



The Forgotten Chambers

A rumble shakes the floor beneath your feet. You're used to the occasional earthquake - but not that loud crack. The latest shift of the earth has unearthed a series of tunnels beneath the castle. Down in the dark, treasures untold could be waiting - or your grisly end.

Made with the Modular Realms adventurer's floor pack, the forgotten chambers map is a good fungi-themed dungeon crawl for 4 level 3 players in the D&D 5th edition system. However, if you play with a different system, you could easily find similar stat blocks to adjust it for your game.

This encounter is themed as a series of lost chambers beneath a castle, but could easily be flavoured for many underground caverns with relatively few adjustments. For the floor, I used a mixture of stone and cracked stone, but you could also use flagstones.

Background:

So, how did this dungeon come to be? The chambers were built underground from a series of caverns as a form of last defence against invaders. If necessary, individuals could escape through the cave systems, or make their last stand in the cramped quarters where there is no benefit from numbers. However, over the years the area became increasingly hard to maintain. The dampness from the cave systems brought a strange fungus that kept returning no matter how many times it was cleaned. After one or two small attacks from creatures that lived in the caves, the lord of the castle finally decided to board up the rooms.

Dungeon tips:

Only put down each portion of the dungeon as the players find it or can see it.

You can re-flavour the monsters to fit with your scene. As long as they mechanically do the same thing, you can describe their attacks in many different ways.

Don't be afraid to improvise combat by dropping monster HP or adding in more opponents. If your players are of a higher level, consider adding more spore servants.

If you want an extra threat, consider adding that the myconid sovereign's spores could lead to disease. This would be done with a constitution saving throw.



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1. *Entranceway. A large crack in the ceiling leads down into a small room. The room is clearly manmade, but has not been used in some time. The damp air smells musty and stale, and water dribbles down the walls into small patches of moss.*
2. *A table and some chairs sit to one side, all heavily rotted. In the northwest corner of the room is a large heap of fungus that will move and reveal itself to be a fungi-infested humanoid (use Thug stats with the spore servant template on page 230 of the Monster Manual).*
3. *An old armory. The weapons are all rusting, and some appear to be missing large chunks of metal. Coins are scattered across the shelves, but many appear to be eroded. There are 20 gp worth of still-intact coins. Small mounds of fungus cluster on the shelves, and in the corner is a small, damp rock. The rock is a grey ooze, which will only move if touched.*
4. *The 'door' is a hole in the wall, connecting to the start of a cavern system. Stalactites and stalagmites are covered in brightly-coloured fungus, and a tiny stream runs through the middle of the cave.*
5. *A rocky cavern, covered in brightly-coloured fungus. A myconid sovereign takes up the far side of the room. If it is injured, the spore servants from room 2 and 6 will come to its aid.*
6. *A fungi-infested humanoid is in the corner of the room, appearing to be partially embedded into the wall. Under it are 2 diamonds, each worth 50gp.*