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.

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.