

## Myconids Ale

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A brewery has come under attack from strange animals with mushroom sprouts coming out of their body. The village, Crestlake, has offered a sum of coins to handle the issue. What the village does not know is that the taverns famous ale is created using myconids and the myconids are using the animals to defend themselves.

Setup: As the players are visiting the inn, The Flagrant Giant, or passing by a set of animals with mushroom sprouts attack the inn and anyone nearby. Once defeated a villager directs the players to a bounty board or town elder to help end the attacks. The town elder will offer a sum of coins and a cart with a horse to deal with the issue.

### Part 1: Investigation Direction

Once the players start to investigate there is a chance of a few different information plots:

1. Villager comments that the attacks started about 6 months ago. Passerby comments that the inn, The Flagrant Giant, came out with an amazing ale about the same time.
2. A village child will suggest to speak to the Ancient Stone (a Galub Dur or another earth elemental).
3. A hunter from the region comments that this started about 6 months ago and directs them to Ancient Stone (see above).
4. Guard commander thinks this is coming from a local necromancer.
5. False Rumor: Village child blames this on a hag nearby. No hag even exists, this is from a story the child's parents told them.
6. False Rumor: Villager blames elder for getting the village cursed.

### Part 2: Investigation Questioning

Once the players select which rumor they follow up on see the following corresponding options:

1. If players confront innkeeper, innkeeper will state that they had nothing to do with the attacks. On successful persuasion, they will indicate that a druid came to them to plead for their brewing to be changed and ask the players to deal with the druid and direct them to the cave in part 3. They will also offer gold for each sprout returned to them alive.
2. The child will lead the players to the Ancient Stone and direct the players to interact with it. The Ancient Stone will attempt to keep the players talking as much as possible. It enjoys speaking to huminoids and does not feel it has enough conversation so will keep them talking as long as possible about any topic. If pressed will eventually direct the players to the cave in part 3.
3. See 2 (above) and replace child with the hunter.
4. False Rumor: If players investigate necromancer house, about half a days journey from the village,

they will find no mushrooms at all. The house is a small house and simple in design. It was left in a hurry and if players succeed in investigation, they will find a diary about how the necromance was looking into the mushroom attacks but the guards were suspecting him. The implication is he left quickly to get away from the guards. The diary will reference the location of the cave in part 3 and plans to investigate it further.

5. False Rumor: Anyone in the village can confirm there is no hag in the region and will direct the players to either the Guard Commander (see part 1, 4) or the hunter (see part 1, 3).
6. False Rumor: Most villagers will state that the village elder would not be the type of person to cause a curse to fall on the village. If investigated the village elder will have some reference to not knowing anything about a curse and that they always seek advice from the Ancient Stone. They will give instructions for how to get to it (see part 2, 2. Replace child with instructions)

### Part 3: Attack on the Cave

The cave has 1 section outside and 4 sections inside.

1. The exterior of the cave has no major features except an excess of mushrooms on the outside. There are several animal corpses in the area. This will be guarded by several animals taken over by myconid spores and have mushrooms growing out of them. They are not hostile to the players until they take an attack action or move within 15 feet (4.5 meters) of the entrance. It is obvious that they see the players and are not hostile.
2. Several stronger animals (eg bears), myconid adults, and myconid sprout (see part 2, 1 for significance) are in this section and attack only if players move into the cave.
3. This is the primary boss room. It will have several mushroom animals, several myconid adults, several myconid sprouts, and a druid. The druid will plead with the party to help them end the innkeeper using the myconid in the ale. If the players agree see part 4, 3. If they disagree or attack outright, see part 4 1 or 2 as appropriate. This is meant to be a difficult encounter.
4. This room is a myconid sprout growing area. No major threats only myconid sprouts.

### Part 4: Conclusion

These are the conclusion options:

1. If the players do not take the contract of the innkeeper and destroy the myconids and druid, then the players are given some gold and a cart with a horse.
2. If the players take the contract of the innkeeper then they get significant gold only, this cannot be reported to the village elder.
3. If they help the myconids, they gain the rewards from 4, 1 and the innkeeper is run out of town.