

MIM'S RECREATIONAL GARDEN



Mim's Recreational Garden is a PizzaRPG© mini-dungeon for low-level characters.

The Garden is some sort of self-preserving magical botanical zoo, an attempt at avantgarde entertainment for kids – it never opened to the public, but it still works.

It is designed as a chill place for the players to explore, get grossed out by mutant things, and, as the tension builds up, break it somehow – hopefully giving you a few hooks to use.

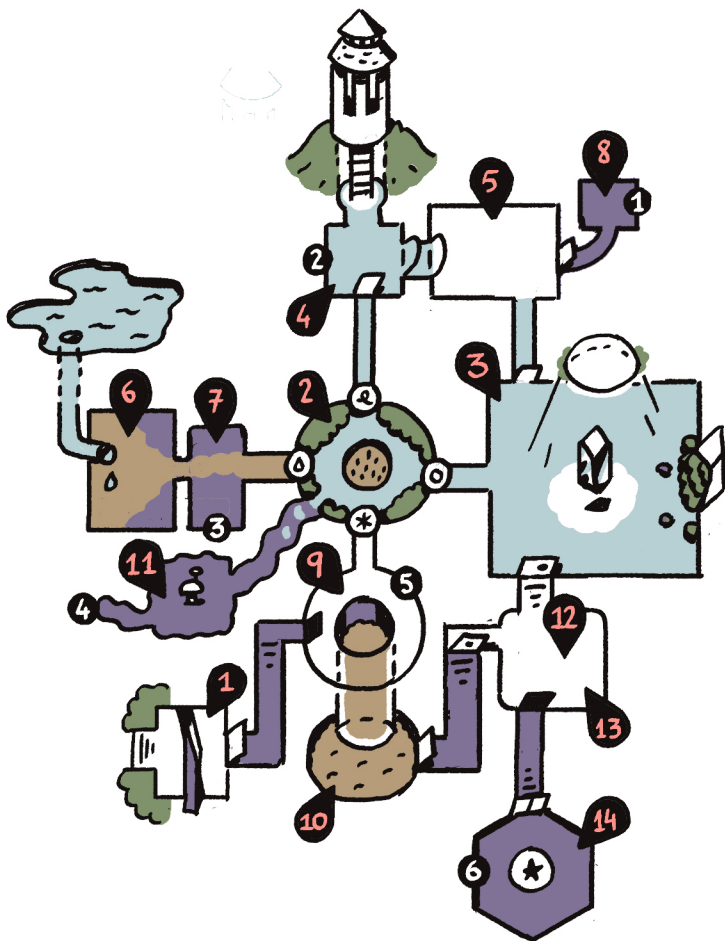
I tried to keep it edition-agnostic and loose: feel free to tweak any stats to match your group's party and play style. Bring your own treasure tables: there are some magic items but no gold.

The Garden relies heavily on random encounters to deliver information and keep things interesting, don't skip those.

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- MUDDY
- DARK
- WEATHER SPELL
- OVERGROWN

- ◻ TRAPPED
- SECRET
- ELEMENTAL
- ⊗ SEWERS

RANDOM ENCOUNTERS

Roll d20 when: (A) returning to an explored area, (B) making loud noises, and (C) every 10 minutes spent in the same room.

1. d20 Treepeople: childlike during Spring, territorial in Autumn, aggressive in Summer, senile in Winter.
2. d6 Goblins.
3. Winter: d6 Compost homunculi; Spring: d4 Gardener homunculi; otherwise, 1 Wizard homunculus.
4. Distressed myconid, running errands for the Starchild
5. 2d8 Slimes, or d6 Goblins, if it's Summer.
6. The Rot Worm.
7. Someone is messing with the crystal in room 3 – roll who. Unless players investigate it, every 10 minutes they cause a new random effect.
8. Foreign seed: 1-2 covers whole room, sleeping; 3-6 humanoid-like, can cast Entangle at a cost of 2 hp.
9. Rival NPC party; they have a Druid.
10. d4 Mental Moths.
11. d4 Vegetal Bees: busy workers (roll reaction) during Spring and Summer; otherwise, armed soldiers.
12. Guided tour illusion: 1 detail of a botanical curio, floating in the air; 2 plan of the ventilation and water systems; 3 real-time diorama of this room and surroundings; 4 oversized sample of a dungeon inhabitant filling the room; 5 cartoony diagram of how homunculi are created; 6 the room becomes a planetarium, showing unknown stars.
13. A pipe breaks: fused slime floods the room, and 2 out of 6 times dust and debris are also sprayed all over the room.
14. Fsssh! The ventilation is on: it blows out any torches, and sucks nearby creatures into the pipe.
- 15+. No encounter.

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MIM'S RECREATIONAL GARDEN

- The Garden is a working ecosystem/zoo made up of artificial creatures that has been preserved (more or less) intact for some time.
- Most rooms have a magically lit ceiling, a weather spell, and at least some pipes concealed along the walls.
- The Garden emulates seasons, and they can change in a few seconds: global light, temperature, and humidity adapt; smells and ventilation change; decoration changes; Treefolk behave accordingly.
- Lots of mechanisms are powered by the crystal in room 3. If it breaks, all mechanisms stop working: the light, weather, and ventilation systems; the doors in room 2; all traps; Treefolk reproduction; slime and homunculus production, and the fences in the boss and treasure rooms; It's fragile.
- Time can't technically kill Treepeople, but contact with snow and low temperatures can.
- Goblins are here to learn how to make homunculi, and they have made some progress already. They will reach mass production and start a war in months – weeks if the Garden has a source of corpses nearby.

ADVICE AND MECHANICS

- Assume there are d20 friendly Treepeople in every room.
- Roll random encounters often to keep things moving.
- Any seed planted within the Garden grows instantly into a: 1-4 treeperson; 5-6 normal plant, abnormally mutated.

- Homunculi are created when a human body and a homunculus core meet in the cesspit. The core can be engraved with a two-word order to program the homunculus. After d4 weeks, the homunculus climbs the ladder and starts working.
- Trapped doors deal d6 damage (2d6 if wearing metal) on contact.
- It's possible to crawl into the pipes to move between certain rooms. Roll a d12 every 10 minutes in the pipes:
 1. Find an exit to a random room (numbered on the map on a d6).
 2. Find a sealed exit.
 3. Strong current, dropped into a random room if sucked in.
 4. Dead end.
 5. A creature was sucked in, roll a random encounter.
 6. Overhear something happening in a distant room.
 - 7+. The pipe splits left / right. Roll again after the party chooses which way they go.

CRITTER STATS AND INFO

- Treefolk: 1hp, if provoked they summon help (roll a random encounter with a d8) and attack for 1 damage.
- Goblins: 6hp, AC 13, short swords and light crossbows. They want to learn the Garden's secrets and use homunculi as weapons. They ride goats trained to avoid Dex traps.
- Slime: 4HD, AC 5, drowning attack: Str check to escape.
- Mutated Myconid: 2HD, AC 5. Glows in the dark. Desperate to leave the Garden. Edible if cooked.

- Mental Moths: 1HD, AC 13. Psionic attack for d8 damage. When dancing in a group, they can release dream spores (as Sleep with premonitory dreams about the next game session). They are looking for the Starseed Summoning Book of room 12.
- Vegetal Bees: 2HD, AC 15. Soldiers use axes and halberds; Workers sting with paralyzing poison and die. Their task is to keep the Garden quiet and peaceful, and bring seeds from the outside to create more Treepeople.
- Homunculi: 2HD, AC 13. Fertilizers are made of dung and can't attack. Gardeners can use their scissors as a light sword. Wizards usually carry a wand that can cast Water drop, Breeze, Candlelight, and Snowflake; maximum 3 zaps per day.
- Foreign seeds: varied in shape and function (default: 3HD dealing d8 damage), they can be used as environmental hazards, traps, hiding places, or even intelligent NPCs.
- The Rot Worm: 4HD, AC 15, bites for 2d8 necrotic damage. Ugly-looking but quite peaceful. Last one of its kind, worth a small fortune if captured alive.

1 TRAPPED BACKDOOR

- Two homunculi (programmed to “protect goblins”) wait at the bottom of the staircase, which has been covered with lard and caltrops.
- A trench (10 feet wide and deep) crosses the room. Inside, d4 goblins hide with light crossbows and a riding goat.

2 THE NEXUS

A large patch of dirt (actually slime mixed with fertilizer homunculi), where Treefolk chill and play.

- Roll a random encounter coming from each closed door.
- Light door stays open unless the Garden is out of power.
- Doors open when exposed to the element depicted in their symbol: something cold, something liquid, moving air, and light, respectively.
- Doors stay open only for a few moments, unless held.



3 HALL OF LIGHT

This used to be the main entrance: a long hall with a glass dome, open to the outside. In the center, illusory Treepeople circle a large, floating crystal – it absorbs light from the dome to power the whole Garden. Roll on the table whenever the crystal is touched: d6 if gently, d12 otherwise.

1. Causes light flickering, extreme weather changes, etc. for a few seconds.
2. Starts the guided tour for a few minutes: an illusion of a cartoony wizard travels the dungeon announcing (with pomp) room names and the creatures in them.
3. Advances the Garden to Summer.
4. Advances the Garden to a random season: light, weather, flora, and fauna change completely.
5. Rewind Garden-time for a moment.
6. Starts broadcasting amplified sound from this room all over the dungeon.
7. Superchanges the crystal for d4 hours: light becomes blinding and Treefolk and homunculus numbers multiply: roll one extra random encounter with a d4.
8. Ventilation stress test: for one hour, pipes are full force and suck in nearby creatures, scattering them to random rooms.
9. Self-preservation protocol starts, all homunculi are reprogrammed into restoring the Garden (fixing structural damage, killing intruders, cleaning, etc.) If left alone, they restore the Garden to its original state in 2d4 weeks.
10. Debug mode is ON: the light becomes a dim red, and different voices spit random meta-information about the dungeon and its state: closed, open, and trapped doors, number of nearby actives, number of intruders in the Garden, levels and hit points of creatures in the room, etc.
11. Breaks the crystal. Everything goes dark, defenses stop working, etc.
12. Forces an update. Everything stops working for d4x10 minutes, then works normally.

4 ENTRANCE TO WIND TOWER

The walls are covered in pipes, blowing in and out.

Climbing the tower leads to an exit, but crossing its turbine is very difficult while it's working.

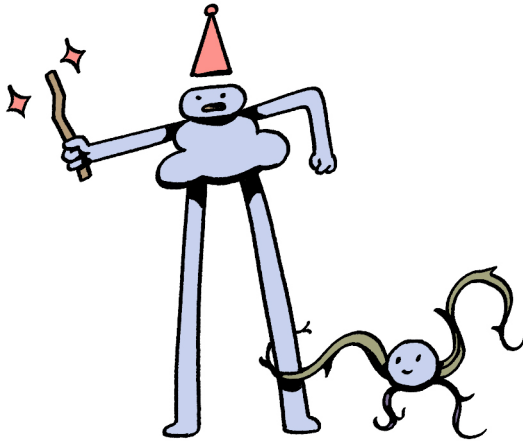
- Random encounters here are lone creatures that were sucked into the ventilation system.

5 THE WORKSHOP

Workbenches, glass orbs hanging from the ceiling contain bioluminescent insects that tint the room green.

- There are d6 broken homunculi on the benches that can be easily repaired. One is goblin-made, programmed to "fuck goblins".
- The boxes contain assorted tools, gear, d4 (blank) homunculus cores, and a single grafting scissor. The blade works as a short sword, and can be used to graft flesh, clay, and plants alike. This allows for some funky surgery (successful 4 out of 6 times), but also creates zombie limbs, tiny clay golems, and awakened plants on a fumble or a failed graft. Any self-respecting gardener would kill to possess it.





6 WATER COLLECTION

A large machine sucks water from the lake into a large pipe with a jelly spell. Slime leaks constantly from the pipe to the room.

7 IRRIGATION PROGRAMMING

A robed wizard-homunculus zaps the slimes with a special wand: as the Quest spell, except the quest it's always "find dry soil and lay on it". It has d100 uses left.

8 SHHH

Empty, magical silence and darkness.

- 2d20 Treefolk sleeping here.
- A ring of Speak to Insects is buried under assorted junk and dropped loot all over the floor.

9 COMPOST CONTROL

The pit is 20 feet wide and its awful mud circulates constantly. It works as a layer of quicksand, dropping anything that falls in into room 10.

- There's a ladder concealed under a layer of muck.
- Roll an additional encounter on this table every 10 minutes:
 1. d6 cold Plantpeople, here to jump into the cesspit.
 2. A newborn Homunculus crawls from the cesspit.
 3. A half-baked Homunculus made it to the ladder – treat it as a zombie with half hp.
 4. Noises from a normal encounter, happening down in the cesspit. If they have hands, they are climbing the ladder.
 5. Stuck in the muck, d4 foreign seeds.
 6. No encounter.

10 THE BROWN ROOM

Mud up to the waist, bad air: movement and breathing is difficult.

All encounters here are corpses or zombie versions.

- A metallic door opens to a staircase leading into the lab; next to the door, a bucket with hundreds of homunculi cores (all engraved with the runes "wander" and "fertilize").
- The ladder leading to room 9 is concealed by a layer of muck.
- Every 10 minutes inside the mud has a 1 in 8 chance of turning a random limb into clay.
- The Rot Worm chills in the mud, friendly unless disturbed.

11 "UNKNOWN GARDEN FEATURE" (FUNGI CAVE)

Mutated fungi dug this hole trying to escape from the Garden. It's not in the original plan: Treefolk avoid it, golems act puzzled, etc.

At the end, a broken pipe sucks nearby creatures into the ventilation system.

- No random encounters, but there are always 2d4 myconids here: roll reaction.

12 MIM'S OFFICE

The alchemy equipment is intact. There's a desk, a chest, and 12 vats where skeletons are pressurized in amber gelatin, being slowly compressed into homunculi cores.

- The talking chest contains d100 homunculi cores (blank) and a book about Starseed summoning. It only opens to its master's voice.
- On the desk, a "be back later" note. Locked in the drawer, truth ink, quill, and a compass of true intent (cursed).
- Under the desk, the entrance to the treasure room. The trapdoor only opens in Summer; otherwise it remains magically shut.

13 TREASURE ROOM

A large pile of treasure is protected by a magical barrier from floor to ceiling (on contact, Dex save or lose half hp).

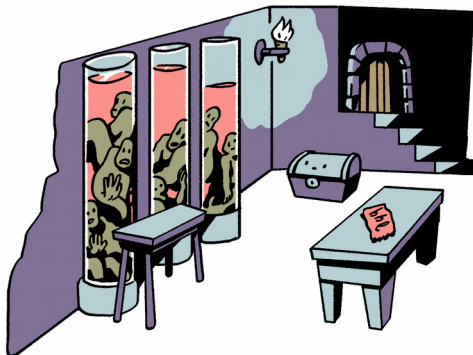
14 SUMMONING ROOM

Strong doors, barred from the inside.

A magical barrier from floor to ceiling (on contact, Wis save or halves hp) holds the Starchild inside the summoning circle. It's crying over a wizard corpse (Mim's). It has been trapped inside this ever-growing body for a few thousand years, and it can only think about (a) escaping, (b) turning the wizard into a Lich, and finally (c) returning together to the stars. The Starchild is half cancerous tree, half cosmic entity, with a human body attached to it.

Starchild: 60 hit points, AC 13. It's constantly renewing: each round it gains +1 to hit and damage, and one extra attack. After 2d4 rounds, it resets and starts growing again.

It regenerates 5hp per day, or 1 if under 0hp. Every time it comes back at to life, it gains a Druid spell related to how it was defeated last time – for example, Longstrider if it was too slow to escape, Barkskin if it was attacked physically, Swarm of Insects if outnumbered, etc.



d20 Treeperson

1. Bees love it, and never attack its friends.
2. Concerned youth. "My friend was bathing in the pit and..."
3. Cute seedling. Just wants to play.
4. Depressed and suicidal. Wants to drown in the Cesspit.
5. Devilish, want to steal adventurer gear.
6. High on sunlight. "Dude... I've seen it... The Rot Worm..."
7. Know-it-all, actually helpful. Can guide you around.
8. Knows how to make homunculi. Already told the goblins.
9. Knows the ventilation system in and out. Could guide you.
10. Lost. "Seen any p-patch of d-dirt around?"
11. Murderhobo, hiring henchmen. Knows about room 13.
12. Murderously thirsty. "Water? I WANT WATER."
13. Pale, needs some light.
14. Partially jellyfied. Tried to climb the pipe in room 3.
15. Philosopher, droning on about the nature of humunculi.
16. Playful, heading to room 3 to dance around the crystal.
17. Racist. Wants to start a war against the Myconids.
18. Sleepy, trying to find room 8.
19. Too naive. Will lead you directly into trouble.
20. Traumatized. Has seen shit. Knows about room 14.



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