



THE VEILED LADY

AN ADVENTURE FOR
4TH, 10TH, 15TH LEVEL

"THERE'S SOMETHING ROTTEN
DOWN THERE"

HELLIANA



CONTENTS

USING THIS BOOK	2
HUNT — THE VEILED LADY	3
INTRODUCTION	3
BACKGROUND	3
Summary	4
Adventure Hooks	4
KNOW THY ENEMY	6
Clue 1: Mindbending	6
Clue 2: Detritivore	8
Clue 3: Subterranean	9
ARAMACHI	10
ARAMACHI SEWERS	10
THE BATTLE AHEAD	16
Wave 1: Veiled Lady	17
Wave 2: The Heart	18
Optional Ending: Cave In	21
AFTERMATH	22
TREASURE	23
Harvesting	23
Crafting	23
APPENDICES	24
APPENDIX A — MAGIC ITEMS	24
APPENDIX B — SPELLS	32
APPENDIX C — CREATURES	35
APPENDIX D — FAMILIARS	46
APPENDIX E — SOUNDS	49
LEGAL	49

CREDITS

Lead Designers: Mohamed “Aggi” Bellafquih, Jesse Jackdaw Burns, Max Wartelle

Lead Writer: Max Wartelle

Additional Writing: João Araújo

Editing: Phylea, Max Wartelle

Formatting: Sally Kay Clark, Max Wartelle

Proofing: João Araújo, Sally Kay Clark, Jessic Gombart, Victor Matyiku

Art Directors: Mohamed “Aggi” Bellafquih, Jesse Jackdaw Burns

Layout: Max Wartelle, Kwanpo “Ari” Cheng

Cover Illustrator: Jesse Jackdaw Burns

Interior Illustrators: Mohammed “Aggi” Bellafquih, Jesse Jackdaw Burns, Cze & Peku, Chaouki “Ciao” Titouhi

Special Thanks: Ethen Adams, Sally Kay Clark, Ricardo Evangelho, Kevin “Smood” McDonnell, Piotr “Narb” Wiśnios

USING THIS BOOK

Get ready to dive into a world of dangerous hunts, challenges, and monsters. This book presents all the tools you will need to run an entertaining adventure.

RULE ZERO

You are encouraged to use whichever pieces of this book you like and change the ones you don't. If there is a DC that seems off, a name that doesn't fit, or a quest hook that seems incongruous, then make it your own. Remember: if you're all having fun, you're doing it right.

RUNNING THE HUNT

The adventure in this book is referred to as a hunt. It is a type of adventure in which you find clues, prepare for the fight ahead, and then have a big battle. This hunt can be run at a variety of different average party levels (APLs), listed in the hunt's introduction. The hunt uses the following structure:

Introduction. The name and level of the hunt, as well as a brief synopsis.

Background. The information the GM needs to know about why a monster needs to be hunted! This includes:

- A summary of the monster
- Three quest hooks: curiosity, morality, and compensation
- Monetary and XP rewards
- Brief biographies of key NPCs

Location. The location where the hunt takes place, sometimes containing descriptions of unique flora and fauna or other rules.

Know Thy Enemy. Clues about the monster that, if discovered by the player characters, help them prepare for the battle.

The Battle Ahead. The creature's lair actions, any environmental effects, composition of each wave, and triggers for moving between waves.

Aftermath. This section wraps up each quest hook of the hunt and suggests ways this story can continue and shape your world. The Loot Tavern's bard, Cacophonics, has the link to the song he writes for the party here.

Treasure. Discoverable loot related to the specific boss monster, as well as information related to the optional Tracking and Crafting rules found in the *Heliana's Guide to Monster Hunting* book.

Beyond Deadly. Death is inevitable. In this book, it is a little *more* inevitable than usual, especially if your party doesn't pick up on the clues and prepare accordingly.

If you have fewer than four player characters or a lower APL than that for which the hunt is balanced, consider lowering the difficulty. This can be achieved by removing some creatures, replacing them with lower CR versions, or using the 'Helping Hand' paragraphs within each hunt to reduce the difficulty. The hunt's boss fight is designed to use a party's entire resources for a day's adventuring, which exceeds the daily XP budget at higher levels.

AVERAGE DAILY XP BUDGET PER HUNT

Level	Daily XP Budget Used per Hunt
1-4	100%
5-10	130%
11-16	160%
17-20	200%

Clues. This hunt contains at least three clues that can be conveyed to the players before combat starts. Understanding the clues is the key to your players preparing for the fight ahead and feeling empowered when their preparations pay off. Every clue has at least one example of how you can convey the information to your players. Note, these are examples! It's still up to you as the GM to make any necessary changes to the story and roleplay interactions to make sure your players understand these clues.

Be obvious when delivering clues. The more you can repeat and illustrate a clue, the more the players will understand it. In addition, prompting the adventurers to summarise what they've learnt by using an NPC to ask questions can engender a much-needed dialogue between players. Furthermore, player characters need time to prepare in a way that allows them to meaningfully act on the clues. It is often both enjoyable and less deadly for players to take a long rest to recover resources, prepare spells, and design a plan that exploits a monster's weaknesses. Be sure to give them the opportunity to prepare!

INTRODUCTION

This hunt, *The Veiled Lady*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 4, 10, or 15. Characters who complete this hunt should earn enough experience to progress one-quarter of the way to 5th level, one-third of the way to 10th level, or one-half of the way to 15th level. The adventurers must investigate a strange rot that has infested a town, ruining the crops, killing the livestock, but leaving the townsfolk strangely unharmed.

After gathering information about this rot, the adventurers must delve into a cave system connected to the town's sewers. Here, the fungal colony has its lair, which forms the setting of a two-wave boss battle. This battle is **deadly** and uses the party's entire daily XP budget. Equipment for an extended fight, spells and effects that deal radiant damage, and proficiency in the Nature skill will aid the party in this endeavour.

BACKGROUND

The sewers of Aramachi intersect with a cave system leading to The Low, a vast subterranean network of caves, mines, and settlements home to creatures of the dark. From this gloomy, damp expanse, a satellite colony of hyphans—a race of sentient fungus—has emerged. Its vast hyphal network has penetrated earth and rock, seeking the nutrient resources of surface-dwelling organisms.

The Veiled Lady is the mouthpiece of this fungal colony. It possesses a system of morality and order entirely alien to surface-dwelling humanoids; it believes all organic matter is just a resource waiting to be assimilated into its network and has no concept of 'murder'. All creatures under the colony's influence connect to its heart via a hive mind.

PREVIOUS: JESSE JACKDAW BURNS

JESSE JACKDAW BURNS



This is actually the third rot the colony has caused in its inexorable search for nutrients. The first rot caused a plague, killing scores of townsfolk. The second targeted cellulose, decimating the local woodland and laying waste to many of the townsfolk's houses. This third rot targets beasts and crops: half of the town's livestock and harvest have been ruined in the fortnight since it was first detected.

During each rot, the town's mayor has contacted Heliana, who has dutifully sent an adventuring party in response. These parties tracked the rot to the sewers but were infested by the Veiled Lady. The Lady read the adventurers' minds and learned of the potential conflict the colony's actions would bring about if it continued destroying the town above. In an effort to ensure its preservation, the colony changed its physiology and tactics to target different food sources. In a further act of subterfuge, the Veiled Lady returned one fungus-infested adventurer from each party to Heliana, where they explained that "there was nothing out of the ordinary."



SUMMARY

Here's the main info to digest:

- **Which Monster?** A fungal colony. The mouth-piece through which the colony interacts with adventurers is a humanoid-shaped creature called the Veiled Lady. The colony has a heart which, if destroyed, adversely affects all the members of its hive mind.
- **Monster's Motivation.** The colony is seeking to expand. Survival and finding a source of sustenance are its main motivations. Its search for resources keeps bringing adventurers to slay it, which is conflicting with its next priority: staying hidden to avoid conflict.
- **Monster's Previous Actions.** The hyphan colony is killing and decomposing the crops and livestock around Aramachi. The colony has caused two previous rots within the past year. During the first, the townsfolk caught a plague. During the second, the town's wooden buildings and the nearby forest were afflicted by a dry rot.
- **Where's the Monster?** The colony can be found in the cave system adjacent to the town's sewers. Its fungal 'heart' is hidden in a sealed cave and can only be found by defeating the Veiled Lady.

ADVENTURE HOOKS

Stinky sewers, ferocious fungi, and a high chance of death... Don't mention any of those when you drop the following adventure hooks for your players. Use as many as necessary to tick everyone's 'motivation box'.

- **Curiosity: The Absent Adventurer.** Twice before, Aramachi has sent a request to Heliana for adventurers to deal with a rot. Both times, an adventurer returned saying they hadn't found anything. Both times, the rot disappeared. The first adventurer returned to Aramachi but was never seen again. The second, Heliana has kept restrained in the dark of Lut's basement where he has begun to 'blossom' (see Clue 3, page 9). Though hesitant to send more adventurers to their doom, Heliana wants this rot dealt with once and for all.
- **Morality: Rotting Rations.** Without immediate intervention, Aramachi faces starvation. The harvest has been decimated and, if this rot isn't

curtailed, there won't be any harvest at all! The lives of the townspeople are at stake and the town's mayor has decreed that whatever is causing the rot must be dealt with.

- **Compensation: Sabotaged Smugglers.** Smugglers that use the sewer and cave system for transporting their treasures can be overheard complaining in the tavern. Something has been rotting their smuggled exotic animals, and the tobacco, halfleaf, and rum is putrefied. Something deeper in the cave system is bad for business and needs sorting. The smugglers use the Loot Tavern* as an interdimensional crossroads.

*Not playing in the Loot Tavern? No problem; omit this sentence!

Mulch, a druid of the Blossom Union specialising in decomposition, has been investigating the fungal imbalance around Aramachi. They deliver the town's request for adventurers and can act as the party's primary contact for this quest. You can use them to share insights learned from interviewing the townsfolk by using the 'Mulch' paragraphs in Know Thy Enemy (pages 6 - 9).

HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Gold	XP*
4th	550 gp	950
10th	2,875 gp	7,000
15th	6,750 gp	15,000

*Includes all monsters, traps, and puzzles, averaged for a party of 4.

MULCH

Mulch is a nonbinary tanukin—a subrace of sentient raccoons known as rakin—with a penchant for mischief and an incredible propensity for deadpan humour. Mulch's reputation amongst their Blossom Union siblings is delicate: though regarded as one of the foremost experts on decomposition within the Union, their relationship with Archdruid Xyxl turned sour after Mulch grew a small amount of psychedelic mushrooms on Xyxl's morning porridge.

At any given moment, Mulch is likely partaking in a consciousness-enhancing experiment of some kind. Psychedelic mushrooms, hallucinogenic frogs, or moulded tea: Mulch aims to try them all. To the layman, this is commonly interpreted as them being slightly distractible, especially around bright colours or rhythmic music. They are perpetually dirty, their clothes home to all manner of small beasts, and they ignore almost all social norms, such as covering your mouth when you yawn.

MULCH

Humanoid (rakin), druid, they/them

Personality. Curious, enthusiastic, overthinker.

Appearance. Short, bug-eyed, calico-furred, dressed in orange and pink.

Desire. Cultivate new and unique species of fungi.

Fear. Bureaucracy, paperwork, and chores.

"Would you care for a smoke? Perhaps something stronger? I think I have some psilocibin..."



MULCH



KNOW THY ENEMY

Mulch, drawn to Aramachi by rumours of a strange plague-rot, has briefly reconnoitered the area and has some insights to share. These are detailed in the Mulch and Heliana paragraphs below. Alternatively, if your players prefer to get in the field and do their own investigating, you can use the 'Exploration' paragraphs to impart the clues to your players. The clues are:

- The rot is capable of messing with creatures' minds.
- The rot consumes dead and dying organic matter to heal itself.
- The rot likes the damp and dark; it is sickened by radiant damage and is **immune** to necrotic damage.

CLUE 1: MINDBENDING

As a defence mechanism to repel intruders, the colony can infect creatures with biomatic curses. Some of these effects involve mind control and modifying memories. This is how it sent adventurers back to Heliana to deliver the misinformation that there was nothing to be found. This clue involves talking to Heliana so she can introduce the party to the last adventurer she sent to tackle this rot: Gus Fushrúm. Alternatively, this individual could have been trapped by Mulch in the basement of an inn in Aramachi.

Heliana. Heliana briefs the party on the previous adventurers she sent:

- She has sent two groups to deal with two similar, but slightly different rots.
- The first rot was a plague that targeted people.
- The second infected all the trees and houses.
- Each time, only one adventurer returned. Both times the adventurer said 'there was nothing to be found'.
- The second time, she didn't let the adventurer leave, and currently has him trapped in the basement.

JESSE JACKDAW BURNS

When Heliana reads the request for adventurers, you can read the following:

Heliana frowns at the parchment in her hand "Huh... this one again, eh? I already sent two groups to deal with something like this over the past year. Full disclosure: only one returned alive each time. And 'alive' is a stretch..." She reaches for a journal and flicks back toward the front of the book. "The first rot was a plague affecting people. The second rotted all the wood, both in living trees and in the buildings. Both times I sent adventurers. Both times one returned. Both times they told me they didn't find anything. And then the rot disappeared overnight." She gives a grimace, "As for being barely 'alive'... Come with me." She leads the party into the basement to see the infected adventurer.

INFECTED ADVENTURER

In a corner of the Loot Tavern's basement is Gus Fushrúm. Though he used to be a ranger, he is now a walking mushroom patch: toadstools sprout from every inch of skin and clothing. His corner of the basement is a diorama of fungal life; an array of colourful fungus of all shapes and sizes blooms from the rock and wood. A ward of glowing blue runes marks off the corner and keeps him (and the mushrooms) from proliferating through the rest of the building.

False Memories. If asked, Gus says he didn't find anything, and that his current condition isn't all that bad. He explains that his party went into the sewers, but just found empty caves. On their way out, a rockfall killed his party and blocked off the caves. These are false memories bestowed by the Veiled Lady; a successful **VDC Wisdom (Insight)** check doesn't detect deception—he believes what he says—but does detect that his answer seems rehearsed.

Restoration. Casting *greater restoration* (or *lesser restoration* in the 4th-level hunt) on Gus removes these false memories. He begins to have a panic attack as he observes his current form and begins ripping off the toadstools, damaging himself. Casting the *calm emotions* spell on Gus or succeeding on a **VDC Charisma (Persuasion)** check to calm him stops him from hurting himself. If he isn't calmed or restrained, he dies within **1 minute**.

JESSE JACKDAW BURNS



HANDOUT 1.
GUS FUSHRÚM

True Memories. Once his memories are restored, Gus says that he found a huge pulsing heart in the caves below the sewers. He says the air was thick with spores, and it didn't matter if they held their breath. The spores took root on clothing and skin. His companions, a rogue, sorcerer, and barbarian, were all transformed. Their memories and intentions were picked over by the hive mind. Then, when the fungal heart realised its misstep and the danger it was bringing upon itself, it sent him here to ward off further intruders.

Interrogation. Heliana will intervene if the players try to experiment on Gus. She feels responsible, in part, for his current condition. If she isn't present, the same information in Clues 1 and 2 can be gathered through experimentation on Gus.

CLUE 2: DETRITIVORE

The Veiled Lady (and its fungal tendrils) can consume dead (and dying) organisms to heal itself. However, burning corpses with fire or radiant damage, or casting the *gentle repose* spell or similar magic on them, prevents them from being consumed in this way.

MULCH

Mulch divulges the following information:

- The rotting corpses of crops and livestock are covered in a web of grey-white fibres.
- The corpses seem to deflate and dehydrate over time, as if they're being drained.
- Corpses burnt by farmers soon after death don't have any such webbing.

You can read the following:

Picking a small dung beetle off the end of their nose, Mulch says "It's a detritivore. Detritus: waste, vore: eats. It eats waste. I know that because all the corpses are covered in this mat of webbing that... pulses. Like it's drinking." Mulch takes a swig from a pungent-smelling flask. Whatever it is, it's definitely fermented. "Within a day, a corpse is emaciated — totally dehydrated,

like it's been in the sun for a month. You might have noticed that the air 'round Aramachi is thick with smoke. The local farmers have been burning the rotted stuff — they think it stops the spread. I reckon they're onto something."

EXPLORATION

Corpses. The corpses of livestock and piles of rotted crops are covered in mats of thin grey-white fibres. If a corpse takes fire or radiant damage, or the *gentle repose* spell or similar magic is cast on it, the mat of fibres wilts and draws away, leaving the corpse alone. A player that chooses to investigate a corpse notices the following:

- On fresh corpses the mat appears to be pulsing.
- Older corpses look deflated, like they've been drained, and the mat's fibres are dry and brittle, as if they're no longer used.
- Thick plumes of black smoke in the distance are being released by piles of burning corpses.

In addition, a creature can make a **DC 12 Intelligence (Nature)** check. On a success, you can reveal the following:

- The fibres look fungal in origin. Fungi typically exist as a network of mycelium in the ground.
- Fungi can be detritivores that feed on dead organic matter.



1 HOUR POST MORTEM

3 HOURS POST MORTEM



HANDOUT 2.

RAPID DECOMPOSITION

CLUE 3: SUBTERRANEAN

The hyphan colony's adaptation to the dark insulation of The Low grants it **immunity** to necrotic damage. However, it is sickened by radiant damage and sunlight.

MULCH

Mulch imparts the following information:

- He thinks the rot is caused by some sort of fungus.
- Decaying energy seems ineffective, while radiation appears to damage it severely.
- Bright sunlight causes the fungus to retreat.

You can read the following:

"I think it's a strange sort of fungus. Those things are usually susceptible to decaying and burning magic, but this one is unusual." Mulch glances around, showering you all with particles of earth, before leaning in and whispering "I tried the forbidden magic... blight. Didn't do a thing!" They lean back, relaxing. "My moonlight beam made it squirm, however. Burned it real nice," they chuckle. "Where the corpses are in the sun, the webbing is only on the underside. Flip over the corpse and it shrinks back into the ground. Doesn't like light."

EXPLORATION

Experimentation. Corpses in bright daylight have fungal mats only on their underside. If a corpse is flipped over, or the *daylight* spell is cast on a mat of fungal webbing, the fungus retreats, shrinking back into the ground. The players can try dealing different types of damage to the fungal mat, with the following effects:

- Necrotic damage does nothing.
- Radiant damage causes it to writhe and retreat.
- Other damage, such as fire, is as effective as normal, but the fungus grows back slowly afterwards.



HANDOUT 3. SEARING LIGHT



ARAMACHI

Aramachi is a port-town home principally to rak-in, birdfolk, humans, and halflings. Originally built around the tower of the wizard, golemancer, and bi-smith Doctor Francis Norman Stein, it has bloomed into a compact, bustling hub of activity. The land surrounding Aramachi is famed for the time-dilated grapes from which the infamous reverse-hangover cocktail *reverso* is made, its flavoured-milk cows, and its fields of golden wheat (each ear of which is rumoured to contain one solid gold kernel).

A Rotting Environment. The farmland around Aramachi is known as the 'golden sea' for its vast, rich fields of wheat. In the hills, a great deal of land is given over to raising cattle and sheep. The party can observe the following abnormalities as they explore:

- Vast swathes of the golden sea look like a furry grey carpet from afar, drained of their luscious colour. The plants are covered in mats of grey-white fibres.
- The corpses of emaciated livestock dot the rolling hills, covered in the same grey-white fibres.
- Dead crows and vultures ring several corpses, likewise covered in fibres, the same as the livestock on which they were presumably feasting.
- Dung in the cow fields is white, covered in hairy mats of fibres.
- Plumes of black smoke can be seen from several smallholdings and hamlets. Farmers are burning the corpses and rotted crops.

Aramachi is easily accessible by boat, through a forest, or across plains and hills. There is plenty of space at the inns. The surrounding farmland, where the rot is taking place, is an hour's walk from the centre of town.

ARAMACHI SEWERS

A classic stinking sewer, these tunnels and caves are also home to the Shambling Mound gang. These smugglers sneak in contraband via the river at night, storing it in the basements of the various buildings with whom they have tacit agreements. The Shambling Mound gang see themselves as entrepreneurs and businessmen, rather than criminals, but keep their business discreet, nonetheless.

GENERAL FEATURES

The sewers have the following features:

Ceilings, Walls, & Floors. The sewers are about 7 feet high, while the smugglers' rooms and caves rise to 12 feet. The walls and floor of the sewers and smugglers' rooms are made of well-cut stone. The deeper caves are formed of water-cut bedrock. Where there is water, it is a uniform 2 feet deep and is difficult terrain.

Doors. Unless stated, all doors are locked and can be unlocked with a successful **VDC + 3 Dexterity (thieves' tools)** check. A creature that fails by 5 or more breaks its tools and jams the lock.

Light. Unless lit, the sewers and smugglers' rooms are dark. Pale, green-white mushrooms dimly light the caves in the north and east sections of the sewer (rooms 6, 11, 12, and 14).

Atmosphere. The air is close and damp. The sewers stink, but the scent in the deeper caves is of a forest in autumn, perfumed with the rich odour of decaying leaves.

Environment: Aura Dampening. The magical nature of the Veiled Lady's lair dampens magical auras (including spells with the word 'aura' in their name). Their radii are reduced so that they affect only the creature from which the aura originates.

Hazard: Fungal Overload. The Veiled Lady and its lair actions can afflict a creature with the *fungal infection* spell (see page 32). If a humanoid is ever affected by this spell for one continuous minute, the creature falls under the control of the Veiled Lady as if by the *dominate person* spell (no maximum duration and no concentration required).

Hazard: Sewage. A creature that ingests any of the sewage water, or that unexpectedly falls under the water's surface, must succeed on a **VDC Constitution saving throw** or be **poisoned** for the next hour.

Edibles. Four rare types of edible fungus can be found within the sewers. They can be correctly identified with a successful **DC 14 Intelligence (Nature)** check, and their properties (all of which are a mix of beneficial and detrimental effects) discerned. The mushrooms lose their potency **1 hour** after they are harvested. A creature that uses its action to eat a mushroom is affected in the following way, depending on the mushroom's type:

- **Amanita rotgut.** You take **2d6** poison damage and are **poisoned** for **1 minute**. After the minute elapses, you gain **resistance** to poison damage and are **immune** to the poisoned condition for **1 hour**. This toadstool is red with bright yellow dots.
- **Noradreno mucorales.** You are affected by the *haste* spell for **1 minute**. At the start of each of your turns while you are affected by the mushroom, you must succeed on a **DC 15 Constitution saving throw** or be unable to move or take actions until the start of your next turn, as a wave of lethargy sweeps over you. This tall, skinny mushroom is electric-blue and crackles with lightning.
- **Psilocybin kwikitrippiae.** You are affected by the *confusion* spell for **10 minutes**. You can make a **DC 15 Constitution saving throw** at the end of each minute, ending the effect on a success. After the effect ends, you gain **advantage** on Wisdom saving throws for **1 hour**. This small, unassuming mushroom is plain brown when looked at directly, but twinkles with rainbow iridescence when in the corner of your eye.
- **Raging henbane.** You gain **resistance** to non-magical bludgeoning, piercing, and slashing damage for **1 minute**. At the start of each of your turns, if there is at least one creature within the reach/range of your currently-held weapon, you must immediately use your reaction to make one weapon attack against a randomly determined creature within your reach/range. This jet black mushroom has a tough, bark-like skin.

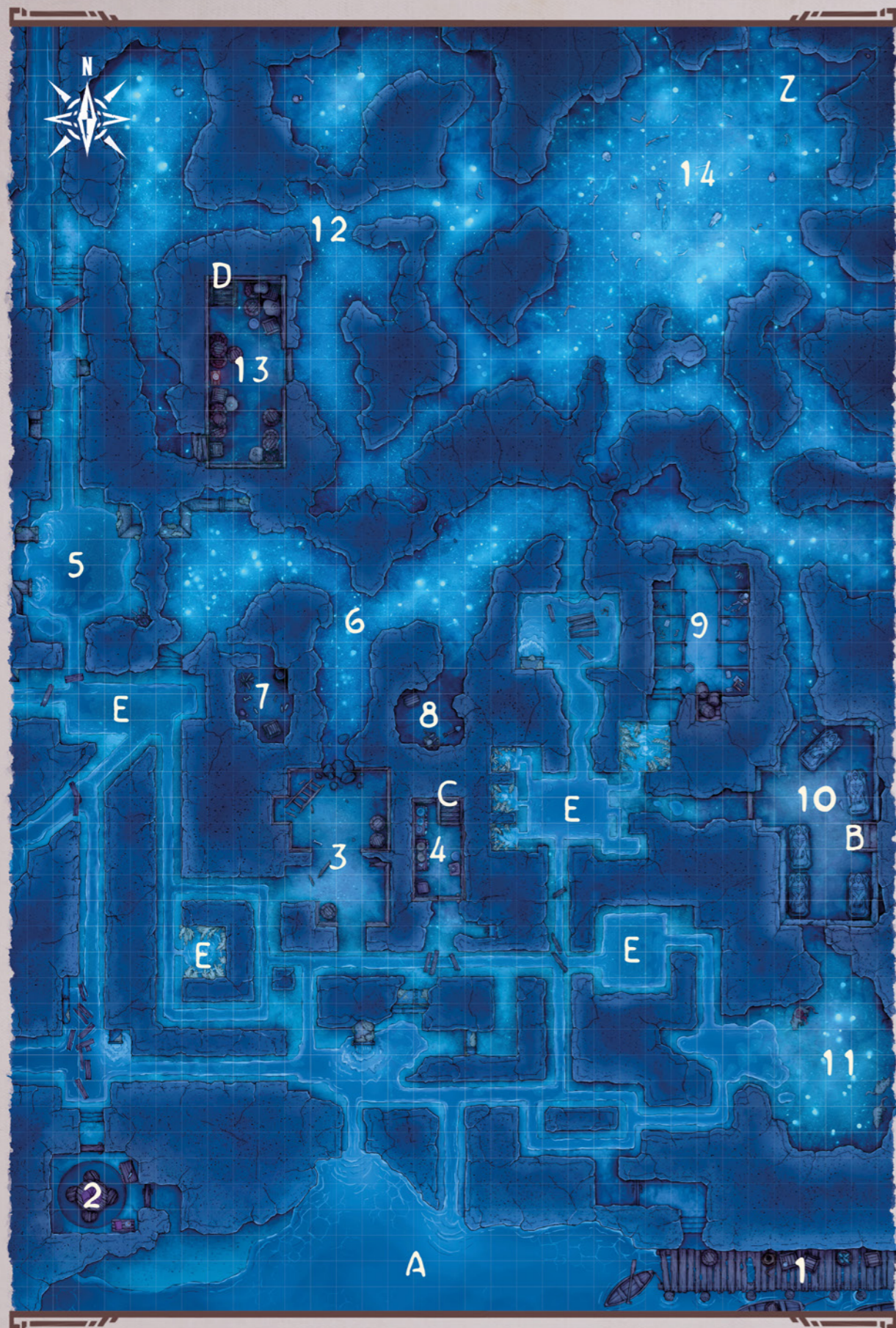
ENTERING THE SEWERS

There are five ways to enter the sewers: via the sewer outfall (A), through one of three buildings (B, C, and D), or through a street drain (E). These correspond to the keyed locations on Map 1. Aramachi Sewers (page 12). Asking around the town reveals that these three buildings were particularly badly damaged during the last rot and are all freshly repaired.

- **A—River Entrance.** By swimming or rowing a boat, the party can approach the sewer outfall. Unless invisible, the party is seen by the people at area 1 - Smuggler's Dock (page 13).
- **B—White Water Worship.** A temple to river and sea gods run by his High Frothiness, Mustaf de Luge, Priest of the Rapids (NG male human priest). He regularly drinks sea water and is a little mad. If the party asks to see the crypt, he will show them down.
- **C—Saucery.** A potion shop run by a lotol named Tink Cha (CG nonbinary commoner). They are more than keen to show the party the fungus they've been cultivating in their basement and can inform the party of the mushrooms' properties (see Edibles, page 10).
- **D—The Three-Eyed Fish.** A large inn frequented by sailors and urkin vagabonds. The landlady is a female urkin named Madame Poubelle. She lets the adventurers pass for an appropriate bribe (ten times the average party level in gold pieces). She also complains that all she has to serve is beer — everything else is rotted.
- **E—Drains.** Entering through a street drain drops the players in a random location marked 'E'.

OPPOSITE: MOHAMMED "AGGI" BELLAQUH





MAP 1. ARAMACHI SEWERS

CARTOGRAPHER: CZE & PEKU

1 SQUARE = 5 FEET

CZE & PEKU

The following locations are keyed to Map 1. Aramachi Sewers (page 12).

1 - SMUGGLER'S DOCK

Under an overhang of bedrock, a rickety pier stands on rotted timbers. Three CN **bandits**, Milal (shrewd female halfling), Bodge (happy-go-lucky male human), and Fatakata (suspicious male gnome) are busy loading a rowboat, shuttling the contents from room 3. They are all members of the Shambling Mound gang. Though not immediately hostile, they will question the adventurers if they look to be nosing about. If asked, the bandits will tell the adventurers that mushrooms have been growing in the caves to the north and east.

Rotting Cargo. The gang's smuggled exotic animals (blink squirrels), as well as their tobacco, halfleaf, and rum have begun rotting. Everything is covered in thick grey-white mats of fibres. They're taking what's left upriver.

2 - SMUGGLER'S OFFICE

This surprisingly well-appointed room is occupied by Mechatik Clerk (N female urkin **bandit captain**). Mechatik, leader of the Shambling Mound gang, is anxiously tallying the losses incurred by the rot in a report to 'The Boss'.

3 - SMUGGLER'S STOREROOM

Now mostly empty, this damp room is lined with pallets upon which stand barrels and boxes of rotting contraband. A creature can spend 30 minutes to make a **DC 15 Strength (Athletics)** check, removing all the rocks and opening the passageway to room 6 on a success.

Encounter: Bandits. If the bandits or their captain haven't already been encountered, they come to the room for a final check. They approach with loaded crossbows. A character that tries to explain their true purpose can make a **VDC - 3 Charisma (Persuasion)** check. On a success, the bandits back down and explain their plight. On a failure, the bandits attack, believing the party to be thieves, agents of the town watch, or likewise. The bandits surrender if one of their number is killed.

4 - SAUCERY BASEMENT

Through the locked door to this storage basement, a variety of alchemical scents can be discerned. The

shelves are lined with instruments, dried reagents, and books on alchemy. A successful **DC 10 Intelligence (Investigation)** check yields 50 gp of alchemical components.

Edibles. Four small pots are each filled with different mushrooms growing in a small pile of soil: *Amanita rotgut*, *Noradreno mucorales*, *Psilocybin kwikitrippiae*, and *Raging henbane*. Each pot contains two portions of one type of mushroom.

5 - SILT TRAP

The floor of this room, obscured beneath the murky water, is much deeper than the rest of the sewers. A creature that walks into this deeper section must succeed on a **DC 14 Dexterity saving throw** or fall beneath the surface. A creature that falls beneath the surface must succeed on a **VDC Constitution saving throw** or be **poisoned** by sewage for **1 hour**.

6 - FUNGAL FIELD

The floor of this room is lit by the dim glow of a field of tiny green-white mushrooms.

Hazard: Infectious Spores. When the party first enters this area, each character must make a **Constitution saving throw** against the Infectious Spores lair action (page 17).

Edibles. On a successful **DC 13 Wisdom (Perception)** check, a creature spots a clump of blue *Noradreno mucorales* (see Edibles, page 10). There are two portions of this mushroom.

Treasure: Keys. In the pool on the east side of this room, a set of keys can be spotted swirling in an unending eddy with a successful **DC 10 Wisdom (Perception)** check. They float by virtue of being tied to a piece of cork. They open the door in the north of Room 9.

7 - CAVE CAMP

A Small creature can access this room by squeezing through the narrow passageway. A **DC 14 Intelligence (Investigation)** check yields two bottles of alchemist's fire amongst the detritus.

8 - MINE

A human skeleton sits hunched in this dark cave. A shovel lies in one corner while planks cover a hole in the floor.

Trap: Powdery Mildew. A creature that examines the skeleton finds that it crumbles into dust, releasing a plume of black spores—the remnants of the plague caused by the first rot. The creature must succeed on a **VDC Constitution saving throw** or take **Vdam** necrotic damage and be afflicted by the *fungal infection* spell's Veiled Lady fungus (see page 32).

Treasure: Hole. In the hole is a skull covered in purple petals (the *infested cultist's skull*, see page 24, Appendix A).

9 - SMUGGLER'S PENS

The bones of small animals litter these floor-to-ceiling metal cages. This is where the smugglers kept their exotic animals. A successful **DC 18 Intelligence (Medicine or Nature)** check identifies the bones as belonging to exotic animals like an arctic camel, a jackalope, and a tigerdillo. The skeletal remains of a halfling are locked in one cage.

Trap: Powdery Mildew. A creature that examines the halfling skeleton finds that it crumbles into dust releasing a plume of black spores; the remnants of the plague caused by the first rot. The creature must succeed on a **VDC Constitution saving throw** or take **Vdam** necrotic damage and be afflicted by the *fungal infection* spell's Veiled Lady fungus (see page 32).

Treasure: Purse. A purse can be removed from the skeleton's grasp without triggering the trap with a successful **DC 20 Dexterity (Sleight of Hand)** check. It contains a number of gold pieces equal to ten times the average party level. On a failure, the powdery mildew trap is triggered.

10 - WHITE WATER CRYPT

Within this crypt are five sarcophagi. The stone panels of the room are carved with detailed depictions of water nymphs and elementals.

Exits. The panel to the north is heavily damaged and can be knocked down with a successful **DC 15 Strength (Athletics)** check. The panel to the south is more intact, but a successful **DC 12 Wisdom (Perception)** check allows a creature to notice air flowing under and over it; there is open space on the other side. Dealing **20** bludgeoning damage to this wall (**AC 16**) breaks it and attracts the attention of the **priest** and four **acolytes** in the temple above. They enter through the locked door at B to investigate the ruckus.

Encounter: Elementals. Opening a sarcophagus releases elementals that immediately attack. They flee if reduced to half their hit points or fewer.

NUMBER OF ELEMENTAL ENEMIES

Hunt Level	Elementals Released
4th	2 ice mephits
10th	1 water elemental
15th	2 water elementals

11 - RAT'S MORGUE

The fresh corpses of three giant rats, each covered in grey-white fungal mats, lie scattered around this cave. The floor is covered in pale, green-white mushrooms that shed a dim light.

Hazard: Infectious Spores. When the party first enters this area, each creature must make a **Constitution saving throw** against the Infectious Spores lair action (page 17).

Edibles. A successful **DC 15 Wisdom (Perception)** check allows a creature to spot a clump of black *Raging herbane* (see Edibles, page 10). There are two portions of this mushroom.

Investigation. A successful **DC 14 Intelligence (Investigation or Nature)** check reveals that these mats directly connect with the mushrooms on the floor. As a character watches, they can see the toadstools slowly swelling, growing in size.

12 - FUNGAL LABYRINTH

The air within these winding caves is visibly thick with spores. The bones of cave-dwelling beasts, like rats, bats, and giant gnats, form a crunchy carpet beneath the dimly glowing fungus that covers the floor.

Hazard: Dense Infectious Spores. When the party first enters this area, each creature must make a **Constitution saving throw** against the Infectious Spores lair action (page 17). The spores here are so dense that creatures must make further saving throws at regular intervals. See the sidebar on the following page for ideas on how to decide when to ask for saving throws.

Edibles. A successful **DC 13 Wisdom (Perception)** check spots a clump of red *Amanita rotgut* (see Edibles, page 10). There is one portion of this mushroom.



TIME AND DENSE INFECTIOUS SPORES

If you're unsure of how many saves to ask for, you can use the following rules:

Check-based. After a creature makes an ability check, ask each player to make a save.

Distance-based. For every 150 feet the party moves (they are probably moving slower than combat speed unless they explicitly state otherwise), ask each player to make a save.

13 - THREE-EYED FISH

The basement of the inn is filled with barrels of beer, hanging rotted meat, and sacks of rotting vegetables. The door to the east is locked, but broken panelling in the southwest corner can be pulled loose with a successful **DC 12 Strength (Athletics)** check.

Investigation. A **DC 14 Intelligence (Investigation)** check reveals that, although the hanging, cured meat is rotted and covered in the familiar grey-white fibres, the beer seems to be completely unharmed (it contains yeast and so is **immune** to the fungal rot).

14 - THE VEILED LADY

The fungal activity seems to concentrate in this nexus; finger-like grey-white tendrils run down the walls from the ceiling to the floor below. The floor is thick with glowing toadstools and crunchy with the bones of small, desiccated beasts. In the middle of it all stands a vaguely humanoid figure, the Veiled Lady. This is the location of wave 1 of the boss battle (see The Battle Ahead, page 16).



THE BATTLE AHEAD

The upcoming battle consists of two phases. In the first, the Veiled Lady tries to distract the players while hemming them in with necrotic puffballs. It doesn't give them the option to leave, inevitably leading to a violent confrontation. Once the Veiled Lady and its swarm spawner fungi are destroyed, the floor collapses, delivering the party to the heart of the fungal colony. Here the characters face off against three guardians, the adventurers Heliana sent during the previous rot.

Timing. The first wave ends when all the swarm spawner fungi and the Veiled Lady (or, in the 15th-level version, the Veiled Lady in its mythic state) are destroyed. The floor then collapses and the second wave begins.

Helping Hand. If things are going poorly for your party, feel free to have one of the NPCs the party previously encountered arrive and give aid in the form of healing or healing potions. For example, Mustaf de Luge, priest of White Water Worship, might be drawn by the noise while visiting the crypt and cast the *mass healing word* spell from beyond the fields of puffball fungus. The bandits, or Tink Cha the alchemist, might throw a potion that shatters on impact, healing some of the party members for **4d4 +4**. Observing the danger, none of these individuals are likely to stay long before

retreating. These NPCs might even assist the party in escaping if you choose to use the optional ending (see page 21).

LAIR ACTIONS

The colony's hive mind is routed through its fungal heart, hidden deep in the cave system (see Map 2). So long as this fungal heart is alive and within its lair, it can evoke the ambient magic to take lair actions. The fungal heart's lair includes the entirety of Maps 1 and 2. The DCs and damage of the lair actions depend on the level at which you run the hunt.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vmod	Vdam
4th	12	+4	3 (1d6)
10th	15	+7	10 (3d6)
15th	17	+9	21 (6d6)

GM TIP

Write down the information in this table for your hunt level so you don't have to keep flicking back and forth!

JESSE JACKDAW BURNS

Lair Actions. On initiative count 20 (losing initiative ties), the fungal heart takes a lair action to cause one of the following effects. The heart can't take the same lair action two rounds in a row.

- **Infectious Spores.** The heart chooses one point within the lair. A variety of small mushrooms grow around it, releasing their spores and casting the *fungal infection* spell centred on that point.
- **Mindfunk Spores.** The heart chooses one creature within the lair, shooting a spray of spore-containing acid at it from a nearby toadstool. Make a ranged weapon attack against the target (Vmod to hit). On a hit, the target takes Vdam acid damage and must succeed on a **VDC Wisdom saving throw** or be affected by the *dominate person* spell until the end of its next turn. The heart can't use this lair action again until it has used a different one.
- **Sprout Puffballs.** Grey-black puffballs sprout in a **10-foot square** within the lair. Each 5-foot square area of puffballs has AC 5, 1 hit point, **immunity** to necrotic damage, and **immunity** to all conditions bar petrification. The puffballs automatically fail all saving throws.

The puffballs erupt if they take any damage or if a creature moves into their space, immediately destroying a 5-foot square. Each creature within 5 feet of the puffballs when they erupt must make a **VDC Constitution saving throw**, taking Vdam necrotic damage on a failure, or half as much damage on a success.

WAVE 1: VEILED LADY

The Veiled Lady is waiting for the party and communicates with them telepathically using mental images and emotions. When the party arrives in room 14 you can read or paraphrase the following:

A huge humanoid figure in a flowing gown stands alone in the centre of a large, fungus-filled cavern. Corpses of sewer animals, some emaciated and desiccated, others plump and unblemished, are dotted throughout the chamber.

Upon noticing the party, the figure opens its arms wide in greeting, flooding your minds with a sense of welcome and the feeling of being comfortable beside a warm hearth.

It's A Trap! To the Veiled Lady, now that the party is aware of the hyphan colony's existence, they can't be permitted to leave. It will try to talk to the party, explaining, through emotions and images, that it has made mistakes with its search for food but that it's trying to adapt. While they converse, the fungal heart uses its lair actions each turn to sprout puffballs behind the party. Make a **Dexterity (Stealth)** check each 6 seconds (Vmod modifier). If you roll lower than a character's passive Perception, they notice the new growths.

Once the party is good and hemmed in, the fungal heart switches to using the Infectious Spores lair action.

Corpses. The bodies of giant rats, bandits, and darkmantles are dotted around the periphery of the room. There are **4 corpses** in the 4th- and 10th-level versions, and **8 corpses** in the 15th-level version.

ENEMIES

The sole enemy of the first wave is the Veiled Lady, although the mushrooms summoned by its lair actions can be targeted. The Veiled Lady is, in fact, a manifestation of the larger hyphan colony that runs through the surrounding soil and rock. When the encounter turns aggressive, Large, morel-like toadstools (swarm spawner fungi) puncture the rocky floor of the cave, their hundreds of orifices thrumming with concealed activity.

Level 4. At 4th level, the wave 1 combatants are:

- 1 **lesser veiled lady*** (CR 6)
- 1 **swarm spawner fungus*** (CR 0; spawning ~1 CR 2 **swarm of pufflings***)

Level 10. At 10th level, the wave 1 combatants are:

- 1 **veiled lady*** (CR 14; no mythic form)
- 1 **swarm spawner fungus*** (CR 0; spawning ~3 CR 2 **swarms of pufflings***)

Level 15. At 15th level, the wave 1 combatants are:

- 1 **veiled lady*** (CR 14; CR 17 mythic form)
- 2 **swarm spawner fungi*** (CR 0; spawning ~6 CR 2 **swarms of pufflings***)

*See Appendix C

SWARM SPAWNER FUNGUS

The swarm spawner fungi create swarms of pufflings (see page 42). For balanced combat, use the following modifications (depending on adventure level) to the Spawn Swarm action:

- **4th Level.** The swarm spawner fungus produces 1 swarm on the second round of combat. Ignore the recharge function until after the Veiled Lady is defeated. You can describe the toadstool as ‘vibrating dangerously’ so the party sees it as a danger!
- **10th Level.** Run the swarm spawner fungus as written.
- **15th Level.** Half of the remaining swarm spawner fungi recharge their Spawn Swarm action each turn.

TACTICS

Within the colony’s long memory, the adventurers’ quest to destroy it is a recent event, and one from which it has learned much. The Veiled Lady is a tactical and insightful combatant, intent on staying alive for as long as possible, though its main motive is to prevent any characters from escaping. The result of this is that:

- It uses the Mindfunk Spores lair action as often as possible, targeting those with the lowest Wisdom saving throws.
- It uses Mycelial Reconstitution directly before its turn to avoid opportunity attacks and position itself advantageously.
- On each of its turns, it tries to bring itself within range of a corpse to take advantage of its Detritivore trait.
- It uses its movement to bring it within range of characters with low Constitution or Wisdom scores, depending on whether it has Infectious Spores or Shackles of Pain recharged, respectively.
- It uses Shackles of Pain to repeatedly target the same creature. This is usually a character with high AC and Constitution (as well as low Wisdom).
- If there is a particularly threatening melee character, it uses its Hyphal Tether to restrain it.

Swarm Spawner & Pufflings. These plants act like walking landmines with no sense of self-preservation.

WAVE 2: THE HEART

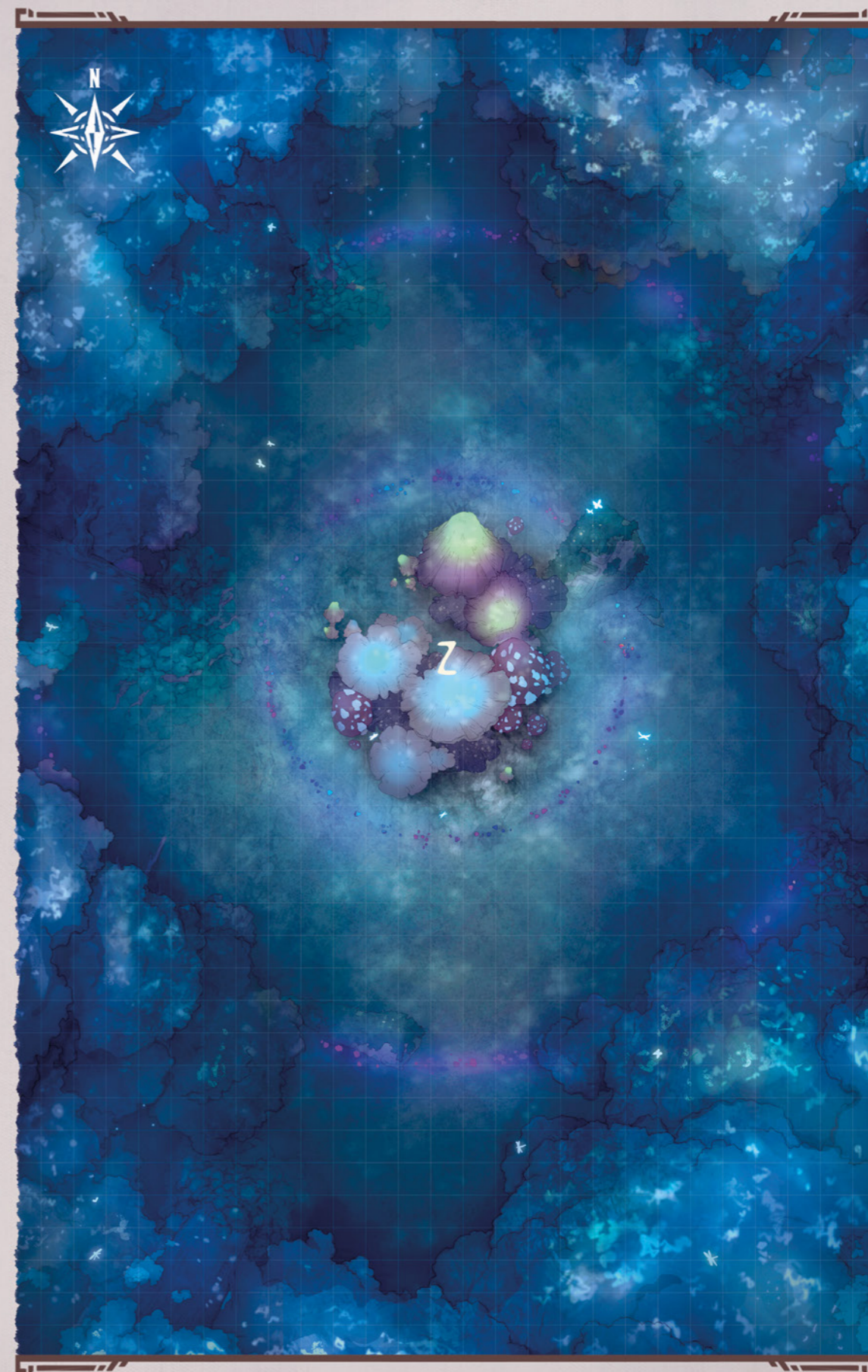
Shortly after the Veiled Lady and the swarm spawner fungi are destroyed, the hyphal network supporting the floor collapses, delivering the characters to the colony’s heart and its three guardians. The guardians are the remnants of previous adventurers, the party of Gus Fushrúm (from Clue 3). Once the Veiled Lady and swarm spawner fungi are defeated, you can read or paraphrase the following:

A low rumble is swiftly followed by the sensation of falling as the floor gives way. Tumbling through earth and rock weakened by the rapid enlargement of the hyphal network, you find yourselves spilled into a large chamber. A thousand varieties of fungus coat the walls, each glowing a unique, muted shade that bathes the chamber in dim light. In the centre of it all, a massive conglomeration of toadstools pulses, thick ribbons of grey-white dispersing into finger-like fibrous strands that plunge into the earth and rock.

Arranged around this central pillar are three oddly-humanoid mushroom-people: a looming behemoth with a single arm as thick as its body clutches a broken sword; a squat toadstool holds what appears to be a staff that lets forth plumes of thick black smoke; and a thin, lithe-looking creature is ringed in limbs ending in sharp, oozing points.

Collapse. When the floor suddenly collapses, have each character make a **VDC Dexterity (Acrobatics)** check. On a failure, a creature lands **prone**. Approximate the locations of your players on Map 2. The Fungal Heart based on where they were when the collapse happened on Map 1. The point marked ‘Z’ on Map 1 is directly above ‘Z’ on Map 2.

Layout. The hole to the Aramachi Sewers is about 30 feet above the floor of the chamber in which the fungal heart resides. The heart is an enormous, 30-foot-wide mass of fungus in the centre of this lower chamber. It is represented in Map 2 by the mushrooms in the map’s centre.



MAP 2. THE FUNGAL HEART

CARTOGRAPHER: CZE & PEKU

1 SQUARE = 5 FEET

FUNGAL HEART

The fungal heart has AC 5, **immunity** to necrotic damage and all conditions except petrification, **resistance** to poison damage, **vulnerability** to radiant damage, and is **immune** to any spell or effect that would alter its form. It automatically fails Dexterity saving throws and automatically succeeds on Strength saving throws. It has the following different statistics depending on the level at which the hunt is run.

HEART DEFENSIVE STATISTICS

Hunt Level	Hit Points	Saving Throw Modifier
4th	120	+4
10th	230	+7
15th	400	+9

Heart's Actions. On initiative count 10 of each round (losing initiative ties), the heart takes the Hyphal Tether or Mycelial Reconstitution legendary action of the Veiled Lady (use the lesser veiled lady for the 4th-level hunt). If it uses Mycelial Reconstitution, the effect occurs on one of its guardians.

Killing the Heart. If the heart is killed, all the guardians become permanently **poisoned** and affected by effects identical to the *slow* spell.

ENEMIES

The heart's guardians assemble to defend the heart against the party. They follow the archetypes of a barbarian (brute), a sorcerer (sporeslinger), and a rogue (duskcap). For the fungal heart, use the statistics in the Fungal Heart section opposite.

Level 4. At 4th level, the wave 2 combatants are:

- 1 **fungal heart** (CR 1; 4th-level version)
- 1 **decrepit hyphan duskcap*** (CR 2)
- 1 **decrepit hyphan brute*** (CR 1)
- 1 **decrepit hyphan sporeslinger*** (CR 1)

Level 10. At 10th level, the wave 2 combatants are:

- 1 **fungal heart** (CR 6; 10th-level version)
- 1 **hyphan brute*** (CR 6)
- 1 **hyphan duskcap*** (CR 5)
- 1 **hyphan sporeslinger*** (CR 5)

Level 15. At 15th level, the wave 2 combatants are:

- 1 **fungal heart** (CR 9; 15th-level version)
- 1 **vigorous hyphan brute*** (CR 9)
- 1 **vigorous hyphan duskcap*** (CR 8)
- 1 **vigorous hyphan sporeslinger*** (CR 8)

* See Appendix C



THE HYPHAN GUARDIANS

JESSE JACKDAW BURNS

SHARED LEGENDARY ACTIONS

This new mechanic auto-balances the action economy of groups of enemies throughout a combat. Instead of an individual having three legendary actions to use each round, a group of individuals shares a pool of legendary actions, which can be distributed as you, the GM, see fit.

TACTICS

The hyphal guardians are very tactically-aware combatants with no sense of self-preservation. They are part of the colony's hive mind, care only for the heart's survival, and will sacrifice themselves to ensure it.

Brute. The brute is a juggernaut. It aims to end each of its turns next to a character that won't have a chance to move before it can use its legendary action to Smush them.

Duskcap. The duskcap works in partnership with the brute, targeting characters adjacent to the brute to trigger its Sneak Attack. If you use the optional flanking rule, the duskcap moves within melee range to gain **advantage** on its attacks. If you don't use this optional rule, it uses its bonus action to hide behind the fungal heart and gain **advantage** on its ranged attacks.



JESSE JACKDAW BURNS

Sporeslinger. The sporeslinger doesn't have great longevity and knows it. It uses all its sorcery points as quickly as possible. It keeps its distance from enemies, using ranged cantrips and spell attacks. It uses its legendary action to make itself heavily obscured (preventing opportunity attacks) and then move away from melee combatants. If it is safe and doesn't need to move, it defers its legendary action to the brute or duskcap.

OPTIONAL ENDING: CAVE IN

When the heart is destroyed, the lair begins collapsing. Each creature must make three ability checks, taking **Vdam** bludgeoning damage on each failed check as they try to escape the collapsing cave system. A creature that fails all three checks is buried. What ability and skill checks to use is up to each player; encourage them to be creative! Decide the DC based on how much sense the attempt makes. Alternatively, you can request the following checks:

- Climbing up the rubble to the cave system above might require a **DC 10 Strength (Athletics)** check.
- Using your senses to foresee falling chunks of earth might require a **DC 15 Wisdom (Perception)** check.
- Jumping off of falling blocks might require a **DC 20 Dexterity (Acrobatics)** check.

AFTERMATH

If the fungal heart is destroyed, the rot ceases and the town goes on to have a meagre, though sufficient harvest.

- If the smugglers survive, they use their connections to ensure a steady supply of (slightly overpriced) food, becoming local heroes.
- The town holds a small celebration (stocked only with beer) in the characters' honour.
- If some of the mushrooms remain in the basement of Saucery, its owner, Tink Cha, refines them into potions that have the same effects, but which are no longer potent if not consumed within 1 hour.
- L'Arsene approaches the party about a potential heist in Aramachi (see L'Arsène's Ludicrous Larceny, a zany, biomantic adventure).



HELIANA.LT/LARCENY



CACOPHONICS

On returning to the Loot Tavern (or your destination of choice), the bard Cacophonics relentlessly pursues the party seeking heroic tales to make into a song. Regardless of what he is actually told, he pens the following ballad:

The crops are slowly dying,
there's decay around the town.
Adventurers used all their skill
to track it underground.

Infectious air.
My friends, beware.

They move amongst the fungus
as its web runs far and wide.
A lady in the distance,
with her family at her side.

Assimilate to keep her safe.
Assimilate. You won't escape.

As the lady tries to trap them,
they must navigate their way.
The heart must be the answer
so they hunt 'till they have slain.

They make their escape.
The town is safe.



YOU CAN PLAY THE SONG BY
SCANNING OR CLICKING ON THE QR
CODE, OR BY TYPING IN THE URL
BELOW.

HELIANA.LT/VEILEDLADY

TREASURE

Within the thick, fungal webbing are the remnants of the adventurer's gear. The mundane stuff has rotted away leaving only unreactive, metal scraps and a single magic item: the *overgrown barkshield* (see page 28).

FUNGAL HEART'S TREASURE HOARD

Hunt Level	Coins	Overgrown Barkshield Rarity
4	2d6 x 500 sp 6d6 x 50 gp	Uncommon
10	5d6 x 200 gp 1d6 x 10 pp	Rare
15	5d6 x 300 gp 1d6 x 20 pp	Very rare



CRAFTING

The following unique items can be crafted from the fungal heart's and Veiled Lady's components. You can use the optional Crafting rules available in *Heliana's Guide to Monster Hunting*.

FUNGAL HEART'S CRAFTABLE ITEMS

Item Name	Item Type	Rarity	Attunement	Components	Essence	Value*
Longspike	Weapon (rapier)	Uncommon	Optional	Pouch of plant (hyphan) hyphae	Frail	850 gp
		Very rare			Potent	10,000 gp
Mycelial Cloak	Wondrous item	Rare	Required	Plant (hyphan) membrane	Robust	2,300 gp
Painblinder Mycaxe	Weapon (any axe)	Uncommon	—	Spore-filled plant (hyphan) gills	Frail	400 gp
		Rare			Robust	1,800 gp
Ring of Fungal Symbiosis	Ring	Uncommon	Optional	Pouch of plant (hyphan) spores	Frail	500 gp
		Very rare			Potent	9,400 gp
Sporespreader	Rod, staff or wand	Uncommon	Required	Spore-filled plant (hyphan) gills	Frail	1,000 gp
		Rare			Robust	4,500 gp

*This is the 'off the shelf' purchase cost and can vary significantly from the crafting cost.

HARVESTING

The fungal heart and the Veiled Lady are one and the same; treat them as a single Huge creature. You can use the optional Harvesting rules available in *Heliana's Guide to Monster Hunting* to harvest these unique components, in addition to the normal components for a plant. One of the 3 *lady's veils* has been perfectly severed and can be harvested with a DC of 0 (but still requiring harvesting supplies if you use that optional rule). It can be socketed on any held or worn item. The food component for the unique recipe is a *pouch of plant (hyphan) spores* (spice).

FUNGAL HEART'S HARVEST TABLE

Component DC	Components
10	Pouch of hyphae (∞)
15	Pouch of spores ^{E+V} (∞), lady's veil (3)
20	Spore-filled gills (3)
25	Membrane (1)

^{E+} Indicates component is edible; ^V Indicates component is volatile.



APPENDIX A — MAGIC ITEMS

INFESTED CULTIST'S SKULL

Wondrous item, uncommon

This humanoid skull is infested by a parasitic purple plant from an unknown plane. The longer you stare, the more you could swear that the petals sway in response to an unseen wind.

The skull contains **7 petals**. While holding it, you can use an action to pluck a petal to cast the *guiding bolt* spell (+5 to hit), dealing necrotic damage instead of radiant. The skull regrows **1d4** plucked petals daily at dawn. If you pluck the last petal, the skull crumbles to dust and is destroyed.

Curse. This skull is cursed, and plucking 3 or more petals in a day extends this curse to you. Until the curse is broken with *remove curse* or similar magic, you are unwilling to part with the skull, keeping it within reach at all times.

While cursed, whenever you finish a long rest, a black petal grows on your head. These black petals cannot be removed physically, and any attempt to do so causes you to take **2d6** necrotic damage. If you travel to a different plane while cursed, you grow a further **1d4** black petals.

When the seventh petal has grown on your skull, you die and your body turns to dust, except for your skull, which becomes a new *infested cultist's skull*. If the curse is removed, the petals on your head and the *infested cultist's skull* are destroyed and crumble to dust.

Very rare variant: Replace *guiding bolt* with *blight* (save DC 16).



INFESTED
CULTIST'S SKULL

MOHAMMED "AGGI" BELLAFOUHI

MOHAMMED "AGGI" BELLAFOUHI

LADY'S VEIL

Wondrous item, common (socketable, requires attunement)

This fine-meshed shroud can be socketed on any worn headgear or armour, such as a helmet, cloak, breastplate, or crown. Looking through the mesh, an attuned wearer can detect corpses and creatures ripe for decomposition.

As an action, you can open your awareness to magically detect corpses and undead. Until the end of your next turn, you know the location of any corpse or undead creature within **60 feet** of you that isn't behind total cover, and that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity. After you activate this property, you can't do so again until the following dawn.



LADY'S
VEIL



LONGSPIKE

LONGSPIKE

Weapon (rapier), uncommon (optional attunement)

The *longspike* grants its user the ability to strike from afar, without resorting to the use of unwieldy polearms. When grasped with force, the long, narrow blade extends, increasing the reach of its wielder's thrust, and can implant a rapidly-growing net of hyphal tethers that can bind and constrict a foe.

Hyphal Stretch. On your turn, you can squeeze the *longspike* (no action required), causing it to lengthen and increasing the reach of melee attacks you make with it by **5 feet** until the end of your turn.

Optional Attunement. You can choose to attune to this weapon, causing it to gain the Hyphal Grasp property while you remain attuned to it.

OA: Hyphal Grasp. As a bonus action while holding the rapier, you can speak its command word to cause writhing hyphal filaments to grow from it. The next time you hit a creature with a weapon attack using *longspike* within the next minute, the target must succeed on a **DC 13 Strength saving throw** or be **restrained** by the magical hyphae for **1 minute**. An affected creature can use an action to repeat the saving throw, ending the effect on a success. After you activate this property, roll a **d6**. On a **1-2**, you can't activate this property again until the following dawn.

Very rare variant: Increase the **DC** to **16**. You gain a **+2 bonus** to attack and damage rolls you make with this magic weapon. While you are attuned to this weapon, it gains the Hyphal Parasite property.

OA: Hyphal Parasite. When you hit a creature with this weapon you can use a bonus action to cast the *fungus infection** spell on it (**save DC 16**, no concentration required). After you activate this property, roll a **d6**. On a **1-2**, you can't activate this property again until the following dawn.

*See Appendix B

MYCELIAL CLOAK

Wondrous item, rare (requires attunement)

This hearty-scented cape is knitted from microscopic threads of autumn-hued mycelia. With alarming rapidity, the hyphae can drain a corpse, leaving it an emaciated husk and restoring its wearer to robust, good health.

Detritivore. As a bonus action, you can target one Small or larger corpse, or one Small or larger creature with **0** hit points you can see within **15 feet** of you, causing your mycelia to burrow over to it and rapidly drain it of nutrients. If the target is alive, it must succeed on a **DC 15 Constitution saving throw** or fail a death saving throw. Undead have **disadvantage** on this saving throw. On a failure, or if the target is a corpse, you regain **6d6** hit points. After you activate this feature, you can't do so again until you finish a short or long rest.

Mycelial Deconstruction. As an action, you can wrap the cloak around yourself, causing your body, and all the items you are wearing or holding, to dissolve into thousands of mycelial threads. You gain a burrowing speed equal to your walking speed, you can burrow through nonmagical unworked earth and stone, and you don't disturb the material you move through.

While in this form, you can pass through any microscopic gap large enough for a fungal hypha; have resistance to bludgeoning, piercing, and slashing damage; and can't talk, manipulate objects, cast spells, or attack. You can reform in an unoccupied space as an action. After you activate this feature, you can't do so again until you finish a short or long rest.



MYCELIAL CLOAK

OVERGROWN BARKSHIELD

Armour (shield), uncommon (requires attunement)

This crude shield made of bark and wood teems with life as if it were still part of a tree. The smell of sap and various fragrant flowers perfumes the air around you.

Bark Armour. As an action, you can place the shield on your torso and speak the command word, causing the wood and vines to wrap around your figure. For one hour, or until you end this effect as an action, you are unable to hold a shield and you gain the following benefits:

- You gain **1d8** temporary hit points.
- You gain the benefits of the *barkskin* spell (no concentration required).
- You have **advantage** on saving throws made to resist being poisoned.

When this effect ends, the barkshield falls from its place on your torso, fading to a lifeless shade of grey. This property can't be used again until you finish a long rest when the shield blooms with life once more.

Vines and Thorns. While attuned to this shield, you can use an action to animate one of the shield's thorny vines and make a melee weapon attack (+5 to hit) against one target within **30 feet** of you. On a hit, the target takes **2d8** piercing damage, and, if the target is a Large or smaller creature, or an object that weighs less than 500 pounds, you pull it up to **10 feet** closer to you.

Rare variant: Increase Bark Armour's temporary hit points to **3d8** and Vines and Thorns' attack modifier and damage to **+8** and **3d8**, respectively.

Very rare variant: Increase Bark Armour's temporary hit points to **5d8** and Vines and Thorns' attack modifier and damage to **+10** and **4d8**, respectively.



OVERGROWN
BARKSHIELD

PAINBLINDER MYCAXE

Weapon (any axe), uncommon

The wood and iron of this once-pristine axe have been utterly devoured and replaced by a variety of fruiting fungi. Gills funnel along the axe's blade, holding millions of spores in biomatic suspension, ready to unleash their pain-inhibiting effects when inhaled.

Painblind Spores. As a bonus action while holding this axe, you can inhale its spores, numbing your extremities and stimulating muscle recruitment. Until the start of your next turn, melee weapon attacks you make with this weapon have a **+2 bonus** to damage rolls and you have **resistance** to bludgeoning, piercing, and slashing damage.

If you use your bonus action to inhale more spores at the beginning of your next turn, the effects continue without interruption. You can prolong the effects in this manner for up to **1 minute**, after which the effects end. When the effects end, you become **poisoned** for a number of minutes equal to ten times the number of rounds you were under the influence of the spores. Once you have benefitted from the Painblind Spores, you can't benefit from them again until after you finish a long rest.

Rare variant: Increase Painblind Spores bonus to **+3**. While under the influence of Painblind Spores, you have **advantage** on Strength and Constitution checks as well as Strength and Constitution saving throws. Once you have benefitted from the Painblind Spores, you can't benefit from them again until after you finish a short or long rest.



PAINBLINDER
MYCAXE



RING OF FUNGAL SYMBIOSIS

RING OF FUNGAL SYMBIOSIS

Ring, uncommon (optional attunement)

Parasite or symbiote, the exact classification of this loop of living fungus is up for debate. When worn for an extended period, the ring co-opts its host, producing an assortment of fruiting fungal bodies each day. Whether those are of benefit or not is entirely up to how they're used.

Whenever you finish a long rest during which you wear this ring, you find a selection of toadstools has grown on the limb that sports this ring. Roll a **d4** twice and consult the list below to determine which two mushrooms have grown.

1-Boomshroom. As an action, a creature can throw this volatile mushroom at a point it can see within **60 feet** of it, where it explodes in a **10-foot-radius sphere** of flames. Each creature in the area must make a **DC 13 Dexterity saving throw**, taking **4d6** fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

2-Bloomshroom. As an action, a creature can eat this mushroom, regaining **2d4 + 2** hit points and gaining **advantage** on all Constitution saving throws for **1 minute**.

3-Doomshroom. As an action, a creature can throw this dusky mushroom at a point it can see within **60 feet** of it, where it explodes in a **10-foot-radius sphere** of purple spores. Each creature in the area must succeed on a **DC 13 Constitution saving throw** or become afflicted by the *bane* spell for **1 minute**. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

4-Gloomshroom. As an action, a creature can eat this mushroom. For the next **hour**, it gains darkvision out to a range of **60 feet**. If it already has darkvision, the range of this vision is increased by **30 feet**.

The mushrooms last on your arm until you finish a long rest, but lose all magical effects **10 minutes** after they are plucked. You can pluck a mushroom as part of the action to use it.

Optional Attunement. You can choose to attune to this item. While attuned, you can roll the **d4** to determine which mushrooms grew four times instead of twice.

Very rare variant: Increase all **DCs** to **16**. When determining which mushrooms grow on your limb, increase the **d4** to a **d6**, and add the following options:

5-Rheumshroom. As an action, a creature can throw this sticky mushroom at a point it can see within **60 feet** of it, where it explodes in a **10-foot-radius sphere** of arthritis-inducing spores. Each creature in the area must succeed on a **DC 16 Constitution saving throw** or suffer the effects of the *slow* spell for **1 minute**. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

6-Zoomshroom. As an action, a creature can eat this mushroom, gaining the benefits of the *haste* spell for **1 minute**. At the start of each of the affected creature's turns, roll a **d6**. On a **1**, the effect ends and the wave of lethargy described in the spell sweeps over it.

In addition, while a creature is attuned to the ring, it gains the Fungal Plating property.

OA: Fungal Plating. When you finish a long rest while wearing the ring, hard sheets of organic mycoprotein cover your body. You gain the benefits of the *barkskin* spell for the next **24 hours** (no concentration required). While this magical effect persists, you gain **5** temporary hit points at the start of each of your turns.

SPORESPREADER

Rod, staff, or wand, uncommon (requires attunement by a spellcaster)

Used as a magical focus of the more humanoid-esque, 'customer-facing' hyphan colonists, *sporespreaders* are enchanted to facilitate the calming and assimilation of would-be interlopers. The magic in these foci can poison foes with infectious spores or generate obscuring thick black clouds to allow their wielders to flee dangerous situations.

This focus has **7 charges** and regains **1d4 + 3** expended charges daily at dawn. While holding the *sporespreader*, you can use an action to expend **1** or more of its charges to cast one of the following spells from it, using your **spell save DC** and spellcasting ability: *calm emotions* (**2 charges**) and *charm person* (**1 charge**).



SPORESPREADER

You can also cast the *spore cloud** and *smokescreen** cantrips from the focus without using any charges.

Rare variant: Increase the number of charges to **10** and the recharge to **1d6 + 4**. Add the *mortiferous pulse** (**2 charges**) and *enrage** (**3 charges**) spells to the list of options.

*See Appendix B

MAGICAL MEALS

A monster's components can be cooked into magical food. After spending 1 hour cooking the required components, you can succeed on a **Constitution (cook's utensils)** check against the meal's **DC** to craft the meal. *Heliana's Guide to Monster Hunting* presents more detailed rules on cooking.

When you consume a magic meal, which takes **10 minutes**, you gain its effects, which last for **8 hours** or until dispelled by the *dispel magic* spell or similar magic.

MUSHROOM MÉLANGE

Pouch of plant (hyphan) spores, plus fat; DC 16

You know the direction and distance of all corpses within a certain radius of you. This radius increases with rarity, which is determined by the party's level. The effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Level	Rarity	Distance
1-4	Uncommon	60 ft.
5-10	Rare	240 ft.
11-16	Very rare	960 ft.
17-20	Legendary	1 mile



MUSHROOM MÉLANGE

CHAOUKI "CIAO" TITOUHI & MOHAMMED "AGGI" BELLAQUH

LEFT: CHAOUKI "CIAO" TITOUHI & MOHAMMED "AGGI" BELLAQUH; RIGHT: JESSE JACKDAW BURNS & OGNJEN SPORIN

APPENDIX B — SPELLS

This appendix lists the spells that can be found throughout this hunt, arranged alphabetically. The tamer class mentioned in some spell lists is available in Heliana's Guide to Monster Hunting.

Biomancy. Biomantic spells revolve around living matter and its manipulation. If you'd rather not use the school of biomancy in your world, you can elect to use the alternative school of magic supplied with each biomancy spell.

CORRUPTING ICHOR

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: S, M (some phlegm)

Duration: Instantaneous

Class: Druid, Sorcerer, Warlock, Wizard

You spit a globule of phlegm at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes **2d8** necrotic damage. In addition, until it uses its action to wipe off the phlegm, it takes **1d4** necrotic damage at the start of each of its turns and any hit points regained are reduced by half.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage at the start of the target's next turn increases by **1d4** for each slot level above 1st.

ENRAGE

3rd-level enchantment

Casting Time: 1 action

Range: 120 feet (20-foot-radius sphere)

Components: V, S, M (a red handkerchief)

Duration: Concentration, up to 1 minute

Class: Bard, Sorcerer, Warlock

You attempt to create violent emotions in a group of people. Each humanoid in a **20-foot-radius sphere** centred on a point you choose within range must make a **Charisma saving throw**; a creature can choose to fail this saving throw if it wishes. A creature that fails this saving throw becomes enraged for the duration.

While enraged, a target becomes hostile towards all creatures. An enraged creature that is concentrating on a spell must succeed on a **DC 10 Constitution saving throw** at the start of each of its turns or lose concentration on the spell.

As an action, you can force an enraged creature to use its reaction to make one melee weapon attack against one randomly determined creature within the enraged creature's reach. If the enraged creature was friendly towards the target of its attack before this spell was cast, the enraged creature can repeat the saving throw immediately after making the attack, ending the effect on itself on a success.

An enraged creature can repeat the saving throw whenever it takes damage, ending the effect on itself on a success. When the spell ends, the creature reverts to its previous disposition again, unless the GM rules otherwise.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher and use an action to force an enraged creature to make a melee weapon attack, you can force one additional enraged creature to make a melee weapon attack for each slot level above 3rd.

FUNGAL INFECTION

4th-level biomancy (*can be replaced with necromancy)*

Casting Time: 1 action

Range: 90 feet (15-foot radius sphere)

Components: V, S, M (a mushroom)

Duration: Concentration, up to 1 minute

Class: Druid, Warlock, Wizard

With an exhalation, fungal spores waft their way towards a point within range. Each creature in a **15-foot-radius sphere** centred on that point must succeed on a **Constitution saving throw** or become **cursed** until the spell ends.

When you cast the spell, choose one of the following fungi to grow on the cursed creatures:

- ♦ **Amanita Rotgut.** The creature immediately takes **2d6** poison damage and becomes **poisoned**. While poisoned in this way, the creature takes **2d6** poison damage at the end of each of its subsequent turns.
- ♦ **Necrotising Zygomycosis.** The creature immediately takes **2d8** necrotic damage, and takes **2d8** necrotic damage at the start of each of its turns.
- ♦ **Psilocybin Quicktrippiae.** The creature begins 'tripping'. It must roll a **d4** at the start of each of its turns. On a **1**, the creature doesn't move or take actions this turn.
- ♦ **Paralysing Mucorales.** At the end of each of the creature's turns, it becomes **stunned** until the start of its next turn. If the creature fails a saving throw against this spell by 5 or more then, if it would be stunned, it is **paralysed** instead.
- ♦ **Raging Henbane.** The creature becomes **charmed** by you and must use its reaction at the start of each of its turns to make one weapon attack against a randomly determined creature within its reach/range other than you.
- ♦ **Veiled Lady.** The creature's vision darkens to a pinhole; the creature has **disadvantage** on Dexterity saving throws, and ranged attacks have **advantage** against the creature.

An affected creature can repeat the saving throw at the end of each of its turns (after the effects of this spell have triggered), ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage (both initial and later) of Amanita Rotgut and Necrotising Zygomycosis increases by **1d6** and **1d8**, respectively, for each slot level above 4th. When you cast this spell using a spell slot of 6th level or higher, you can choose two different fungi to grow on affected targets instead of one.

LUNGBURST

6th-level biomancy (*can be replaced with evocation)*

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Class: Sorcerer, Warlock, Wizard

You cause rapid and unpredictable changes in the internal air pressure of a creature you can see, rupturing its breathing apparatus. The creature must make a **Constitution saving throw**. A creature that is holding its breath makes this saving throw with **disadvantage**. On a failure, a creature takes **7d6** thunder damage, **7d6** necrotic damage, and immediately begins suffocating. On a success, a creature takes half as much damage and does not begin suffocating. A creature suffocating in this way can repeat the saving throw at the end of each of its turns, ending its suffocation on a success.

A creature that does not need to breathe is **immune** to the effects of this spell. A *greater restoration*, *heal*, or *wish* spell can restore a creature's ability to breathe, and end its suffocation.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the thunder and necrotic damage both increase by **1d6** for each slot level above 6th.

MORTIFEROUS PULSE

2nd-level biomancy* (*can be replaced with necromancy)

Casting Time: 1 action
Range: Self (50-foot line)
Components: V, S, M (a dead animal)
Duration: Instantaneous
Class: Druid, Warlock

You summon a bolt of negative energy to stimulate and transmit necrotic pathogens into those that stand before you, decaying their internal viscera. Each creature in a **5-foot-wide, 50-foot-long line** extending from you must make a **Dexterity saving throw**, taking **3d8** necrotic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by **1d8** for each slot level above 2nd.

SHACKLES OF PAIN

4th-level abjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pair of manacles)
Duration: Concentration, up to 1 minute
Class: Bard, Cleric, Paladin, Warlock

You link the vitality of a willing creature within range—the source—to the psyche of another creature within range—the target. The target must succeed on a **Charisma saving throw** or become linked to the source for **1 minute**. Each time the source takes damage, the target takes psychic damage equal to half the damage the source took. If you yourself are the source, the creature takes this damage immediately before you make a **Constitution saving throw** to maintain your concentration. Whenever the target takes damage in this way, it can repeat the saving throw, ending the effect on a success.

SMOKESCREEN

Conjuration cantrip

Casting Time: 1 action
Range: Self (5-foot-radius, 10-foot-high cylinder)
Components: V, S, M (a puffball mushroom)
Duration: Concentration, up to 1 round
Class: Druid, Sorcerer, Tamer, Wizard

You spew a thick cloud of dense black smoke that forms a **5-foot-diameter, 10-foot-high cylinder** centred on you that lasts until the start of your next turn. The smoke heavily obscures its area. When you cast the spell, you can choose whether the cloud remains in the location where you cast it or if it moves with you, centred on you.

When you reach higher levels, the size of the cloud you can create with this spell increases. When you reach 5th level, the cloud has a maximum diameter and height of **15 feet**; at 11th level this increases to **25 feet**; and at 17th level this increases to **40 feet**. You choose how big the cloud is in each dimension up to this maximum each time that you cast it.

SPORE CLOUD

Biomancy* cantrip (*can be replaced with conjuration)

Casting Time: 1 action
Range: Self (5-foot-radius sphere)
Components: V, S, M (a toadstool)
Duration: Instantaneous
Class: Druid, Sorcerer, Warlock

You produce a cloud of virulent spores. Each creature within **5 feet** of you, other than you, must succeed on a **Constitution saving throw** or take **1d4** poison damage. A creature that fails the saving throw by 5 or more is **poisoned** until the end of its next turn.

The spell's damage increases by 1d4 when you reach 5th level (**2d4**), 11th level (**3d4**), and 17th level (**4d4**).

APPENDIX C — CREATURES

HYPHANS

Sharing a closer genealogy with the common toadstool than with any of the humanoid races, hyphans is the term used for the alien, fungal hive mind and the creatures it animates. Found underground, hyphans line vast subterranean caverns as stationary toadstools, penetrate tremendous expanses of rock and soil as microscopic mycelia, and infect the bodies of creatures. This latter form, though the least common, permits hyphans to interact with other creatures of The Low, while also providing defensive measures in response to incursions by greedy adventurers. All such creatures are part of a single entity, the hyphan colony. Any sensation one portion of the colony experiences, the rest of the colony comes to know about soon after.

Co-opted Assistance. A hyphan hive mind typically adapts an infected creature's body into one of three archetypes: the brute, duskcap, or sporeslinger. These individuals must regularly return to the heart of their colony to be replenished and regain their vigour, lest they become decrepit, dessicated husks.

HYPHAN BRUTE



DECREPIT HYPHAN BRUTE

Large plant (hyphan), lawful neutral

Armour Class 14 (natural armour)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	8 (-1)	10 (+0)	9 (-1)

Skills Athletics +5

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Grounded. The brute has **advantage** on ability checks and saving throws made to avoid being moved against its will.

Reckless. At the start of its turn, the brute can gain **advantage** on all melee weapon attack rolls during that turn, but attack rolls against it have **advantage** until the start of its next turn.

Sun Sickness. While in sunlight, or if it takes **5** or more radiant damage in a single turn, the brute has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The brute dies if it spends more than **1 hour** in direct sunlight.

ACTIONS

Broken Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (**2d4 + 3**) slashing damage.

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the brute choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smush. The brute moves up to **5 feet** and can occupy the space of a creature one or more sizes smaller than it. A creature whose space it enters must make a **DC 13 Strength saving throw**. On a failure, the creature takes 6 (**1d12**) bludgeoning damage and is knocked **prone**. On a success, the creature takes half as much damage and pushes the brute back to the space from which it moved. While the brute occupies the space of a creature it knocked prone in this way, the creature is **grappled (escape DC 13)**. Until this grapple ends, it is **restrained**.

Rampage (Costs 2 Actions). The brute moves up to its speed and can move through the spaces of creatures one or more size categories smaller than it. Each creature whose space it moves through must make a **DC 13 Strength saving throw**, taking 9 (**2d8**) bludgeoning damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success. A creature can be affected by this action no more than once per turn.

HYPHAN BRUTE

Large plant (hyphan), lawful neutral

Armour Class 17 (natural armour)

Hit Points 126 (12d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	8 (-1)	10 (+0)	9 (-1)

Skills Athletics +7

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Grounded. The brute has **advantage** on ability checks and saving throws made to avoid being moved against its will.

Reckless. At the start of its turn, the brute can gain **advantage** on all melee weapon attack rolls during that turn, but attack rolls against it have **advantage** until the start of its next turn.

Sun Sickness. While in sunlight, or if it takes **10** or more radiant damage in a single turn, the brute has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The brute dies if it spends more than **1 hour** in direct sunlight.

ACTIONS

Multiattack. The brute makes two melee attacks.

Broken Sword. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one creature. *Hit:* 11 (**2d6 + 4**) slashing damage.

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the brute choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smush. The brute moves up to **5 feet** and can occupy the space of a creature one or more sizes smaller than it. A creature whose space it enters must make a **DC 15 Strength saving throw**. On a failure, the creature takes 13 (**2d12**) bludgeoning damage and is knocked **prone**. On a success, the creature takes half as much damage and pushes the brute back to the space from which it moved. While the brute occupies the space of a creature it knocked prone in this way, the creature is **grappled** (**escape DC 15**). Until this grapple ends, it is **restrained**.

Rampage (Costs 2 Actions). The brute moves up to its speed and can move through the spaces of creatures one or more size categories smaller than it. Each creature whose space it moves through must make a **DC 15 Strength saving throw**, taking 13 (**3d8**) bludgeoning damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success. A creature can be affected by this action no more than once per turn.

VIGOROUS HYPHAN BRUTE

Large plant (hyphan), lawful neutral

Armour Class 18 (natural armour)

Hit Points 172 (15d10 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	8 (-1)	10 (+0)	9 (-1)

Skills Athletics +9

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Grounded. The brute has **advantage** on ability checks and saving throws made to avoid being moved against its will.

Reckless. At the start of its turn, the brute can gain **advantage** on all melee weapon attack rolls during that turn, but attack rolls against it have **advantage** until the start of its next turn.

Sun Sickness. While in sunlight, or if it takes **15** or more radiant damage in a single turn, the brute has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The brute dies if it spends more than **1 hour** in direct sunlight.

ACTIONS

Multiattack. The brute makes two melee attacks.

Broken Sword. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 14 (**2d8 + 5**) slashing damage.

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the brute choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smush. The brute moves up to **5 feet** and can occupy the space of a creature one or more sizes smaller than it. A creature whose space it enters must make a **DC 17 Strength saving throw**. On a failure, the creature takes 18 (**3d12**) bludgeoning damage and is knocked **prone**. On a success, the creature takes half as much damage and pushes the brute back to the space from which it moved. While the brute occupies the space of a creature it knocked prone in this way, the creature is **grappled** (**escape DC 17**). Until this grapple ends, it is **restrained**.

Rampage (Costs 2 Actions). The brute moves up to its speed and can move through the spaces of creatures one or more size categories smaller than it. Each creature whose space it moves through must make a **DC 17 Strength saving throw**, taking 18 (**4d8**) bludgeoning damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success. A creature can be affected by this action no more than once per turn.

HYPHAN BRUTE

Strong and burly creatures will be formed into brutes. Used for clearing rockfalls and to intimidate interlopers in a hyphan's domain, these large specimens' size can often act as an impediment in the tight tunnels of The Low. On the battlefield, brutes act as juggernauts, sending ranks of foes to the floor—perfect targets for their smaller cousins, the duskcaps. Their bulk and toughness allow them to fight without any sense of self preservation as they rampage through the enemy lines.

HYPHAN DUSKCAP

Lithe, graceful, or otherwise agile creatures can expect to become duskcaps if they should find themselves overcome by a hyphan colony's grasp. Primarily information gatherers, duskcaps are adept at passing without notice, and often patrol a colony's periphery, acting as its eyes and ears.

Brainless Senses. An isolated duskcap—indeed any isolated hyphan—does not possess the ability to understand what it hears; it is the fungal hive mind that interprets those sounds. While a duskcap is within range of a colony's communication spores, this interpretation happens instantaneously. However, if a duskcap should range beyond these spores, it will record everything it hears, to be transmitted to the hive mind with unfailing accuracy upon its return.



DECREPIT HYPHAN DUSKCAP

Medium plant (hyphan), lawful neutral

Armour Class 13

Hit Points 33 (6d8 + 6)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Stealth +5, Perception +3

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Cunning Action. The duskcap can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The duskcap deals an extra 7 (**2d6**) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the duskcap that isn't incapacitated and the duskcap doesn't have disadvantage on the attack roll.

Sun Sickness. While in sunlight, or if it takes **5** or more radiant damage in a single turn, the duskcap has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The duskcap dies if it spends more than **1 hour** in direct sunlight.

ACTIONS

Spike. *Melee or Ranged Weapon Attack:* **+5** to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (**1d4 + 3**) piercing damage.

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the duskcap choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Flanking Strike. The duskcap moves up to **20 feet** and makes one attack with its Spike.

Spike Storm (Costs 2 Actions). The duskcap fires a torrent of spikes in either a **20-foot cone** or in a **10-foot sphere** centred on it. Each other creature in the area must make a **DC 13 Dexterity saving throw**, taking 14 (**4d6**) piercing damage on a failure or half as much damage on a success.

HYPHAN DUSKCAP

HYPHAN DUSKCAP

Medium plant (hyphan), lawful neutral

Armour Class 16 (natural armour)

Hit Points 91 (14d8 +28)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	14 (+2)	10 (+0)	17 (+3)	12 (+1)

Skills Stealth +7, Perception +6

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Cunning Action. The duskcap can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The duskcap deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the duskcap that isn't incapacitated and the duskcap doesn't have disadvantage on the attack roll.

Sun Sickness. While in sunlight, or if it takes 10 or more radiant damage in a single turn, the duskcap has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The duskcap dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Spike. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the duskcap choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Flanking Strike. The duskcap moves up to 20 feet and makes one attack with its Spike.

Spike Storm (Costs 2 Actions). The duskcap fires a torrent of spikes in either a 20-foot cone or in a 10-foot sphere centred on it. Each other creature in the area must make a **DC 15 Dexterity saving throw**, taking 17 (5d6) piercing damage on a failure or half as much damage on a success.

VIGOROUS HYPHAN DUSKCAP

Medium plant (hyphan), lawful neutral

Armour Class 17 (natural armour)

Hit Points 127 (17d8 +51)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	21 (+5)	16 (+3)	10 (+0)	19 (+4)	13 (+1)

Skills Stealth +8, Perception +7

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 17

Languages —

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Cunning Action. The duskcap can take a bonus action on each of its turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The duskcap deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the duskcap that isn't incapacitated and the duskcap doesn't have disadvantage on the attack roll.

Sun Sickness. While in sunlight, or if it takes 15 or more radiant damage in a single turn, the duskcap has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The duskcap dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Multiattack. The duskcap makes two attacks with its Spike.

Spike. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the duskcap choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Flanking Strike. The duskcap moves up to 20 feet and makes one attack with its Spike.

Spike Storm (Costs 2 Actions). The duskcap fires a torrent of spikes in either a 20-foot cone or in a 10-foot sphere centred on it. Each other creature in the area must make a **DC 16 Dexterity saving throw**, taking 21 (6d6) piercing damage on a failure or half as much damage on a success.

HYPHAN SPORESLINGER

Innately magical creatures that get 'hyphanated' (the term used by scholars to describe the act by which a creature is overcome by a hyphan colony) will become sporeslingers. Some of these individuals may remember the spells they knew in life, but, for the most part, this connection with the Weave is co-opted to provide the colony access to charm-based magics. Sporeslingers use these beguiling enchantments to capture stray creatures and deliver them to the fungal heart where they too can be hyphanated. Without these specimens, a hive mind would have to rely on serendipity to gather new biomass. With them, it can take a more proactive approach.

DECREPIT HYPHAN SPORESLINGER

Small plant (hyphan), lawful neutral

Armour Class 12

Hit Points 33 (6d6 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	13 (+1)	10 (+0)	16 (+3)

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Sorcery Points. The sporeslinger has 3 sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

Quickened Spell. When the sporeslinger casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Twinned Spell. When the sporeslinger casts a spell that targets only one creature and doesn't have a range of self, it can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

Sun Sickness. While in sunlight, or if it takes 5 or more radiant damage in a single turn, the sporeslinger has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The sporeslinger dies if it spends more than 1 hour in direct sunlight.

Self-preservation. A hyphan hive mind is far from stupid. It understands the fragility and value of a sporeslinger. A sporeslinger possesses the ability to produce clouds of obscuring spores (from which to make its escape) and is rarely found alone. On diplomatic missions they may be accompanied by brutes, for their intimidating size. When laying a trap, a sporeslinger may stand alone in a field of barely-visible puffball toadstools, several duskcaps lying in wait in the shadows.

Spellcasting. The sporeslinger is a 3rd-level spellcaster and can cast the following spells, requiring no spell components and using Charisma as the spellcasting ability (**spell save DC 13, +5** to hit with spell attacks):

At will: **charm touch**, **mage hand**, **mending**, **poison spray**
2/day each: **charm person**, **corrupting ichor**^{*}, **mortiferous pulse**^{*}, **shield**

^{*}See Appendix B; **bold** indicates combat spell; ^{*} indicates concentration.

ACTIONS

Sporestaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) bludgeoning damage. Hit or miss, if the target is a creature, it must succeed on a **DC 13 Wisdom saving throw** or be **charmed** by the sporeslinger and its hyphan allies until the end of the sporeslinger's next turn.

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the sporeslinger choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smokescreen. The sporeslinger shakes its staff, creating a 5-foot-diameter sphere of black smoke centred on it that heavily obscures the area. It then moves up to its speed.

Rage Spores (Costs 2 Actions). The sporeslinger blows a plume of spores in a 20-foot cone. Each non-hyphan creature in the area must succeed on a **DC 13 Wisdom saving throw** or immediately use its reaction to make a weapon attack against a randomly determined, non-hyphan creature within its reach/range.

HYPHAN SPORESLINGER

Small plant (hyphan), lawful neutral

Armour Class 14 (natural armour)

Hit Points 91 (14d6 + 42)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	19 (+4)

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Sorcery Points. The sporeslinger has 7 sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

Quickened Spell. When the sporeslinger casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Twinning Spell. When the sporeslinger casts a spell that targets only one creature and doesn't have a range of self, it can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

Sun Sickness. While in sunlight, or if it takes 10 or more radiant damage in a single turn, the sporeslinger has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The sporeslinger dies if it spends more than 1 hour in direct sunlight.

Spellcasting. The sporeslinger is a 7th-level spellcaster and can cast the following spells, requiring no spell components and using Charisma as the spellcasting ability (**spell save DC 15, +7** to hit with spell attacks):

At will: *charm person*, **chill touch**, **corrupting ichor**^{*}, *mage hand*, *mending*

3/day each: **shield**, **mirror image**

2/day each: **haste**[†], **mortiferous pulse**^{*}

1/day each: **blight**, **hypnotic pattern**[‡]

^{*}See Appendix B; **bold** indicates combat spell; [†] indicates concentration.

ACTIONS

Sporestaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage. Hit or miss, if the target is a creature, it must succeed on a **DC 15 Wisdom saving throw** or be **charmed** by the sporeslinger and its hyphan allies until the end of the sporeslinger's next turn.

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the sporeslinger choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smokescreen. The sporeslinger shakes its staff, creating a **5-foot-diameter sphere** of black smoke centred on it that heavily obscures the area. It then moves up to its speed.

Rage Spores (Costs 2 Actions). The sporeslinger blows a plume of spores in a **25-foot cone**. Each non-hyphan creature in the area must succeed on a **DC 15 Wisdom saving throw** or immediately use its reaction to make a weapon attack against a randomly determined, non-hyphan creature within its reach/range.

VIGOROUS HYPHAN SPORESLINGER

Small plant (hyphan), lawful neutral

Armour Class 15 (natural armour)

Hit Points 117 (18d6 + 54)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	15 (+2)	10 (+0)	22 (+6)

Damage Immunities necrotic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Sorcery Points. The sporeslinger has 11 sorcery points. It regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

Quickened Spell. When the sporeslinger casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Twinning Spell. When the sporeslinger casts a spell that targets only one creature and doesn't have a range of self, it can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

Sun Sickness. While in sunlight, or if it takes 15 or more radiant damage in a single turn, the sporeslinger has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The sporeslinger dies if it spends more than 1 hour in direct sunlight.

Spellcasting. The sporeslinger is an 11th-level spellcaster and can cast the following spells, requiring no spell components and using Charisma as the spellcasting ability (**spell save DC 17, +9** to hit with spell attacks):

At will: *charm person*, **chill touch**, *mage hand*, *mending*, **mirror image**, **mortiferous pulse**^{*}

3/day each: **haste**[†], **hypnotic pattern**[‡], **shield**,

2/day each: **blight**, **polymorph**[‡]

1/day each: **dominate person**[‡], **insect plague**[‡], **lungburst**^{*}

^{*}See Appendix B; **bold** indicates combat spell; [†] indicates concentration.

ACTIONS

Sporestaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage. Hit or miss, if the target is a creature, it must succeed on a **DC 17 Wisdom saving throw** or be **charmed** by the sporeslinger and its hyphan allies until the end of the sporeslinger's next turn.

LEGENDARY ACTIONS

The fungal guardians (brute, duskcap, and sporeslinger) can take 3 legendary actions between them, with the sporeslinger choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The fungal guardians regain spent legendary actions at the start of the turn of the guardian with the highest initiative.

Smokescreen. The sporeslinger shakes its staff, creating a **5-foot-diameter sphere** of black smoke centred on it that heavily obscures the area. It then moves up to its speed.

Rage Spores (Costs 2 Actions). The sporeslinger blows a plume of spores in a **30-foot cone**. Each non-hyphan creature in the area must succeed on a **DC 17 Wisdom saving throw** or immediately use its reaction to make a weapon attack against a randomly determined, non-hyphan creature within its reach/range.

Teamwork Trio. A brute, duskcap, and sporeslinger that bore an especially close connection pre-hyphanation can bring the experience of that teamwork into the hyphan colony. Such individuals often form teams of three, acting in concert to strike more often, and perform feats that lone hyphans cannot.

VARIANT: NO LEGENDARY ACTIONS

In scenarios other than The Veiled Lady monster hunt, you may wish to use these hyphans without their legendary actions. If you do so, the brutes' and duskcaps' CRs change as follows (the Sporeslinger's CR stays the same):

• Decrepit Brute	CR 1
• Brute	CR 5
• Vigorous Brute	CR 7
• Decrepit Duskcap	CR 1
• Duskcap	CR 4
• Vigorous Duskcap	CR 5



HYPHAN SPORESLINGER

JESSE JACKDAW BURNS

PUFFLING SWARM SPAWNER

A rapid rustling sound and the gleam of hundreds of tiny proto-eyes might be the only warning an adventurer receives as it walks through a field of swarm spawner fungi. From the depths of these morel-like mushrooms are fired a swarm of six-inch-tall, walking toadstools, whose paper-like skin trembles with contained explosive potential.

Explosive Investment. Though the actions of a swarm spawner fungus and its self-destructive pufflings might seem spiteful at the outset, it's actually a carefully measured trade off. If a colony can gain more biomass than it expends to acquire that biomass, then there is a net gain, and the colony can expand. Using the aeons-spanning knowledge and experience hive minds have at their disposal, hyphan colonies have learnt to hold off from unleashing their traps until their quarry has progressed so deep within a fungal field that its chances of escape are nil.

SWARM SPAWNER FUNGUS

Large plant, unaligned

Armour Class 11 (natural armour)

Hit Points 75 (10d10 +20)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	2 (-4)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Saves Con +4

Damage Immunities necrotic

Condition Immunities charmed, frightened, prone, restrained

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 0 (10 XP)

Proficiency Bonus +2

ACTIONS

Spawn Swarm (Recharge 5–6). The fungus spawns a **swarm of pufflings** in the nearest unoccupied space.

SWARM OF PUFFLINGS

Medium swarm of Tiny plants, unaligned

Armour Class 12

Hit Points 60 (8d8 + 24)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	16 (+3)	4 (-3)	8 (-1)	3 (-4)

Saves Con +5

Damage Resistances bludgeoning, necrotic, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralysed, petrified, prone, restrained, stunned

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

False Appearance. While the swarm remains motionless, it is indistinguishable from an ordinary patch of fungus.

Sporeburst. When the swarm takes bludgeoning, force, piercing, slashing, or thunder damage, it releases puffs of necrotic spores. Each creature within **5 feet** of it must make a **DC 13 Dexterity saving throw**, taking 13 (3d8) necrotic damage on a failed save, or half as much damage on a successful one.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny mushroom. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Detonate. The swarm takes 7 (2d6) slashing damage that can't be reduced in any way and releases a plume of spores. Each creature within **5 feet** of it must make a **DC 13 Dexterity saving throw**, taking 13 (3d8) necrotic damage on a failed save, or half as much damage on a successful one.



SWARM SPAWNER FUNGUS

MOHAMMED "AGGI" BELLAFOUHI

SWARM OF PUFFLINGS



VEILED LADY

Hyphan colonies have an entirely alien system of ethics compared to other races of The Low. They have no concept of 'murder' or 'theft'; everything is simply 'useful' or 'waste'. This simplified outlook on life often brings hyphan colonies into conflict with other races.

Some colonies employ a plan of rapid relocation, moving themselves to new locations as soon as their existence is discovered. Others act hyper-aggressively, consuming any creature the moment it steps within their borders. Some colonies, in particular those that are in close proximity to other races, have developed a humanoid-like persona to interact with those peoples: a veiled lady.

LESSER VEILED LADY

Huge plant (hyphan), lawful neutral

Armour Class 15 (natural armour)

Hit Points 66 (7d12 + 21)

Speed 30 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	17 (+3)	14 (+2)	15 (+2)	14 (+2)

Skills Deception +4, Insight +4, Perception +4

Condition Immunities charmed

Damage Immunities necrotic

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 14

Languages Communication Spores, telepathy 120 ft.

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Communication Spores. The Veiled Lady's telepathy extends throughout its lair. It communicates using images and emotion.

Detritivore. As a bonus action, the Veiled Lady can target one Small or larger corpse not under the effects of the *gentle repose* spell within **15 feet** of it, draining it of its essence and regaining 10 (3d6) hit points. Once a corpse has been targeted by this feature, it becomes desiccated and can't be targeted again.

Legendary Resistance (2/Day). If the Veiled Lady fails a saving throw, it can choose to succeed instead.

Mycelial Form. The Veiled Lady can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check, and can move through a space as narrow as 1 inch wide without squeezing.

Sun Sickness. While in sunlight, or if it takes 5 or more radiant damage in a single turn, the Veiled Lady has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The Veiled Lady dies if it spends more than **1 hour** in direct sunlight.

ACTIONS

Multiattack. The Veiled Lady uses either its Infectious Spores or Shackles of Pain, if available, then makes a Halluciwhip attack.

Halluciwhip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (3d4 + 3) slashing damage plus 3 (1d6) poison damage and the target must succeed on a **DC 13 Constitution saving throw** or be **poisoned** until the end of its next turn.

Infectious Spores (Recharge 5–6). The Veiled Lady exhales a cloud of spores at a creature it can see within **30 feet** of it. The creature must succeed on a **DC 13 Constitution saving throw** or become afflicted by the *fungal infection** spell for **1 minute**. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Shackles of Pain (Recharge 5–6). The Veiled Lady exhales a cloud of spores at a creature it can see within **30 feet** of it. The creature must succeed on a **DC 13 Wisdom saving throw** or become afflicted by the *shackles of pain** spell. The Veiled Lady can have only one creature afflicted by Shackles of Pain at a time.

*See Appendix B

LEGENDARY ACTIONS

The Veiled Lady can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Veiled Lady regains spent legendary actions at the start of its turn.

Hyphal Tether. Tendrils of grasping hyphae burst from the ground, grabbing at one creature the Veiled Lady can see within **30 feet** of it. The creature must succeed on a **DC 13 Strength saving throw** or become **grappled (escape DC 13)**. Until this grapple ends, that creature is **restrained**.

Mycelial Reconstitution. The Veiled Lady dissolves into mycelia, ending any grapples or restraining effects to which it is currently subjected, and reappears in an unoccupied space on the ground it can see within **30 feet** of it. This does not end grapples created by the Veiled Lady's Hyphal Tether.

Whip. The Veiled Lady makes a Halluciwhip attack.



VEILED LADY

Huge plant (hyphan), lawful neutral

Armour Class 16 (natural armour)

Hit Points 138 (12d12 + 60)

Speed 30 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	21 (+5)	15 (+2)	16 (+3)	16 (+3)

Saves Dex +9, Con +10, Wis +8

Skills Deception +8, Insight +8, Perception +8

Condition Immunities charmed

Damage Immunities necrotic

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 18

Languages Communication Spores, telepathy 120 ft.

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Communication Spores. The Veiled Lady's telepathy extends throughout its lair. It communicates using images and emotion.

Detritivore. As a bonus action, the Veiled Lady can target one Small or larger corpse not under the effects of the *gentle repose* spell within **15 feet** of it, draining it of its essence and regaining 21 (**6d6**) hit points. Once a corpse has been targeted by this feature, it becomes desiccated and can't be targeted again.

Legendary Resistance (3/Day). If the Veiled Lady fails a saving throw, it can choose to succeed instead.

Mycelial Form. The Veiled Lady can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check, and can move through a space as narrow as 1 inch wide without squeezing.

Sun Sickness. While in sunlight, or if it takes **15** or more radiant damage in a single turn, the Veiled Lady has **disadvantage** on ability checks, attack rolls, and saving throws until the end of its next turn. The Veiled Lady dies if it spends more than **1 hour** in direct sunlight.

Symbiotic Vigour (Recharges after a Short or Long Rest). If the Veiled Lady would be reduced to 0 hit points, its current hit point total instead resets to **138** hit points, it gains **138** temporary hit points as beetles, hyphae, and grubs swarm over it, and it recharges its Infectious Spores and Shackles of Pain actions. Additionally, the Veiled Lady can use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 18,000 XP (29,500 XP total) for defeating the Veiled Lady after its Symbiotic Vigour activates.

ACTIONS

Multiattack. The Veiled Lady uses either its Infectious Spores or Shackles of Pain, if available, then makes two Halluciwhip attacks.

Halluciwhip. *Melee Weapon Attack:* **+9** to hit, reach 10 ft., one target. *Hit:* 11 (**3d4 + 4**) slashing damage plus 10 (**3d6**) poison damage and the target must succeed on a **DC 18 Constitution saving throw** or be **poisoned** until the end of its next turn.

Infectious Spores (Recharge 5–6). The Veiled Lady exhales a cloud of spores at a creature it can see within **30 feet** of it. The creature must succeed on a **DC 18 Constitution saving throw** or become afflicted as by the *fungal infection** spell cast at 6th level for **1 minute**. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Shackles of Pain (Recharge 5–6). The Veiled Lady exhales a cloud of spores at a creature it can see within **30 feet** of it. The creature must succeed on a **DC 18 Wisdom saving throw** or become afflicted by the *shackles of pain** spell. The Veiled Lady can have only one creature afflicted by Shackles of Pain at a time.

*See Appendix B

LEGENDARY ACTIONS

The Veiled Lady can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Veiled Lady regains spent legendary actions at the start of its turn.

Hyphal Tether. Tendrils of grasping hyphae burst from the ground, grabbing at one creature the Veiled Lady can see within **30 feet** of it. The creature must succeed on a **DC 18 Strength saving throw** or become **grappled (escape DC 18)**. Until this grapple ends, that creature is **restrained**.

Mycelial Reconstitution. The Veiled Lady dissolves into mycelia, ending any grapples or restraining effects to which it is currently subjected, and reappears in an unoccupied space on the ground it can see within **30 feet** of it. This does not end grapples created by the Veiled Lady's Hyphal Tether.

Whip. The Veiled Lady makes a Halluciwhip attack.

MYTHIC ACTIONS

If the Veiled Lady's Symbiotic Vigour has activated in the last hour, it can use the options below as legendary actions.

Spore Bloom. The Veiled Lady recharges and uses its Infectious Spores or Shackles of Pain. The Veiled Lady must use a different legendary action before it uses this one again.

Whirlwhip (Costs 2 Actions). The Veiled Lady flicks its whip in a wide circle. Each creature within **10 feet** of the Veiled Lady must make a **DC 18 Dexterity saving throw**, taking 14 (**4d6**) slashing and 14 (**4d6**) poison damage on a failure, or half as much damage on a success.



APPENDIX D — FAMILIARS

If you are using the optional Tamer class in *Heliana's Guide to Monster Hunting*, this familiar can be crafted from the remains of unique monsters. The GM may also allow a character that is not a tamer to take this familiar as a companion, replacing all mentions of "tamer" with "character".

HYPHAN

Type: Plant

Creature Component: Hyphan

Bonus Tamer Improvement: Helpful and +2 Hit Dice

Always keen to offer aid, hyphans make excellent support companions, both on the battlefield and emotionally. Able to calm intense emotions, charm aggressors, and disappear into the earth, they are experts in de-escalation and can aid a party's escape by lacing large areas with necrotising puffballs.

If any of the hyphan's traits or actions require a saving throw, it is always against the hyphan's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the hyphan's Constitution modifier

TAMER LEVEL

1

HELPFUL

PREREQUISITE: BECOME COMPANION

"Don't worry, it's not trying to mug you..."

DETRITIVORE

PREREQUISITE: —

"It's called composting..."

GROWTH

PREREQUISITE: —

"What a nourished toadstool."

DAMP DARK DWELLER

PREREQUISITE: DETRITIVORE

"...it happens underground."

HALLUCISPORES

PREREQUISITE: —

"Yes, it is actually that cute."

PUFFBALLS I

PREREQUISITE: —

"Oh, it brought friends!..."

3

5

9

MULTIHELP

PREREQUISITE: —

"...it's giving you the knife!"

PUFFBALLS II

PREREQUISITE: PUFFBALLS I

"...Mushy. This is too many friends."

13

MYCELIAL RECONSTITUTION

PREREQUISITE: —

"Where's it go-oh, there it is."

17

MONSTER TRAINER

If you are a tamer, you can grant the hyphan the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

HELPFUL

Prerequisite: become a tamer's companion

Type: Active (bonus action)

As a bonus action, the hyphan takes the Help action. The hyphan gains this improvement when it becomes a companion; it doesn't cost an improvement.

HYPHAN

Tiny plant, neutral good

Armour Class 11 (natural armour)

Hit Points 4 (1d4 + 2)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	14 (+2)	12 (+1)	13 (+1)	10 (+0)

Skills Medicine +3, Nature +3

Damage Resistances necrotic

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Spider Climb. The hyphan can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the hyphan has **disadvantage** on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Poison Spray. One creature within **15 feet** of the hyphan must succeed on a **DC 12 Constitution saving throw** or take 6 (1d12) poison damage.

Calming Spores (1/Day). One creature within **30 feet** of the hyphan must succeed on a **DC 12 Charisma saving throw** or have its emotions calmed for the next **minute**. A willing creature can choose to fail this saving throw. The hyphan can choose to suppress any effect causing the target to be charmed or frightened. When this effect ends, any suppressed effect resumes, provided that its duration hasn't expired in the meantime. Alternatively, the hyphan can make the target indifferent about creatures of its choice that the target is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the effect ends, the creature becomes hostile again, unless the GM rules otherwise.

DETRITIVORE

Prerequisite: 3rd-level tamer

Type: Active (action)

As an action, the hyphan can drain one Small or larger corpse within its reach, regaining hit points equal to twice its tamer's level. Once the hyphan has used this action, it can't do so again until its tamer finishes a long rest. A corpse can be drained by this or similar abilities only once.

GROWTH

Prerequisite: 5th-level tamer

Type: Passive (companion)

The hyphan's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by 1 for each of its Hit Dice), and the damage of its Poison Spray increases to **2d12**.

HALLUCISPORES

Prerequisite: 5th-level tamer

Type: Active (reaction)

As a reaction when the hyphan takes damage, it can jettison out a cloud of spores. Each creature within **10 feet** of it must succeed on a **Wisdom saving throw** or be **charmed** by the hyphan until the end of its next turn.

The hyphan has a number of uses of this ability equal to its Constitution modifier (minimum 1) and regains all expended uses when its tamer finishes a long rest.

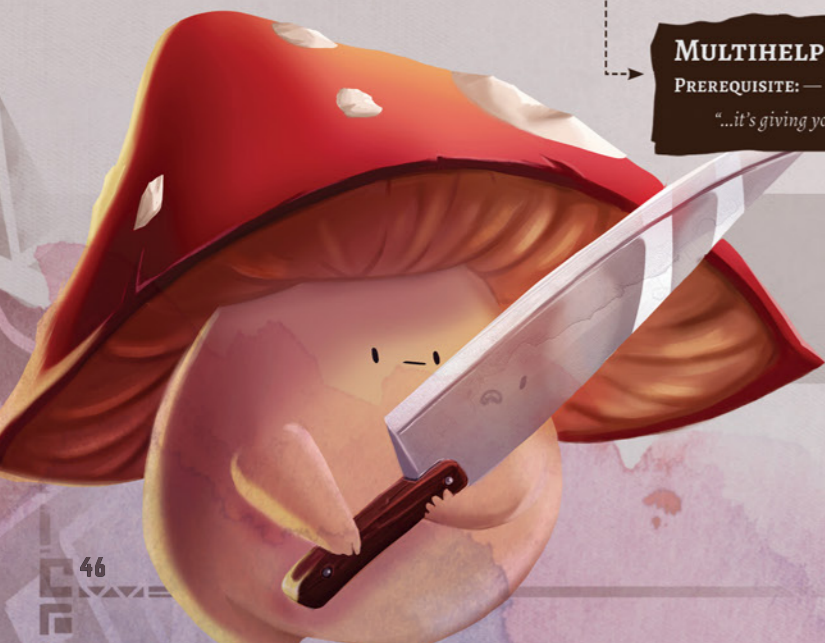
PUFFBALLS I

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the hyphan can cause two **10-foot squares** of dirt, rock, or wood it can see within **60 feet** of it to sprout tiny puffball mushrooms, which last for **1 hour** or until the hyphan dismisses them as an action. The squares must be contiguous with one another.

When a creature enters the area, the **10-foot square** of puffballs explodes, disappearing into a cloud of spores. Each non-hyphan creature in the area or within **5 feet** of the area must make a **Constitution saving throw**, taking 13 (2d12) necrotic damage on a failed save, or half as much damage on a successful one.



After the hyphan uses this action, it can't do so again until the tamer finishes a short or long rest.

When the hyphan's tamer reaches 9th level in the tamer class, the hyphan can create one additional **10-foot square** of puffballs (three total), and the damage increases to 19 (**3d12**).

DAMP DARK DWELLER

Prerequisite: 9th-level tamer, Detritivore

Type: Passive (companion ☞ tamer)

The hyphan has **immunity** to necrotic damage. In addition, while the hyphan is summoned, its tamer has darkvision out to a range of **60 feet**. If its tamer already has darkvision, the range is increased by **30 feet**.

FUNGAL FRUITS

Prerequisite: 9th-level tamer

Type: Active (1 minute)

Over the course of a **minute**, the hyphan can grow a random assortment of mushrooms on its body. Each time it does this, roll a **d4** twice and consult the options below to determine which two mushrooms grow.

1-Bloomshroom. As an action, a creature can eat this mushroom, regaining **2d4 + 2** hit points and gaining **advantage** on all Constitution saving throws for **1 minute**.

2-Boomshroom. As an action, a creature can throw this volatile mushroom at a point it can see within 60 feet of it, where it explodes in a **10-foot-radius sphere** of flames. Each creature in the area must make a **Dexterity saving throw**, taking 14 (**4d6**) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

3-Doomshroom. As an action, a creature can throw this dusky mushroom at a point it can see within **60 feet** of it, where it explodes in a **10-foot-radius sphere** of purple spores. Each creature in the area must succeed on a **Constitution saving throw** or become afflicted by the *bane* spell for **1 minute** (concentration not required). An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4-Gloomshroom. As an action, a creature can eat this mushroom. For the next **hour**, it gains darkvision out to a range of **60 feet**. If it already has darkvision, the range of this vision is increased by **30 feet**.

The mushrooms last until the hyphan's tamer next finishes a long rest, but lose all magical effects **10 minutes** after they are plucked. You can pluck a mushroom as part of the action to use it. After the hyphan uses this trait, it can't do so again until its tamer finishes a long rest.

MULTIHELP

Prerequisite: 13th-level tamer, Helpful

Type: Active (action)

When the hyphan takes the Disengage action, it can take the Help action up to three times on that turn as part of the same action. After it uses this action, it can't do so again until its tamer finishes a short or long rest.

PUFFBALLS II

Prerequisite: 13th-level tamer, Puffballs I

Type: Active (action)

When the hyphan uses its Puffballs action, it can create an additional **10-foot square** of puffball mushrooms, for a total of four 10-foot squares. The damage they deal increases to 26 (**4d12**). The hyphan gains a **+1 bonus** to the **save DC** of this action.

When the hyphan's tamer reaches 17th level in the tamer class, the hyphan can create one additional 10-foot square of puffballs (five total), and the damage increases to 32 (**5d12**).

MYCELIAL RECONSTITUTION

Prerequisite: 17th-level tamer

Type: Active (action)

As an action, the hyphan can dissolve into mycelia, ending the grappled and restrained conditions on it and reappearing in an unoccupied space on the ground it can see within **30 feet** of it.

APPENDIX E — SOUNDS

Did you hear that twig break? I swear I just heard a kobold chittering. Was that a vat of boiling Mut-x or are you hungry?

Fresh from the College of Ambience is the bard, Michaël Ghelfi, who's created a wonderful catalogue of ambiances for each monster hunt. Immerse your senses in these vibrant, layered soundscapes as you track, hunt, and harvest!



YOU CAN FIND THE
AMBIENCES BY SCANNING
OR CLICKING ON THE QR
CODE, OR BY TYPING IN
THE URL BELOW.

[HELIANA.LT/AMBIENCES](https://heliana.lt/ambiences)

LEGAL

Alright folks, legalese is intimidating. This first bit is plain English. All characters, items, creatures, and spells in this publication are original creations of Plane Shift Press (a.k.a. PSP) or Loot Tavern Publishing (a.k.a. LTP). Please don't replicate or distribute this unless it is a direct link to where we host it (this is our livelihood!). All spells, items, and monsters are designated product identity and are not open content. That includes proper nouns including, but not limited to: "Heliana", "Xyxl", "Mulch", "Aramachi", etc., as well as spells, magic items, and player options.

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>.

COPYRIGHT NOTICE

- *Heliana's Guide to Monster Hunting* © 2023, Max Wartelle, Mohammed Bellafquih, and Jess Jackdaw, Plane Shift Press, a.k.a. PSP.
- *The Veiled Lady* © 2023, Max Wartelle, Mohammed Bellafquih, and Jess Jackdaw, Plane Shift Press, a.k.a. PSP.





WANT MORE!?

CLICK ME!



GET MONSTER HUNTS, JUST LIKE THIS*, EACH MONTH.

ALL FOUNDRY VTT READY.

HELIANA.LT/LOOTTAVERN

*WELL... A LITTLE BIT MORE SERIOUS

Steinhardt's guide to the **ELDRITCH HUNT**

HELIANA'S
GUIDE TO MONSTER HUNTING

MOONLIGHT MAPS

ATLAS

MOONLIGHT INCIDENTALS

LOOT Tavern Powered by **LOOT TAVERN PUBLISHING**