

# - Hold the Mushrooms Please -

Story: Arriving at the small village "Binbibo", PCs see worried villagers. Three children may have fallen in a sinkhole, last seen by a ranger. The sinkhole is deep and strange mushrooms are growing from it. As one of the fathers descended, he was mysteriously freed from his rope, but yells back he's alright: colored lights lining the walls feathered him down into the strange alien cavern. There doesn't appear to be an immediate way up.

PCs can now float down the trans-dimensional sinkhole and help the father find the three lost children.

Here is a world of fungal wonders, where odd humanoid mushrooms with rock caps – Rocktops – dwell in a close-to civilized way. Traveled paths are firm fungi akin to dried mud fields. It is very humid. Once the PCs find the children; they still have to escape...

## A - Entrance

**Purple Fog** is at the bottom. PCs may notice that they gain close-range telepathy while inside the fog.

## B - Escape Tunnel

Upon climbing down, PCs notice low-light mushrooms on the ceiling of the first room, lighting a narrow path. Corpses littering the tunnel are overgrown with weird **Mold**. One of the corpses holds a party appropriate shiny weapon.

The **Mold** may attack any PC venturing off the lit path and slowly eat their flesh.

## C - Siege Storeroom

This room is filled with all kinds of fungi/plants. A skilled PC could discern species within are edible and seem to be self-replenishing.

## D - Corridor

Armed Brute Rocktops stand guard. PCs can reason with them for escort to their leader (K).

**Easy encounter: 4 Brute Rocktops** (One flees to E and beyond if fight starts and prevents further Brute Rocktop diplomacy), **2 Gas-Spewers** (stun spores) are hidden in the ceiling. Rocktops may flee when loss is likely (E and beyond, bringing reinforcements to deal with PCs). If fleeing is not an option, the guards will burrow their body into the floor, leaving only their rock tops visible. The surrender is apparent, but PCs will not get any help from the slighted creatures.

## E - Jelly-Belly Hideout

The area is covered with big meaty flowers. Armor and weapons poke out here and there. Harder to see is a Path of purple mushrooms under the flowers, obstructed mid-way by a large piece of cave ceiling rubble. Well hidden in the ceiling is **Jelly-Belly**; a huge rock plant

with a terrible gelatinous center.

PCs may find that failure to walk on the mushroom path will result in **Jelly-Belly** attempting to grab PCs and insert them in its corrosive gelatinous core.

**Very hard encounter:** If dislodged from the ceiling, **Jelly-Belly** fills the whole room and will be fully aggressive.

## F - Corridor

The **Purple Fog** dissipates on ascension.

## G - Pacifist Cavern

Filled with **Passive Rocktops**. If hurt/threatened, they will burrow their body and emit a **Noxious Gas** that will fill the room indefinitely. Diplomacy leads to **Passive Rocktops** bringing various edible flora to the PCs and may even hide them from potential **Brute Rocktops**. They seem to be religious, and will not leave the room.

## H - Fungi Slide

A slide leads downward, but at the top, a hidden **Child #1** may be found, afraid and crying softly under a big mushroom top. He will scamper away to E if spotted and not carefully lured out. Any **Rocktops** with PCs will have the Child scamper away automatically if found. At the bottom, a **Vine** can be pulled to bring one creature up at a time to the top of the slide.

## I - Bad Candy

A fluorescent **Green Fog** replaces the **Purple Fog**, filling the room with a sweet smell which may affect PCs and instantly induce a sweet tooth. **Green Crystals** grow out of the walls, which is mined by **Passive Rocktop** miners. The **Green Crystal** tastes of candy: in small doses they will induce brief lethargic pacification, and sufficient amounts temporarily give trollish regeneration but is followed by hard nausea and full body muscle cramps.

## Medium encounter:

Passive Rocktop miners are guarded by **7 Brute Rocktops** - 4 melee and 3 spore slingers with ammunition causing one or more debilitating conditions

## J - Mountainside Terrace

Ascending from I, all **Fog Types** dissipate. The corridor leads out to marbled remains of a forlorn greco-roman looking civilization with purple skies and bright green clouds. Stairs further away lead down into unknown lands. There appears to be **Rocktop Children** "playing" with **Child #2**. Higher in the sky floats huge amorphous (Bacteria-looking) creatures\*.

**Encounter:** Quick witted PCs may understand that the **Rocktop Children** are scattering away, some burrowing, from approaching **Macrovirus**. **Child#2** is drugged by **Green Crystal** consumption, and at risk of being eaten! \*Remaining in this area will attract more of the **Macrovirus**.

## K - The Petition Chamber

The **Purple Fog** is thicker, and stings the eyes; rendering the many floor pits hard to find. A throne grows out of the ground and **Child #3**, with a mushroom crown, holds a scepter and gorges himself on **Green Crystals**. He

will order fealty from all, and make the PCs/father remain to forever entertain his every whims. Refusal is met with threats of releasing a terrible creature: **The Vine Stag!**

**Hard encounter:** It appears the scepter controls **The Vine Stag**. It is in fact the **Mushroom Crown**, revealed to be a screaming fungal creature that influences **Child#3** and controls **The Vine Stag** as well. The sceptre is actually a keycard to escape back to the surface by A (Entrance).

## L - The Bed of the Vine Stag

Horroric play-pen of **the Vine Stag**. Many creatures met their end here, left to rot with their belongings, some never to have swung their mighty weapons. **The Vine Stag** doesn't eat: the **Mushroom Crown** fed it telepathically with the emotions of its host. Various items can be found here.

**Created by Charles-Olivier Rocher and Myriam Demers-Olivier**

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