

Encounter type: **Organic, Grinning Mushrooms**

Encountered: 15,000 These smaller mushrooms grow over and around treasure items of a magical nature. At the center of the cluster, there will always be one Graybeard, a massive Grinning Mushroom (10' tall). This mushroom shepherd ceaselessly guards the tiny forest of Grinning Mushrooms maturing around it. In the cycle of this organic creature's life, each Grinning Mushroom will mature for the span of 500 years, eventually becoming a Graybeard shepherd itself. See: "Special".

Attacks per turn: See: "Special".

Attack types / Damage per successful attack: See: "Special".

D20 roll needed to have **Treasure** / # of treasure items found: See: "Special".

Defense: 1

Experience: Grinning Mushrooms: 0

Life-points: Grinning Mushrooms: 1

Offense: 0

Region: Volcanic Wilderland Labyrinth of Souls.

Special: There is treasure beneath a mass of Grinning Mushrooms.

Where? Who knows, but there is. All you have to do is dig up a number of Sporlings up to find your prize (it's really quite simple).

To dig up a cluster of Grinning Mushrooms, just tell the Game Master you do (the Game Master will allow it). Each time you pull up a cluster, it will diminish the number of Grinning Mushrooms by $1-D100 + 15 \times 2$ from 15,000, under which there will be a 25% chance to find random treasure items.

Each time a cluster of mushrooms is excavated, there will also be a 25% chance that Graybeard, a mushroom shepherd, will become aware of what you are doing. If so, see: "Graybeard" for all the information you will need.

