Locally Sourced

A One-Page Dungeon
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Homegrown in the heart of the countryside, the Druid, Peater Moss Fertilini tends to his organic, all-natural, biodegradable dungeon. Little does he know, something went haywire in the compost bin.

Your quest is to get to the root of the problem, prune the undead weeds and save the dungeon.

Unbeknown to Fertilini, his neighbor, Neal Chanting, is dumping magical waste down the compost chute and has polluted the dungeon's ecosystem.

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ENCOUNTERS

Pollen Swarm
(can cause an allergy attack, confusing the player)

Marimo Moss Slime
(they look soft and fluffy but are covered in stinging burrs)

Spider Plant Zombie
(an eight-legged undead that creates sticky webs from plant material)

Evermean Tree Blights
(smells of pine and malice)

Animated Scarecrows
(can cause the player to run in fear)

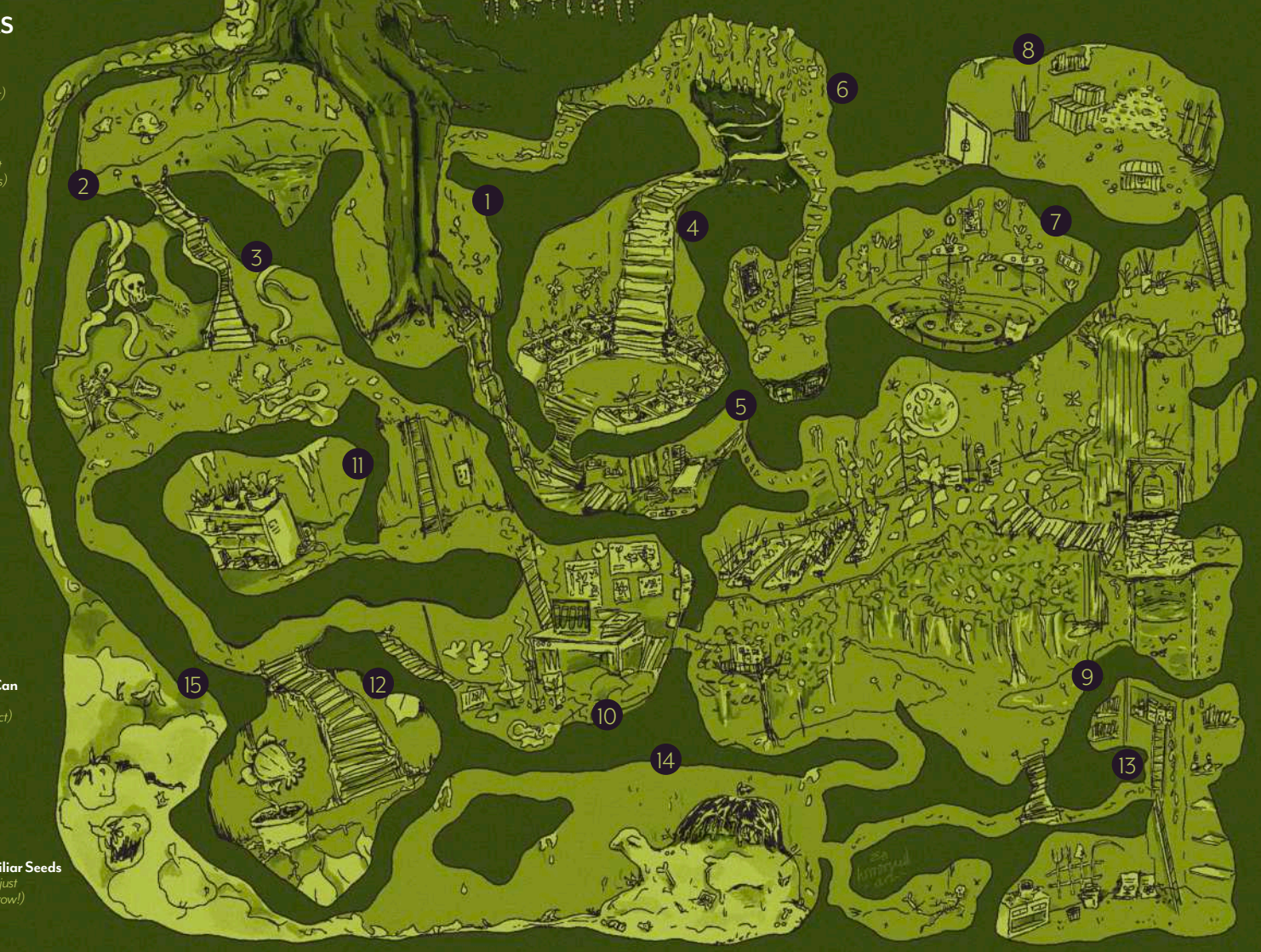
LOOT

Pickle Sickle
(coated in acid and for double damage to plant creatures)

Bottomless Watering Can
(add any liquid and create an effect on a watered object)

Ol' Veggie Sack
(creates a random vegetable each day)

Franny's Premium Familiar Seeds
(a blooming buddy for 1 hr, just mix with dirt and watch it grow!)



1. A massive, ancient tree stands in one corner, with a face carved in its bark. Smaller saplings dot the cave floor where the larger tree grows out to the surface. *They can communicate telepathically with the party, providing dungeon lore, giving quests, or offering guidance. It might ask for a favor in return for its help or guard a secret passage and valuable items blocked with a riddle.*

2. Patches of bioluminescent mushrooms grow in the shadows. *Harvesting these mushrooms can provide useful alchemical ingredients or temporary light sources. Some might have effects when consumed, such as night vision or hallucinations. The mushrooms might form patterns or constellations that hint at hidden mechanisms or pathways.*

3. This room is full of skeletons *controlled by blighted vines. If the skeletons are destroyed, the vines detach and get one last attack before wilting.*

4. Sweet smelling mandrakes sleep in pots in a hushed nursery. *Upon plucking the mandrakes, they cry loudly alerting nearby monsters, however underneath each, is a treasure. Grinding the plant leaves with water yields a healing potion.*

5. This room contains bandages *(1d6+2, 1hp each)*, gauze, and bags of fertilizer that say 'Grow Things You Wouldn't Believe!' and 'Safe for Humanoid Consumption!' *If eaten or put on a wound, the foul smelling fertilizer can regrow lost limbs.*

6. A forked path extends where leafy pothos vines hang from the ceiling. *Choose the right vines to swing over a pit of stalagmites wrapped in thorny tendrils. These vines can cause itching, choking, and may snap in half.*

7. A quiet dimly-lit room full of blankets and ornate pillows smells of incense and herbal tea. *Collect the correct ingredients in teabags to get the item 'Universal Blend' which can be used to make any potion the user has previously drank.*

8. This room contains shining plants that resemble weaponry *including a Snake Plant Blade with poisonous fangs, a Redwood Spear and a Crossbow with a golden bowstring named 'The Hornet'.*

9. An underground greenhouse is lit and warmed by a fireball chandelier. The room is abundant with plant-life and bugs flying around. The fruit and vegetables here are ripe and smell sweet and earthy. *1 bundle of these 'Everfresh Foods' keeps players satiated for the length of 5 normal rations. There are 1d6 + 3 bundles. Off to the side of the large room, stands a watering-well that splashes you if you get too close which causes hair to grow at a miraculous pace.*

10. A laboratory for gene mixing on plant seeds, miscellaneous experiments and research both successful and

11. Within the shelves, sit various plant life frozen in meticulously labeled jars. *This room has all kinds of plant seeds and herbal remedies. Any spell components that involve organic matter can be found preserved here.*

12. A venus fly trap sits in a large pot in the center of the room *with gold in its mouth (1000g). If gold is grabbed from the mouth, a second mouth on the pot of the monster appears and bites at the foot off the thief (an even trade, of course).*

13. A small toolshed with mundane items used in the garden.

14. A large zombified mound of refuse, *'The Trash Terror'*, aggressively shambles about. *It seems the sorcerer's garbage made its way into the compost. Upon killing the mass, a lever is revealed negating all magic in the dungeon. It drops a wallet with the sorcerer's ID card in it and 200g, a Wand of Cold, and a +1 tattered pair of elvish boots.*

15. The stink of the compost is most potent at the back of the room, *egg shells, apple cores, and banana peels rot with items that don't belong including 2 muddy spellbooks signed by the druid with 1 new spell in each.*