

# FROM THE SHROUD

ISSUE 3

RED HOT SUMMER 2022

**PREVIEW**



**THIS ISSUE...**

BEYOND THE GATES TO THE OTHER WORLDS, IN FULL HELLISH COLOUR!

**I HAVE SEEN THE  
DARKEST DEPTHS OF  
HELL,  
SORCERY BEYOND  
THE WITCHES'  
SPELL.....**

**NOTE THAT THIS IS A WORK IN PROGRESS PREVIEW,  
AND SUBJECT TO CHANGE BEFORE PUBLICATION.**



# FUNGICIDE

*Of Fungal Lords and Fungits*

Millennia ago, the world of Justra was overwhelmed by a demonic race of fungus, who obtained sentience through black magic. Now, Justra is a spore filled hell, explosively contained and ready to infect any world it connects with.

This Otherworld is dangerous because the fungi crave blood and flesh to feed on. The Fungal Lords spawn new fungits quickly once their hunger is satisfied, and they had a whole world with numerous overcrowded cities to devour. As a result post-fungapocalyptic Justra is overpopulated, and the fungi will flood into any world that is connected to it via a magic gate.

## INHABITANTS

### FUNGAL LORDS

These giant humanoid fungus with caps that look like hard helmets, control masses of fungits. Originally created as a guardian race by a Cabal of Sorcerers, who they turned on, they are instinctively very driven to defeat powerful champions. Which makes any characters over fifth level they meet an automatic target for remorseless and frenzied attack at plus two to hit and damage. They regenerate 2d8 hit points per round, by standing still and absorbing nutrients from the earth. Fire does double damage, and they instinctively recoil from it for 1d4 rounds. When well fed, it can go into a spawning stasis, where if left undisturbed for a day it will spawn 3d6 fungits. It has pouches in its stomach area, which can hold up to ten fungits (roll 1d10 to determine numbers) which it will explosively eject up to twenty feet at the start of combat.

- Type: Other.
- Armour Class: 5 [14].
- Hit Dice:8
- Attacks: Mighty pummelling fist (2d8)
- Special: Control Fungits within thirty feet radius, Frenzied attack, Regenerates (2d8 per round, no other action), Eject 1d10 Fungits at start of combat.
- Move: 9.
- Challenge Level/XP: 10/1,400.

# FUNGITS

These small, mushroom like humanions, run about frantically, and gibber and squeak constantly. They only seem to calm down when in the presence of a Fungal lord, when they enter a trance and is controlled by it. Like fungal lords, if they are connected to the earth, they can enter a healing trance and regneare 1d6 hit points per round. Fire does double damage, and they instinctively recoil from it for 2d6 rounds.

- Type: Other.
- Armour Class: 7 [12].
- Hit Dice: A (1d4 hit points)
- Attacks:1 fist (1d6)
- Special Rules: Regeneration (2d8 per round, no other action).
- Move:15
- Challenge Level/XP: B/10.



## **OPPORTUNITIES FOR LOOT**

There's the whole lost treasure of the civilization before the Fungi, covered in fungus and lichen in the ruins. Not only gold and silver, but the magical marvels and spell books of the proud and arrogant civilisation.

Also there are the treasures that the Funghi themselves. Those they have collected when they have spilled out of their home world and invaded other worlds. The Fungits instinctively collect shiny things, which they deposit in their home pool, and the Fungal Lords pick up magic items of the champions they defeat.

## **ADVENTURES IN JUSTRA**

### **THE TOWER OF PELL**

Deep within the fungal mass, at least five days hard trek from the Gate that the characters find themselves entering Justra from Zarth, is an ancient sorcerer's tower from before the Funghi apocalypse. It is said to hold the secrets to Justra's downfall, and potentially the saving of Zarth.

### **MUSHROOM STEW**

A sorcerer has an elixir of immortality, called the Elixir of Gonlash, whose one of the of the active ingredients is the spores of a Fungal Lord. The characters are hired at an exorbitant price to go and hunt down a specimen and collect enough spores for at least another thousand years worth of potion.

### **BURN AND CLEANSE**

A group of avenging templars, descendants of the original inhabitants, who call themselves the Justices for Justra, hire the characters to join them on a crusade to burn their home world clean of the Funghi. To aid them they have a bound fire breathing dragon.

### **HE'S STILL OUT THERE**

Kilrec Fen, the last of the Cabal of Black Sorcerers who summoned the Fungi to Justra, escaped when they turned against them to Zarth. Word reaches the characters, that he plans to repeat the summoning, and that Zarth too will be consumed by the flood of funghi. What nobody knows is that Kilrec is no longer human, that he became a fungus as part of the ritual on Justra, and that it gave him immortality.



# THE BLOODY REBIRTH OF LORD ERIKAL

*The Great Corpse Colossus of Ispia returns home to reform*



# THE MIRROR OF HER DARK DESIRES

*The Sorcess Ania The Pale, awaits the Decaying God to take her home.*



# INTO THE CRYPT OF SMOKE

*Three Immortal Sorcerers go in, only one comes out.  
What prize do they seek ?*