

BEWARE OF MOLD AND OTHER DUNGEON HAZARDS



DUNGEONS, LABYRINTHS, AND ancient crypts house many dangers for those brave or foolish enough to explore them. Some are easy to spot, like a lich's chilling gaze, or a group of bugbears loudly jeering at one another as they eat. Others are more subtle, like unstable floors or ceilings lined with corrosive slime waiting to drop down upon unwary adventurers. This article introduces seven new hazards for a Game Master to use in any dungeon or building adventure.

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While most of these hazards are not deadly on their own, their presence can add an unexpected twist to a combat encounter or make exploration more treacherous. If used to enhance a combat, treat the hazard as an additional monster for the purposes of encounter building, and award additional XP as if its challenge rating were equal to the average CR of the other monsters.

BLISS MOLD

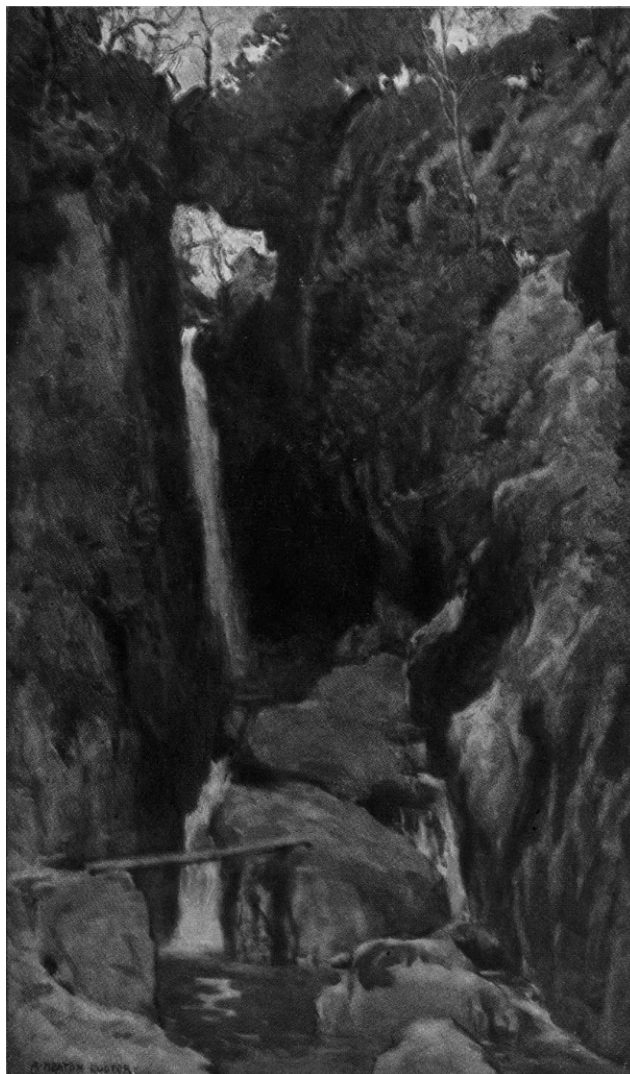
Found in drier caverns and dungeons, bliss mold is sometimes sought for use as an alchemical ingredient or as a component in crafting enchantments. Bliss mold can grow on any surface, but seems to prefer stone. It normally appears in patches covering three to five 5-foot squares.

Bliss molds emit spores that, when inhaled, cause euphoria and happiness in living creatures. The spores fill the air within 5 feet of a patch of bliss mold, and any living creature that begins its turn within the spore cloud must make a DC 11 Wisdom saving throw. On a failed save, the creature must roll a d6 to determine its behavior during the turn.

BLISS MOLD SPORE EFFECTS

Roll	Result
1-4	The creature is incapacitated and cannot take a bonus action. The creature uses all of its movement to move in a random direction.
5-6	The creature is stunned, staring dreamily into space.

Fire and water are both effective methods of eradicating bliss mold. Saturating the mold with water prevents it from releasing its spore cloud,



and a 5-foot square patch of elven mold can be destroyed by dealing 5 points of fire damage, though the resulting cloud of smoke briefly intensifies the spore effects. Any creature that breathes the smoke must succeed on a DC 11 Wisdom saving throw or suffer the effects of a *confusion* spell until the end of its next turn.

Bliss mold has no effect on creatures that do not need to breathe or creatures that are immune to the charmed condition.

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ELVEN MOLD

Among the least-understood of the molds, slimes, and jellies, elven mold is a soft, greyish organism with occasional splotches of purple and silver. It smells slightly sweet, and is typically found covering 10-foot squares. Sages have reached no consensus on how or why elven mold is able to interact with and affect magical energies. The mold itself does not radiate magic, and is useless as a spell component. Experiments in using elven mold as an ingredient in magical potions have met with no success; such potions are invariably inert, and have no effect whatsoever when consumed.

While standing within 10 feet of elven mold, a spellcaster's spell save DC is increased by 1. However, any creature standing in a patch of elven mold has advantage on any saving throws made to resist or avoid spells.

A 10-foot square patch of elven mold can be destroyed by dealing 10 points of fire, acid, or cold damage.

MIRAGE BLIGHT

The bluish-green fungal growth known as mirage blight is mercifully rare, but can be one of the deadliest hazards in a dungeon. Appearing in patches on the ceiling, mirage blight can cover an area as small as a 5-foot square, but has been known to cover entire 30-foot square areas.

Mirage blight generates a field of magical energy that dulls the wits of any creature within 50 feet. Any creature within this range must succeed on an Intelligence saving throw or fall under the blight's influence. The DC for the saving throw and the exact nature of the effect depends on the size of the blight patch.

For patches of mirage blight covering 5 to 15 squares, the saving throw DC to resist its effects is 13. On a failed save, a creature is subject to the effect of a *silent image* spell, which makes the surrounding area appear empty and safe. Any pits or other openings (including those that would normally reveal the presence of monsters or traps)

are covered by the illusion and cannot be seen.

Patches of mirage blight that cover more than 15 squares have a saving throw DC of 16. On a failed save, a creature is subject to the effect of a *phantasmal killer* spell in addition to the *silent image* effect.

A mirage blight of any size can be destroyed by dealing 10 points of fire damage to it, and can also be killed if targeted by *dispel magic* or surrounded by an *antimagic field*.

LIVING WALL

A living wall is formed of magic so vile it is nearly impossible to comprehend. Through foul rites, the physical bodies of three or more warriors are bound together in the shape of a wall, complete with their weapons. Now mindless but detesting all free life, the living wall seeks only to expand itself and destroy the one who created it.

A living wall looks like a normal wall in its surroundings until it begins absorbing a creature or responds to an attack (see below). A successful DC 15 Wisdom (Perception) check reveals that the wall is of unusual construction, emits unsettling sounds, and is made of an unknown material, but reveals nothing else unless the wall is touched. Truesight reveals the wall's nature, and shows faint, moving images of all the creatures that have been absorbed by it.

A living wall fills one 5-foot square for each victim it has absorbed (minimum of three squares) and emits a low, tortured moaning that can be heard up to 15 feet away. Any creature that touches the wall must make a DC 15 Dexterity saving throw or become stuck as the living wall attempts to pull them into itself. On a successful save, the creature frees itself and takes 5 (1d10) necrotic damage. On a failed save, the creature is partially pulled into the wall.

On the creature's next turn, it must make a DC 15 Strength saving throw. On a successful save, the creature suffers 16 (3d10) necrotic damage and frees itself; on a failed save it is pulled further into the wall. On its next turn, the creature

must make a DC 20 Strength saving throw. On a successful save, the creature frees itself but takes an additional 27 (5d10) necrotic damage; on a failed save the creature is absorbed completely. Once absorbed into a living wall, no magic short of a wish can restore the creature to life. An absorbed creature increases the living wall's area by one five foot square. The GM may make it grow more if the absorbed creature was of Large size or larger.

Whenever an attack is made against the wall, the wall immediately responds with an attack of its own and the weapon of one of its constituent beings lashes out. These attacks automatically hit whatever creature made the attack and deal 1d6 slashing or piercing damage. A living wall does not initiate combat except under specific circumstances (see below).

If a creature spends more than 30 minutes within 15 feet of a living wall without moving, the wall begins pulling the creature into itself. The creature is drawn irresistibly toward the wall at a rate of 5 feet per hour, and once it touches the wall is absorbed as above. A sleeping creature may make a DC 10 Wisdom saving throw once per hour, awaking on a success. A creature automatically wakes up once it has begun to be absorbed unless a spell or other condition prevents it from doing so.

Living walls have no capacity for rational thought, and the personalities of any creatures absorbed into the wall are subsumed by the foul magic that sustains it. If the living wall's creator comes within 10 feet of its creation, the wall savagely attacks with every capability it has. Its reach extends to 10 feet in these circumstances, and it makes one melee attack for each square of area it covers (the creator does not need to be near every square for this factor to be effective; standing adjacent to a living wall which covers a total of 10 squares is targeted by 10 attacks, all originating the same section of the wall). For this purpose, the wall has an attack bonus of +8 and its rage grants it advantage on all attacks. Each

Arcane Living Wall

The standard living wall is a horrifying and fearsome hazard, but assumes that none of the creatures that have been absorbed were spellcasters. If spellcasting creatures have been absorbed, the living wall has the ability to cast spells. The wall is still mindless and casts spells at random. As with physical attacks, the living wall casts spells only in response to aggression and never initiates combat (except upon encountering its creator).

A Game Master may assign spells as they see fit, or roll randomly on the table below. Any spell that requires an attack roll uses a bonus of +5, and any spell that requires a saving throw has a DC of 13. Against the living wall's creator, the spell attack bonus increases to +8 and the spell save DC increases to 16.

ARCANE LIVING WALL SPELLS

1d10	Spell
1	<i>hideous laughter</i>
2	<i>vicious mockery</i>
3	<i>scorching ray</i>
4	<i>inflict wounds</i>
5	<i>poison spray</i>
6	<i>thunderwave</i>
7	<i>fog cloud</i>
8	<i>shocking grasp</i>
9	<i>sleep</i>
10	<i>burning hands</i>

successful attack inflicts 1d8 damage on the target. An arcane living wall (see sidebar) casts one spell for every 5 squares it covers on each of its turns in addition to the physical attacks.

A living wall can be destroyed the same way as any stone structure or object. It has an Armor Class of 17 and each 5-foot section has 27 (5d10) hit points. A living wall is immune to piercing and slashing damage from nonmagical attacks, and has resistance to bludgeoning damage from nonmagical attacks.

MIRE MOLD

Greenish and reeking of rot and decay, mire mold clings to stone, slowly digesting the mineral content over time. Mire mold can cover anywhere from two to twenty 5-foot squares.

The mire mold's secretions eat away at the grain of stone, leaving it soft and spongy. A wall covered in mire mold has vulnerability to bludgeoning, piercing, and slashing damage. Traveling over such eroded surfaces is difficult, and a surface covered in mire mold counts as difficult terrain. Particularly old patches of mire mold can even develop into sinkholes.

Mire mold, once it has begun dissolving stone, is very difficult to remove. Dealing even 1 point of fire damage can kill a 5-foot square patch of mold, but does not reverse the damage it has done.

PUTRID SLIME

Putrid slime can be found in any cavern that houses living creatures. Feeding off the microscopic solid and liquid residue left by the breath and movements of organisms, putrid slime emits noxious odors as its digestion proceeds. Putrid slime can stick to any surface, and is generally found in 5-foot square patches on ceilings and walls.

Any creature that begins its turn within 15 feet of putrid slime must succeed on a DC 11 Constitution saving throw or be poisoned until the beginning of its next turn as it retches from the horrid stench.

Dealing even 1 point of cold damage kills a 5-foot square patch of putrid slime instantly.

UMBER MOLD

Among the most hated and feared of dungeondwelling oozes, umber molds are incredibly slick, and make any area they inhabit extremely precarious. An umber mold usually covers a 10-foot square, and the air within 30 feet of it reeks of rot and decay.

Any area covered by an umber mold is slippery and counts as difficult terrain. In addition, if a creature makes a melee attack while standing in an area coated in umber mold, they must succeed on a DC 12 Strength (Athletics) check or fall prone. The attacking creature can choose to avoid the Strength (Athletics) check by attacking with disadvantage.

Umbur mold is moist and sticky, and it cannot be harmed by weapons or electricity. Damage from any effect that deals cold or fire damage destroys a patch of 10-foot square patch of umber mold instantly. 🐞