

FUNGAL INFECTION!

A terrible creature has emerged from the underground stream and has made the cavern and surrounding aqueduct system its home. The workers have fled and the water supply is in jeopardy!

The Spore Queen

Being a huge-bloated myconid-like creature with glowing yellow eyes, a maw full of razor sharp teeth, and possessing a mastery over both plant and fungus. This would-be queen wears a wooden crown atop her purple and white spotted cap as a symbol of her power over the natural world.

This creature of ill-disposition was driven out by her myconid kin for terrible ambitions. Finding the caverns to her liking, she has taken root, scattering spores that have grown into a loyal myconid guard. Now she has begun to slowly spread throughout the area.

1) The stone building set into the cliff houses the sluice system controlling water flow. A windmill atop the cliff powers a giant archimedes screw which pumps water to a secondary aqueduct. The grounds are silent and strange clumps of fungi grow all over (see Fungal Hazards below). A heavy wooden door (locked by the workers) blocks the way in and the only windows are thin narrow openings that allow in a little light. A door in the cliff to the south (barricaded from the outside by the workers) allows access to the cave.

2) The three main sluice gates are in this hot and humid room though the two southern gates are choked with vines from which small purple mushrooms sprout. (A and C are open, B is closed). The vines are a part of the Spore Queen and cover the gates, preventing them from being raised or lowered unless they are cut free. Touching the vines will alert the Spore Queen. A mechanism in the north of the room controls the three sluice gates and an unlocked wooden door leads to the overseer's office. *(Note: the purple caps heal myconids a little but are poisonous to humanoid)*

3) The overseer's office contains only simple writing tools and a few documents and ornaments. There may or may not be a small lockbox containing money for incidental expenses or pay for workers.

4) These rough stone steps are wet, slippery, and covered by fungus, some of which give off a soft blue light that illuminates the way down.

5) A waterfall from the overflow channel dominates the room running to an underground stream. The cave is slick and full of fungi as well as some of the Myconid Guard.

6) A huge windmill-driven archimedes screw pumps water upwards (access to the windmill is via the stairs through a locked wooden door). A closed sluice gate (E) has left the pool empty.

7) A mechanism in this room controls sluice gates E and D but is choked with more vines. Sluice D is currently open. Myconid scouts guard the area and some are exploring the tunnel west.

8) The Queen's chamber is full of fungi and the remainder of her guard. She sits atop a throne made of tree roots. She can bite, choke opponents with vines or use poisoned spores and strange magic. She could be fought or flooded out (close sluice A, C and D, open B) but will fight to the death. Her white wooden crown is magical allowing control over myconid and plant creatures and she also possesses a few other valuable trinkets.

Fungal Hazards

Clumps of fungi grow all around, some good, some bad. What kind are determined randomly. Additionally, the air in some chambers may be full of spores making it difficult to breathe. Assume the Myconids are immune to any of the bad effects:

- | D6 | Fungus Type |
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| 1) | Edible White Caps that offer minor healing |
| 2) | Yellow Caps that release poisonous spores when disturbed |
| 3) | Glowing Blue Caps that give off a soft light |
| 4) | Poison-coated Spotted Purple Caps that whistle softly |
| 5) | Brown Caps - Good for cooking! |
| 6) | Orange Caps - Slightly Hallucinogenic, but offer pain immunity |