

DM Notes

The obvious inhabitants of this cave would be Myconids or Vegepygmies, but they don't have to be.

Consider taking the opportunity to have your PCs start hallucinating when they enter the cave. Of course, don't tell them they're hallucinating. Instead, say something like, "You see three gnomes riding toward you on a flying pony" or, "A patch of mold appears to tip its hat to you as you pass. Which is strange, as it doesn't have any arms. Or a hat."

Or, "You look over and notice that <PC's name> is blue. Bright blue."

You could even have the cave be inhabited by something strange that's actually real, making the PCs think it's a hallucination.

Play mind games. Go wild with it.



