.

Hazards

- 1 Spike pit trap
- 2 Cave in
- 3 Toxic spore clouds
- 4 Wandering fungal zombie
- 5 Trapdoor spider ambush
- 6 Adventurer reinforcements arrive

The Bigshroom

An ancient sentient mushroom worshipped by the goblins. Those who drink its sap are healed, but there may be unintended consequences...

Healing Sap Mutations

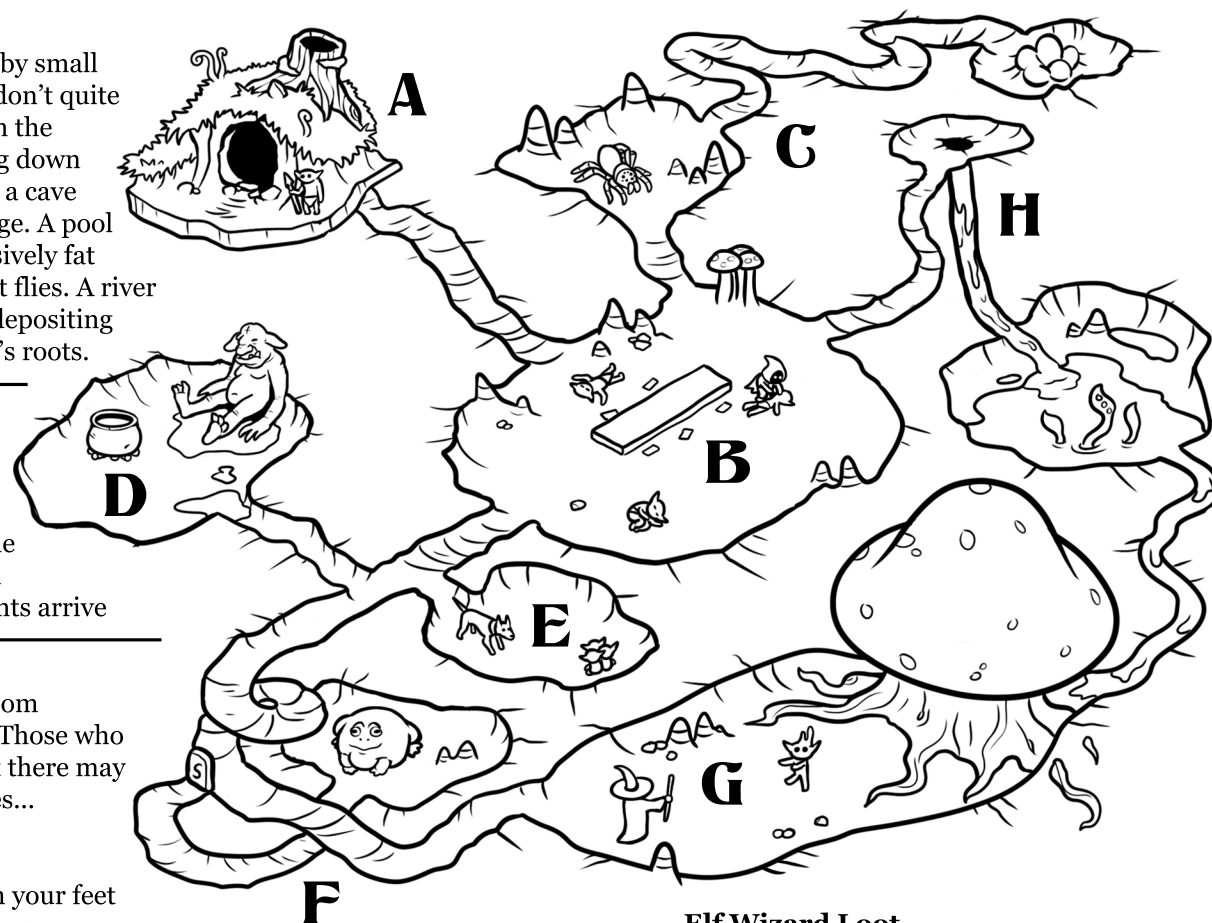
- 1 Thirsty roots sprout from your feet
- 2 You can talk to mushrooms
- 3 Fungal tentacles
- 4 Toxic spore breath
- 5 Regenerating mushroom flesh
- 6 Mushroom cap head

Secrets

The adventurers carry wanted posters for goblin ears; the issuing town is nearby.

Fungal zombies only attack creatures that don't smell like goblins.

The troll chef will fight for you, but only if impressed by your cooking.



The dire frog will regurgitate its treasure if tempted with the right food.

The giant flies hide shiny objects in the sewage pool. They hate the trapdoor spiders, and will trade just about anything for spider eggs.

Adventurer Loot

- 1 Ornate pipe and pouch of herbs
- 2 Bear trap
- 3 Crowbar and lockpicks
- 4 Vials of acid
- 5 Sack of 1d20 coins
- 6 Hand of Glory

Elf Wizard Loot

- 1 Lantern full of glowing moths
- 2 Silvery rope, unties on command
- 3 Cloak of Concealment
- 4 Book of spells, in Elvish
- 5 Enchanted dagger
- 6 Wizard's staff, carved like a tree

Quest Rewards

- 1 Pot of troll blood
- 2 Spider chitin armor
- 3 Bone flute, summons a fungal zombie
- 4 Mushrooms of tangible hallucination
- 5 Otyugh puppy
- 6 Pretty crystals, coated in frog drool