

Gastropodia: A Morel Dilemma

by Brian C. Rideout



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The Mycellings of the great semi-dead Snail-city Gastropodia have long raided the burial grounds of imps, brownies, and sprites for corpses to zombify - to tend and then fertilize their mushroom gardens. While they are only 1" tall, they are skillful in Necromancy and Alchemy, and reviled for their amoral approach to other beings.

Now Gastropodia is stranded, caught in a living tangleweed. If they are not soon freed, they will become a plague on the tiny folk of the wood. Can the tangle be destroyed? The Mycellings reasoned with or reformed? The PCs, shrunk to 1/72nd their size are recruited as an envoys on behalf of the Dryad-Queen to find out.

1 The Tangleweed is guided by an intelligence. It attacks with 1d4 **Animated Tendrils**

2 Mycellings are only 1" tall, but when the PCs shrunk to his scale this **Mycelling Warrior** is a fearsome opponenet. He will let them pass if they intend to help free Gatropodia.

3 This entrance is guarded by 2d3 **Mycellings**

5 Lair of the semi-sentient **Cubic Micro-Jellies** that the Mycellings keep as pet. There are 2d4 here.

6 This is the well where the Mycellings extract slime and vital juices for their Alchemy. The slime is corrupting & toxic

8 This passage is defended by aggressive 1d3 **Animated Tendrils**. A new one animates every 1d4 rounds.

9 Junk heap of tiny objects salvaged from big folks. A Magically Shrunk Magic-User named **Chester** has been trapped here several days. He was the Dryad-Queen's previous champion. He knows the Secret of the Tangleweed. And how to reach 16.

11 Second Fungus Farm. 1d3 Mycellings, 1d4+1 **Cubic Micro-Jellies**, and 2d3 **Zombified Sprites**. The Mushrooms here are highly hallucinogenic; eating them may grant new spell knowledge to magic users.

12 The Necromantic shrine of the Mycellings. Spells for the reanimation of the dead, accelerating decay and keeping dying things semi-living are inscribed on Chitin tablets here. A small pile of freshly robbed bodies with faerie gold on them in the middle of the room. Presided over by a **Fungal Death- Priest**.

13 Living quarters. There are 2d4 **Mycellings** here at any given time.

14 Many different potions & poisons are made in this Alchemy lab. Tended by 2 **Mycelling Natural Philosophers**

4 This hatchway down is perilously slipperu.

7 Fungus Farm attended by 1d3 **Mycellings** and 1d4+1 **Cubic Micro-Jellies** overseeing 2d3 **Zombified Sprites**. Some of the Mushrooms here can be made into healing potions. The Mycellings here will negotiate with the PCs for help. The Passage to 8 is overgrown.

10 1d4 **Zombified Sprites**, still wearing magic jewellery of faerie gold mill about here in advanced states of decay. Will fall apart in combat.

The **Mycelling Elder** steers the great snail from the hut chained to the creature's head by way of symbiotic fungus growing from its brain.

Only reachable by being pulled through the snail's flesh by an **Animated Tendril**, this is the dwelling of a **Kindly Moss Faeire**, that senses the snail is in pain. She is trying to find a way to end it's undying torment. She feels the Mycellings ought to know better than to treat a creature this way, and deserve to have to find a new home.

