

Laccaria

Mushroom Witch - She/They

STR DEX CON INT WIS CHA

8 13 16 12 11 18

-1 +1 +3 +1 +0 +4

Initiative

+1

Speed

30ft.

Max HP

56

AC

11

Spell Modifier: +4 Spell Attack: +7 Save DC: 15

Proficiencies: Nature +4, Survival +3, Persuasion +7
Saves: Constitution +8, Charisma +7 Immune to poison.
Darkvision 60ft
Languages: Common, Sylvan, Elven, Giant, Primordial

Spell Casting - Uses Charisma for Casting

At Will: Poison Spray, Minor Illusion, Create Bonfire

3/day each: Entangle, Sleep

1/day: Speak with Plants, Enlarge/Reduce



Spore Cloud (Innate Ability)

Once Per Day as an Action, release a 15ft radius cloud of spores centered on your location. Any creature who enters the cloud or begins their turn there must roll a DC 15 Con save; on a failure creature takes 1d8 poison damage and is poisoned, on a save they take half damage and are not poisoned. Spore Cloud lasts 1 minute, not concentration.

Ring of Toadstools (Innate Ability)

Once per Long Rest, Laccaria can concentrate for 10 minutes and create a ring of purple toadstools 10ft in diameter around herself. Once complete, anyone who enters the ring may remove one condition OR one level of exhaustion. The ring lasts 8 hours before disappearing.



Laccaria (pronounced La-seh-ri-ah) or Lacy for short, is a young looking Half-Elf, 5'3' tall. They are likely to be found either shopping in the market for basic supplies, or on their way into a large forest.

Upon meeting the party Laccaria will be very friendly, enjoying the company. She will mention running errands for her Granny, a very powerful lady living deep in the woods. If asked, Lacy will gladly lead the party through the dense forest to her Granny's cabin. Granny is of course an Annis Hag in disguise. She will help the party if given a proper trade (Insight or Arcana DC 18 to see past the illusion)

If the party attacks "Granny" Lacy will become hostile, defending the hag with everything she has. If the party makes two DC 15 persuasion checks (or one DC 25) she will stand down to question her Granny's Actions.

Alignment Suggestion: True Neutral
Level Suggestion: 5-7

Equipment/Inventory:

Wand of Smiles

Hat of Wizardry (Possessed by a talking Mushroom)

Staff of Shrooms (Staff of Flowers just themed to Mushrooms)

Large Satchel filled with various herbs/reagents/mushrooms

Potion of Growth, Potion of Hill Giant Strength, Potion of Healing (Greater) x2



Backstory

Born to a Human Father and an Elven mother, Laccaria wasn't always known by that name. When their mother was pregnant with her half-elven child, she craved nothing but mushrooms. Her devoted partner gathering as many as he could from the nearby forest, ignoring all the warnings of danger to keep his partner fed. When the baby was born with white hair nowhere near the color of their parents it was a small shock, but nothing to be alarmed about, her great grandmother was Drow after all.

The years passed and she grew up just like any other child, always wandering to play near the forests, foraging for mushrooms even when their pantry was full. One day while venturing a little deeper into the woods and talking to herself, someone talked back. After searching for the voice she found a very large white and purple mushroom that seemed to be speaking to her. The mushroom became her friend and day after day she'd visit and ask about their life as a mushroom, learning about all the other creatures in the forest, including an old woman living in a cabin even deeper into the woods.

After a few months visiting, her mushroom friend disappeared, when she asked the other plants around, they answered, saying the old lady had them. Frantically the white haired child ran further into the woods looking for the cabin where her friend was being kept. It took until nightfall but the warm glow of a fire was visible through the trees and the child rushed up to the cabin, fearlessly banging on the door to rescue her friend. An ancient looking woman opened up with a sneer on her face that softened as the child stumbled over their words demanding her friend be returned safely. The woman raised an eyebrow and let the child inside to see what she'd done with "Mooshy." The Mushroom was no more, the woman said it had died but she was "saving them" by turning them into something new. She promised to give the child her friend back, now in the form of a wizard's hat, in exchange for a few favors.

Those few favors turned into many more and the child, now known as "Laccaria" or "Little Lacy" never returned home, leaving their parents searching the forests for them until they too disappeared.

The old woman became Lacy's whole world, taking care of her "Granny" gave them purpose and the woods were her home now....hadn't they always been. Sometimes Granny would get lonely and ask for company so Lacy would find someone who might want to trade for Granny's unique magical items.

Unbeknownst to Lacy, her Granny was truly an Annis Hag, using them to lure other children or adventurers into her den. The Hag keeps her true identity from Lacy, only revealing her true form when Lacy is a teenager, saying she isn't evil, simply misunderstood, only further manipulating Lacy to stay with her forever.

Granny had made sure HER Lacy had no one to return to anymore, their parent's bodies buried by her own two hands just beyond the cabin.



Creative Commons:

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

