

Adventure Hook: Long Way Home

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"Gaaah!" exclaimed Sanders, almost dropping his long sword. "Don't do that!"

"Fine adventurer you'll make if you jump at every sound," Turk said in a loud whisper. Once again Turk had snuck up on Sanders and purposely tried to see if he could scare his good friend. He snickered quietly to himself but then said, "Now shush because it will be here any minute."

Turk had been off scouting the trail behind them looking for the creature. It had come upon them as they were settling down for the night. This strange walking mushroom surprised them while they sat eating. Only because it had tripped on some firewood and landed partially in the fire did they manage to get away. But the creature had stirred up the fire some, scattering the horses and forcing them to flee on foot.

The bright light of the full moon showed them the creature was still hunting them and they took to the foothills hoping to shake it off. But so far it had managed to track them for the past two hours.

"I say we take a stand and fight," said Sanders quietly but forcefully, making a less than graceful motion with his sword. The long sword had come cheap but he had managed to hone the weapon's edge to where he was relatively satisfied. It had worked well on a number of occasions and he made sure to keep it sharp.

"You're liable to chop your foot off with the way you swing that thing," Turk kidded him once more. "Now be quiet."

They were hidden behind a huge boulder. Turk had gone on and laid a false trail before doubling back to check on the creature. Secure that they would not be seen, they planned to head back to camp once the creature had passed them by.

Standing quietly next to each other, they soon became aware of another sound besides their breathing. The crunch of footsteps on loose stones heralded the arrival of the creature. Both men held their breath waiting for the footsteps to fade. Inexplicably, they had stopped.

Sanders motioned silently with his sword, but Turk waved him off. Slowly, Turk crept around the edge of the boulder. Standing at the opening was the creature, looking at him. Turk noted that its head was too big to fit between the boulder and the mountain wall. Looking back at Sanders, he motioned for him to ready his sword.

Open Arms (low level scenario)

The myconid is non-aggressive and will not fight even if attacked. Mingus has been sent by their circle leader to find someone to help them. On a rare trip to the surface for a special melding ceremony, the group found itself cut off from their home by a harpy which had taken up residency in their exit to the surface. Already two of the myconids have died attempting to communicate with the creature.

Mingus will attempt to find and communicate with any humanoids. It will zero in on the light from a campfire and uses a primitive sign language to ask the PCs to follow it. It will also try to describe the damage that the sun will do to the myconid if it does not get back underground. It will not give up but will stay with the party through the night trying to get its message across.

The harpy is just defending its newfound nest. Full experience points should be given if the PCs can get the harpy out of the cave long enough for the myconids to escape back underground safely. However, if the harpy sees the myconids enter its lair, it will abandon its fight with the PCs and attack the myconids.

Click on the following link to see the full Myconid stats: [Myconid stats at ENWorld](#)

Click to see the full size picture:

[Turk & Sanders](#) (click on the picture to see character sheet pdf)

Myconid Scene by Kepli.

Turk & Sanders Portraits by Alynalizza,

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