

ENJOY THE DELIGHTS OF DUNGEON CUISINE

GOURMET DUNGEON

BY ELVEN TOWER

HUNT, FIGHT, GATHER, PREPARE, AND THEN COOK...

Gourmet Dungeon

#1

Today's Menu

Scorpion and
Mushroom Hotpot



Man-Eating
Plant Tart



Walking Mushroom

A **CURIOUS CREATURE** that inhabits the shadowed, damp corners of dungeons. These sentient fungi stand no taller than a child's knee, with stumpy limbs and a cap-like head that sways as they meander through the undergrowth. Endlessly wandering, they sleep while standing, their slow, purposeful gait never ceasing. It consumes other fungi, moss, and the detritus of decaying leaves. Although weak and timid, they are a common sight in the early levels of dungeons, often seen in small, slow-moving clusters. Despite their frailty, they play a vital role in the dungeon's ecosystem, clearing away rot and providing a strange, otherworldly ambiance with their ceaseless wandering.

OTHER DUNGEON DENIZENS

Walking mushrooms and Man-Eating Plants are hardly ever seen together. Mostly because the pitcher plants eat the fungi more often than not. But there are other monsters such as slimes (oozes) either for symbiotic reasons or because they are part of the food chain.

☞ **Insects.** **Giant scorpions** consider walking mushrooms a special treat, so they are not hostile toward the fungi. The fungi welcome the protection of larger, stronger monsters.

☞ **Aggressive Fungi.** The walking mushrooms are the primal, less intelligent forms of sentient fungoid creatures. **Violet fungi** are similar monstrous fungal creatures that often utilize the walking mushrooms as bait to lure confident adventurers.

Man-Eating Plant

THE MAN-EATING PLANT is a monstrous pitcher plant that lurks in the depths of low-level dungeons, its massive, gaping maw large enough to swallow a full-grown human whole. Though its primary diet consists of smaller creatures and dungeon pests, the plant earned its fearsome name after countless adventurers fell prey to its hidden, trap-like form. With thick, vine-like tendrils and a sweet, enticing aroma, the Man-Eating Plant lures the unwary into its deadly embrace, making it a formidable threat despite its unassuming appearance.

This monstrous plant possesses a deceptive intelligence, often waiting near narrow passages or dark areas where adventurers are most vulnerable. Its digestive fluids are potent enough to dissolve armor and flesh alike, leaving only bones behind. It can lash out with surprising speed, making it a perilous encounter for the unprepared.

ENVIRONMENT

Damp, overgrown corridors of low-level dungeons, where sunlight is scarce, and the air is thick with moisture. Moss-covered stones and decaying organic matter blanket the floors, providing a rich, fertile ground for these plants. The faint, eerie glow from bioluminescent fungi provides the only light, casting long shadows that conceal lurking dangers. Pools of stagnant water and twisted roots further complicate the treacherous terrain, making every step a cautious one for would-be adventurers.



Damp Garden

THIS IS A network of interconnected caves carved into the heart of the earth. Underground streams snake through the caverns, their crystal-clear waters trickling over smooth pebbles. The walls and ground are alive with verdant growth; thick carpets of moss and clusters of hardy grass thrive in the dim light, fed by the moisture that seeps from the stone. Footprints of **walking mushrooms** are easy to find, their small, webbed impressions leading deeper into the caverns, where the occasional rustle or faint whisper of movement hints at the lurking presence of the dungeon's other denizens, including the ominous **man-eating plants** that lie in the darkness.

RANDOM EVENTS

Roll 1d6 twice while the heroes explore the dungeon and each time they fail a check while hunting a monster:

1. The heroes stumble upon a **swarm of scarabs**. It flees when reduced to half its Hit Points.
2. One **giant rat** and two **violet fungi** attempt to stop the heroes.
3. A **giant scorpion** ambushes the intruders (DC 12 Perception to see it).
4. A stalactite falls on a random hero (1d8, DC 12 Dexterity for half).
5. Four **walking mushrooms** flee from a **man-eating plant** chasing them.
6. The heroes stumble upon a slime (**gray ooze**). The amorphous monster fights the intruders until slain.



Fungi Hunt

► **Tracking.** The hunt for a **walking mushroom** begins by following the distinctive, webbed footprints they leave behind. The tracks appear near patches of moss, along the edges of underground streams, where the fungi forage. Experienced adventurers note the signs of recent activity—flattened grass, disturbed soil, and nibble marks on smaller fungi and roots (DC 11 Survival).

► **Spotting.** Walking mushrooms are usually found nestled among the mossy growth, blending into their surroundings. Spotting one requires patience and a keen eye for the slight movement of its cap or its tiny limbs (DC 13 Perception). The rhythmic sway of their walking motion often gives them away, especially when they are feeding or resting in clusters.

► **Fighting.** Though weak, walking mushrooms can be tricky to engage due to their erratic movement. When threatened, they attempt to flee, scattering in different directions to confuse their pursuers. A well-placed strike is usually enough to dispatch one, but caution is advised when multiple mushrooms are present, as they could become hostile if they see no other option for survival. Some adventurers choose to corral them against a wall or corner to minimize the chance of escape.

► **Gathering.** The remains of a walking mushroom can be harvested for their components (DC 12 Survival). Their caps are a strong alchemical ingredient for certain potions. The stalks can be dried and ground into a fine powder used by herbalists. The soft, fleshy, fungal limbs are sometimes collected as a delicacy, prized by those who appreciate the complex and exotic dungeon cuisine.

WALKING MUSHROOM

Small plant, lawful neutral

AC 13, HP 5 Speed 20 ft. CR 0 (10 XP)

S -2, D -2, C -1, I -2, W +1, Ch -1

1 Headbutt. +0 (1d4-2 blud. damage).

Hide. Looks like a regular fungus (DC 13 Perception to see it).

Flee. 1/day, to save its life, the mushroom's speed becomes 60 ft. Used only to escape danger and flee.

MAN-EATING PLANT

Medium plant, lawful neutral

AC 15, HP 25 Sp 20 ft. CR 2 (450 XP)

S +2, D -1, C +1, I -3, W +0, Ch -3

2 Slams. +4 (2d6+2 blud. damage)

Engulf. Target hit by two slams is pulled (DC 14 Athletics on turn to break free). Target is engulfed next turn if still trapped and then starts suffocating. DC 14 Athletics on turn to escape.



Plant Hunt

► **Tracking.** Locating a man-eating plant requires a cautious approach, as these monstrous flora often leave few signs of their presence. However, experienced hunters know to look for areas where the ground is particularly fertile, covered in a layer of decaying matter. Additionally, the sweet, almost intoxicating aroma that these plants emit to lure prey can sometimes be detected from a distance, guiding adventurers closer to their carefully hidden lair (DC 12 Survival).

► **Spotting.** This is a test of vigilance, as the pitcher plants are masters of camouflage. They often lie partially buried or concealed among dense vegetation. However, a keen-eyed hunter notices the subtle differences (DC 14 Perception); a slightly too large, bulbous growth, or the unnatural stillness in a patch of grass. The shimmer of digestive fluids at the plant's lip or the slight quiver of its tendrils may be the only signs of its deadly presence.



► **Fighting.** When threatened, these plants lash out with their vine-like tendrils, attempting to ensnare their prey and drag them into their waiting maw. The plant's thick, rubbery exterior is tough and resilient, requiring precise strikes to penetrate. Adventurers must stay alert to avoid being grappled, as even a momentary lapse can result in being pulled into the plant's acidic depths.

► **Gathering.** The plant's pitcher can be carefully harvested for its potent digestive fluids, which are highly sought after for use in alchemy and poison crafting. The fibrous vines can be used to create strong, durable ropes or even as components in certain magical items. And, the sweet-smelling nectar within the plant's maw, though dangerous, can be extracted and used in the creation of powerful lures or addictive intoxicants (DC 12 Survival).

Cooking Test

THE HEROES HAVE the ingredients. They must cook carefully to obtain a perfect result (DC 12 Survival). The dishes are not spoiled if they fail, though:

► **Perfect.** The characters succeed in both the gathering of ingredients and the cooking of the monster. They obtain the flawless version of the dish (see recipes).

► **Good.** The heroes fail either the gathering or the cooking. This means they are missing a single ingredient or a mistake is made during the preparation.

► **Sub-par.** The heroes fail both checks. They ruin a single ingredient, or perhaps they do not gather enough. They leave the pot on the fire too long, or they overseason it. Still, the resulting dish shows unique properties (see recipes).



Scorpion and Mushroom Hotpot

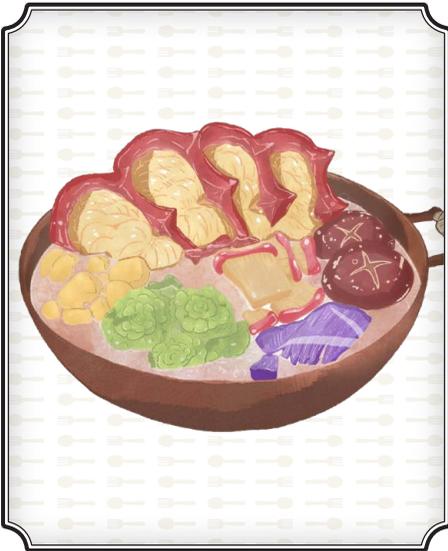


Ingredients

- 1 Walking Mushroom
- 1 Giant Scorpion
- 2 Mushroom feet and limbs
- Seaweed, moss as needed, or other preferred vegetables
- 4 to 5 sliced tomatoes
- Water as needed

Preparation

1. Throw out the bottom of the mushroom. Slice the stalks evenly.
2. Use the mushroom's feet to add the right touch to the broth.
3. Use only the scorpion's body, cut, and toss the rest of its parts.
4. Cut the scorpion's body into even pieces. Remove internal organs.
5. Boil the mix in hot water and add citrus juice. Add salt and let it rest for a few minutes on low fire.
6. Boil until the scorpion meat and the mushroom stalks and feet are soft.



BENEFITS OF EATING THIS MONSTER

Eating this dish grants the following boons until the heroes take a long rest:

- ☞ **Perfect.** +4 AC and advantage in all checks against poison effects.
- ☞ **Good.** +2 AC and +4 bonus to all checks against poison effects.
- ☞ **Sub-par.** +2 bonus to all checks against poison effects.

Man-Eating Plant Tart



Ingredients

- A full man-eating plant.
- 200 ml of leftover scorpion broth (or any other broth)
- 80 grams of slime gelatin
- Vegetables and fruits of at least two monster plants
- Salt to taste
- A pinch of pepper



Preparation

1. Steam all vegetables and fruits. Cut all stems and pull the seeds out.
2. Beat the plant skin to soften it, and cover the pan entirely with it.
3. Cook and once it gets smooth, add the scorpion broth, and place cut-up chunks of the plant and vegetables.
4. Mix it all and add it to the frying pan. Add salt to taste and let the mix simmer for 10 minutes.
5. When it starts bubbling, add cut-up fruit chunks on top of the mix.
6. Sprinkle pepper on top to taste.

BENEFITS OF EATING THIS MONSTER

Eating this dessert grants the following boons until the heroes take a long rest:

☞ **Perfect.** Recover 4d8 Hit Points. Advantage on the next check made.

☞ **Good.** Recover 2d8 Hit Points. +2 bonus to the next saving throw.

☞ **Sub-par.** +2 bonus to the next saving throw the eater makes.

