

Dumplings & Dragons

Sengerus [SEN-GEER-US], a **young black dragon** (MM), has requested (under pain of *geas* or death) that the adventurers find him special mushrooms for a dumpling recipe he wants to try out. The scuttlebutt in Saltmarsh has it that a series of ancient crypts controlled by an insane alchemist named Milo has the special properties that allow the mushrooms to grow in thick patches. The party heads to Milo's crypts and makes a terrifying discovery.

An adventure for four to six characters of level 4

by Matthew Bannock | [@proudgamer](#)
Map & Art by Wizards of the Coast via DMs Guild Creator Resources

Harvesting Mushrooms

The party needs at least 20 mushrooms for the recipe. For each patch they find, they can harvest 1d4 mushrooms with a successful DC 15 Wisdom (Nature) check over the course of 1 minute.

THE BRAIN CRYPTS!

1. There are 2 **stone cursed** (MTF) at the top of the stairs, and 2 more near the first intersection.

2. This alchemy lab includes basilisk and cockatrice body parts, plus a special poison (see *Poison the Dragon*). There are 6 already-harvested mushrooms on a counter. Door is locked (DC 14 to pick, DC 18 to burst open).

3. **10 foot slide trap**: passive Wisdom (Perception) 12+ to notice; DC 16 Dexterity saving throw; no damage but DC 16 Strength (Athletics) to climb out (advantage if you have climbing gear). 4 **cockatrices** (MM) reside in the pit where there are 4 mushroom patches.

4. In a sarcophagus is 1 **vampire spawn** (MM). In the fresh dirt inside there are 3 mushroom patches.

5. 1 alchemist's supplies worth of equipment litter this laboratory.

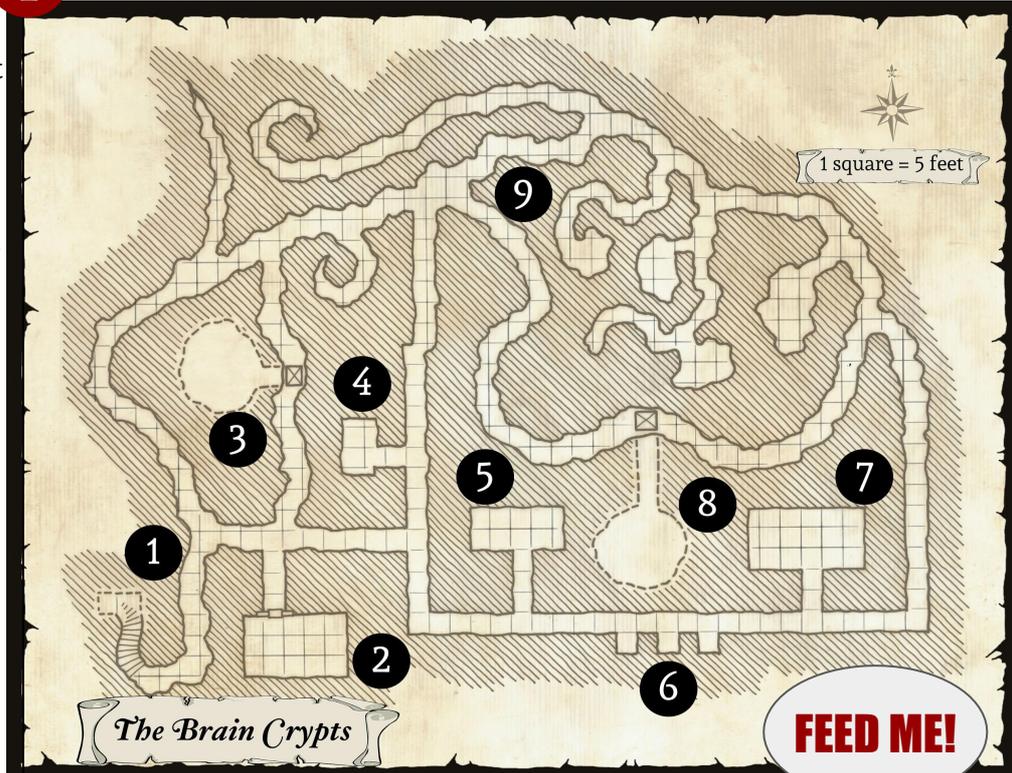
6. There are 3 **ghouls** (MM) near crypts built into the walls: one in each alcove. There is 1 mushroom patch in a randomly determined alcove.

7. Milo, the **brain in a jar** (*Lost Laboratory of Kwalish*), conducts experiments here with 2 **skeleton** (MM).

8. **20 foot hidden pit trap** (DMG). 2 **basilisks** (MM) and 4 mushroom patches reside in the pit.

9. At each intersection, roll 1d10:
1 - 1 **swarm of cranium rats** (VGM).
2 - 1d4 **ghouls** (MM).
3 - 2d4 **skeletons** (MM).
4 - 1d4 **swarms of rats** (MM).
5 - 1d4 **giant spiders** (MM).
6-7 - No encounter.
8-9 - 1d4 mushroom patches
10 - Roll twice and combine the results.

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PLEASE THE DRAGON...

If the party attempts to please the dragon with their findings, they need 6 successes before 3 failures on the following checks. Failure = fight!

1. **Mix flour**: DC 12 Intelligence (Nature)
2. **Knead dough**: DC 14 Strength (Athletics)
3. **Mix mushroom and meat filling**: DC 14 Intelligence (Nature)
4. **Cut and fill dough**: Weapon attack with slashing weapon against AC 12 (advantage if a second character helps)
5. **Fold dough**: DC 16 Dexterity saving throw
6. **Heat dumplings**: DC 12 Wisdom (Survival)
7. **Serve**: DC 14 Charisma (Persuasion or Performance)



OR...

...or POISON THE DRAGON!

At any point, the party can sneak the special poison (Area 2 of *The Brain Crypts*) into the mix with a successful DC 16 Dexterity (Sleight of Hand or Stealth) check. They have advantage if a distraction is created, likely requiring a contested check (such as Deception or Performance) against Sengerus' Intelligence (+1).

The special poison causes Sengerus to lose half his hit points, he loses the ability to use his breath weapon, and he suffers the poisoned condition. All of these effects last until he takes a long rest.