

## AGENDA

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

## QUESTIONS

- How did you first hear about the Myconid Plague infesting the mines?
- Why did the Dwarves hire your party to end this fungal menace?
- How much (or what) have they promised to pay you?
- Who has had a strange dream?

## IMPRESSIONS

- The endless, winding mining tunnels
- Abandoned and rusty mining tools
- The distant sound of mechanical drilling
- The sudden burst of pulsating, glowing green mushrooms on a tunnel floor
- A subterranean waterwheel powering some sort of clashing machinery
- The dreadful heat
- Abandoned and rusty mining kart
- An unexpected scrawl on the walls in dwarf blood: *Robigus is angry!*
- The sound of a chanted word: **Robigus! Robigus! Robigus!**
- Dull yellow glow of lichen on cavern walls
- An unexpected pool filled with albino and eyeless crayfish



# MYCONID MINES v1.0F

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

## 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

Ancient peoples were familiar with the ravages of fungi in agriculture but attributed these diseases to the wrath of the gods. They designated a particular deity, **Robigus**, as the god of fungus and, in an effort to appease him, organized an annual festival, the Robigalia, in his honour.

-Zenopus of Portown

## CUSTOM MOVES

### Robigus Dream

When you fall asleep in the mines and visit the forgotten demigod **Robigus** in a dream, roll +Charisma.

**Robigus** is a handsome, well-proportioned man seated in a throne of white fungus. He is typically found surrounded by giant fungus, some of which produce eerie humming through the slow undulation of their caps, while others dance for their fungal monarch.

**On a 10+**, the fungal demigod will converse with the player and promise to banish the myconids and cure the all of the myconid infections if his shrine is cleansed of the wendigo.

**On a 7-9:** The character dreams of a wonderful party at the Lord of Mildew's hall.

**Less than 6:** **Robigus** turns the player into giant dancing mushroom with a wave of his hand for the rest of the dream.

Upon returning to the Waking World, anyone turned into a mushroom suffers a minor side effect. A few days later, the investigator's home is infested with mushrooms in the carpets, mildew in the sinks, etc. These are all normal species and offer no real harm, but the rampant growth of the fungus should prove uncomfortable. The mycological assault continues until the investigator has his or her home sprayed with fungicide by a professional.

### "Robigus Admirer"

If you able converse with the fungus demigod Robligas, you may tell GM why you admire him. If you do, write a bond with the forgotten demigod and gain 1 XP.



## THINGS

### **Fungicide Liquid Vials** 200 coins

These vials act on myconids as holy water does on the undead, but are harmless to humans and demihuman.

### **Facemask of Fungal Protection**

This will prevent Myconid Fungal Infection when worn.

### **Goggles of Dark Sight** 1 Weight

Allows the character darksight when worn.

### **Robigus Amber Mushroom**

Acts like a Heal spell, but user must **roll vs. Constitution** or fall asleep with the **Robigus dream**.

### **Robigus Idol** 1 Weight

If presented like a Holy Symbol to the Myconids **roll + Charisma: 10+**: All Myconids flee; **7-10**: Myconids will not attack the bearer of the amulet and flee if attacked by the bearer. **Less than 6**: Myconids ignore amulet and attack

## Monsters

### **Blood Bats** *Group, Small, Terrifying*

Claws (d6 damage)

Close 6 HP

A giant carnivorous bat.

*Instinct*: Swoop!

### **Small Myconid** *Group, Small, Parasitic*

Fungal Fists (d4 damage)

Close 3 HP

A small Fungal Horror.

**Special Qualities**: Dark sight, Fungal Existence

*Instinct*: To use corpses to grow

- Shove someone over
- Cause a Parasitic Infection

### **Large Myconid** *Group, Devious, Cautious*

Improvised Weapon (1d6 damage)

Close 6 HP

A Large Fungal Horror.

**Special Qualities**: Dark sight, Fungal Existence

*Instinct*: To use corpses to grow

- Cause a Parasitic Infection
- Throw rocks

### **Myconid Parasitic Infection**

When your character has been injured by a Myconid they must roll versus CON of becoming infected. Fungus will sprout all over the characters body and in 1d3 weeks he or she will transform into a Small Myconid.

Cleansing the shrine of the wendigo will banish the Myconids and cure the character.

### **Wendingo** *Solitary, Intelligent, Hoarder*

Claws (d12+4 damage 4 piercing) 20 HP 1 armor

Close, Forceful

*Instinct*: To devour anything and everything to obtain immortality.

### **Secret Entrance to the Wendigo Lair/ Defiled Secret Shrine of Robigus**

When you find the hidden outline of a concealed door etched amid a cavern wall, roll+Wis.

**On a 10+**, both are true. **On a 7-9**, choose one.

- The **Wendigo** is asleep
- The notice the *falling rocks trap* (1d8d)

**Inspirations**: Choasium's Call of Cthulhu *Dreamlands* supplement, Supernatural television episode "Wendigo" Star Trek TOS episode *Devil in the Dark* and *The Hobbit* (film trilogy and novel).

"The Wendigo was gaunt to the point of emaciation, its desiccated skin pulled tautly over its bones. With its bones pushing out against its skin, its complexion the ash gray of death, and its eyes pushed back deep into their sockets, the Wendigo looked like a gaunt skeleton recently disinterred from the grave. What lips it had were tattered and bloody [...] Unclean and suffering from suppurations of the flesh, the Wendigo gave off a strange and eerie odor of decay and decomposition, of death and corruption."

---Hassan the Scholar



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