



# THE UNDERGROUND ORLOCK MUSHROOM FARM



## A SagaBorn D100 Adventure

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## INTRODUCTION

### *The Setting*

Atheles is a harsh world, especially the Eastlands. Acid rain and electric storms pock the landscape. Disease and sickness curse its inhabitants. Magic destroyed the world in the Great War and disappeared soon after. But now magic has started to make its presence felt again, along with creatures, people, and monsters touched by magic.

The lands west of Kowal are untamed, filled with beasts, ancient ruins, and wilderness. Now, as the Wanderers try to create a road west, adventurers flock to the area to make a name for themselves.

This is a locale and adventure based in the wild lands of the [Swordspyne Mountains](#).

## The Adventure

### 3118 The Underground Orlock Mushroom Farm

**Hex Type:** Underground / Hive Complex

**Primary Threat:** Orlocks

**Suggested Location:** Beneath a ruined fortress or in the Swordspyne foothills

#### **Summary:**

This is a small Y-shaped dungeon used by a local Orlock hive for food production. One arm houses beetle pens and mushroom chambers, while the other contains communal and military areas. A patrol of Orlocks guards the hive, and a fungal altar hides an eerie secret.

#### 1. Entry Chamber

##### **Read the following:**

A wide burrow descends from the surface, its edges smoothed by foot traffic. Dim, phosphorescent fungus clings to the walls, lighting the tunnel in patches of eerie green. The air is heavy with moisture and a subtle sour tang.

#### **Features:**

- The walls pulse faintly with warmth; the Orlocks use bioresin as insulation.
- Tracks reveal frequent movement back and forth.

#### **Treasure:**

None

#### 2. Beetle Pens

##### **Read the following:**

The chamber opens into a warm, fetid room divided by thick resin walls. Large fire beetles crawl lazily in recessed pens, glowing weakly from their carapaces. Several Orlock drones tend to them, feeding them globs of mushy fungus.

#### **Creatures:**

- (4) Orlock Drones
- (1) Giant Fire Beetle (docile unless provoked)

#### 3. Mushroom Chamber

##### **Read the following:**

An oval chamber with a low ceiling. Fungal stalks rise from every surface—walls, floor, even the ceiling. A thick, woody mycelium mat covers the ground, and an oddly shaped growth at the center pulses with a soft, rhythmic thrum.

#### **Trap:**

The central mushroom is alive and reacts violently to disturbance. It unleashes a spore cloud if touched (Stamina Save or become Confused for 1d4 rounds).

#### **Creatures:**

Fire Beetle Harvester CV 3

#### **Treasure:**

Rare Glowcap Mushrooms (3 units, alchemy or 10 gp each), 1 Fungal Pod (heals 1d4 HP if brewed into tea)



## 4. Barracks & Feeding Hall

### Read the following:

Thick resinous partitions divide this chamber into sleeping alcoves, though most are more like waxy cocoons stuck to the walls. A feeding trough carved into the floor runs through the center, filled with a thick, greenish paste.

### Creatures:

(3) Orlock Warrior – dull-witted but alert

### Treasure:

1d4 Resin-etched Orlock knives (count as dagger, poor quality), crude chitin armor, 6 gp

## 5. Watchpost and Shrine

### Read the following:

The resin here is sculpted into intimidating ridges. Three Orlocks stand at attention, armor decorated with spines and splashes of ochre dye. Behind them, a small altar made of chitin and bone rises from the floor, covered in dried blood and fungus. Many hominoid bones can be found in the build of the altar.

### Creatures (Guard Party):

- (1) Ogre
- (3) Orlock Warrior (CV 2)
- (3) Orlock Archer (CV 1)
- (1) Orlock Shaman (CV 1)

### Treasure:

Hidden inside the altar:

- 448 gp in blood crusted coins
- Resin-wrapped scroll (Spell: Elemental Arrow, mana 3, 2 charges, 300 gp)
- Crude fungal idol (worth 150 gp to a collector)
- Book written in Valantian - Ritual: Portent Spells: Fox's Fascination, Imbue Weapon, Transform (800 gp)





# Creature Gallery

## OGRE

STR	CON	SIZ	INT	ACU	DEX	SOC
21	15	24	6	8	10	8

CV: 3

Class: Being

Type: Giant

Speed: 25

HP: 39

Damage Modifier: 2d6

Armor Value: 2

Attack: Huge Weapon 70% 2d8+2+2d6

Skills: Dodge 60%, Sense (smell) 60%, Other Skills 35%

Special: Darkvision 60 ft

Weaknesses: Poor social interaction, Low Dexterity

Horror: None

Treasure: Average

1d3 crude javelins, hide armor, 2d6 silver coins, bone or trinket necklace, 1d2 semi-precious stones (10–25 gp each)

## ORLOCK WARRIOR

*A brutal, chitin-armored Orlock bred for frontline combat. Its claws are hardened like axes, and its carapace is studded with scar ridges from past battles.*

STR	CON	SIZ	INT	ACU	DEX	SOC
12	10	10	8	8	10	5

CV: 2

Class: Monster

Type: Orlock

Speed: 25

HP: 20

Damage Modifier: 1d4

Armor Value: 2 (natural resin armor)

Attack: Claw 60% 1d6+1+1d4

Skills: Dodge 50%, Athletics 60%, Awareness 40%, Other Skills 25%

### Special Abilities:

Weaknesses: None

Horror: 1/1d6

Treasure: Rusted blade, bone charms

## ORLOCK ARCHER

*A rangy, twitchy Orlock that ambushes prey from resin overlooks or fungus-rotted ledges. It crafts barbed resin arrows that cause lingering pain.*

STR	CON	SIZ	INT	ACU	DEX	SOC
10	8	9	8	9	11	4

CV: 1

Class: Monster

Type: Orlock

Speed: 25

HP: 12

Damage Modifier: 0

Armor Value: 1

Attack: Resin Bow 50% 1d6, Claw 50% 1d4

Skills: Stealth 45%, Awareness 40%, Climb 30%, Other Skills 15%

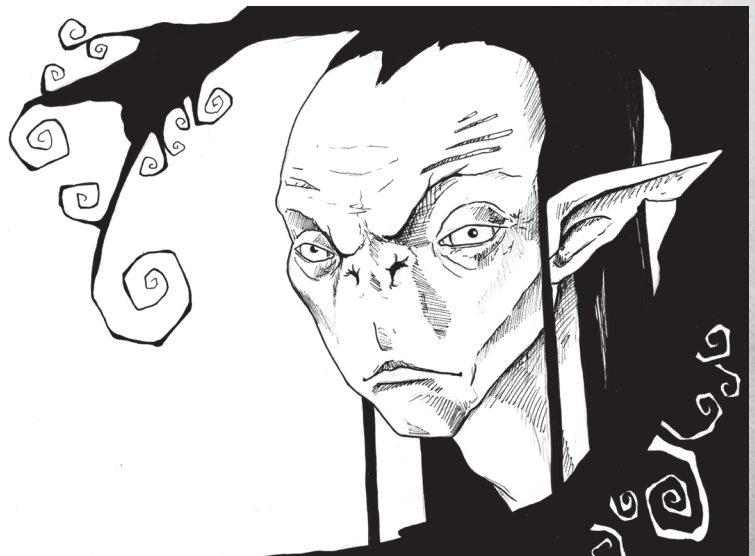
### Special Abilities:

- **Crippling Resin Arrows:** Targets hit by a resin arrow must succeed a Stamina check or suffer –10% to movement actions for 1d4 rounds.

Weaknesses: Fire (arrows ignite on failure, dealing +1d4)

Horror: 1/1d4

Treasure: 8 resin arrows, glowshard (5 gp)



## ORLOCK DRONE

*Basic worker unit of the hive, equipped with chitin blades and fierce loyalty.*

STR	CON	SIZ	INT	ACU	DEX	SOC
12	11	10	7	10	10	5

**CV:** 2

**Class:** Monster

**Type:** Aberration

**Speed:** 25

**HP:** 21

**Damage Modifier:** 1d4

**Armor Value:** 2

**Attack:** (2) Chitin Blade 60% 1d6+1+1d4

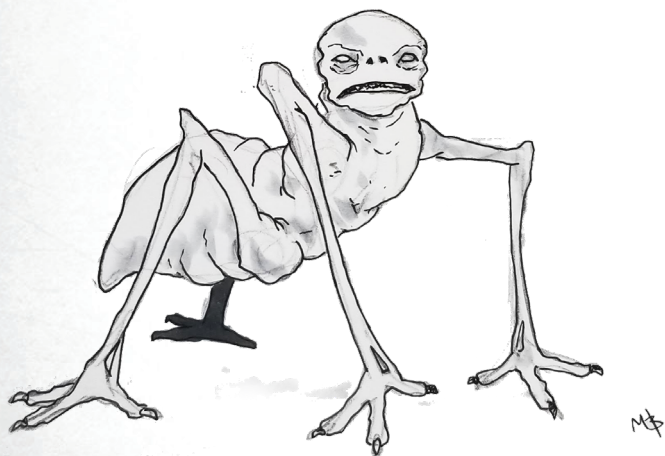
**Skills:** Awareness 50%, Climb 45%, Stealth 40%, Survival 50%

**Special:** Hive Instinct (+10% to rolls when near another Orlock)

**Weaknesses:** Fire

**Horror:** 1/1d6

**Treasure:** Poor (resin-covered tools, dried fungi rations)



## ORLOCK SHAMAN

*A crooked and fungal-slicked Orlock covered in ritual etchings. It speaks in chittered riddles, guiding the hive with bio-thaumaturgy passed down from the hive queen herself.*

STR	CON	SIZ	INT	ACU	DEX	SOC
8	10	9	12	11	10	6

**CV:** 2

**Class:** Monster

**Type:** Orlock

**Speed:** 25

**HP:** 15

**Damage Modifier:** 0

**Armor Value:** 1 (ritual chitin)

**Attack:** Claw 45% 1d4

**Skills:** Spellcraft 60%, Ritual 50%, Dodge 45%, Other Skills 25%

### Special Abilities:

**Weaknesses:** Sunlight (–10% to casting rolls in direct daylight)

**Horror:** 1/1d6

**Treasure:** Resin staff, spell pouch

### Spells:

- *Acid Fog* - 5' radius and 1d4 acid (-1 AV) per mana spent.
- *Elemental Blast (Lightning)* - 5' radius 1d6+1 electrical per mana spent.
- *Resin Bind* – Target becomes restrained (Stamina save negates)
- *Hive Mind Echo* – Allies in 20' gain +10% to attack for 3 rounds
- *Burrow Pulse* – Sends shock through hive floor (all in contact make Dex save or fall prone)



## GIANT FIRE BEETLE

*A large, sluggish insect farmed by Orlocks. Its bioluminescent glands are harvested for light and alchemical fuel.*

**STR**   **CON**   **SIZ**   **INT**   **ACU**   **DEX**   **SOC**

8      10      10      2      6      8      1

**CV:** 1

**Class:** Animal

**Type:** Beetle

**Speed:** 20

**HP:** 10

**Damage Modifier:** 0

**Armor Value:** 1 (chitin)

**Attack:** Mandible Bite 45% 1d6

**Skills:** Dodge 25%, Climb 30%, Awareness 25%,  
Endurance 50%

### Special Abilities:

- **Bioluminescent Gland:** Emits dim light in 10' radius. Harvestable (see below).

**Weaknesses:** Sonic vibration (takes +1 damage from thunder/sound-based attacks)

**Horror:** 0/1

**Treasure:** Fire Beetle Gland (light source)

## Reagents and Remnants

### Fire Beetle Gland (Reagent)

Used as a low-grade alchemical light source or component for *Lesser Vision Oil*

Value: 10 gp

Harvesting difficulty: Easy

### Resin Pouch (Remnant)

Pliable glue used by Orlock shamans for ritual components and trapcraft

Value: 15 gp

Harvesting difficulty: Average

## GIANT FIRE BEETLE, HARVESTER

STR	CON	SIZ	INT	ACU	DEX	SOC
16	15	25	2	8	10	2

**CV:** 3

**Class:** Animal

**Type:** Beetle

**Speed:** 30

**HP:** 40

**Damage Modifier:** 2d6

**Armor Value:** 3

**Attack:** (2) Claw 80% 1d6+2d6+Grab; (If grappled) Bite 65% 1d6+2d6; or Ranged Fire Blob Spit Spit 80% 3d6+3

**Skills:** Awareness 70%, Climb 50%, Endurance 50%

**Special:** Glowing Gland (produces light in a 40' radius, can be harvested)

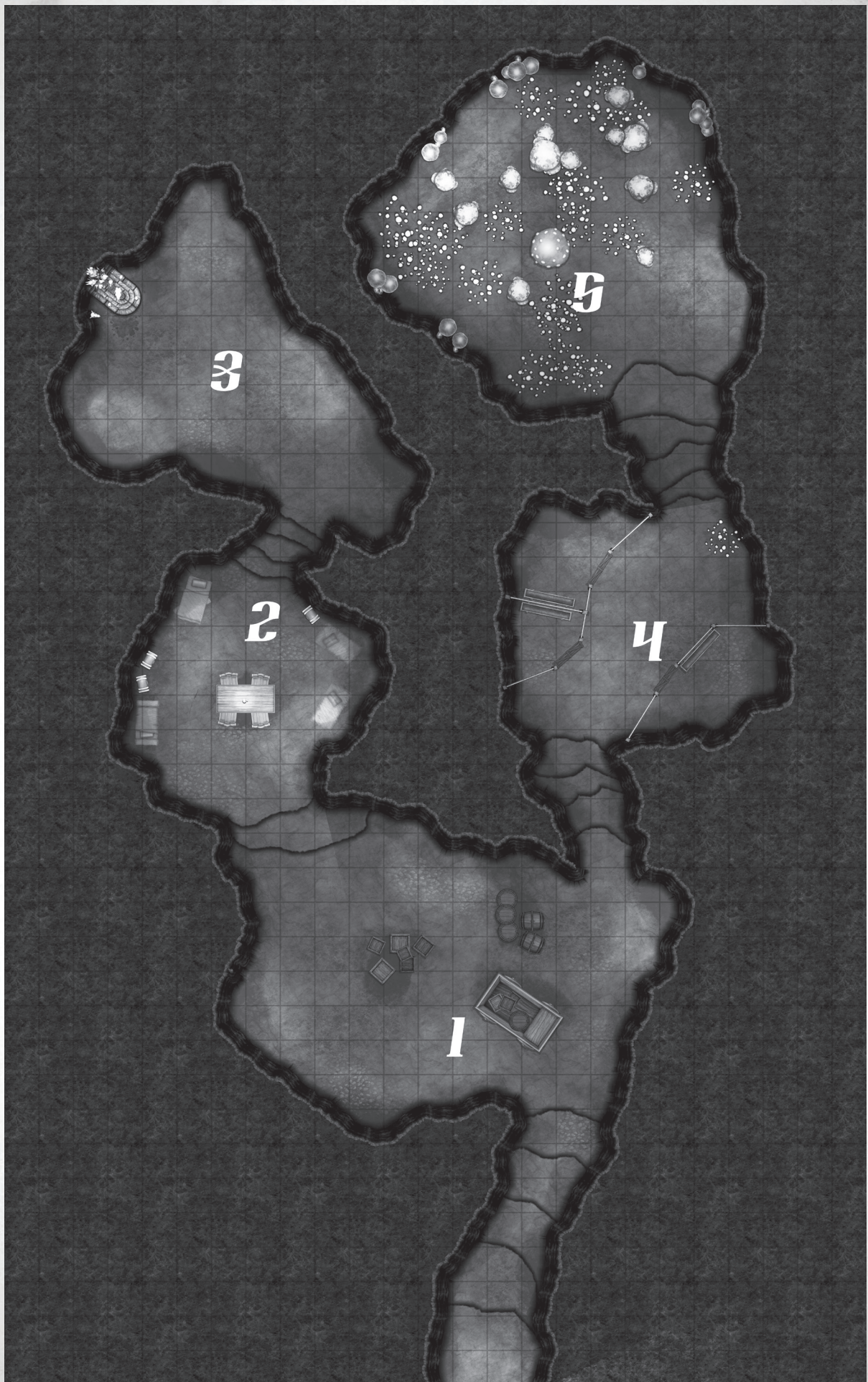
**Horror:**

**Treasure:** 1 Fire Beetle Gland (45 sp)

### Grab

When hit with an attack that also does grab, the attacker and defender must roll a Heroic Action. If the defender loses, they become grappled. They must succeed at a Heroic Action during their turn to free themselves.







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