

The Color of Fungi

A low level adventure

"You're not sure where or when you contracted the disease, but you're beginning to feel the full effects of it now. Each of you exhibits the tell tale signs of an exotic affliction; blotchy rashes with incessant itching, a steadily rising temperature that never subsides, and a churning in the gut that keeps you ever so close to retching. You all came up with the symptoms at the same time, so it must be something you ate, right? Desperate for a solution, you've made it to the village of Kansatta, known for its Circle of Healers, a group dedicated to finding antidotes for the region's deadliest diseases and poisons. The innkeeper has directed you to the chief herbalist Elma who lives south of the village. She should be able to help, if it's not too late."

F - Snakes In Trees

Tree branches provide a natural canopy over the trail, keeping the hot sun off the characters as they travel. Eight, large tree snakes hang from the branches, eager to drop on unsuspecting victims below.

Fungi Color Table

Color	Effect (Temporary for 5d6 minutes, except black)
All colors	All fungi colors except white will temporarily relieve the Ghanflax symptoms.
White	Kills character (Saving throw allowed).
Red	Adds +1 to fire/heat resistance.
Orange	Random chance, red or yellow effect.
Yellow	+1 to lightning or electrical saving throws.
Green	Random chance, blue or yellow effect.
Blue	Adds +1 to water based saving throws.
Indigo	Random chance, blue or violet effect.
Violet	Adds darkvision, or doubles range of existing darkvision.
Black	Bestows no additional effect.



SWAMP



G - Ancient Pillars

Strange glowing pillars emerge from the lake, easily seen from the trail along its edge. Twelve water beetles have built a nest between the pillars just under the stagnant surface. The pillars were long ago imbued to provide light and have no other beneficial properties.

J - Salamander Island

A congress of ten, large, white salamanders lives on this island alone. Any creatures that wander on to the island fall victim to the petrification gaze of the beasts, turning themselves into small stone statues throughout the area. Characters will immediately notice the strangely shaped stones everywhere, and subsequently figure out their origins. The salamanders rarely leave the island and continually pass on the petrification trait to offspring. An ancient spiritual idol hangs from a tree in the center of the island, lost by a Kansatta shaman several generations ago. His stone edifice remains under the tree, reaching up to the idol with a surprised expression. The idol provides daily healing to a worshipper of Kansatta's most honored goddess, Jemboona, "She Who Makes Us All".

A - Village of Kansatta

The rural village floats at the edge of a great swamp, its several grass huts kept together with suspended bridges and fixed ladders. The people of the village are reserved but helpful. Most are trained in the art of healing or herbal medicine, and will recognize the disease's skin mottling and rashes. They will all recommend that the characters visit Elma, the best of their tribe.

H - Swamp Bird Nest

A pair of quirky birds with exotic plumage has made a nest on a rocky outcropping near the trail. Their innocent chirping and strange jerky movements mask a more sinister behavior if the characters wander too closely to the nest. Several large eggs are near hatching and the odd birds will defend them to the death. The eggs are extremely valuable - the villagers will pay handsomely for any eggs returned by the characters.

SWAMP



C - Lizard Cave

Five giant lizards occupy this small cave near the trail. One or two lizards tend to sunbathe on the trail itself and will sense the character's approach.

MARSH



ISLAND



SWAMP



B - Elma, Healer

Elma will immediately recognize the character's affliction as "Ghanflax", a rare and nearly irreversible spore-disease. The only known antidote is made from the colorful fungus found deep within the swamp. Unfortunately, the fungus grows in one area and is extremely hard to reach. Several dangerous denizens and swamp pitfalls hamper access to the fungus patch; only the most stalwart heroes can reach it.

Elma will agree to help the characters by creating the final antidote from the colorful fungus if they return with a single mushroom of each of the nine colors. She needs to restock her herbal cabinet with the fungus for other afflicted patrons. She will tell the characters that the raw mushrooms can be eaten to temporarily halt the disease, but permanency occurs only with the proper preparations [see the Fungus Color Table for details]. The fungus lies on the old trail on the other side of the lake. Any deviation from the trail most certainly ends in death.



D - Lily Pad

Six, colorful giant frogs rest lazily on lily pads at the edge of the lake. The six amphibians are always hungry, and the characters make a good snack after a short nap.

SWAMP



E - Mud Pit

Only the eyes of four, large salamanders can be seen as the characters approach the mud pit covering the trail. Several stones and fallen tree trunks dot the deep, thick landscape, providing access through the trail by jumping to and from each solid point. The salamanders will wait until characters are hopping from point to point before attacking.

I - Fungus Forest

Several small clusters of colorful fungus are found just off the trail, hidden between several large boulders. The center of the natural rock formation provides the perfect environment for the fungi patch. Each color of the fungus grows in its own tiny patch, with 2d6 mushrooms found at any time. Denizens of the swamp are drawn to the patch during mating season, eating the fungus to pass the traits on to their offspring. Most of the creatures gravitate to the fungus type of their current coloring but a few will randomly choose an available fungus when they arrive at the patch. There is a 50% chance that half of the creatures from one of the unexplored areas are here.

For each creature type encountered, except location J, roll for color on the Creature Color Table

Creature Color Table

Roll (1d10)	Creature Color	Special Attack Effect
1-2	Red	Fire breath (1d6 damage/1 per round)
3-4	Yellow	Shock touch (1d8 extra damage per hit)
5-6	Blue	Paralysis (lasts 2 rounds)
7-8	Indigo	Blindness (lasts 6 rounds)
9-10	White	Petrification

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