

The Mushroom Garden

A #dungeon23 thingy by Arnold Kemp.

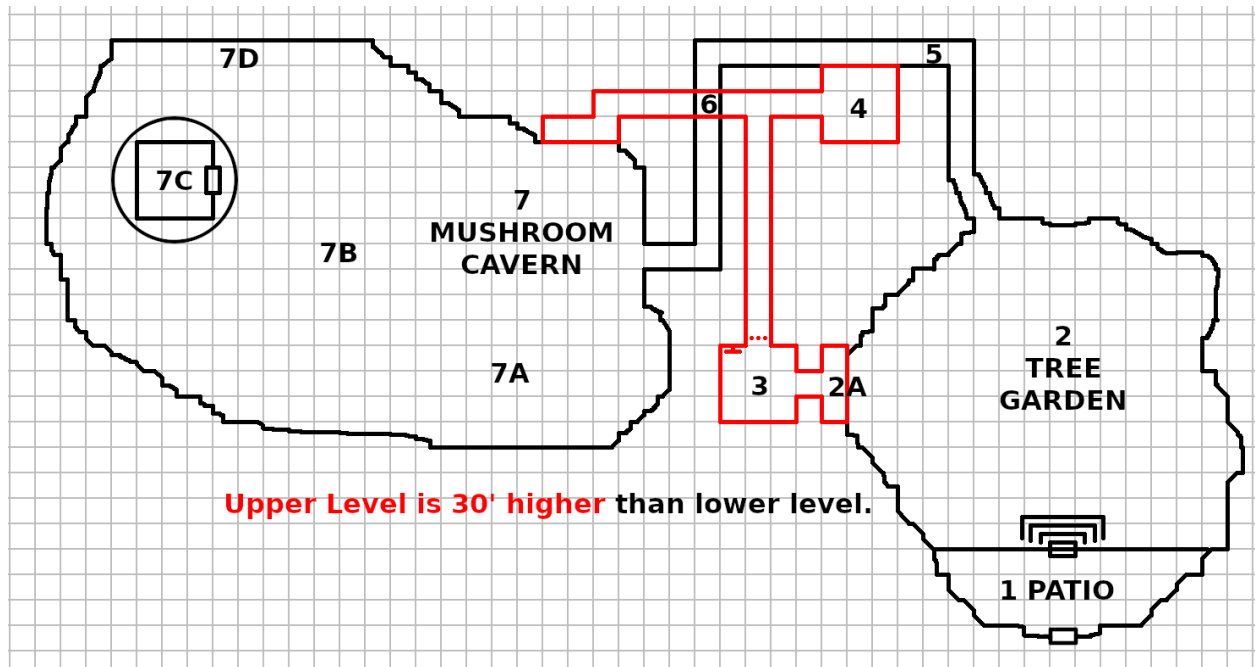
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The Quicksilver Manse is located near the center of the Mount Smaggaroth dungeon complex. Behind the manse sits the Mushroom Garden, largely forgotten about by all. (Although Splendidly sometimes visits when one of her bears needs repair.)

Once a hag named Brosa attempted to steal from the master of the manse, Tassilar. As punishment, most of her head and brain were removed. With this new perspective, the Mostly Hag now tends to the mushroom gardens in perpetuity.

Don't feel too bad for her—she's much happier now.



1 PATIO

Piles of pebbles. (Arranged by Splendidly.)

The walls are **iron cage bars**. A **locked door** allows for access down the stairwell onto the garden path.

On the wall behind you hangs the **key** to the locked door, along with an **empty birdcage**.

2 TREE GARDEN

A path circles around a **huge dead tree**. **Four stone benches** and **eight stone planters**. No living plants. It is dark and cold and very quiet. Every once in a while, a drop of water hits the ground after a thousand foot fall.

On the west side of this room is a **pile of rotten wood**. Investigation reveals it to be the base of a former scaffold or staircase.

This room forms part of the floor of the stirge void—the ceiling is 1000' above.

[**Hidden**] Digging among the roots of the tree will reveal a tiny sarcophagus (see 3 FINGER), no longer than an inch. Inside the sarcophagus is a tiny mummified corpse with horns. If smoked, the demon Bophagus will possess the smoker for 1d3+1 exploration turns. He is bound to the Mushroom Hag, and knows what happened to her. He will seek to re-unite the top half of her head with her body.

[**Hidden**] 30' above the rotten wood (outside of regular torchlight illumination) is a stone balcony. It is only hidden because the average torch has a light radius of 20'.

[**Restock**] On a ledge above, a choker and an ancient choker. They will descend if they (1) hear loud noises, such as the mewlers or (2) the party lingers in this room with a light torch. It takes them about 30 minutes to descend. Once arrived, they will lurk above the northern exit for 2 hours, preparing for ambush. Their characteristic “rotten pickle” smell is apparent before even reaching the room.

If the players walk carelessly into the room, the smaller choker will attack with surprise on the first round. The elder choker will join in on the subsequent round. Both chokers will attempt to grab someone, carry them to their nest (2B Choker Nest) far above, and strangle them.

A player returning to this room while the chokers lurk above will smell them before they are within reach—a characteristic “rotten pickles” smell. If the players enter the room from the tunnel, the smaller choker will attack from above. The next round, the larger choker will join in.

2A Balcony

No railing.

2B Choker Nest

A narrow crevice, 90’ above the 2 EMPTY GARDEN. Two climbing checks are required to reach it.

400 silver shalinkos, a tapestry of a knight lancing a giant otter (worth 200s), three silver goblets (each worth 20s), and a note that says “turnips are becoming untrustworthy”.

3 FINGER

Distant sobbing can be heard from the north.

A **severed finger** lays in the dust. The finger is a full 12 inches long, and once belonged to the Mushroom Hag.

The **winch** on the wall once controlled the **portcullis**, but snaps off when turned. The portcullis is completely rusted in place and is impassible (although a child could squeeze through it).

If grasped, the finger will begin writhing. If observed, it will appear that the finger is not flailing wildly, but is instead moving in rhythmic patterns. If the players ask the right questions, it becomes apparent that the finger is spelling out the word “HEED”, again and again.

If placed against a flat surface, the finger will begin writing a message, using viscous black blood as ink.

*HEED AND RESTORE ME AND I WILL REWARD THEE BEYOND THY DREAMS
THOU MUST EVADE THE WIZARD DIG BENEATH THE DEAD TREE AND
SECRETE IT INSIDE HIS DELAGO* RETURN TO ME WITH MY CROWN AND I
WILL REWARD THEE WITH A TRUE WISH OR IF SUCH THINGS BE BEYOND
THEE SEEK OUT MY SISTERS BEWARE THE SPEARMAN*

Once complete, the finger will become inert.

Note: this is in reference to the tiny sarcophagus buried in 2 TREE GARDEN. The remainder of the Mushroom Hags head is back inside the mansion.

*delago is a fantasy tobacco analogue. The wizard Tassilar smokes it often.

4 SAD MUSHROOM

A **sobbing mushroom** grows from a **heap of shriveled tubes**. It’s about the size of a wine bottle.

The sad mushroom cannot speak or communicate. It makes happy noises when it is getting closer to what it wants, and it makes sad noises at all other times.

It’s greatest desire: to be on top of the head of the tallest person in the room.

If eaten, the mushroom causes wild hallucinations plus *see invisibility* for 2 hours. It can be propagated on corpses.

The heap of shriveled tubes is rigid and gross, but a few good kicks and it will splinter open, releasing a lot of dust that smells like rotten pickles. Once smashed, the object reveals itself to be the desiccated corpse of a choker, holding a bottle of Danderion Sea (worth 100s or more) and a pouch full of salt.

5 MEWELERS

Two long-necked mushrooms flank the path here, each one about 7' tall. One is purple, the other red. (They resemble shriekers, if the party has encountered them before.)

The mushrooms sigh when people approach them, then gently stretch out their necks and bow their heads. They will gently bump people until they are pet, like needy cats.

If the party walks past the mushrooms, they will sigh dejectedly.

If the party pets a mushroom, it will grunt and nuzzle happily. Both mushrooms must be pet simultaneously, or else the other mushroom will throw a tantrum and become agitated. The mushrooms must be stroked for an hour (when they will fall asleep), or else they will become agitated when the party walks away.

Agitated mushrooms scream with displeasure, causing the chokers above 2 TREE GARDEN to descend.

6 HOLE

A **hole in the ceiling** is actually a chimney that connects the lower level to the upper one. 10' off the ground, 3' diameter.

Once inside the chimney, a person could climb by pushing against opposite walls, requiring an Easy Movement check. It's another 20' of climbing before reaching the upstairs hallway.

At this point, you can start to hear the sounds of 7 MUSHROOM GARDEN, from both the bottom and top of the chimney. The sound is a low babble of hundreds of voices humming, babbling, and chirping. A school of voice actors doing vocal warm-ups in a library.

7 MUSHROOM GARDEN

A huge cavern. **Two pillars** flank you as you enter this room.

A million fat mushrooms cover this cavern, ranging from 1' to 15' tall. It is as dense as a thick forest. Some of them nod their heads slowly. Most of them make some sort of small noise: chirping, humming, whistling. No two mushrooms are identical. They cover every surface, even the walls. They are harmless.

The mushrooms here react to your presence, mostly by making noise. They aren't as needy as the two lonely mushrooms in the hallway.

To the south (at 7A) is the **flicker of flame and the smell of mushroom stew**.

7A The Mostly Hag

Amid the fragrant smoke, the **Mostly Hag** leans over her cauldron. She is 10 feet tall.

Equal parts flabby and gaunt, she wears nothing except a leather apron and elbow-length oven mitts. Above her nose, there is nothing—her head has been bisected and removed. A small bit of soup sloshes around in her brainpan where her sinuses enjoy their warmth. Tangled in her long grey hair are a motley assortment of mismatched eyeballs that give her a descriptive sense of sight. (She cannot see through them, but they tell her what they see.)

She is missing the pointer finger on her right hand. (See 3 FINGER.)

One earring is a fish hook wrapped around a small pink pearl worth 500s. The other earring is a key with a bird on it. (This key unlocks 7B The Flying Birdhouse.) The Mostly

Hag will trade you an earring if you offer her another earring in exchange. She's not very picky—even meager “earrings” will be accepted.

She spends her time tending to the mushrooms and making stew. Tassilor removed all of the parts of her brain except for the parts that love mushrooms and people. This was originally meant to humiliate a thief and give the garden a protector, but the Mostly Hag is much happier now, and much too friendly to serve as an effective guard. She loves her mushrooms.

She will feed you stew, stitch up your wounds, and encourage you to get some rest here. She communicates by pointing and grunting. She doesn't understand language. She loves you. She loves her mushrooms.

Her soup is nutritious and palatable. Her bed is clean (being topped with fresh mushroom caps). And her cave is safe. If you sleep here, she will braid mushrooms into your hair.

Rebuttals cause only temporary sadness. She will fight back if attacked, or if you persist in damaging the mushrooms.

Gaining Reputation

- +2 A gift of tasty food.
- +3 A gift of an animal. She will turn them into mushrooms.
- +4 Making the sad mushroom happy. (From 4 SAD MUSHROOM.)
- 1 Damaging a few mushrooms.
- 3 Damaging a lot of mushrooms.

Reputation Thresholds

- 2 Rations. (Dried mushroom biscuits cut into heart shapes.)
- 4 Regenerate missing limbs. A mushroom limb is weak and clumsy, but regenerates.
- 6 She will reach in her throat and give one person the spell *fungus buddy*. It resembles a fuzzy black earthworm in a constant state of electrocution. You must swallow it before you can cast it. Spellcasters can add it to their spellbook as normal.

If she is killed, three spells can be looted from inside her skull: *fungus buddy*, *mushroom breath*, and *invisibility*.

7B Gazebo

A **gazebo**, barely visible underneath all the mushrooms growing on it.

A dozen mushrooms hang here, where the Mostly Hag is drying them.

7C The Flying Bird Cage

A **two-story cottage is crammed inside a three-story birdcage** that is barely big enough to hold it. At its apex is a loop, as if it were meant to be hung from an enormous hook. It stands upon a circular copper platform, now heavily corroded.

I'll detail this place in a separate write-up.

7D Pillars

Two pillars near the wall, barely visible underneath all the mushrooms growing on them.

[Hidden] Behind the mushrooms is a stone door that leads to the Middle Fractoreum.

If the Mostly Hag clears the mushrooms, she'll take 4 hours and replant them somewhere safely. Alternatively, 3-6 villainous individuals can clear the mushrooms in 10 minutes of hacking or burning.

Monsters

Choker

Lvl 1 Def leather Grab (10' range)

Climb as spider Str as human Int as human Dis hungry, heartless

Ancient Choker

Lvl 3 Grab (15' range) Str as ogre

Rubber Body - Can fit into any opening that a rat can fit into.

Grab - The choker can choose whether to grab a weapon or a neck. If a weapon is targeted, the attack automatically hits, and the weapon is snatched if the target fails a Strength check. If a neck is targeted, a successful hit means that the target is pulled to the choker's position like a bungee.

Note that chokers with 10' range can actually reach 20' if they are "bungee jumping" from above, since they attach themselves to the stone with their feet and jump downwards, sort of like a person jumping to grab something off a tall shelf, except upside down. A choker can pick up one person, but not two. (A ancient choker can pick up 2, but not 3.)

Choked creatures cannot speak or cast spells—they are being choked. They can break free with a Difficult Str check on their turn.

Chokers get +4 Str when grabbing, pulling, and choking. They get -4 to all other Strength checks. (You can beat one easily in an arm-wrestling contest, or shove one to the ground. But if they're get a hand around your neck, you're in trouble.)

A choker will normally grab a target, then climb somewhere safe to strangle them to death.

Mushroom Hag

Lvl 6 Def leather **Claws** 1d6/1d6

Move faster than human **Int** as small child **Dis** gentle

Sorta Blind - The Mushroom Hag cannot see people who are holding very still, being very quiet, and have some sort of minimal cover (even holding a mushroom in front of your face will work). You will notice this if you spend time interacting with her.

Mushroom Breath - 30' cone, 3d6 damage (as mushrooms sprout from your body), Con save reduced this to 1d6. Recharges 1d3+1 rounds later. Anyone reduced to 0 HP by this attack is turned into a giant mushroom, along with all organic equipment. Brosa will add your eyeballs to her hair, and care for you as much as she does her other mushrooms.

Anyone turned into a mushroom will retain their ability to speak. However, they will lose their minds over the course of 1d3 years, eventually becoming a near-mindless mushroom that is only capable of sighs (when stroked) or screams (when damaged).

Loot - A wooden spoon. Her brainpan can also be analyzed by a wizard to extract the spells *fungus buddy*, *mushroom breath*, and *bury*.

Spells

Fungus Buddy

T: self R: 0 D: until sunrise

The caster tears off a piece of their body as if it were a piece of soft bread. The wound immediately heals over with puffy new skin. The removed piece of flesh becomes a helpful little fungus dude. Choose how many HP you want to sacrifice for your fungus buddy. That number becomes your fungus buddy's strength and intelligence. HP sacrificed this way cannot be regained until tomorrow, when your fungus buddy dies and your missing flesh regrows. Fungus buddies toddle around, clumsy but utterly unafraid of death. They die with a cheerful "wahoo!". No matter their Int, they will only ever be able to communicate with semi-verbal babbling.

Mushroom Breath

T/R: 30' cone D: 0

All creatures in the cone take [sum] damage on a failed Con save. Anyone who is reduced to 0 HP by this attack is turned into a mushroom (or pile of several mushrooms).

Bury

T: object R: 50' D: 0

Only castable atop dirt or soft earth. A creature must make an easy Dex save or be buried [sum] feet underground. Inanimate objects and prone creatures are buried automatically. More MD allow this spell to work on larger creatures: 1 MD = man-sized, 3 HD = dragon.