

# FUNGAL FOREST<sup>v1.0c</sup>

A Dungeon Starter by Mark Tygart  
For Sage LaTorra and Adam Koebel's  
Dungeon World  
[www.Dungeon-World.com](http://www.Dungeon-World.com)

## AGENDA

- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

## QUESTIONS

- Why are you searching for the **Yog-Sothoth Stone**?
- How did you learn of its secret location?
- What reason do you have to hate or love the Underdark?
- What experience do you have finding Mythos artifacts?
- What have you heard about the text on the stone?
- What do you believe it will tell you?

## IMPRESSIONS

- The giant mushrooms looming over you
- The constant drip from above
- The crunch of the fungal underbrush and its insects under your feet
- A fallen stone monument covered in fungus
- The humid heat
- The woody, earthy smell of the mushroom forest
- A beat of distant drums
- The intense colors of the fungal vegetation



## GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPC's
- Fill out your worksheet

## DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

## CUSTOM MOVES

### Russet Mold

**When you are exposed to Russet Mold spores;** ROLL+CON. On a 10+, the spores don't take roots.

On a 7-9, choose one:

You don't throw up your last meal.

You aren't foul-smelling for days.

You don't grow fungus tendrils on your body for a month.

On a 6-, you are infected! You lose one CON every day until cured or dead (CON=0). 1d6 Vegepygmies emerge from your body.

### Froghe moth

**When you seek a weak point on a Froghe moth;** roll +WIS or +INT. On a hit you find one. On a 10+ choose 1. On a 7-9 choose 2.

- The weak point is armored (1-3 armor)
- The weak point can only be exploited once
- The weak point is hard to get to

On a miss you still find a weak point but something horrible will happen when you try to exploit it. The GM will hint at what.

### Lore

*"Yog-Sothoth, a demon diety of the mythos, is coterminous with all time and space and yet is locked outside of the universe we inhabit. However, like most beings in the mythos, to see it or learn too much about it is to court disaster."* –The Scholar Hassan

## THINGS

**Antifungal Facemask** 100 Coins  
Prevents **Russet Mold Spore Infection**.

**Russet Mold Antidote** 1 Use, 500 Coins  
This potion cures **Russet Mold Spore Infection**.

### **Yog-Sothoth Stone**

A huge green stone in the center of the Fungal Forest covered in a mysterious unreadable text (R'yleh Glyphs; a language virtually unknown).

## Services

**Guide to the Fungal Cavern Entrance:** 100 Coins

## Spells

**Reveal Mythos** (Cleric and Wizard; Cantrip & Rote)  
Reveals Mythos presence like Detect Magic.

## Monsters

**Froghemoth** *Solitary, Huge, Stealthy*  
Tentacles (b [2d12] +3 damage) HP: 24 Armor: 3  
Reach, Forceful, Messy

This giant amphibian horror lurks in the darkest swamps and dankest subterranean pools.

Scholars have long debated the origin of this strangely immense predator, arguing that its unusual senses, physiology, and resistances make it something more than an animal. It's not unheard of to find these strange creatures far from their normal habitations, as if the marsh didn't agree with them and sent them wandering in search of a new home. Some sages argue that the froghemoth isn't from this world at all, and that these wanderings are instinctual urges to seek out its true home—a home not represented by the strange world in which the beast finds itself trapped.

A froghemoth is 22 feet tall at the shoulder and weighs 16,000 pounds.

**Instinct:** To feed

- Shake the whole area with a roar
- Grab a foe with a tentacle or tongue
- Swallow whole a grabbed foe
- Guard the Yoth-Sogoth Stone

### **Vegepygmy**

*Horde, Small, Stealthy*

Crude weapons (d6 damage)

Close

5 HP, 0 Armor

Vegepygmies are vegetable creatures of low intelligence. They organize into regional bands, living by scavenging and hunting. Meat forms their diet and they will eat it no matter what its condition. The green variety is 2 feet tall, with thorn like claws and fingers like tendrils. They occasionally wield crude stone and wood weapons.

**Instinct:** To guard the **Russet Mold Patch**

### **Violet Fungus**

*Group, Devious*

Slashing violet whips (d6 damage, 1 piercing)

HP: 6 Armor: 2 Close

The hunters were pursuing escaping vegepygmies. They had forced them into retreating to their lair. Then at the turn of the cave, there were these huge violet mushrooms. Quick tentacles burst out of their cap and lashed out at the hunters. Soon, many of them were screaming in terror as their flesh was turning to rot where they had been touched. That's when the pygmies came back in force with a volley of spears. The hunters turned back and never got to the mold.

**Instinct:** To spread decay

- Poison by slashing prey
- Slash many nearby prey simultaneously
- Entangle prey in roots
- Protect Vegepygmy allies

**Custom Move:** When touched by a violet fungus whip, ROLL+CON. On a 10+, the poison didn't work. On a 7-9, choose 1.

- Take -1 ongoing until you rest.

- You cannot use a limb (pick one) until magically healed.

On a 6-, you lose 1d4 points of STR (if a limb was struck) or CON (if your head or torso was hit.)until healed.



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Inspired by the classic D&D module *Expedition to the Barrier Peaks* and Robert E. Howard's short story *The Black Stone*

