

FUNGUS GOD

FROM
OUTER SPACE



FUNGUS GOD FROM OUTER SPACE

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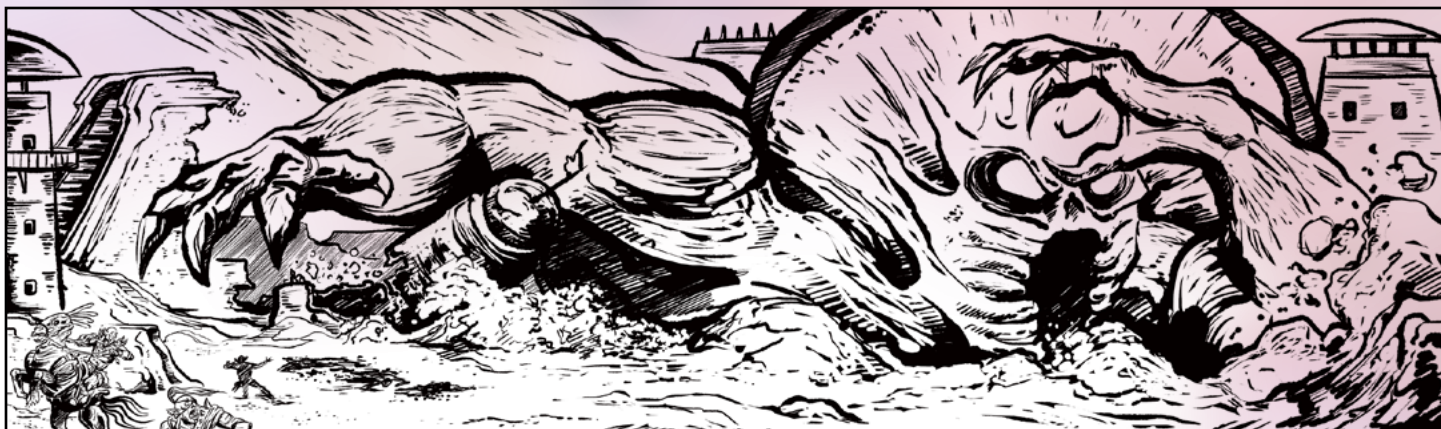


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INTRODUCTION: A COSMIC EVENT

It began with a strange flash seen from the surface of the moon Sybil. The prophets and oracles swore this was a bad omen, for the cats talked more than normal and ran about as if their tails were on fire. The oracles had no way of knowing the truth, though some used their magic to see across the void of space between their world and the near moon. All that was revealed was a field of shattered crystals and nothing more. The strongest among them perceived only a faint beam from the deeper darkness and thought nothing more of it. They awoke to their breakfast, fed their cats, and moved on with their lives.

Weeks passed, and those sensitive to the powers of the arcane tossed and turned in the night, their minds filled with dreams of rot and decay. They awoke to strangely pungent odors that quickly dissipated along with the fleeting images that filled their minds. A god-like force had entered their world and was quickly asserting itself.

Some chosen few who held ties to the arcane, and others with a connection to the gods, were again awakened some time later with feelings of unease. Their minds were fogged with visions of a great plume of sickly ochre and violet shot through with deep scarlet and white light. Within the light was a godlike presence as-yet unseen: large, pungent, and unable to be viewed in the whole. A fountain of unnatural despair fired in a billowing arc of violet flame from the Eye of Sybil the Night Queen. Its meteoroid nucleus crackled across the sky with waves of thunder before crashing in the wild frontier north of Harrowfar.

DEVASTATION AND RUIN

The vision elicited an unholy terror that gripped many who perceived it like ice to the very marrow of their bones. Some were temporarily struck with fits of hysteria. Priests and warlocks alike were found wandering the streets in their nightclothes, pointing at the stars, blank eyed as they muttered words of doom and damnation.

On the ground, a hobgoblin outpost was utterly destroyed by the shockwave. The impact was felt all the way to the throne of Queen Avordandra herself.

Some days ago, the dwarven folk hero Djriddock Dragonrider and his copper dragon battle brother Miamedes the Furious took off from their base in Ironhill and soared off in the direction of the streak of light to much fanfare. Neither has been seen again.

Now the characters find themselves some miles from the impact zone. Their reasons for arriving are their own. Beyond lie mysteries as yet uncovered.

Thus begins the quest of the Fungus God from Outer Space!

SUMMARY

Fungus God from Outer Space is a roleplaying game adventure designed for a party of 4–6 Tier two characters; larger parties with lower-level characters should have a similar experience as smaller groups of adventurers of higher levels. Specific challenges in the adventure require a character adept at clandestine scouting

Building on the Lost Lands

Fungus God from Outer Space refers to locations and adventures found in the following **Frog God Games**’ releases: *The Duchy of Reme*, *The World of the Lost Lands*, and *Encephalon Gorgers on the Moon*. These books are not necessary to enjoy this adventure, though they may be useful for those interested in the lore of the **Lost Lands**’ setting. The adventure takes place in the plains south of the foothills of the Deepfells, four to six hexes north of the city of Harrowfar. As always, you are welcome to adjust, modify, and retool this adventure to whichever campaign setting or home brew you prefer!

and spying. The party should also be filled out with at least one arcane spellcaster and one divine healer capable of curing and defending against poisons, wounds, and mind control. Lastly, enough muscular meatheads to defend against the various fungoid creatures encountered should round out the party.

ADVENTURE BACKGROUND

Recently, the Fungus God from outer space awakened from its centuries-long slumber among violet-lit solar bodies of devoured alien planets orbiting dying stars. A sounding bell rang across the void. It was none other than the activation of the crystal machine of the encephalon gorgon Queen Yerlitha through the power of the *many-faceted orb**. The energy unleashed by the activation of the lunar gates sent a pulse across the cosmos that drew the Megopyccic like a carrion moth to a rotted corpse.

Spanning the great midnight expanse of the cosmos, the Megopyccic arrived to find an altar to its subterranean rival the Fungus Queen on the surface of Sybil. There, too, was a colony of star spawn belonging to its ancient rival that had established itself on the moon's surface.

Draining the power and memories from the aged spawn of its foe, the entity known as the Fungus God at last discovered the usurper queen's true location. But reaching the queen would require a lot of energy, more energy than the moonscape of Sybil had to offer.

The Fungus God turned its eyestalks to the rising planet just breaking the horizon. The Fungus God knew it would find food enough on yonder solar body to restore its energies. Once it was stronger, it would resume its travels across the gulfs of space and time in pursuit of its primordial foe.

But just as it took flight for the looming planet, something went horribly wrong. An unknown parasite had invaded the Megopyccic during its slumber, and it felt the corruption take control of its organelles.

* For details on the *many-faceted orb*, see *Encephalon Gorgers on the Moon* by Necromancer Games.

FINDING THE FUNGUS GOD

Drawn to the strange celestial lightshow and gasped rumors from the northern frontier, the characters must travel through a tainted landscape controlled by fearsome hobgoblin clans of the Deepfells, through land that is yet claimed by the grand duke of Reme. There they discover the site of the impact crater as they cross a spore-choked landscape of ruin dominated by the immense shadow of the Fungus God.

As the characters delve into these cosmic happenings, they encounter other survivors of the impact event as well as creatures infected by the Megopyccic's spore plume. The characters must find a way to traverse the terrain uninfected and investigate the kaiju-sized, otherworldly space entity rising from the impact

zone. Their investigations and observation reveal an entry into the Fungus God's cap. From here, the characters explore a maze of passageways leading to the central core of the Megopyccic. The true nature of the Fungus God's threat is finally revealed: The Fungus God itself has been invaded and is even now controlled by the unseen tentacle of fate!

RUNNING FUNGUS GOD FROM OUTER SPACE

On a surface read, the adventure may seem combat heavy, and for some gaming tables, that will be the method most played and enjoyed. As a guide to navigating the adventure and having the most fun possible, consider the following when adjusting encounters to your table's needs:

- Roleplay and ingenuity are rewarded throughout this adventure.
- Various NPCs have their own motivations and agendas. An additional reference list of these NPCs can be found in **Appendix 2: Important NPCs and Monsters**. As written, most of these characters may be encountered by chance; however, as always, adjust these encounters with potential allies as best suits your gaming table and the enjoyment of your players.
- The potential of battle and the constant degradation of supplies and resources should quickly reveal the futility of attempting to fight through every encounter.
- It is not necessary to own or have played through *Encephalon Gorgers on the Moon*, *The Black Spot*, or *Aberrations* to enjoy this adventure. If you don't feel like tying these adventures together, don't feel obligated to do so. They are referenced as part of a Weird Fantasy cycle of adventures.

A Note on Substances

Fungus God from Outer Space is meant to be cosmic horror RPG spiced with traditional fantasy RPG as inspired by late-night cult horror and dark fantasy fiction. As a whole, it is created for the purposes of fun and games. Any and all references to the effects of drugs, alcohol, or alien fungus spores are meant to be contained and confined to their context in an RPG setting and not applied to real-life situations.

Equally, nothing presented here is meant to be interpreted as an indictment on the real-life health and mental welfare of actual human beings. *Fungus God from Outer Space* is purely a work of make-believe. Any such references you find offensive should be treated as works of fiction that may be removed from the campaign as you feel necessary as a conscientious, decision-making adult. As such, we neither condone nor discourage any such behaviors, whether suggested or expressed by fictitious characters in a fantasy setting. Your gaming table is yours to enjoy.

GETTING STARTED

Characters may discover this adventure through any of the following means:

Mystical Research: The characters are hired to investigate the impact event by the Dominion Arcane of Bard's Gate or the Arcanum Collegium of Reme. Both guilds offer a desired magic item or payment in coin to explore the impact site and bring back samples of their findings for further research and study.

Silver and Gold: Fortune hunters such as dwarven and gnomish geologists are certain that any impact from the stars is filled with star metals, diamonds, and other rare elements for use in crafting magical items or valuables sought after by kings. The characters hear a rumor of this and are tempted by the potential monetary reward.

Duty to Liege and Country: Characters of noble backgrounds, or those who swear allegiances to local rulers such as the dukes of Reme, are tasked with investigating the impact site.

Eyewitnesses: Characters see and feel the impact from hundreds of miles away. Driven by the desire to investigate, they come upon the horrors of the Megopyccic.

Old-Fashioned Hex Crawl Accident: As characters journey into the unknown in a gambit of wilderness survival, they come across the infected zone and are quickly introduced to the horrors created by the landing of the Megopyccic.

In this instance, increase the number of random encounters to four times per day. Any fungus-infected creatures or fungoids encountered attack the bearer of the *many-faceted orb* from

Encephalon Gorgers on the Moon in lieu of any other targets as they attempt to win the relic and return it to the Fungus God.

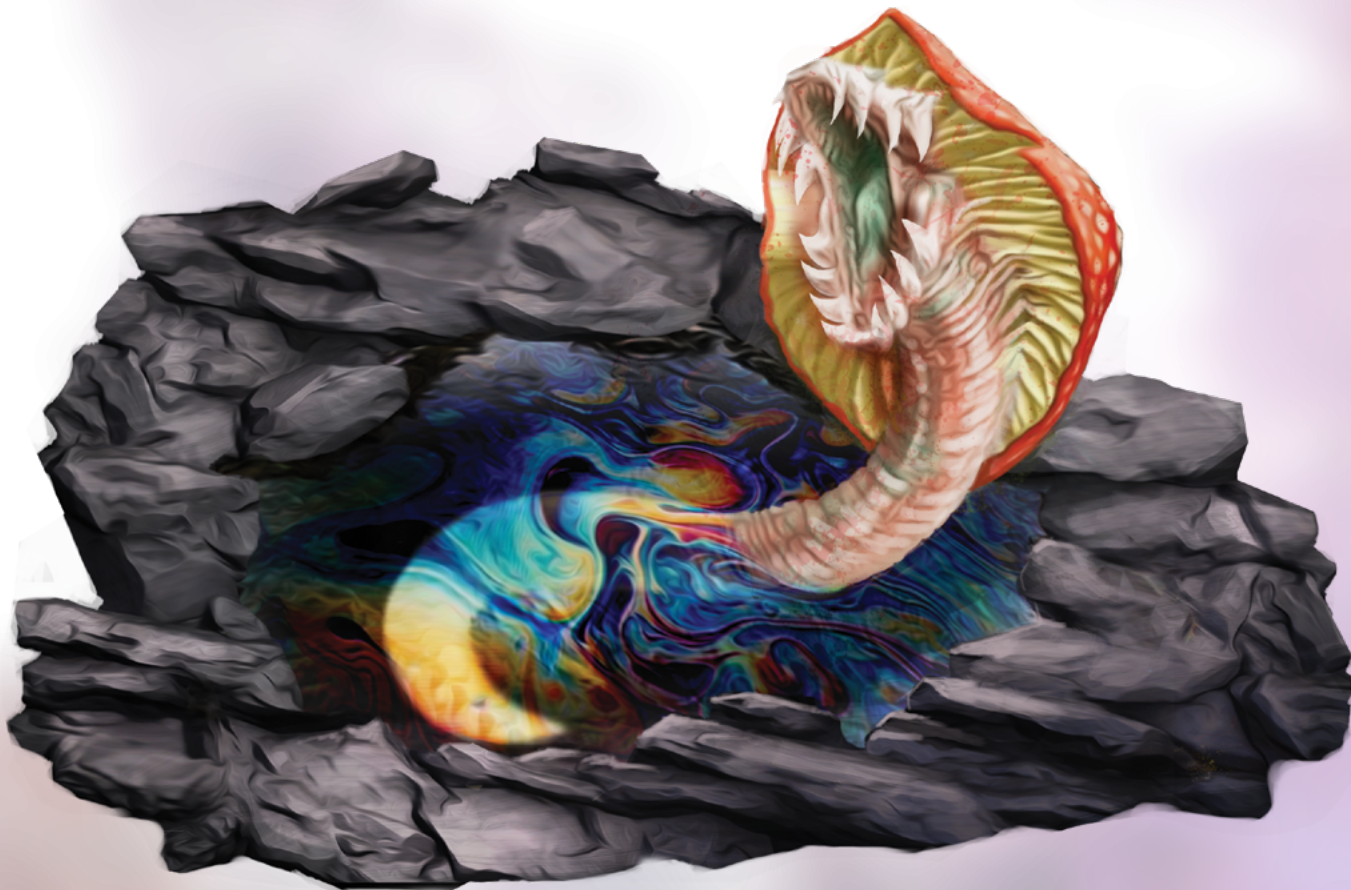
The Black Spot: If the characters defeated the Navigator in *The Black Spot* adventure, some of their investigations trigger a beacon that summons the alien plant creatures known as Mi-Go from across the void to come to the rescue. The characters are haunted by visions that lead them to the crater in the grasslands in northeastern Reme.

Encephalon Gorgers on the Moon: If played as a sequel to *Encephalon Gorgers on the Moon*, the characters may have recently destroyed the crystal machine Queen Yerlitha built on Sybil and the *many-faceted orb* has left the moon, possibly in the characters' possession. If they have it, the relic suddenly comes to life, taking actions heretofore unrevealed. Further events specific to the *many-faceted orb* are detailed where appropriate in this adventure, but you can ignore these descriptions if the orb is not present in your game.

If the characters are carrying it at the start of the adventure, the orb hovers at about head height and begins to glow faintly as it floats off toward the direction of the impact zone. The possessor's thoughts are filled with visions of a strange, unearthly glow, and their sense of smell is overrun with the fragrance of fresh truffles...

Increase the number of random encounters to four times per day. Any fungus-infected creatures or fungoids encountered attack the bearer of the orb in lieu of any other targets as they attempt to win the relic and return it to the Fungus God.

The orb is detailed fully in *Encephalon Gorgers on the Moon* by **Frog God Games**. If you don't own a copy, don't worry about it. We have copies we would love to sell you!



PART I

THE COSMIC QUEST

Regardless of whichever path brings the characters to the adventure, it is assumed that they must travel some distance across the grasslands north of Harrowfar. As shown on the map, the terrain breaks down in circles from the outer ring of the areas affected by the impact crater of the Fungus God.

Characters must travel through these terrain bands. They may pursue set encounters located there, or they may find themselves at the mercy of random encounters should they decide not to bother with directly investigating any settlements, travelers, or unusual terrain features described as options for exploration and adventure.

Terrain

The terrain is typically high prairie steppe land with tall grass that brushes the bellies of the horses and pack animals. The land is rotting where the spores have fallen, and the grass is flattened and drawn away from the tainted soil.

As the Megopyccic hurtled from the stars, a trail of its spores fell in an uneven path several miles long. The spores that landed farthest from the impact crater are diminutive in size and leave a trail of small, button-like fungi and mold with caps no larger than the tip of a halfling's finger along its path. Thus, the fungi as the characters approach are smaller, while those in the depths of the impact zone grow to great size, with some ranging from up to 30 feet in height.

sky and attacks a nearby bison calf. The calf immediately goes limp in its tentacles, and the moth flies off in the direction of the Megopyccic's impact site. Undeterred by any wounds, the creature continues flying toward its destination.

Tall Grass Encounters

Use this table between stops as the characters cross the prairie and make their way across the Tall Grass in search of answers to the mystery. Roll or choose a random encounter for every six or eight hours of travel.

1d12	Result
1	Vaeltaia centaur
2	Carrion moth ^{A2}
3	Lost in the weeds
4	Manticore
5	Hobgoblin war party
6	Bison herd
7	Escaped stank hogs ^{A2}
8–12	No encounter

Vaeltaia Centaur: This creature is under attack by a carrion moth. If rescued, the creature gives information about the strange implosion, how it blew its party away, and how it must return to its village to gather allies to help locate Starhoof and Mountaincoat, the leaders of its band (see **Areas A3** and **E5** for more on them). The Vaeltaia are on neutral terms with the dukes of Reme, but they are hostile enemies of the hobgoblins of the Deepfells. They wear half plate on their human torso, which grants them an Armor Class of 17.

Carrion Moth: This **carrion moth**^{A2} is scouting outward from the Megopyccic's cap. Its mission is unknown even to its own primitive mind.

Lost in the Weeds: The characters become lost due to the tall grass and prairie flowers. If this event is rolled, a character may attempt a DC 16 Wisdom (Survival) check to avoid getting lost and keep the party on track.

Manticore: Manticores stalk the Tall Grass, lying on their bellies and waiting to surprise their prey. They leap into the air over their targets and shower their prey with tail quills before diving in for pounce attacks. They prefer the flesh of horses and smaller humanoid game. They flee if they suffer more than 50% of their hit points in damage. If pursued, their earthen den can be found on the overland map at **Area A4. The Manticore Lair**.

AREA A: INTO THE TALL GRASS

The Tall Grass is outside of the impact zone and is only marginally affected by the recent events. The prairie here is tall, tough grassland featuring wildflowers and bluestem grass that rise six to eight feet in some places. In some areas, passing buffalo or wild stank hogs keep it at bay. The Tall Grass is home to Loreclans, centaurs, and bands of hobgoblin marauders, descendants of the hordes of Kakobovia, son of Snurge. Paths have been flattened here and there in the bluestem by passing bison and riders on the great sea of grass.

A CLOSE ENCOUNTER OF THE FIRST KIND

As the characters reach the edge of the Tall Grass prairie for the very first time, a **carrion moth**^{A2} swoops down from the

Crater of the Fungus God

1 Square - 300 Feet

C
B Ruins of
Ach-Vea

The Impact Zone

A3

A1

A1

A1

A4

A1

A2

A1

A1

A1

The Tall Grass

A1

A1

OVERLAND MAP

Hobgoblin War Party: A band of 2d4 + 4 hobgoblin outriders (as **hobgoblin captain**) of the Deepfells astride their horrid **steeds of Kako**^{A2} are led by a **hobgoblin warlord** (with +1 *greatsword*, longbow, and 10 +1 *arrows*). They patrol the area outside the affected zone. They are wary of their infected kinfolk and have a vicious disposition when it comes to outsiders. If the band outnumbers the party, they may attempt to capture the characters with nets. Prisoners are taken back to the larger refugee encampment.

Bison Herd: This herd of 2d20 + 100 bison (as **yak**) is agitated from eating fungi and mold from the upland zone. The normally docile creatures are aggressive and panicked, which causes them to stampede at the slightest threat. There is a 4-in-6 chance of a stampede, with a 3-in-6 chance that the stampede charges in the direction of the characters.

Examining the dung of the herd reveals that it is covered with a yellowish, mold-like substance that grows on and around it, affecting the plants and soil upon which it falls. Older piles sprout small mushrooms with sickly red or green, white-spotted caps.

Escaped Stank Hogs: These 1d4 **stank hogs**^{A2} escaped from pens they were kept in near the fortress of Ach-Vea before it was flattened by the Fungus God's impact. The stank hogs are branded with a hobgoblin mark of a burning hoof.

KEYED ENCOUNTERS IN THE GRASSLANDS

As characters pass through these zones and locations, they have the option of taking on these encounters or avoiding them. Unlike random encounters that happen largely to the surprise of both parties, these locations are intended to pull the characters deeper into the story.

A1. SPORE ZONES

These circular patches of tiny mushrooms are scattered throughout the Tall Grass. As the Megopyccic fell from the stars, a trail of spores fell in a trail several miles long. The spores farthest out from the crater grew into small, button-like fungi and mold with diminutive caps. These fungi behave strangely and avoid being touched as they move around on tiny, toe-like appendages.

These fungi on the approach to the crater are smaller, but those the characters find in the depths of the crater itself have grown into a fungi forest not unlike the ones found on the surface of the moon Sybil or in the benighted depths of the darkest caverns.

Each spore zone has its own potential events or encounters. Roll randomly or select from the **Spore Zone Encounters** table below, ignoring repeats:

SPORE ZONE ENCOUNTERS

1d10	Result
1	Infected Vaeltaia centaur
2	Infected hobgoblin band
3	Spore cloud
4	Carrion moth ^{A2}
5	Shrieker patch
6	Fungus gargoyle ^{A2}
7	Fungus weird ^{A2}
8	Fungus bat ^{A2}
9	Carrion claw ^{A2}
10	No encounter

Infected Vaeltaia Centaur: This poor **spore-infected Vaeltaia centaur**^{A2} was a member of Mountaincoat and Starhoof's entourage who was overcome by spores and is now a fungoid seeking to spread its essence in the name of the Megopyccic.

Infected Hobgoblin Band: These 2d4+4 **spore-infected hobgoblins**^{A2} were on patrol when they were infected by the spores scattered throughout the Tall Grass. They are nearly mindless now but stick together out of a fading sense of loyalty.

Spore Cloud: The small fungi in the outer range of the Megopyccic's dispersal zone release hypnotic and deadly spores that cover the area through which the characters walk. Roll on the **Spore Cloud Effects** table if a character fails a DC 15 Constitution saving throw versus poison.

SPORE CLOUD EFFECTS

1d6	Result
1	Poisoned: The character is poisoned for 1d8 hours and suffers disadvantage on all saving throws and attack rolls as they retch and sweat from the uncomfortable experience.
2	Confused: The character becomes confused and disoriented. Spellcasting is impossible, and the character suffers a -4 penalty to initiative rolls. They may be unaware what is happening to them, or see enemies as brightly colored flowers, childhood toys, or huggable playthings.
3	Fight the Shadows: The character sees demons rising from the ground to fight them, though there are no demons at all. The character spends 10 minutes wailing and battling the empty air before them, earning three levels of exhaustion.
4	Holy Terror: The character flees in a random direction for 1d10 minutes or until they feel they have finally outrun the monstrous fiend they see reaching over their shoulder whenever they turn around. Hint: They haven't. Offer the character a second saving throw. If the second save succeeds, the character outruns their fear. If the save fails, the character is jump-scared by the moldering corpse of their long-dead grandmother with wormy teeth and sharp claws gnashing at their jugular! They fall into a shock-induced coma that lasts for 1d6 hours.

1d6	Result
5	Happy Prairie Friends: The character is so filled with love for everyone that they cannot concentrate on anything else save the first living thing they see. This is not amorous love but rather a “Hey, I love you man!” kind of love that is annoyingly overattentive and attention-seeking in nature.
6	Stupor: The character can do nothing but sit and stare for 1d4 x 30 minutes. A character in a stupor can be guided to walk by others, though they easily become lost and distracted, and tend to wander until they find a place to sit and collect themselves.

A2. FIRE-HOOF REFUGEE CAMP

Characters may avoid or seek out this large encounter area at their discretion. Encounters with bands of hobgoblin outriders are common, and if the characters prove themselves dangerous enough or worthy enough, they may be invited to a council with Hakhon the Carver, the kakobah (field marshal) in charge of the recovery and containment operation.

Population: 200 **hobgoblins**, 40 **hobgoblin captains**, 10 **hobgoblin warlords**, one **kakobah**^{A2}, and their entourage.

The Fire-Hoof Hobgoblin village of Ach-Vea was leveled by the impact of the Megopyccic. Though most of the Fire-Hooves survived the initial impact, their village was left in ruins. Korbah (Warlord) Bodham Bluetongue called forth a warband from the Fire-Hooves’ riders to repel any invaders, then ordered the rest of the hobgoblins to form a camp some miles away.

Bodham rode forth with this company of horsemen toward the impact crater to investigate and was almost instantly overcome by the Megopyccic’s spores. The survivors of Ach-Vea only recently encountered the remnants of Bodham’s force, now twisted and alien to behold.

The camp is now under the command of Kakobah (Field Marshal) Hakhon the Carver. Hakhon organized the riders in a defensive perimeter around the impact crater. He watches with a growing fear as fetid tendrils of alien fungal waste crawl across the land, blighting the grass and turning his kinsmen into zombie-like creatures that come back to haunt the living.

A2-A. SPIKED FENCE

A spiked fence surrounds the refugee camp, which itself is filled with the easily recognizable red-and-black round tents of the hobgoblin hordes. The fence is eight feet tall and outwardly covered in spikes and sharpened stakes. It can be cut through but doing so takes three rounds and makes enough noise to rouse the whole settlement as the “trailblazer” suffers 7 (2d6) piercing damage in the process of their work.

The fence is patrolled by 2d6 **hobgoblin** riders armed with longbows, swords, and lances sitting astride the hideous **steeds of Kako**^{A2}. A **hobgoblin captain** directs the riders.

If the hobgoblins see the characters, one rider peels off to alert the camp as the others approach and challenge the visitors. The hobgoblins demand that characters dismount and disarm. The hobgoblins are

haughty, arrogant, and intelligent warriors, and at least one of their number speaks the Common tongue and serves as a spokesman.

If the characters choose to fight, a larger force of mounted opponents arrives with sufficient subchiefs to surround the characters.

A2-B. COMMON TENTS

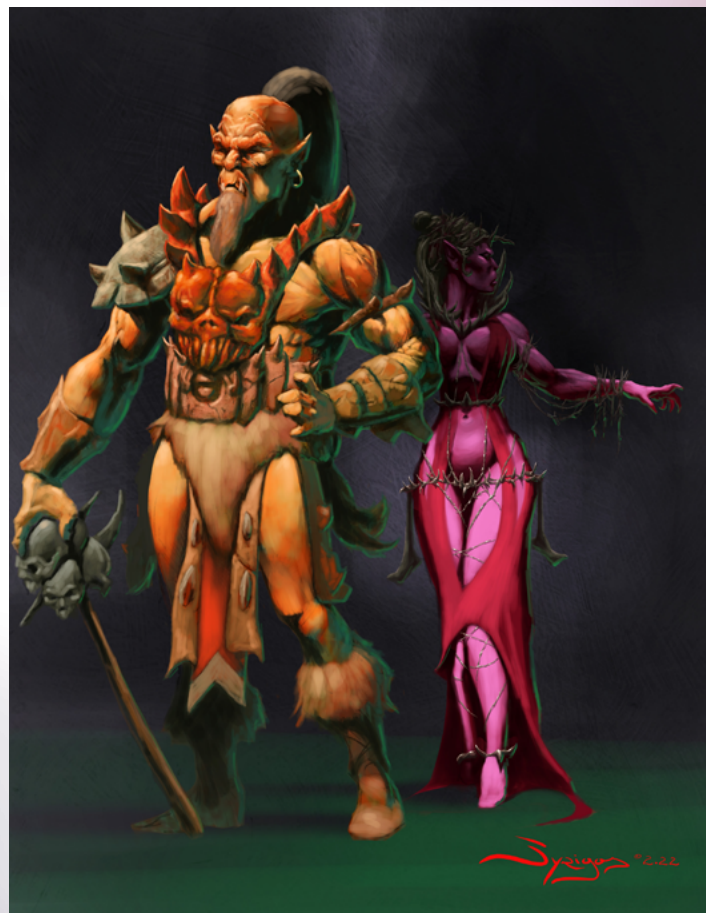
These round tents are made of richly dyed, stretched hides of bison, elk, giant, troll, and man-skin. They house an average of 10 **hobgoblins** and 1d3 + 1 **goblin** servants. The tents are usually divided into family units with extended families combining several tents in a maze of sidewalls and tarpaulins. The interiors of the tents are subdivided into 1d3 + 1 rooms that include a common meeting area. The smallest tents average 10 feet across, and the largest tents occupy areas of 30 to 50 feet across.

Each tent has a chest that can be unlocked with thieves’ tools and a successful DC 15 Dexterity check or a key. The chest contains the family jewels, so to speak, in the form of 6d10 gp worth of coins, jewels, and objets d’art.

A2-C. KAKOBAH HAKHON THE CARVER’S PAVILION

This organization of roughly five interconnected tents is the command center of the encampment and the home base of Kakobah Hakhon. The largest tent is made in part from the stretched skins of two manticores. It serves as the kakobah’s throne room where he and his council sit upon low folding chairs made from the hides of giant mountain goats.

Other tents contain Hakhon’s family, another for his guard of 5 **hobgoblin captains**, and smaller tents to hold his personal retinue of 20 **goblin** house servants.



AREA A2: FIRE-HOOF REFUGEE CAMP

1 Square – 10 Feet



Hakhon the Carver is a **hobgoblin warlord** with 18 Strength and 18 Constitution, a *+1 longsword*, *+1 plate armor*, giving him AC 21 with his shield, and 110 hit points.

A locked, ironbound chest is in Hakhon's private tent. The chest is trapped with a poison dart trap that requires a successful DC 16 Intelligence (Investigation) check to detect and a DC 18 Dexterity check with thieves' tools to disarm. Failure to disarm the trap fires six darts in random directions. The darts are +7 to hit and deal 2 (1d4) piercing damage on a successful hit. Victims must succeed on a DC 17 Constitution saving throw or suffer 22 (4d10) poison damage and become poisoned until an antidote can be found or their malady is cured.

A2-D. RAHATIS THE SEERESS'S TENT

Rahatis, the sister of Bodham, is the seer of the settlement. Her magic protected the hobgoblins from complete annihilation but could not save their village from the Megopyccic's impact.

Her tent is enchanted so that its walls can only be cut with a magic weapon. It is also warded against teleportation of any sort to keep foes from piercing her magic circle without her permission.

Treasure: A coffer in Rahatis' sleeping tent contains three sapphires worth 250 gp each, a jeweled sacrificial dagger inscribed with the name Kakobovia, and a hatbox worth 120 gp that contains a square ceremonial *summoner's cap*^{A1} made of felted demon skin. The cap allows her to summon an invisible **spined devil** once per day.

A2-E. THE PIT

The center of the camp features a 10-foot-deep pit that is 30 feet wide. It is surrounded by inward-facing, sharpened stakes. It is used as a common latrine and a holding cell for hobgoblin prisoners.

The **wereboar** Batesa Bristleback is currently in the pit, trapped in her hybrid form after the hobgoblins discovered her hiding among a pen of stank hogs. Batesa is unaffected by the spores and considers the fungus that grows from them to be a unique delicacy. If the characters discover her before they are found out by the hobgoblins, she may be rescued and offers to assist the party until she finds her brother.

A2-F. THE CORRAL

This corral has about 200 fairly starved and angry **steeds of Kako**^{A2}. These scarred steeds are patchy with mange and attempt to eat any non-hobgoblin who approaches them. They see clearly in darkness but seek out their prey by scent when blinded by sunlight.

RUNNING THE FIRE-HOOVES' ENCAMPMENT

If the characters arrive, the hobgoblins insist that they disarm and meet Kakobah Hakhon the Carver so he may decide their fate. If they fight, the entire village turns on them and rains arrows on them while maintaining distance and dispersing to avoid being caught in area-effect magic.

Note: Although they may very likely win the day and slaughter the hobgoblin horde, it will be a very bloody and costly battle in time and materials for the characters.

MEETING KAKOBAB HAKHON

Hakhon the Carver is a brooding and intelligent leader who typically defers to the wisdom and intellect of Rahatis the Seeress for most supernatural things. Rahatis is the sister of Bodham Bluetongue and a sorceress of the bloodline of Kakobovia himself. Her missing brother is her top priority. Both are the adopted children of Hakhon, who bore the honor and responsibility of raising them upon the death of their parents in battle.

The hobgoblins are suspicious of humans and half-orcs, hateful toward elves and dwarves, and indifferent to halflings and gnomes, whom they would feed to their mounts if given the chance. These attitudes should be reflected in playing through any interactions with Hakhon and his band.

Currently, Hakhon has a problem. His adopted daughter is pressing to lead a team of their remaining outriders in search of her brother, Bodham Bluetongue. Unfortunately, half the surviving Fire-Hoof band is currently under the sway of an unknown enemy that has turned them into strong but slow-witted, zombie-like creatures. Sending out more searchers can only weaken the ongoing rescue and containment efforts.

Weakness is not in the credo of the hobgoblin war bands of the Deepfells, nor is failure. If Hakhon lets Rahatis leave with the remaining leaders, the Fire-Hoof band is doomed and will be forever shunned and hunted. Hakhon is determined to see the characters volunteer to investigate the missing warlord for him, and he intends to let them prove themselves in his adopted daughter's eyes through a test of arms.

THE TEST

Hakhon's folk rounded up several infected hobgoblin fungus zombies, but no one wants to be responsible for killing Cutnose the Inscrutable in front of his family any more than they wish for Kah'rin the Nasty Customer to infect them with the sickness from the skies.

Hakhon thus devised a test to find out if the disease can spread to other humanoids, which he suspects, or whether it is something that affects only those who were in the blast radius when the Fungus God struck Ach-Vea. Hakhon alludes to the test as one of bravery for the characters to win favor among the Fire-Hoof clan. Of course, the option involves facing the creatures of the pit or death by a rain of arrows at the hands of his forces. Either way, he gets rid of weak fungus zombie hobgoblins — and maybe the characters as well.

IN THE PIT

Characters are placed in the pit with the **wereboar** Batesa Bristleback. She makes no attempt to hide her nature, as her hybrid form protects her from the spores. Batesa greets the characters and tells them to cover their faces and be ready for anything.

At this point, a prison wagon is hauled to the edge of the pit and 6 **spore-infected hobgoblins**^{A2} are dumped into the hole with the characters. The creatures immediately attack, attempting to spread their infection. Hobgoblins with flasks of oil and flaming arrows line the ring of the pit to ensure that none of their infected kin leave the pit — and doubly so for any of their visitors.

VICTORY!

If the characters defeat the infected hobgoblins without becoming infected, they and Batesa are freed and allowed passage

across the remainder of the hobgoblins' land. They are first given a black-and-red war banner denoting the protection of the kakobah. Each is also given a *potion of superior healing*, a *potion of poison resistance*, and 10 gallons of sour but powerful wine grown from local berries. They are provided with whatever rope, gear, and repairs as are commonly found in a war camp.

Kakobah Hakhon is impressed with the characters' prowess and secretly confides that the Korbah (Warlord) Bodham Bluetongue has not returned and is believed dead, though Rahatis has had visions suggesting otherwise.

If Bodham is returned alive and unsullied, Kakobah Hakhon would grant the party 20 pounds of gold and freedom to leave his lands unscathed. Attempting to flee would break the siege the hobgoblin forces are attempting to set up to keep the infected creatures from multiplying.

Hakhon confides in the characters that if Bodham is found infected or dead, he would pay half that weight in gold but would expect the party to burn the fallen korbah so the shame of his death would not offend the Archfiend Kakobovia. He informs them that the korbah keeps a longsword with an emerald-encrusted hilt wrapped in cavern lurker skin. The sword would leave the hands of Bodham only in the event of his death. Returning it to Hakhon would be evidence enough of his death.

MURDER HOBO-ERY!

If the characters instead choose to fight the hobgoblins and battle their way through the village, it is likely to be a massacre. Unleash hell. The hobgoblins fight to the bitter end as is their warrior way. They concentrate attacks with hails of arrows from the backs of their steeds while staying out of reach of the characters' melee attacks. The 200 hobgoblins pour arrows into target after target until the characters flee the field or lie bristling with arrows like old King Leonidas at the Hot Gates.

Gamemaster's Option: A Devious Plan!

If things go well and the characters comport themselves with honor and respect among the hobgoblins, they may be met on their next encounter by Rahatis. As a descendent of Kakobovia, Rahatis is known to have the "eye" among her folk. She knows that some horror befell her brother Bodham Bluetongue. Still, she feels there is time and a way to save him from the jaws of Orcus. She offers great treasure and prestige among the Deepfells should the characters help her pursue her vision.

Rahatis is impressed with the characters' prowess and would see no further hobgoblin lives thrown away in the face of the alien hordes at their doorstep. The characters' lives are of no concern to her, though their abilities may prove useful in achieving the rescue and recovery of her brother.

If the characters agree to take Rahatis with them, she works in support of the party's goals so long as those goals do not involve incinerating or disintegrating her brother's remains unless there is literally no other choice.

You could alternately have Rahatis arrive to the rescue during any point when the characters are about to be overwhelmed.

When the hobgoblins feel the characters have sufficiently burned through their powerful magical attacks, they form waves of cavalry assaults and target characters four at a time with ride-by strikes with lance, axe, and sword until the characters fall or the Fire-Hoof horde is more than 50% destroyed and Hakhon and Rahatis are among the dead.

The refuse and treasures of the hobgoblins yield more than 25 pounds of gold locked in an ironbound chest. Another 1,000 gold pieces worth of various coins and gemstones is carried on their bodies or pierced through their nostrils and ears. The chest requires casting *detect magic* and a successful DC 17 Intelligence (Investigation) check to discover the *lightning bolt* trap inscribed around its rim. A successful DC 16 Dexterity check with thieves' tools or a *dispel magic* spell are sufficient to deflect the trap so the investigator avoids damage. Within the chest are a captured spellbook with three 4th-level spells, two 5th-level spells, and one 6th-level spell inscribed on vellum made from *demonhide*^{A1}.

A3. STARHOOF, VAELTAIA CENTAUR

As the characters traverse the landscape, they encounter a lone female Vaeltaia centaur cleric. She looks as if she recently tried to clean herself from a great deal of dust and soil. Her clothes are ragged and filthy. Tears streak her deeply tanned face. A ring of dead, infected hobgoblins surrounds her.

If approached, she is nervous, skittish, and more than a little violent-tempered. If treated respectfully, she tells her tale.

Starhoof^{A2}, a Vaeltaia centaur native to the frontier, is searching for her husband Mountaincoat. They were among a small party of centaurs scouting the perimeter of Ach-Vea from a distance when a brilliant wave of light from the stars struck the hobgoblin fort, decimating it. She was separated from Mountaincoat during the ensuing shockwave and dust cloud. She is horrified by the fungoids and by how quickly they sprang from the tainted soil.

Characters may travel with Starhoof if they so desire. The centaur is suspicious of humans and is prone to dangerous mood swings, especially when under the influence of mind-altering substances.

For more information on Starhoof and Mountaincoat, see **Appendix 2: Important NPCs and Creatures**.

A4. THE MANTICORE LAIR

A small cavern is found among slabs of granite and twisted trees that jut from the plain. A *+1 lance*, a *+1 shield*, a *potion of healing*, and a bottle of Loreclan brandy are found in a leather wallet among a pile of bones. Piles of mantichore scat contain 250 gp and a bracelet denoting the corpse as a member of the Grass Sailors' band. If characters later encounter members of the Grass Sailors' Loreclan, the equipment is recognized as belonging to a warrior known as Trailing Fox.

PART 2: THE IMPACT ZONE

AREA B: THE RUINS OF ACH-VEA

Located at the edge of the impact crater, the hobgoblin settlement of Ach-Vea was reduced to rubble when the Megopyccic landed with a thud upon the fertile prairie. Although many of the hobgoblin denizens of Ach-Vea survived, their settlement became largely unlivable, and access to the Deepfells now requires a lengthy ride of hundreds of miles to access the caverns that are the uncontested domain of Kakobovia's children.

The entire place is now covered with very fine fungi and tiny mushrooms that are starting to spread from the spore cloud that fell as Megopyccic shrieked across the sky. Characters traveling in Ach-Vea may encounter a variety of fungi and fungus creatures. Roll on the **Ach-Vea Encounters** table below or select an encounter:

ACH-VEA ENCOUNTERS

1d12	Result
1	Fungus Weird
2	Shriekers
3	Violet Fungus
4	Fungus Bats
5	Fungus Gargoyles
6-12	No Encounter

Fungus Weird: This **fungus weird**^{A2} rises from a puddle of thick, black slime like a mushroom growing from spore to stalk to cap in the blink of an eye. As the cap matures, it peels back and reveals venomous fangs as the stalk becomes elastic. The thing from the black pool hisses and attacks.

Shriekers: This patch of **shriekers** goes off if anyone approaches within 10 feet of them. The noise instantly summons 1d4 **fungus gargoyles**^{A2} or a **carriion moth**^{A2}.

Violet Fungus: The characters discover a patch of 1d2 **violet fungi**.

Fungus Bats: A character who rolls the lowest on a d20 is swarmed by 2d4 **fungus bats**^{A2}.

Fungus Gargoyles: The characters are attacked by 1d4 **fungus gargoyles**^{A2} seeking fresh flesh to feed to the Megopyccic. The characters would be perfect tributes to the Fungus God.



B1. SINKHOLE

These sinkholes are located over tunnels that lead into the subterranean hobgoblin kingdom of the Deepfells. A sinkhole can be discovered with a successful DC 14 Intelligence (Investigation) check. If crossed, the sinkhole opens under the characters' feet. Those who fail a DC 18 Dexterity saving throw are swallowed by the ground, taking 14 (4d6) bludgeoning damage and sliding 20 feet beneath the surface. They are exposed but continue sinking and are consumed by the hole in 1d4 + 2 rounds. A consumed creature is grappled and restrained (escape DC 18) and takes 14 (4d6) bludgeoning damage every round until they are rescued or die.

B2. COLLAPSING WALLS

Many of the walls in Ach-Vea were stone and clay brick. A wall left standing from the crash of the Megopyccic suddenly topples

over on passing characters. The characters must make a successful DC 15 Dexterity saving throw to avoid being buried by rough hobgoblin bricks and suffering 14 (4d6) bludgeoning damage. The weakness of the wall is noted with a successful DC 14 Intelligence (Investigation) check.

B3. CARRION CLAW

Carrion claw eggs planted by carrion moths in the corpses of crushed hobgoblins are beginning to hatch. The worms hide near rotted bodies next to some taller pieces of rubble. A **carrion claw**^{A2} senses the characters' movements and investigates.

B4. FUNGUS PATCH

This patch of fungus creates fungal mirages. Roll on the **Spore Cloud Effects** table from the Spore Zones (Area A1) for details.

B5. SPORE-INFECTED HOBGOBLINS

Located at the edge of the ruins are 2d4 **spore-infected hobgoblins**^{A2} that wear the trappings of the Fire-Hoof Clan. One of the bodies clutches a missive scrawled in the Goblin tongue. It reads:

((FOLLOWING IS A LETTER, NOT AN ACTUAL READ ALOUD BOX))

My esteemed Kakobah,

Hakhon, most of the fortress is in ruin. Farther on, a great fungus forest has risen overnight. Toadstools 12 feet high are everywhere, and the soil is rotted with decay. Things move among the stalks. Towering over all of them is a demon rivaling the greatest ancient titans of legend. We surged forward to investigate but the air grew thick with poison. Creatures swooped in from the sky as we fought them hoof and arrow, spear and glaive. I send this missive between waves of the fungi-fiends. They are so very like those docile creatures on the edges of the Deepfells, yet so different. We shall stake our lives to this plot of land.

With Honor,

Korbah Bodham Bluetongue

B6. DEBRIS FIELD

The settlement Ach-Vea was a fortress entrance that once led to the tunneled kingdoms of the Deepfells. The impact of the Megopyccic collapsed the entry tunnels in the area. Traversing the debris field leads to a more gradual slope down to the floor of the crater, though reaching this pass may prove difficult. Allow characters a DC 16 Wisdom (Perception) check to notice any dangers hidden in the terrain and to detect a safe pathway through the field.

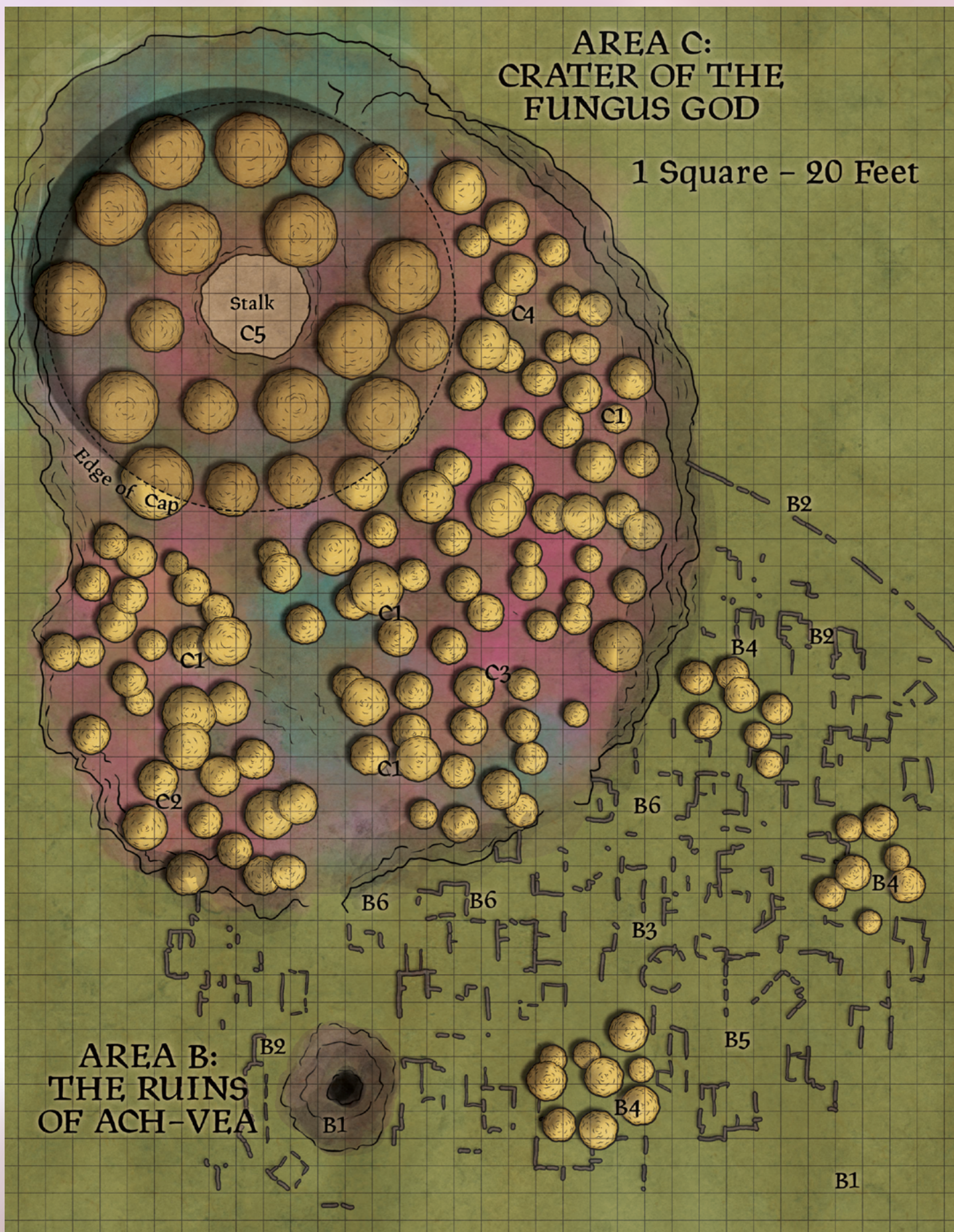
Those who fail their Perception check must make a successful DC 15 Dexterity saving throw at least once while passing through the debris field unless led by a character who succeeded on the check.

Characters who fail their save slide uncontrollably toward one of the edges of the crater and suffer 10 (3d6) bludgeoning damage. Creatures must immediately make a second Dexterity save on the following round as they slide toward the rim. Those who fail this save are flung from the side of the crater and fall 150 feet. They take 52 (15d6) bludgeoning damage unless otherwise rescued by an instantaneous magical effect. Victims land in the fungus forest at the floor of the crater in the eerie shadows cast by the Fungus God from outer space.



AREA C: CRATER OF THE FUNGUS GOD

1 Square – 20 Feet



AREA B: THE RUINS OF ACH-VEA



PART 3: THE CRATER OF THE MEGOPYCCIC

The air is thick with spores. As you approach, you see that the entire landscape is now covered in multicolored, luminescent fungal caps that stretch from one end of the crater to the other. Most are no larger than a few inches tall, but others among the vibrantly glowing cluster are man-size and taller. Other mushroom figures as large as a hill giant can be made out closer to the body stalk of the Fungus God. The larger figures appear to be stretching as if they are about to take their very first steps free from the soil that binds them to the land.

The crater is nearly 150 feet deep. The rim of the crater is surrounded by loose soil and chunks of broken limestone, clay, and the shattered inner walls of Ach-Vea and the collapsed tunnel that makes up the debris field descent that once led to the tunnels of the Deepfells. Rising from this crater is the massive, crouching eminence of Megopyccic, a fungus god born whole upon the cosmos yet held awash in a mindless fog.

THE DESCENT

Characters may proceed to the floor of the crater from **Area B: The Ruins of Ach-Vea**, where they can find the easiest descent to the northwest of the debris field. Travel is difficult but not treacherous, though mounts must be led as they easily lose their footing in the loose scree.

Flight: Characters may use magic to fly across to the cap, thereby ignoring the crater altogether, or they may use flying abilities or flying steeds to scout the floor of the crater. Doing so attracts 1d2 **carriion moths**^{A2} or 1d4 **fungus gargoyles**^{A2} that fly out from the cap to capture the fliers.

Other Magical Means: Magical spells or items such as *clairvoyance*, *crystal balls*, and the like may allow characters to get a better understanding of the flora and fauna of the crater without having to physically enter the crater itself. Other magical means such as *feather fall*, *levitation*, or short-distance teleportation also allow access to the floor of the crater.

On Foot: If the characters approach the crater on foot, the spores in the air become nearly unbreathable. Characters with knowledge of wilderness situations may temporarily avoid the effects of the spores with a successful DC 15 Wisdom (Survival) check. Successful checks also allow the character to quickly craft a makeshift mask that grants the wearer a advantage on saving throws versus the spores' effects.

A DC 15 Constitution saving throw must be made to avoid the spores' effects. Characters who fail their saving throw are poisoned until their condition is resolved.

AREA C: CRATER OF THE FUNGUS GOD

C1. THE FUNGUS FOREST

Various spawn of the Megopyccic are beginning to awaken at the foot of the great stalk. From the crater floor, the characters can make out the following:



The weirdly glowing sky is blotted out by the great mushroom cap of an unearthly toadstool whose massive crown stretches across the firmament like the unholy throne of Tsathogga itself. Above you, the great fungal entity squats in what appears to be a suspended state of rest. Even crouched, the creature is nearly 150 feet tall with a gilled cap stretching out to 300 feet in diameter. The being appears vaguely humanoid with a face that seems slack and unthinking. The titanic figure's eye buds appear dull and unseeing. Massive hands wrap tightly around what may be assumed to be the creature's knees. Wrist-thick creeping tendrils sprout from its bulbous base where rightly its feet would be. These pulsing bundles of mycelium throb with unnatural power as they bore into the earth, turning the normally rich black soil of the plain ashen and gray.

As you take in the spectacle, you observe a pack of fungoids of various sizes beginning to uproot themselves from their stalks. Vestigial faces with eyes and mouths are forming just below the gills of their caps. They moan in the unintelligible language of the star fungi. As you stare in wonder and horror, the figures shamble toward you. An alien glow illumines their horrific blank faces as their caps cast weird shades of unearthly yellow, orange, and blue-green in a kaleidoscope of madness.

If they take no action, a wave of unfriendly fungus creatures notice the characters and move in their direction, arriving in 1d4 rounds.

Fungoid giants, fungus folk, and the like begin shambling toward the characters, attacking in unending waves that arrive every other round. Any destroyed fungus creatures are immediately replaced with new ones. The characters should quickly realize the futility of battling these creatures and how fighting them quickly depletes their adventuring resources.

Wave 1	1d2 fungus giants ^{A2}
Wave 2	1d4 shrooms ^{A2}
Wave 3	1d4 fungus bats ^{A2}
Wave 4	1d6 + 4 fungoids ^{A2}
Wave 5	1d4 + 1 fungus gargoyles ^{A2}
Wave 6	Carrion claw ^{A2}
Wave 7	Repeat

If the characters get a move on through the forest, they find they can easily stay clear of or even escape their pursuers. The fungus creatures are not overly vested in pursuit and stop following the characters after three rounds should the characters avoid combat in the first place. The whole race begins anew if the characters stop anywhere in the forest for more than three rounds.

C2. THE PRIMORDIUM

As you reach this steep incline of the crater, you see a ring of eight-foot-tall fungoid creatures that appear somehow separate and distinct from other similar-looking beings dwelling within the sentient fungal forest of the crater.

A deep resonating hum emanates from the glowing circle. The caps of these creatures gleam with a bright, violet incandescence. Broken and blasted piles of other similarly built creatures with blue, green, and yellow caps form a ring of slimy decay around their alien council.

The ring of fungoid beings are 6 **primordiums**^{A2}. They consist of the last remaining uncorrupted spawn of the Megopyccic. The primordium speak through one of their number, which introduces itself telepathically as Grippsmert.

The primordium realized that a mechanical corruption of Mi-Go origin has taken over the Fungus God. They are currently in a deep hypnotic state that forms a sort of magical protection against their corrupted kin. Any fungus creature of fewer than 10 hit dice that contacts the glowing ring suffers 21 (6d6) radiant damage per round until it is destroyed or retreats.

Grippsmert is the most mature of the sextet and is attempting to telepathically connect with the Megopyccic so that the Fungus God may free itself from the corruption. Grippsmert's efforts are apparently in vain, however, as the Mi-Go installed strange machines inside the mind of the Fungus God that are disrupting their psychic connection.

The conversation reveals the following.

- The primordium is opposed to invading worlds that are still rich with life and knows that the Megopyccic prefers to invade worlds already overrun with rot and decay, thus avoiding conflict with pantheons of the ancients that could risk the Fungus God's existence.
- Grippsmert offers to join the party in an attempt to "heal" the Megopyccic and convince it to leave the planet. Grippsmert asks that the characters escort it to the Brain Pool of the Fungus God (**Area E12**) so it can ascertain what has gone wrong and use its essence to heal the great one.
- If the characters take the deal, they must somehow discover a means of getting Grippsmert into the Fungus God's mushroom cap. Grippsmert uses its abilities and powers to the advantage of the party, so long as the party does its part in protecting it and works toward gaining access to the brain pool.

Grippsmert is a **primordium**^{A2} with the following feature:

Spellcasting. Grippsmert is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame*

1st-level (4 slots): *bless, cure wounds, protection from evil and good, sanctuary*

2nd-level (3 slots): *lesser restoration, protection from poison, prayer of healing*

3rd-level (2 slots): *mass healing word, protection from energy*

C3. THE HOBGOBLIN FIGHTING SQUARE

A rectangular fighting square of tall iron shields emblazoned with the face of Kakobovia bristles with lances. The mushroom-covered corpses of the hobgoblin war band commanded by Bluetongue are within the infantrymen's fortress. They died where they stood but have not yet risen as fungus zombies since the 24-hour gestation period is not yet complete.

Their belongings contain a combined 220 gp, a dozen gruesome dyed and mummified trophies taken from defeated Loreclan riders, a dozen pieces of random jewelry such as ear and nose rings, nonmagical amulets and silver or gold buckles worth an additional 421 gp, three *potions of healing*, a *+1 longsword*, and a suit of *+1 splint armor* emblazoned with the fiendish half-bear, half-goblin face of the hobgoblin demigod Kakobovia.

If the characters explore and loot the bodies, a **carriion claw**^{A2} creeps over the encroaching mushrooms of the forest. Characters who make a DC 15 Wisdom (Perception) check notice it before it pounces. The creature looks to paralyze and drag away at least one character for its dinner before it cocoons, molts, and joins its winged brethren inside the great mushroom cap.

C4. HIGH ON THE HOG

Borskoi Bristleback, the brother of Batesa (whom the characters might have encountered in **Area A2-E** in the pit in the hobgoblin village), is found here within the shadow of the crater wall and the cap of the Fungus God. Borskoi is in his hybrid **wereboar** form and accompanied by 1d4 **stank hogs**^{A2}. He is just casually munching away at the delicious mushrooms and quite literally tripping out of his mind.

Borskoi is extra friendly and seems to have forgotten his sister Batesa somewhere. Has anyone seen her? He would look for

her right away, of course, but he is really into eating as much of the delicious mushrooms as his gut will hold. He goes to great length describing how this particular delicacy is as fresh as it is ever going to be! He then proudly displays his gut to the party for emphasis. He really wants to eat all he can get his jowls on. Piles of dead fungoid creatures of various sizes lie in the wake of Borskoi and his stank hogs.

Characters can bargain with Borskoi, and he is not immediately hostile toward the characters, though he is in a “really weird place, man.” He may need some talking down. If characters are hostile, he and the stank hogs attack!

If asked, he explains that he isn't leaving the area until he eats “the Big Shroom.” He points to the behemoth form of the Fungus God dominating the sky above.

Notes: At your discretion, Batesa may convince Borskoi and his stank hogs to join the party to investigate the nature of the Fungus God. The duo could provide a needed buffer zone or run interference as the characters figure out what is going on, thus keeping any random encounters at bay as they eat their way through the spawn of the Megopyccic!

C5. THE STALK

The stalk of the crouched Megopyccic is roughly 80 feet in diameter. The Megopyccic takes no damage while it is rooted to the ground, though it does feel pain in its own fashion. Should the stalk be cut, burned, or damaged in any significant way, the Megopyccic blindly lashes out with one of its strange fungus paws in the manner of its Crush attack. Each creature within a 30-foot square adjacent to the Fungus God must make a successful DC 22 Dexterity saving throw or be smashed, suffering 56 (16d6) bludgeoning damage and be knocked prone. The Megopyccic strikes again only if it is injured again — much like a person smashing mosquitos as they pierce their leg.

PART 4:

THE OUTER PILEUS (MUSHROOM CAP)

The weirdly reddish and violet glowing cap of the Fungus God is easily 300 feet in diameter and extends roughly 40 feet above the rim of the crater. A gap of 50 feet stands between the top of the crater rim and the being's rounded crown.

When the characters arrive, the Megopyccic is drawing energy and minerals from the earth after its long leap across the cosmos. It crouches, dreaming poisonous dreams as it drains life from the ground below and warps the natural order around it.

The dome is coated here and there with fractured scales between which a white, pulsing flesh seems to grow. The scales are the size of paving stones and jut in all directions as if shattered by impact.

These scales are as hard as ceramic and protect the Megopyccic from the intense heat of entering terrestrial atmospheres.

AREA D:

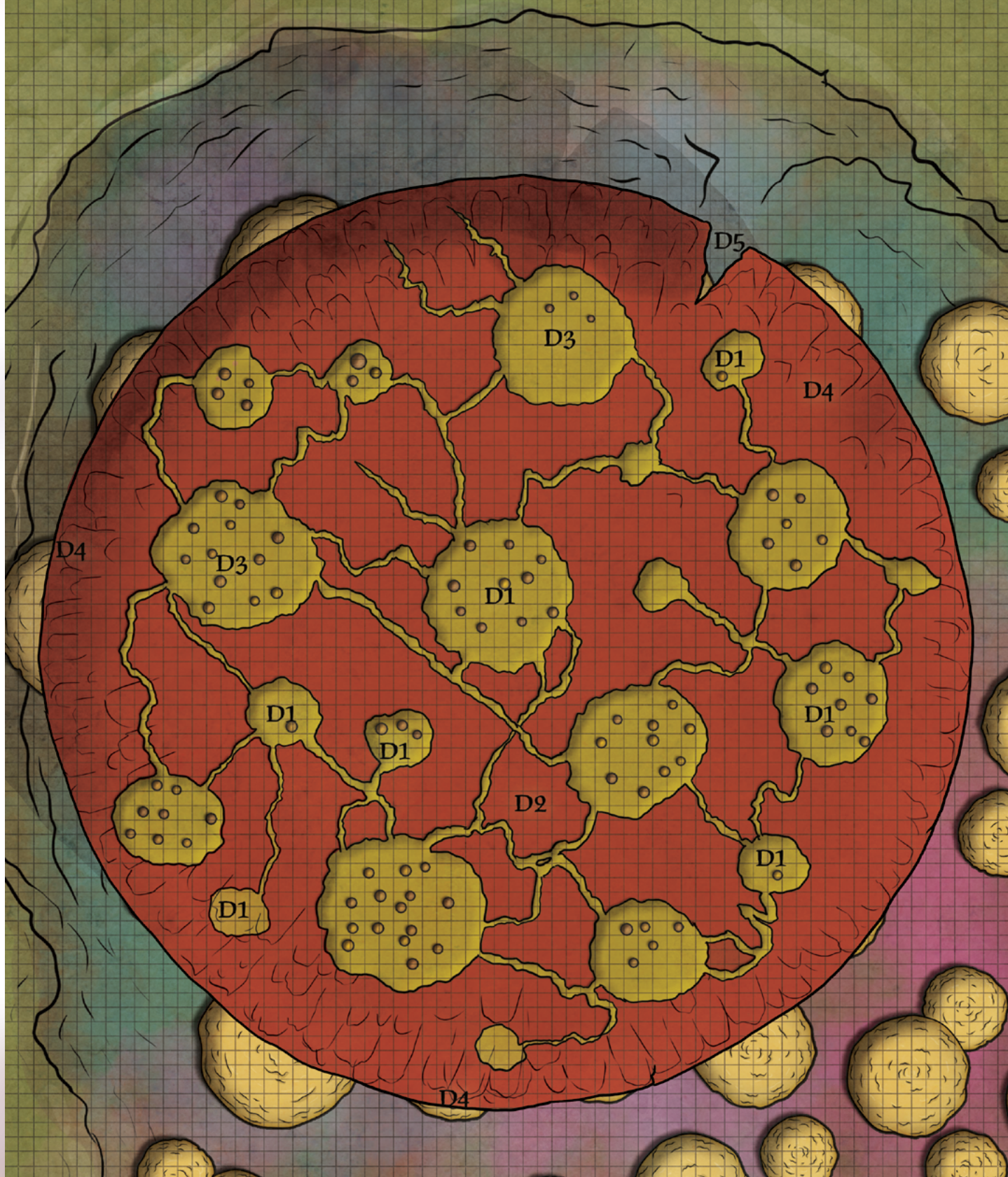
THE GREAT MUSHROOM CAP

Bursting through the cracks between the hard plates are dozens of wretched **fungus giants**^{A2} known as the great unformed, creatures of the same lineage as the Fungus God itself. These ancient, decomposing star-spawn failed to achieve full maturity and are rooted in the cap of their godly parent, where they serve as mindless guardians.



AREA D: THE GREAT CAP

1 Square – 5 Feet



D1. THE GREAT UNFORMED (UNDEAD FUNGUS GIANT)

Fifteen-foot-tall domes hide the withered and desiccated bodies of the Great Unformed^{A2}. Their freshly living kin roam the crater's fungus gardens while the Unformed wither here and slowly die. The Unformed reek of mild decay and are covered from cap to stalk by a greasy black slime. Thankfully, the Unformed are unable to stride beyond their mound and are rooted in place until their progenitor finally absorbs them. Due to agitation from re-entry and an oddness in the flow of nutrients into and out of the Megopyccic, the unformed are extremely hungry.

Characters must take care to stay out of reach of a pair of these beasts as they attempt to smash passersby. There is a 1-in-6 chance that a great unformed rises and pummels characters with its massive fists.

Cosmic Debris: A *helm of the void*^{A1} is among the pieces of debris accumulated by the Megopyccic on its travels. Allow the characters to make a DC 15 Intelligence Investigation check to discover this item after an encounter with the great unformed.

D2. THE FATE OF DJRIDDOK DRAGONRIDER AND MIAMEDES

Once characters surmount the cap, they see a furrow where one of the thick scales has shattered. Various bumps and bulges atop the Fungus God's throne have been leveled by some more recent impact than the Fungus God's fall from the heavens.

As you approach, you see the slumped form of a defeated copper dragon, its scales turning a tarnished green along the edges, as denotes the beauty of these grand creatures even in death. Its claws are splayed in various directions, and its wings now hang with a webbing of thick mycelium that appears to simultaneously drain and feed the once magnificent creature like so many beverage straws.

An ornate leather saddle is strapped across the creature's back at the joint where its forearms and wings branch from its neck and thorax. A dwarf, its jaw slack and its beard overgrown with a frosting of mold, slumps in the saddle. The corpse wears ornate armor covered in a graying, phosphorescent mildew. The dwarf's vacant eye sockets reflect the knowledge and repose of the not-so-freshly dead.

Your footsteps seem to rouse some form of life from the moldering corpses. The dragon lifts its head, its mouth falling open with the *clack!* of a snapping femur. The dwarf turns its dead eyes to you and opens

its mouth to scream its war cry, though no sound save a wet gurgle of decay escapes its rubbery lips.

Djriddock and Miamedes were outmatched when they arrived and were quickly overcome by the spores, pounding fists, and biological bombs of the great unformed. They now rise as fungi-infected, "plant-based" lifeforms. This was particularly fortunate for Djriddock, as he was recently overheard touting his desire to pursue a more "plant-based" lifestyle. It seems he got his wish.

Characters may make a DC 20 Intelligence (History) check to learn that these poor unfortunate creatures are indeed the hill dwarf hero Djriddock, now a plant zombie (see below), in the company of his copper dragon companion Miamedes, a **fungus dragon**^{A2}.

The duo attack on the same initiative, working in tandem as Djriddock wields his halberd known as *Dragonfriend* one-handed from the saddle of Miamedes. Djriddock has advantage on all attacks with the halberd so long as Miamedes is alive.

Djriddock or Miamedes could be revived in the Ventricle of Life (**Area E11**) should the party take pity on his mildew-eaten soul and not harvest his equipment.

Djriddock the Plant Zombie is a **gladiator** with the following modifications:

He has AC 22 (+1 plate armor, +1 shield)

He is Challenge 6 (2,300 XP)

He wields *Dragonfriend*^{A1}, a magic halberd

He has the following additional features:

Equipment. Djriddock has a golden ring set with diamonds worth 500 gp, two *potions of healing*, and a *potion of fire resistance*.

Undead Fortitude. If damage reduces Djriddock to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Djriddock drops to 1 hit point instead.

D3. OOZE PUDDLE

Occasionally, the ooze chambers within the Fungus God are purged of additional fluids that seep through the being's tissues to form puddles upon the surface of its cap. These musty puddles often have a somewhat sickly-sweet aroma. The toxic properties of the ooze within the inner ventricles have been leached away, but the pools remain sticky and dangerous, especially to terrestrial wildlife.

Creatures smelling the ooze are attracted to its truffle-like aroma unless a successful DC 15 Wisdom saving throw is made. On a failed save, the creature wanders into the sticky fluid and is restrained (escape DC 18). A restrained creature gains one level of exhaustion at the beginning of each of its turns. Creatures that die in the ooze puddle rise as fungus creatures within 24 hours under the Megopyccic's command.

D4. THE GARGOYLES' PERCH

These areas around the rim of the Great Mushroom Cap are home to bands of 1d4 + 1 **fungus gargoyles**^{A2}. If approached, they

at first appear to be smaller versions of the great unformed. If characters approach, the mushroom's "cap" suddenly opens and is revealed to be great, membranous wings. The gargoyles leap to attack, hoping to surprise intruders.

D5. THE OPEN FISSURE

A stream of flying moths flutter around this area on the northeastern rim of the mushroom cap. Characters who approach hear men screaming, animals shrieking, and the constant flapping of the monstrous insects. Characters who approach find a broken opening leading down into the pileus. See **Area E1** for more details once the characters enter the mushroom cap.

PART 5: THE MIND OF A ROTTED GOD

If characters enter the fissure in the fungus cap of the Megopyccic (most likely at **Area D5**), they are likely still unaware of the hidden threat dwelling within the titanic monstrosity that fell from the skies. The Mi-Go beset the Megopyccic somewhere in the deep interstellar reaches of space. The alien plant creatures set to rewiring the Fungus God's mind to take control of it, something we all know Mi-Go are wont to do on every occasion.

While in the process of exploring the Fungus God's memories, the sleeping god awakened to a distress signal flashing forth through time and space as Yerlitha's crystal machine shattered. The Fungus God once again felt the spores of its progeny beckoning from beyond the void. With the Mi-Go nearly in control, the Megopyccic bounced once against the surface of the moon Sybil before it hurtled to rest within reach of the Deepfells.

AREA E: FUNGUS GOD INTERIOR CAP

E1. THE ENTRANCE

A fissure is broken open in the northeastern side of the cap. Strange flying creatures enter and exit the massive crown of the Fungus God's cap through this fissure (at **Area D5**). Carrion moths crawl into or out of the fissure every few minutes. Many carry local creatures such as bighorn sheep, young bison, colts, hobgoblins, and men unfortunate enough to encounter the flying creatures on the plain. Characters have a 50% chance of encountering a **carrion moth**^{A2} or 1d2 **carrion claws**^{A2}.

E2. BORE CHANNELS

The great pileus cap of the Megopyccic has been gnawed through with a series of twisting, rounded bore holes roughly 10 feet in diameter. The entire area glows faintly with a sickly green bioluminescence that affords about 10 feet of vision. The walls of the bore channels are moist and spongy, with a consistency that is at once fibrous and rubbery. A three-foot-high bank of fetid steam consistently fills these unnatural hallways. The steam returns moments after being cleared.

E3. MOTH NEST

The Mi-Go harvest and train carrion moths from hatchlings through carrion claws and ultimately into their final forms to serve as scouts and pack creatures. Their cycle ends when they lay eggs into rotting material for a new generation. The Mi-Go fully control the moths.

The chamber is occupied by 2 **carrion moths**^{A2} at any given time. If the party is filled with weak, namby-pamby characters, there are three.

The nest contains 20 moth eggs (5 hp each). At any given time, 1d4 carrion moth eggs are ready to hatch a fully grown **carrion claw**^{A2}. Incubating within the Fungus God has corrupted the eggs so they now hatch as carrion claws instead of the expected slime crawlers. So long as they are still alive, the Mi-Go can use the control boxes in the remote observation module (**Area E8**) and the technology center (**Area E9**) to cause any of these "ripe" eggs to immediately hatch and grow if the bio-boxes in those locations are in good working order.

AREA E: FUNGUS GOD INTERIOR CAP

1 Square – 5 Feet



E4. VENTRICLE OF ENCHANTMENTS

The cosmic fluids pooled within the cap of the Fungus God are many. The devouring carrion claw worms of the Mi-Go pierced the natural void within the cap, allowing entry to these hallowed ointments. This void has smooth, fleshy pink surfaces and a chamber filled with a 10-foot-deep, pink, gelatin-like substance that detects as highly magical.

This substance is a highly sought-after fluid known as the *ooze of enchantments* that enchants any non-living object fully submerged in it for one minute. Thus, a sword or bow submerged in the pool gains either a +1 enhancement bonus or a magical ability of equivalent power, such as the abilities of a *broom of flying*.

Items already possessing an enchantment have a 50% chance of gaining an additional power or equivalent power. For example, a +1 *longsword* may gain the abilities of a *ring of jumping*.

Alternately the already enchanted item may instead gain another level of power, moving from +1 to +2, or from +2 to +3, and the like, or gain another additional ability as described above.

A DC 18 Intelligence (History or Arcana) check reveals the following:

It is noted in the *Apocryphal Gnosis Pillars of the Outer Void* that the *ooze of enchantments* works only once. Any item “double dipped” in the raw ooze of primordial magic is utterly consumed by the fluids and destroyed forever. Artifacts dipped in the fluid imbue the Fungus God with all the powers of the artifact for up to four days before the artifact is transported to Planet X where it is lost to the beyond.

E5. STASIS CELLS

These stasis cells hold beings the Mi-Go have not yet decided what to do with. The Fungus God teleported creatures it found interesting into the stasis cell as it explored the cosmos looking for particularly putrid planets to decompose. Occasionally on its travels, it encountered such creatures as it found interesting and held them suspended from time so it could absorb the creatures’

thoughts and knowledge. The **time elemental**^{A2} was one such creature that now resides symbiotically within this nodule inside the Great Fungus Cap. It holds other creatures suspended in alcoves covered in translucent temporal fields.

Upon discovering the time elemental, the Mi-Go immediately used their psychic magic to keep the creature contained within its node. They now manipulate the creature through the power of the tech lab (**Area E9**) but controls may be accessed via the remote observation chamber (**Area E8**) as well.

The time elemental is instructed to hold back any intruders it encounters within the Great Fungus Cap and to summon help if need be.

If the elemental is destroyed, characters who make a successful DC 15 Wisdom (Perception) check find a single, dark blue magical rhomboid floating in the effluence and debris of its warped time stream. This device makes it impossible for its user to be surprised while the stone orbits the cranium.

The stasis cells open if the time elemental is destroyed. The following native and non-native beings are currently held in stasis:

A. MOUNTAINCOAT, VAELTAIA CENTAUR

Mountaincoat^{A2} is the husband of Starhoof^{A2} (**Area A3**). He was captured by carrion moths and brought here and put in a stasis pod.

B. SZHAZZ, ENCEPHALON GORGER

Szhaazz is an advanced **encephalon gorger**^{A2} (can cast *atral projection* 1/day). The Mi-Go captured Szhaazz attempting to freeload a ride on the Fungus God express and forced it into the stasis cells. If Szhaazz sees an advantage in combat or senses a character possesses the *many-faceted orb*, it attacks with its mind-affecting powers and attempts to steal the orb and quickly feed before it flees.

If it feels threatened, it shifts to the Astral Plane and seeks the nearest encephalon gorger outpost below the Mathen Estate (found in *Aberrations* in *Cults of the Sundered Kingdoms* by Frog God Games). Szhaazz’s silver cord could be followed into the heart of a new adventure...

C. OVUILLETTE THE CHARRED, HOBGOBLIN SORCERER

The hobgoblin sorcerer Ovuilette (as **occult extollant**) rode with Bodham Bluetongue as his counselor. On his turn, he casts *fireball* using soften spell in the event he is within the sphere of



the blast, or as an empowered spell if he is not. If he is still alive in the following round, he does it again.

Note: If the characters enlisted the aid of Rahatis, or if she is traveling with the party or if they are with any of the survivors of Ach-Vea, Ovulette holds his fire or moves to assist the party so long as he is not attacked.

For her part, Rahatis wants to interrogate Ovulette and questions why the sorcerer did not die with the riders. Ovulette reveals that many were taken away by creatures that looked like winged scorpions with chaotic faces. He was separated from the prisoners and brought here alone. He swears he tried to sacrifice himself but was paralyzed and placed in the cell.

D. YE OLDE UNENCOUNTERED NPC

If you desire, you may introduce any NPCs from the NPC section that have not been encountered yet as a prisoner being held within the stasis cells. Otherwise, we suggest a lost flumph looking for directions to Rappan Athuk.

E6. VENTRICLE OF CANCELLATION

This void is similar to the ooze-filled Ventricle of Enchantments (Area E4) and has smooth, pinkish-white walls of fleshy plant matter. Some devouring beast punctured the walls as it ate tunnels through the great mushroom cap.

Those standing in the entrance of the ventricle must succeed on a DC 12 Dexterity saving throw to avoid sliding into the pool of ooze beyond. The slipperiness and dangers can be detected with a successful DC 13 Intelligence (Investigation) check. Once the danger is pointed out, characters stepping near the threshold have advantage on their saving throw.

Glowing, bluish jelly fills a 10-foot-deep reservoir within the ventricle. Any magic items except artifacts and relics that contact the jelly lose all of their magical abilities.

- Play this up as the characters attempt to use their devices. Their swords and armor suddenly feel heavier. Wands refuse to function correctly. Potions taste like bland syrup. Scrolls are smeared and indecipherable.

- New magic items created by the Ventricle of Enchantments (Area E4) return to their original condition.

Allow players to panic for a few minutes. Enjoy their confusion. Giggle at it if you will. Watch your players swoon with total sorrow and anger. Let it wash over them. Be prepared for hurled insults and likely dice before allowing qualifying characters a DC 15 Intelligence (Arcana) check. A successful check determines that, yes indeed, the magic of their beloved items of sorcery and super science shall gleam with the power of the arcane once more. Just 24 hours from now.

E7. FUNGUS GARGOYLE SPAWNING POD

Fungus gargoyles grow in this niche. They are bulbous growths that spring from the floor and ceiling. The growths appear to be

three- or four-foot-tall mushrooms with a mottled green-and-purple exterior shot through with fibrous pink. Dozens of pods bulge from the walls of this cyst. The pods grow a continuous supply of fungus gargoyles, with an additional six ready to hatch every 24 hours.

The creatures are sensitive to changes in their surroundings, and 6 **fungus gargoyles**^{A2} burst out of their pods to attack once the last character crosses the center of the void.

E8. MI-GO REMOTE OBSERVATION MODULE

The floor of this unnatural abscess is covered in black tendrils that connect to four gray metallic bricks set around the edges of the fungoid cavity. The bricks emit curiously colored smoke. The roping tendrils bore into the flesh of the Fungus God. Disquieting energy flows back and forth between these strange tendrils and a spherical cage-like apparatus formed from some sort of polymer-like bio excretion. A lobster-like creature with a face covered in wriggling tentacles crouches within the cage, its tentacles interacting with various bubbles and glowing nodules that blister a podium within its cage.

Floating planes of peculiar energy orbit the spherical structure. You see images of yourself in them but reflected in inexplicable colors. The figure waggles a portion of its tentacles in your direction, its pincers clacking as you hear a droning voice rattle your cochlea from inside your head.

The creature sounds out the following words, which you understood in your native tongue: “Denizens of Llougyr, plezzant to meet you. We muzzzt azzzk you to return to the temporal chamber while we do our important work.”

The creature explains that it is a member of a group of beings from far across the stars and that they managed to “save” the planet from a worse fate. They are simply working on a “fix” to get control of the massive being and politely direct it off the planet.

Characters may make a DC 15 Wisdom (Insight) check to determine that the creature is lying.

If challenged, the creature summons a **carrion moth**^{A2} from the moth nest (Area E3) and prepares its **Mi-Go lightning blaster**^{A1} to defend itself.

Trap. Characters actively searching for trouble, such as a hidden or invisible rogue, may make a DC 19 Intelligence (Investigation) check. A successful result allows the character to notice that the metallic boxes crackling with energy are dangerous to those who enter the perimeter they create. Entering the area bounded by the four gray metallic objects forces characters to succeed on a DC 15 Wisdom saving throw or be held as per a *hold person* spell due to ultra-dimensional effects within the zone. **Fungus gargoyles**^{A2} from the fungus gargoyle spawning pod (Area E7) are quickly summoned to haul prisoners to the stasis cells (Area E5) for later processing.

Mi-Go Bio-Control Boxes

These inventions allow the Mi-Go to amplify their eldritch abilities and spellcasting abilities, which allows them to combine their spellcaster levels to dominate and control others. A dozen such boxes are within the Fungus God, four each in the observation module (**Area E8**), the technology center (**Area E9**), and the surrounding brain pool of the Megopyccic.

The boxes may be temporarily dispelled with *dispel magic*. The boxes may also be “solved” with a successful series of the following checks, in order:

DC 18 Intelligence (Arcana). This successful check determines enough information about the smoking boxes and the buttons, knobs, and switches to activate them. The check reveals that the object was designed to be operated by alien tentacles, so disabling it may prove difficult.

DC 18 Intelligence (Investigation). The character can determine in which order to manipulate the objects after the Arcana check reveals their secrets.

DC 18 Dexterity (thieves’ or similar tools). Bits of wire, unusual hand grips, and balance are required to turn the control box off and on without causing a malfunction.

Malfunction: Any malfunction causes the box to discharge bioelectric energy in a five-foot radius. Each creature in the area must make a DC 14 Constitution saving throw, taking 21 (6d6) lightning damage on a failed check or half as much on a successful one.

Once a box is solved, disabling other boxes requires only a DC 16 Dexterity check with thieves’ or similar tools to switch off or on.

Turning off any of the boxes disables the trap. See the **Mi-Go Bio-Control Boxes** sidebar for more details.

Once the trap zone is discovered, they are easier to spot again. Further checks to detect such traps are made with advantage.

THE APPARATUS

The cage-like apparatus in the room is grown from peculiar fungi and bio excretions of the Mi-Go. It serves as a control nodule that allows the Mi-Go to stay in constant communication with one another as they integrate themselves into the Megopyccic’s organic systems. Currently, they are holding the creature in stasis while they learn to control it. The apparatus ceases functioning if all four bio-control boxes are deactivated.

Creatures entering the apparatus and attempting to manipulate its controls must first make a successful DC 18 Intelligence saving throw versus magic. A creature who fails takes 21 (6d6) psychic damage and has the possibility of burning any mental controls from their neurons.

If mastered, the apparatus has the following abilities and powers:

Remote Viewing: Characters who succeeded on their initial saving throw can make a DC 18 Intelligence (Arcana) check. If the check succeeds, the user may observe any location within sight of the Megopyccic either through the eyes of its progeny or through

the spores floating in the air. For game purposes, the apparatus can be used to clearly see anything within 30 miles of the Fungus God in all available visual spectrums. The first viewing session reveals the following scene:

As your mind adjusts to the powers of the alien device, you find yourself flying through the air under a sallow moon. Beneath you is a bent and decrepit looking manor house nestled among fog-covered hills. You’re flying toward a dimly lit room in an upper story. You hear the voices of children beyond the window as they sing, “Born of nightmares, born of dreams, things are not all that they seem ...”

Just as the angelic voices begin their song, you are jerked to a new reality and your mind wrests control of the device.”

Allow the characters to view as they wish, but nothing more of the strange vision presents itself. The vision was a view of the Mathen Estate from *Aberrations* found in **Cults of the Sundered Kingdoms** by **Frog God Games**. Further information about the Mathen family can be found in that volume.

Teleport: The user may use the apparatus to instantly teleport itself and up to four additional beings to a chosen location with 100% accuracy. Teleported creatures instantly lose contact with the Megopyccic and the apparatus, though the apparatus and the Fungus God may not be done with the user ...

Detect Thoughts: At will, the character may attempt to use the device to read the thoughts of any creatures within 30 miles. This ability works in the same manner as a *detect thoughts* spell. Creatures investigated using the observation and control apparatus can make saving throws at the user’s spell save DC.

Dominate Monster: The Mi-Go enhanced their contraption with the ability to dominate monsters without requiring concentration. Currently, all of their energies are focused on dominating the Fungus God. The DC of the dominate power is currently (Mi-Go DC) + 1 per active Mi-Go bio-control box.

Characters using the apparatus can glean the following information depending on whom they focus their thoughts.

Mi-Go

The Mi-Go within the Great Mushroom Cap are attempting to control the Fungus God. If they revive the Fungus God while also dominating its mind, they plan to use the Fungus God and its corrupted horde as a super weapon to further their own agenda.

The Mi-Go became aware of a beacon from the neh-thalggu craft. The Mi-Go now have a mission to free the Navigator from **The Black Spot**. Characters who have not played **The Black Spot** from **Frog God Games** may discover the crash site of the neh-thalggu craft and encounter the Navigator located there should you include the adventure in a longer campaign.

In the event that the characters played **The Black Spot** and defeated the Navigator, the Mi-Go encountered in the Fungus God may be intent on revenge.

Yerlitha’s loss of the *many-faceted orb* during the events of **Encephalon Gorgers on the Moon** has had long-ranging effects. The Mi-Go were disturbed when the Fungus God leapt across the galaxy and gained control of the being only in the last seconds.

Combing the mind of the Megopyccic has given the Mi-Go a desire to possess the *many-faceted orb* for themselves. If characters possess the orb, the Mi-Go attempt any plot or treachery to gain it.

The collective minds of the Mi-Go are constantly on the lookout for worlds to exploit and artifacts of the ancient old ones to return to their subterranean bases hidden throughout the stars. The capture and control of the Fungus God would be a major victory in the otherworldly machinations of the Mi-Go, who are themselves comprised of a large percentage of fungal matter.

It is surmised by star wizards and travelers of the Void that the Mi-Go may be in league with the Fungus Queen. Due to the rarity of encounters with the Mi-Go, this hypothesis cannot be proven.

THE FUNGUS GOD

Attempting to delve into the mind of the Fungus God requires a DC 22 Charisma saving throw. Failure results in the character suffering 35 (10d6) psychic damage and being frightened until the character is out of view of the Megopyccic.

The Mi-Go used trickery and technology to suppress the Fungus God in an attempt to control it. Its organic systems are attempting to counter the technology but until the devices in the observation module and technology center and those surrounding its mind pool are switched off or destroyed, it cannot fully awaken and use its prodigious powers.

The Fungus God seeks out worlds already in decay and avoids ones still fresh with life.

The Fungus God is currently filled with an unbridled rage and rests in a nightmare fugue state of darkness and horror. It knows not what causes the pains within its mind. Its surface thoughts are instead filled with visions of destroyed cities on rotted worlds. Horrified natives are overrun with fungoid beings sent forth as interstellar shock troops against a million worlds. Their afflicted enemies turn against their kin as their worlds are swallowed in mold-shrouded doom.

Angry Fungus Gods may decide to kill worlds full of life anyhow.

THE FATE OF KORBAH BODHAM BLUETONGUE

During their connection with the apparatus, have the characters make a DC 19 Wisdom saving throw. Characters who fail the save are immediately put in contact with the lingering spirit of Bodham Bluetongue. The spirit remains with the “stupid and ignorant host” until such time as the true fate of Bodham Bluetongue is resolved. The spirit reveals a great deal of information to the characters and attempts to guide them into recovering the pieces of his corpse and reviving him in the Ventricle of Life!

Bodham is being absorbed into the consciousness of the Megopyccic and is not technically alive, but neither is he truly



dead. The Mi-Go performed experiments on him and transformed him into a freakish horror and stole his brain from his body!

Exposure to the Brain Pool of the Fungus God (**Area E12**) mutated Bodham once again into something else.

The being currently occupying part of Bodham's body is intent on making this new creature a receptacle for the Megopyccic's power in the **Lost Lands** and would establish itself as reagent and warlord. If it can break free of the machinery of the Mi-Go, of course!

Bodham's body is too far transformed into fungoid tissues to be cured by normal means. Allow characters to make a DC 19 Intelligence (Arcana) check. A successful roll reveals that the effects on Bodham could be reversed only in the Ventricle of Life (**Area E11**).

Bodham's brain and lower limbs are in the technology center (**Area E9**). His consciousness is strong enough to implant the vision of his brain, legs, and a pool of glistening light. The vision fades as the viewer feels the impression of being forcibly submerged and pulled into a thick yolk-like pool.

A successful saving throw avoids this detection, though the characters may inquire about a presence they felt that precipitated the saving throw and thus pursue their own leads and contacts with the spirit of Korbah Bodham.

THE FATE OF MOUNTAINCOAT

Characters traveling with Starhoof discover that Mountaincoat is in the stasis cells (**Area E5**). He is alive, and a creature out of time must be bargained with or defeated in order to free him.

E9. MI-GO TECHNOLOGY CENTER

The dull glow of purplish-green light fills the spherical void before you. Within the void are several structures composed of weird biologically excreted lacquers — such as those formed by a honeybee or mound-building termite — that form a series of panels, screens, and containers. These objects are in turn connected by tendrils of hyphae growing from the flesh of the Fungus God to glowing gray-green metallic boxes. The boxes are inscribed with ancient sigils and flash with blinking lights and buttons. The boxes give off thick violet vapors that hold themselves close to the floor; the undulation of their bubbles is punctuated by flashes of unearthly energy that pulse and bulge rhythmically along the corded knot of corrupted fungus root.

Figures that appear to be an unholy, man-sized cross between a lobster and a moth operate glowing nodes using tentacles that sprout from what you can only assume is their formless face.

As they notice your presence, the creatures use lesser limbs sprouting from their thorax to aim strange gray metallic staves in your direction. A presence reverberates within your skull, demanding that you drop your weapons and surrender."

If the characters have not yet met the Mi-Go in the remote observation module (**Area E8**), they are offered the same deal as is described there. The room currently contains 4 **Mi-Go**, each one armed with a *lightning blaster*^{A1}.

As with the remote observation module, the strange smoking, metallic boxes lining the floor must be detected and dealt with. Crossing through their energy fields has a paralytic effect on most creatures native to the characters' home world.

The Mi-Go created a research laboratory specializing in vivisection and revivification in this corrupted hollow of the Megopyccic's cap. The lab concocted a variety of hybrid creatures, most of which did not survive revivification and were simply dissolved in the Ventricle of Annihilation (**Area E10**). Other parts are preserved in various bio-excreted canisters and spatial modifications.

Trap: Characters actively searching for trouble, such as a hidden or invisible rogue, may make a DC 19 Intelligence (Investigation) check to discover the same trapped floor situation as in the remote observation room (**Area E8**). If the remote observation room was encountered first, the trapped floor is obvious and no special roll is needed. Entering the area bounded by the four gray metallic objects forces characters to make a DC 15 Wisdom saving throw or be immobilized as per a *hold person* spell due to ultra-dimensional effects within the zone that the Mi-Go are immune to.

The trap is disabled by turning off any of the boxes. See the **Mi-Go Bio-control Boxes** sidebar for more details.

Among the machines are the Mi-Go *lightning blasters*^{A1} that they are armed with and an unfinished portal to a secret Mi-Go base in the deep recesses of space beyond Planet X. A DC 19 Intelligence (Arcana) check reveals that if completed, the Mi-Go could use the Fungus God's remote viewing and teleportation ability to bring reinforcements and renew their infiltration and exploitation of the resources of Akados and eventually all corners of the **Lost Lands**. It would take a native of Akados 30 days of consecutive successful DC 17 Intelligence checks to figure out how to complete the portal.



Four medium-sized containers appear to be growing metallic bio-control boxes one thin layer at a time. The boxes are suspended in a thick, yellowish-green goop. A DC 19 Intelligence (Arcana) check reveals that the Mi-Go are growing the metallic objects using the Megopyccic's power to extract rare minerals from the soil around it. This is allowing them to craft their arcane tech boxes and weapons within this mobile laboratory.

Glowing plans drawn on a bio-excreted screen show schematics for a neh-thalggu cruiser. Characters who experienced the events of *The Black Spot* may have knowledge as it pertains to the size and shape of such a craft. Another diagram etched into a glowing gray slate shows a very detailed drawing of a hobgoblin warrior whose torso has been removed and attached to the bloated form of an enlarged carrion worm. Plans detail replacing his limbs with alternates that include claws, tentacles, and an owlbear claw.

Several clear, bio-excreted polymer tanks are within this room. Many contain samples of native fauna that have been thoroughly vivisected. Among them are parts of various humans, hobgoblins, rock gnomes, and common goblins. The tops of each of their skulls have been cleanly severed and their brains removed. One such tank holds the pelvis, tattooed right arm, and legs of Bodham Bluetongue, each perfectly preserved. Characters in contact with the spirit of Bodham Bluetongue from the apparatus (**Area E8**) know exactly which parts belong to the hobgoblin korbah.

At eye level, rows of container compartments coated with a clear gelatinous, nonpermeable membrane lines the walls. Within these small, cell-shaped alcoves are a dozen brains from as many different native and non-native species. One such compartment contains the brain of Bodham Bluetongue. The brain is still alive. Characters who successfully used the remote viewing apparatus suddenly know exactly which brain belongs to the hobgoblin prince.

If Rahatis is with the party, she loses her composure as she sees the diagrams, schematics, and pieces of viscera and associates them with the remains in the Mi-Go storage canisters. Her horror and anger reach the breaking point when she sees her brother's tattooed arm and dismembered legs floating in a murky jar of yellowish-green ooze!

Note: At this point, the characters either just met the hidden enemy (Mi-Go) for the first time, or they met them for a second time and figured out they are untrustworthy scum, meaning there is likely going to be a fight. In this event, if the Mi-Go have the advantage but are still concerned, they offer the characters a deal.

Treasure: Scavenging the room reveals two pounds of mithril and one pound of adamantine in powdered form. A vat holds the equivalent of 4 *potions of greater healing*, 4 *potions of poison resistance*, and 4 vials worth of *shadow of death*^{A1}.

E10. VENTRICLE OF ANNIHILATION

This ventricle pulses with dark energy. The fungus walls are bleached gleaming white. A strong ammonia-like stench fills the air as far back as 10 feet from the entrance. The broken and decomposing segments of a centipede-like creature extend into the hole the creature must have been burrowing before coming into contact with the source of its demise.

A successful DC 15 intelligence (Investigation) or Wisdom (Survival) check indicates that the creature likely broke itself apart after contacting something it didn't like. A roll of 21 or better lets characters recognize this creature as a carrion claw if they have not already encountered one.

A black, tarry fluid is contained within a 10-foot-deep reservoir at the bottom of the chamber. The material is liquified antimatter, a raw entropic energy contained by the power of the Fungus God. Creatures coming in contact with the fluid must make a DC 15 Constitution saving throw, suffering 21 (6d6) necrotic damage on a failure or half as much on a success. Fully immersed creatures suffer twice this damage per round unless they are made from negative energy. Creatures caught in the antimatter may attempt to swim free by attempting a DC 15 Strength (Athletics) check to make it to the lip of the chamber.

Within the pool is a native **negative energy elemental**^{A2} that just slaughtered the carrion claw whose corpse yet wriggles in the hall. The creature is drawn to any living thing that enters the chamber, seeking to dissolve once and for all into the negative ooze of its origin.

E11. VENTRICLE OF LIFE

This chasm of raw energy casts blinding light into the hallway, such that characters must avert their eyes before attempting to enter the expanse carved within the great mushroom cap. A gleaming golden fluid the color of sunlight fills the cavity at the bottom of the chamber.

Touching or drinking fluid instantly heals any physical damage. Upon first contact, the pool also bestows one full year of life upon the user.

The gleaming energy of life may be saved in a philter or other potion bottle and heals 2d8 hit points of damage and cures any poison or disease. Fluid of life loses its potency one hour after being taken from the pool. Three such bottles may be gained from the pool per day.

Any individual creature may use the pool only once per day. A character who touches the pool and is healed cannot benefit later that day from any potions drawn from the pool.

Using the pool to bring a dead creature back to life does so after the manner of a *raise dead* spell so long as the body is relatively whole and has all its parts. The pool is unusable for one week after it is used in such a manner as it refills its energy.

E12. BRAIN POOL OF THE FUNGUS GOD

A pair of inner branches carved by carrion claw-eaten tunnels converge in nearly the same location. A large steaming hollow core forms a ceiling beneath the dome of the Great Fungus Cap. The area glows with a putrid, yellow-green light that emanates from a pool of glowing fluid of the same unholy colors. The pool is surrounded by the pulsing hum and disgusting violet smoke produced by four metallic

boxes. As you become accustomed to the steam and light, a grotesque slurping, smacking noise fills the air, and a figure rises from the pool of jellied yellow ooze.

The figure has the lower form of a carrion claw with a pair of legs on each segment. The creature's normal hook-clawed face is replaced by the muscular torso and nearly demonic form of a hobgoblin chieftain, its flesh composed of fungus-infused muscle and rubbery cartilaginous bone. A black-bladed sword with an emerald-encrusted hilt is grasped in one humanoid left arm. A snapping lobster claw replaces its right arm. Watery, unfocused eyes glow with the haunting violet colors of the void.

At length the creature speaks, "Beings of meat flesh, the Fungus God Megopyccic speaks to you through this abomination. Its spirit confers with me and is part of me. I am trapped within my own thoughts, unable to move, unable to leave. They used this creature to enslave my mind. I would use what is left of its flesh to return the favor against my captors. Free me that I may be avenged."

The risen creature is a strange, alien **hobgoblintipede**^{A2} conglomeration of Bodham Bluetongue strapped directly to the tortured mind of the Fungus God. Bodham's soul fights with the Megopyccic as it clings to the mortal realm. The hobgoblin did not die in battle but was instead captured and dismembered by unholy entities of the void. His death was dishonorable, so rather than joining the hellish legion of Kakobovia in Gubliyet, the goblin moon of Gehenna, the fiends of the Necropolis of Ancev may instead gamble with his infernal soul and sell it to Orcus as leverage.

DEALING WITH THE HOBGOBLINTIPEDE

The characters may have a lot to say when confronting the hobgoblintipede; listed below are a few possibilities. Remember that the fun ultimately rests at your gaming table. These are merely guidelines and suggested actions and reactions based on NPCs and monsters detailed in these pages.

Trapped by the Bio-Control Boxes: The hobgoblintipede is limited by the fact that it is trapped within the confines of the four boxes. Leaving the boxes deals 14 (4d6) necrotic damage per round to the big Bodham-bug with no saving throw and negates the creature's regenerative powers. That said, the creature leaves the confines of the boxes to press attacks if it is attacked. It stays outside the boxes



for as long as it can withstand the damage before returning to the Megopyccic's brain pool to regain its regeneration power.

The Offer: If the characters converse with the creature and share that they already defeated some of the alien lobster creatures (the Mi-Go), the new herald of the Fungus God offers its gratitude and asks that the boxes be disabled as this form cannot yet overcome their strange magic. It would join them in destroying the remaining Mi-Go and then leave the planet. A DC 16 Wisdom (Insight) check reveals that something isn't right about the offer. A score of 22 or higher detects outright deception on the part of the Fungus God.

The Many-Faceted Orb (If Possessed by the Characters): Once one of Yerlitha's possession, this strange relic vibrates and reflects its various facets with a pulsing vibrancy of its own. It floats into the air within five feet of the current possessor. A vision of the orb submerged in the yellow fluids of the brain pool crosses the mind of its current bearer.

Freeing the Hobgoblintipede: Turning off the boxes allows the creature to travel anywhere within the Great Mushroom Cap and beyond! If freed, the new hybrid thanks the characters for their assistance then concludes that they would all make wonderful hybrid generals for the Megopyccic's armies. Roll initiative as the creature betrays the characters.

Healing the Brain Fluid on Their Own: If the primordium Grippsmert is not with the party, a DC 18 Intelligence (Arcana) check reveals that the properties of the brain fluid corruption can be fixed only with a *greater restoration* or *heal* spell or by using two vials of fluid from the Ventricle of Life (Area E11).

THE NPCs REACT

NPCs traveling with the party may react and act differently when coming face to face with the horror of the hobgoblintipede before them. For example:

Rahatis' Response: If Rahatis (Area A2-D) is with the characters, she immediately attacks the abomination that was her

brother as soon as it quits talking. If Ovulette the Charred (Area E5) is with her, he assists. Rahatis can be stopped only if someone possessed by the spirit of Bodham Bluetongue convinces her that the torso must be kept intact if her brother is to live again! This may take a DC 16 Charisma (Persuasion) check to convince her to use more targeted attacks against the hobgoblintipede!

In order to avoid destroying the torso of the hobgoblin prince, characters may make physical attacks that target only the carrion claw segments. To avoid hitting the hobgoblin torso, all attacks are made at disadvantage. Area-of-effect spells that cannot be redirected by metamagic deal damage to the hobgoblin's body. If the head and torso take more than 50 points of damage, they are damaged beyond the ability of the Ventricle of Life (Area E11) to repair.

The Primordium's Response: If the primordium Grippsmert (Area C2) is with the party, it interrupts the hobgoblintipede at the end of its monologue and calls it out for its tainted thoughts. It says:

"You are a reflection of the illness that cosmic pirates placed on your brain, O Great Megopyccic. Let my sacrifice bring healing to your pool and further your greatness among the dead worlds of the void."

Grippsmert recognizes the corruption in the Megopyccic's brain fluid and alerts the party. It knows that it must enter the brain pool and stew in the fluids for at least six rounds to heal the Megopyccic. On its turn, Grippsmert attempts to access the brain pool. The hobgoblintipede immediately attacks to destroy the primordium before it reaches its destination.

If Grippsmert's sacrifice is successful (which requires the characters to protect it for six rounds from the hobgoblintipede's attacks), the primordium destroys the corruption and heals the Megopyccic to full power, finally giving the space kaiju control over itself once more! See **How it All Ends** for more details.



How it All Ends

Below are some ways the adventure may end, although you may need to adjust to any unexpected things the characters do.

The Megopyccic is Healed!

The Megopyccic is healed if the characters toss vials of life into the brain pool to cure it of its ailment, or if they keep Grippsmert alive for six rounds as the hobgoblintipede uses all of its mutant powers to slaughter the primordium. If they succeed, a figure that looks like the Fungus God in a cosmic state forms in the yellow slime of the brain.

The figure thanks the characters for saving it from a rather colossal mistake and for clearing its mind from the Mi-Go invaders. If the upper torso of the creature formerly known as Bodham was not destroyed, the Megopyccic offers to revive the korbah. It then departs to the heavens in a plume of rainbow-colored plasma and a shower of sparkling spores as it flashes out into the night sky in search of its ancient foe, the Fungus Queen!

Corruption and Destruction!

If the hobgoblintipede is killed and the corruption is not removed, the characters have one minute (10 rounds) before the corrupted Megopyccic fully awakens. As it awakens, the creature begins to regenerate, meaning all passageways and chambers other than the brain chamber begin to fill with new growth and start to shrink! Characters who do not vacate the Great Mushroom Cap within the one-minute time frame are killed as they are crushed to death and asphyxiated. Characters could use *contingency* or other such spells to save themselves from harm.

As the characters escape the Great Mushroom Cap, they see the corrupted creature stand, now a full 600 feet tall. It turns its eyestalks to the civilized lands to the south, intent on rot and destruction. An army of fungoids marches in tow, its first stop is Harrowfar and eventually Reme!

At this point, the characters may be forced to enlist the aid of more powerful allies, raise armies, or escort civilians to safety. They might even enlist aid from the hobgoblins of the Darkfells.

To ignore the rise of the Megopyccic results in the destruction of much of the frontier at the hands of the rampaging Fungus God. Ultimately, arch-magi from the guilds in Reme and Bard's Gate deal with the situation, which could reflect poorly on the characters should their failures become common knowledge!

Where the campaign goes at this point is up to you and your players. More adventures surely await!

Wrinkles in the Plan

The following possibilities could change the above endgame scenarios, depending if the characters have the *many-faceted orb* with them or think to use the bio-control boxes located around them.

Returning the Megopyccic to its Slumber

The characters can stop the Fungus God from awakening (whether it is healed or not) by again turning on the Mi-Go bio-control boxes, which force the being back into its slumber but also allows it to make a DC 19 Wisdom saving throw to overcome the power of the boxes. The DC of the Fungus God's save is increased by +1 for each bio-control box that is switched back on. This still leaves the characters with the problem of a hibernating fungus god! Each box that is switched back on gives the characters an additional six seconds as the new growth pauses. Of course, this does nothing to stop the corrupted creature from rampaging across the countryside once it does shake off the effects of the bio-control boxes.

The Many-Faceted Orb

If the *many-faceted orb* from the adventure *Encephalon Gorgers on the Moon* is hurled into the brain pool of the Megopyccic, it automatically heals the Fungus God, which instantly vanishes as a wormhole throws it across the cosmic void. Of course, characters must all make a DC 19 Wisdom saving throw. Those who fail are themselves whisked to a random dimension or livable planet as you determine. Those who succeed find themselves standing along the edge of the crater, watching as all the fungoid creatures within it wither and die.

Returning Bodham the Reconfigured and Rahatis

If both Bodham and Rahatis are returned safely to the hobgoblin encampment, Hakhon the Carver makes good on his word and sends the characters away from his lands with gold. If the Fungus God was freed of its corruption and leaves the region, Hakhon is in their debt.

If they unfortunately revived the corrupted Fungus God, he is less happy. Hakhon leads his people to the Deepfells, where they reinforce their domain from the Megopyccic and its fungoid army. The characters are told to leave with their gold and to never return!

If the duo are not returned, it would be unwise for the characters to cross paths with the kakobah of the Fire-Hooves again.

So ends *Fungus God from Outer Space* ... for now.

APPENDIX E

New Magic Items

The following new magic items are found in the adventure:

BOOHAM'S BLADE

Weapon (longsword), rare (requires attunement)

This enchanted +1 *longsword* is of hobgoblin design and perfectly balanced for offense. Encrusted with emeralds and wrapped in the skin of a great subterranean beast, it fits the hand of the bearer as if it belongs there. While you are attuned to this weapon, you may use a bonus action to call upon the power of the demigod Kakobovia to grant you an additional action. You may do this up to three times per day. The power of the blade fades temporarily if it isn't sated in fresh blood. If you use the blade to gain an extra action and do not shed the blood of foe by the end of your next turn, the blade loses its magical benefits until you use it to shed the blood of an enemy.

DEMONHIDE

Wondrous item, rare

Demonhide is exactly as it is named: the flayed skin of a demon. The scrolls are warm to the touch and have a sandpaper-like texture. When activated, the scroll transforms into the floating face of the demon upon whose hide the scroll was scribed. The disembodied entity recites the scroll in unison with the reader as its visage immediately burns away in a puff of cinders.

Demonhide is prized by wizards, clerics of certain sects, and sorcerous scribes for its durability and the power of enhancement it adds to some spells. Scrolls written on *demonhide* add a +2 to the spell save DC of the spellcaster using the scroll.

DRAGONFRIEND

Weapon (halberd), rare

This dwarven-forged +1 *halberd* is designed to be wielded two-handed by a mounted rider; thus, the haft of the halberd is reinforced with a sheath of alloy metal fired in a cauldron heated by dragon's breath. The blade is a wavering, oiled bronze color engraved with the image of a rampant copper dragon. You may wield the weapon normally as a halberd with a six-foot stave, but when you use a bonus action to utter a command word, the weapon transforms into a warhammer, lance, or battle axe (your choice). The transformation changes its damage type accordingly while retaining a base damage of 1d10 + 1.

While holding the weapon, you have advantage on any Charisma-based skill checks made with good-aligned dragons. When wielded within 10 feet of an allied dragon, you have advantage on attack rolls made with this weapon.

HELM OF THE VOID

Armor, rare (requires attunement)

This helm is made from lightweight metal and completely covers the ears, forehead, and back of the cranium of any medium-sized humanoid. Three adjacent levers are attached to the center of the helm. The first drops an amber lens that covers both eyes. The second lever drops a metal visor over your eyes so you are looking out through a mere slit. The third lever activates a ventilator system that covers your mouth and nose.

Amber lens. This lens grants you darkvision 120 feet.

Blast lens. When used, this lens grants you advantage on saving throws versus gaze attacks.

Void breather. For up to one hour per day, this rebreathing apparatus allows you to survive in a vacuum or underwater, or to pass unscathed through areas filled with toxic gases as if you were breathing fresh air.

LIGHTNING BLASTER

Weapon (lightning blaster), rare

A Mi-Go *lightning blaster* is a device made from the strange gray metal of the stars. The *lightning blaster* is covered with strange knobs, buttons, glowing lights, and switches. When the metallic surfaces of the object contact the bare skin of a living organism, it gives off a multicolored mist. The purpose of this reaction is unknown yet common when handling the arcane technology of the Mi-Go.

Lightning blasters are operated by biofuel canisters that the Mi-Go sometimes wear in bandoliers. You may use an action to discharge the blaster, choosing how many charges you want to use, up to the maximum remaining in the canister. Each canister starts with six charges. When you activate the blaster, it releases a bolt of lightning in a 30-foot line that extends from the crystalline muzzle of the object. Each creature along the line must make a DC 15 Dexterity saving throw, taking 1d6 lightning damage per charge used on a failure or half as much on a success.

When the biofuel is expended, the *lightning blaster* automatically ejects the spent fuel canister so that the blaster may be reloaded as a free action.

Disquieting Technology. The lightning blaster is of Mi-Go origin and requires a successful DC 19 Intelligence (Arcana) check to operate it correctly. On a failed check, the item has a 25% chance of accidentally discharging 1d6 charges. On a natural 1, the item explodes and deals 6d6 lightning damage and 2d6 force damage to everyone in a five-foot radius.

Refueling the Canisters. This is impossible without access to a Mi-Go factory. The canisters are fueled with life energy sapped from living beings during vivisection.

SHADOW OF DEATH

Shadow of death is an extremely rare fungal distillate found in nodules the size of tangerines that grow among cosmic megafungi. When ingested, the poison causes several deleterious effects as it attacks the organs and systems of its victim. Creatures exposed to this venom must make a DC 18 Constitution saving throw. On a failure, the creature takes 6d6 poison damage and becomes poisoned, while on a success the creature takes half this damage and is not poisoned. A creature poisoned by shadow of death may attempt a new saving throw after a long rest until they make three successful saving throws to defeat the poison.

SUMMONER'S CAP

Wondrous item, very rare (requires attunement)

This felted demonskin cap is tall and square. A heavily embroidered hat band that fits right at the eyebrows contains a spell that allows you to summon a spined devil to do your bidding for up to one hour per day. If the devil is slain, it is sent back to hell where it regenerates and waits to be summoned once more. If the devil is killed more than six times, it returns to murder you. It persecutes you on a daily basis until you or the demon is slain.

APPENDIX 2: IMPORTANT NPCs AND CREATURES

The following NPCs and creatures are found within **Fungus God from Outer Space**. They are detailed in various locations throughout the adventure, either keyed to locations or moving about as suit your needs. A few may offer to join the party as guides or allies.

BATESA AND BORSKOI BRISTLEBACK

A member of the infamous Bristleback clan of **wereboars**, Batesa frequently travels with her brother Borskoi. Her human form is that of a wild country girl, though she and her brother frequently travel among wild boars in back-to-nature excursions. Batesa has a good sense of humor and a ferocious nature in battle. Batesa remembers a friend, and anyone who fights by her side is considered a friend for life. Borskoi is less likely to help the party, though he is not hostile toward anyone who isn't first hostile toward him.

BODHAM BLUETONGUE THE TRANSFIGURED, HERALD OF THE FUNGUS GOD

Large fungus hobgoblintipede, neutral evil

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	20 (+5)	14 (+2)	11(+0)	15 (+2)

Saving Throws Dexterity +8, Constitution +9, Wisdom +4, Charisma +6

Senses darkvision 120 ft., passive Perception 10

Damage Immunities poison

Condition Immunities blinded, charmed, frightened, paralyzed, poisoned

Languages Void Speech, Goblin, Common

Challenge 11 (7,200 XP)

Action Surge. Three times per day, the longsword of Bodham Bluetongue may be called upon to grant Bodham an additional action.

Exhausting Spores (3/day). The hobgoblintipede releases a cloud of spores up to three times per day as a free action. Every creature within five feet of it must succeed on DC 16 Constitution saving throw or be stunned for one round and gain one level of exhaustion.

Martial Advantage. Once per turn, the hobgoblintipede deals an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within five feet of an ally of the hobgoblintipede that isn't incapacitated.

Actions

Multiattack. Bodham the hobgoblintipede makes three Longsword attacks and a Bite attack.

Longsword of Bodham. *Melee attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage or 10 (1d10 + 5) slashing damage if used two-handed.

Paralytic Bite. *Melee attack:* +8, reach 5 ft. one creature. *Hit:* 10 (3d6) piercing damage and target must succeed on a DC 16 Constitution saving throw or be paralyzed for one minute.

A paralyzed victim may repeat the saving throw at the end of each of its turns, ending the effect on a success.

Reactions

Parry. The hobgoblintipede adds 3 to its armor class against one melee attack that would hit it. The hobgoblintipede must be able to see its attacker and be wielding a melee weapon.

CARRION CLAW

Large monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	4 (–3)	12 (+1)	11 (+0)

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 9 (5,000 XP)

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

Magical Light Sensitivity. While in magical light, the carrion claw has disadvantage on attack rolls, and opponents have advantage on attack rolls against it.

Actions

Multiattack. The carrion claw makes one Bite attack and three Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature other than undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

CARRION MOTH

Large aberration, neutral

Armor Class 14

Hit Points 104 (11d10 + 44)

Speed 30 ft., climb 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	6 (–2)	15 (+2)	6 (–2)

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 5 (1,800 XP)

Death Throes. When the carrion moth reaches 0 hit points, it splits open and a gas spews forth in a 10-foot radius. All creatures in the area except for other carrion moths must succeed on a DC 15 Constitution saving throw or be poisoned for one minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Drone. A creature that begins its turn within 60 feet of the carrion moth must succeed on a DC 15 Wisdom saving throw or be incapacitated until the beginning of its next turn. If a creature succeeds on the saving throw, or the condition ends on it, it is immune to the moth's drone for 24 hours.

Actions

Multiattack. The carrion moth makes one Bite attack and two Tentacles attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for one minute. While poisoned, the target is paralyzed. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

ENCEPHALON GORGER

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	20 (+5)	15 (+2)	15 (+2)

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Deep Speech, telepathy 120 ft.

Challenge 7 (2,900 XP)

Alien Mind. Encephalon gorgers can maintain concentration on three simultaneous spell effects.

Mindsense. The encephalon gorgers are aware of the presence of creatures within 300 feet of it that have an Intelligence of 3 or higher. It knows the relative distance and direction of each creature, as well as the creature's approximate Intelligence score (within 3 points). Creatures under the effects of magic that protects the mind cannot be detected by the encephalon gorgers.

Mind Screen. The mind of an encephalon gorgers is an alien and dangerous place. Should a creature attempt to scan the mind or read the thoughts of an encephalon gorgers (with

detect thoughts, telepathy, or the like), it must succeed on a DC 15 Intelligence saving throw or be driven insane, gaining a flaw from the Indefinite Madness table (see the SRD). On a successful save, the creature is confused for one minute (as the confusion spell).

Actions

Multiattack. The encephalon gorger makes two Claws attacks and uses Mindfeed if it has a creature grappled.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the encephalon gorger can only use its Mindfeed on the grappled creature and has advantage on attack rolls to do so.

Mindfeed. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature that is grappled by the encephalon gorger. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 15 Intelligence saving throw, or take 33 (6d10), and the target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Adrenal Surge (2/day). The encephalon gorger surges with adrenaline until the end of its turn. While under this effect, it gains a +2 bonus to its AC, it has advantage on Dexterity saving throw, and it gains an additional action on its turn (as the haste spell).

FUNGOID

Medium plant (fungus), neutral evil

Armor Class 15 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	4 (–3)	11 (+0)	6 (–2)

Damage Resistances lightning; piercing damage from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened, stunned, unconsciousness

Senses Darkvision 60 ft., tremorsense 60 ft.

Languages understands Common but can't speak

Challenge 2 (450 XP)

Actions

Multiattack. A fungoid makes two Fist attacks.

Fist. *Melee Weapon Attack* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

FUNGUS BAT

Medium plant (fungus), unaligned

Armor Class 11 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	13 (+1)	1 (–5)	10 (+0)	1 (–5)

Damage Immunities psychic

Condition Immunities frightened, prone, stunned, unconscious

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage and target must make a DC 13 Constitution saving throw or be poisoned. If the target fails the saving throw, it immediately suffers the effects of the fungus bat's poison, losing the use of its legs and falling prone for one minute (as if restrained and knocked prone). The target can repeat the saving throw on each of its turns, ending the effect on a success.

FUNGUS DRAGON (FROM YOUNG COPPER DRAGON)

Large dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Resistance bludgeoning, piercing, slashing from nonmagical weapons.

Damage Immunities poison

Condition Immunities poisoned, exhaustion, petrified

Senses blindsight 30 ft., darkvision 120 Ft., passive Perception 17

Languages Common, Draconic

Challenge 9 (3,900 XP)

Actions

Multiattack. The fungus dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus (2d6) poison damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Poison Spore Blast (recharge 5-6). The dragon releases a cloud of deadly spores in a 40-foot cloud centered around its body. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one. A creature reduced to zero hit points after failing a saving throw from these spores rises in 1d4 minutes as a spore-infected creature.

FUNGUS GIANT

Fungus giants are members of the fungoid species from beyond the stars. Standing 15 to 20 feet tall, they are noted for their vibrant reddish-violet toadstool cap that extends from the top of their stalk to nearly 10 feet in diameter. Fungus giants serve as marshals of the nearly mindless fungoid armies of the Megopyccic and are grown from its cosmic spores.

Fungus giants live and feast on rot and death. They are not known for their intelligence or their kindness, and take most of their directives from the mind of the Fungus God itself. If disturbed, they attack first with rot or a sleep bomb, and second with a thick pseudopod-like arm powerful enough to crush an armored opponent in a single devastating blow. When pressed by multiple enemies, the fungus giant performs a cap smash to distance itself from its opponents.

FUNGUS GIANT

Huge plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 10d12 + 40

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (–1)	19 (+4)	5 (–3)	9 (–1)	10 (–0)

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages: Void Speech

Challenge 5 (1,800)

Actions

Multiattack. The fungus giant makes a Spore Bomb and a Slam attack.

Cap Smash. The fungus giant smashes the ground with its cap. Creatures within a 15-foot cone emanating from the Fungus Giant must make a DC 13 Dexterity saving throw. Those failing take 13 (3d8) bludgeoning damage and are hurled backward 10 feet. Those that succeed take half this damage and are not hurled.

Slam. *Melee Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Spore Bomb. On its turn, the fungus giant forms a spore-filled mucous-like sac and hurls it at a point within 30 feet of it. The



spore bomb releases Dream Spores from Beyond in a 10-foot radius and Mildew of Doom on one creature within 5 feet of the point targeted.

Dream Spores from Beyond. Characters struck with dream spores from beyond must make a successful DC 13 Constitution saving throw or fall into a deep slumber that lasts 1 minute. The victim may attempt a new saving throw at the beginning of each of its turn to shake off the effects. Awakened creatures suffer disadvantage on all attack rolls and saves until they complete a short rest due to afterimages from their horrific slumber.

Mildew of Doom. A rotting mildew bursts forth from the bomb, coating the target with a rapidly growing fungus that blisters the skin. The creature must make a DC 13 Constitution saving throw, taking 22 (4d10) poison damage on a failure or half as much on a success.

FUNGUS WEIRD

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	14 (+2)	10 (+0)	12 (+1)	13 (+1)

Skills Perception +5, Stealth +5

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 3 (700 XP)

Ambusher. In the first round of combat, the fungus weird has advantage on attack rolls against any creature it has surprised.

Camouflage. The fungus weird has advantage on Dexterity (Stealth) checks it makes while in its pool.

Fungus Bound. A fungus weird’s “pool” is not a pool at all, but an entanglement of leaves, branches, mosses, fungi, and plants. The fungus weird dies if it leaves this area or if the area is destroyed.

A creature that enters the fungus weird’s pool must succeed on a DC 13 Strength saving throw or be restrained by the entangling plants. A creature restrained by the plants can use its action to make a DC 13 Strength check, freeing itself on a success.

Rejuvenation. A destroyed fungus weird reforms in 24 hours if its pool is still intact, regaining all its hit points and becoming active again.

Surprise Attack. If the fungus weird surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the fungus weird can’t grapple another target.

Sleep Spores. The fungus weird ejects spores at one creature it can see within five feet of it. The target must succeed on a DC 13 Constitution saving throw or be poisoned for one minute. The poisoned creature is incapacitated as it slumbers. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GREAT UNFORMED

The great unformed are members of the fungoid species from beyond the stars. Standing roughly 20 feet tall, they are withered and decrepit, with a slimy, blackened cap nearly 15 feet in diameter. Their body stalk is twisted and malformed, and they spend most of their time crouched beneath the dome of their cap. The great unformed lost the ability to move from their rooted space. They can be killed if the root is separated from the stalk; otherwise, the great unformed reanimates in 24 to 48 hours.

The great unformed excrete blobs of spores capable of instantly rotting flesh. They first attack with a spore bomb and follow through with the slam of one of their withered fists against any target within range.



GREAT UNFORMED

Huge plant, neutral evil

Armor Class 10 (natural armor)
Hit Points 10d12 + 40
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (–2)	19 (+4)	5 (–3)	9 (–1)	10 (+0)

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned
Skills Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Void Speech
Challenge 5 (1,800)
Actions

Multiattack. The great unformed makes a Spore Bomb and a Slam attack.

Cap Smash. The great unformed smashes the ground with its cap. Creatures within a 15-foot cone emanating from the Fungus Giant must make a DC 13 Dexterity saving throw. Those failing take 13 (3d8) bludgeoning damage and are hurled backward 10 feet. Those that succeed take half this damage and are not hurled.

Slam. *Melee Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Spore Bomb. On its turn, the fungus giant forms a spore-filled mucous-like sac and hurls it at a point within 30 feet of it. The spore bomb releases mildew of doom on a target within 5 feet of the point.

Mildew of Doom. A rotting mildew bursts forth from the bomb, coating the target with a rapidly growing fungus that blisters the skin. The creature must make a DC 13 Constitution saving throw, taking 22 (4d10) poison damage on a failure or half as much on a success. A creature who dies from the Mildew of Death attack rises as fungus-infected creatures in thrall to the Fungus God.

Megopyccic: The Fungus God from Space

An ominous violet glow fills the night sky, turning the black of space into a billowing curtain of uncertainty. New stars seem to blink into being as the old fade from view. Within this emptiness, you sense an enormous presence in the form of a gigantic toadstool that shrugs against the wavering vapor of iridescent tendrils of colors that rise from the soil around its stalk to a height of more than 300 feet. Atop the stalk stands the summits of its great domed cap, itself dotted with specks of gleaming, silvery scale. Eyestalks spark and crackle with alien energy as they seek beyond the horizon. Their gaze reveals the horrifying blankness and cosmic wisdom of one that has stared forth from the void. It is madness that reflects back upon those who have stared into its soul. They are forever changed by the truth they saw emblazoned there.

When encountered, the Megopyccic appears as a gargantuan cross between humanoid and toadstool standing more than 300 feet tall with a glowing violet cap speckled with glowing white armored scales. This great mushroom cap is itself 300 feet across. Thick slab-like arms extend from the central stalk and end in roughened claws made from the same tough plates as the scales. When not rooted, the lower half of the stalk divides into stout legs anchored by root-like growths that sprout from the broad, padded feet of the gargantuan creature.

The Megopyccic is more of a presence than an intellect in the cosmos. It feeds on the rot and decay of the universe, often in a seemingly unbreakable slumber as fungoid-formed clones of itself stretch out across a world, consuming the decay and leaving gray moon surfaces in its wake.

The Fungus God is attracted to certain ancient relics that escaped the void. It is known to blast its way across the cosmos in search of these wonders from beyond. The Fungus God may arrive on a terrestrial body at any time. Once there, it may hibernate for centuries, spawn armies of minions, or lash out in a seemingly mindless rage. Just as quickly, it may leave or be persuaded to depart.

Megopyccic

Gargantuan monstrosity, unaligned

Armor Class 22 (natural armor)

Hit Points 717 (35d20 + 350)

Speed 100 ft., jump 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	4 (–3)	16 (+3)	8 (–1)

Saving Throws Constitution +18, Intelligence +5, Wisdom +11

Damage Resistances necrotic, fire, lightning

Damage Immunities acid, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks.

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned.

Languages Void Speech

Challenge 30 (155,500)

Legendary Resistance (3/day). If Megopyccic fails its saving throw, it can choose to succeed instead.

Magic Resistance. Megopyccic has advantage on saving throws against spells and other magical effects.

Siege Monster. Megopyccic deals double damage to objects and structures.

Actions

Multiattack. Megopyccic uses its Frightful Presence and makes one Corrosive Mildew attack and two Slam attacks.

Slam. *Melee Weapon:* Attack +19 to hit, reach 15 ft., one target. *Hit:* 36 (4d12 + 10) bludgeoning damage.

Corrosive Mildew. A corrosive fog pours from the fungus god filling a 30-radius-sphere around Megopyccic. Each creature in the area must make a DC 22 Constitution saving throw, taking 27 (6d8) poison damage on a failure or half this damage on a success.

Frightful Presence. Each creature of Megopyccic's choosing that can see Megopyccic must make a DC 18 Wisdom saving throw or become frightened for one minute. A frightened creature may repeat its saving throw at the end of each of its turns, ending the effect if the save is successful. It has disadvantage if Megopyccic is in sight. Creatures who make a successful save are immune to the effects of Megopyccic's frightful presence for 24 hours.

Gratefully Dead. Creatures who die while poisoned by Megopyccic rise in 1d4 + 1 rounds as **fungus zombies** under the command of Megopyccic.

Legendary Action

Megopyccic may take three legendary actions, 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. Megopyccic regains spent legendary actions at the start of its turn.

Crush (recharge 5-6). Each creature within a 30-foot-wide by 100-foot-long line adjacent to Megopyccic must make a DC 22 Dexterity saving throw. A creature who fails takes 88 (16d10) bludgeoning damage and is knocked prone, while a creature who succeeds takes half this damage and is not knocked prone.

Fungal Mirage (recharge 5-6). Megopyccic billows forth a

cloud of spores across a 600-foot expanse emanating from the center of its cap. Creatures within the gas must make a DC 22 Constitution saving throw. Each character that fails a save must roll 1d6 to determine the effect:

1d6	Result
1	Poisoned: The character is poisoned for 1d8 hours and suffers disadvantage on all saving throws and attack rolls as they retch and sweat from the uncomfortable experience.
2	Confused: The character becomes confused and disoriented. Spellcasting is impossible, and the character suffers a -4 penalty to initiative rolls. They may be unaware what is happening to them, or see enemies as brightly colored flowers, childhood toys, or huggable playthings.
3	Fight the Shadows: The character sees demons rising from the ground to fight them, though there are no demons at all. The character spends 10 minutes wailing and battling the empty air before them, earning three levels of exhaustion (or suffering half of their hit points in subdual damage, etc.).
4	Holy Terror: The character flees in a random direction for 1d10 minutes or until they feel they have finally outrun the monstrous fiend they see reaching over their shoulder whenever they turn around. Hint: It hasn't. Offer the character a second saving throw. If the second save succeeds, the character outruns their fear. If the save fails, the character is jump-scared by the moldering corpse of their long-dead grandmamma with wormy teeth and sharp claws gnashing at their jugular! They fall into a shock-induced coma that lasts for 1d6 hours.
5	Happy Prairie Friends: The character is so filled with love for everyone that they cannot concentrate on anything else save the first living thing they see. This is not amorous love but rather a "Hey, I love you man!" kind of love that is annoyingly overattentive and attention-seeking in nature.
6	Stupor: The character can do nothing but sit and stare for 1d4 x 30 minutes. A character in a stupor can be guided to walk by others, though they easily become lost and distracted, and tend to wander until they find a place to sit and collect themselves.

Root Down. Megopyccic may grow roots into the soil around it, leaching nutrients and minerals from the land to regain its strength. While rooted to the ground, Megopyccic takes no damage unless the damage is inflicted by a weapon or magic item classified as a relic or artifact. While rooted, it regains 39 (6d12) hit points at the end of its turn but can take no action other than to rest and heal.

Grow an Army. The Fungus God causes fungoid creatures to spontaneously form from its spores, as indicated on the table below:

1d6	Result
1	2d6 fungus bats
2	1d6 fungus gargoyles
3	1d2 fungus weirds
4	1d4 fungoids

1d6	Result
5	1d4 shrooms
6	Choose two from results 1–5.

MOUNTAINCOAT

Mountaincoat is a Vaeltaian **centaur** warrior with AC 17 (half plate). If freed, he offers to join the party until such time as he can escape Megopyccic or until he finds his wife Starhoof. Like Starhoof, he is susceptible to the effects of the mind-altering substances, having disadvantage on saving throws against their effects. Mountaincoat has enchanted horseshoes that allow him to strike enemies that can be damaged only by magical attacks.



NEGATIVE ENERGY ELEMENTAL (GREATER NEGATIVE ENERGY ELEMENTAL)

Negative energy elementals are strange beings native to the Negative Elemental Plane. They take the form of an ultra-dense ooze that crackles with ozone and gives off a definite aura of unease and destruction. The elemental creates sticky, ropy, tendril-like pseudopods to drag its oozing bulk around. These

appendages then form into thicker ropes to lash and slam at any living creatures it encounters, attempting to absorb them into the raw antimatter of its existence. Those elementals who escape the entropic pits of the Negative Material Plane are often found prowling the edges of the border ethereal looking for living creatures that allow it to zero its balance of negative energy.

NEGATIVE ENERGY ELEMENTAL
(GREATER NEGATIVE ENERGY
ELEMENTAL)

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 152 (16d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	18 (+4)	20 (+5)	4 (−3)	11 (+0)

Damage Resistances acid, fire, bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities necrotic, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious.

Damage Vulnerabilities radiant

Senses darkvision 60 ft., passive Perception 7

Languages Voidspeak

Challenge 7

Dissolution. Any creature touching or dealing damage in a melee attack to the negative energy elemental takes 9 (2d8) necrotic damage.

Zero Sum. Unlike beings who gain energy and experience by defeating other beings, negative energy elementals lose one hit die per defeated being until balance is reached and the elemental ceases to exist.

Actions

Multiattack. The negative energy elemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 25 (3d10 + 9) bludgeoning damage

Absorbed and Annihilated. If the elemental makes two successful slam attacks in a single round, the target must make a successful DC 17 Strength saving throw or be dissolved by the elemental. A dissolved creature is grappled and restrained (escape DC 17) and take 44 (8d10) necrotic damage at the beginning of each of its turns. A creature that drops to 0 hit points while dissolved is utterly destroyed.

Wave of Destruction. The elemental forms itself into a single giant tentacle that leaps the elemental’s entire movement rate before landing with a mighty splash across a 10-foot-square. Creatures in the area must make a DC 17 Dexterity saving throw. Those that fail are knocked prone and suffer 13 (3d8) necrotic damage. Targets that succeed keep their footing and take half this damage.

PRIMORDIUM

Primordiums are raw clone forms that contain enough of the life essence of the Fungus God that should it be destroyed, one of their form would rise to replace it.

Primordiums are pale, nearly transparent, eight-foot-tall fungoid beings that look more like humanoid jellyfish than humanoid mushrooms. Their incandescent caps glow with a violet light when they are communicating or when deep in contemplation.

PRIMORDIUM

Large plant (fungus), neutral good

Armor Class 17 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

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

Skills History +9, Perception +6, Stealth +8

Condition Immunities charmed frightened, paralyzed, petrified, poison

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Void Speech

Challenge 8 (3,900 XP)

Actions

Detect Thoughts. The primordium detects thoughts as the spell of the same name.

Cure Wounds (3/day). The primordium uses its raw lifeforce to heal those around it. Any creature of the primordium’s choice within a five-foot radius of the primordium gains 13 (3d6 + 3) hit points.

Heal. The creature heals any being fully of all damage, disease, and harm, but doing so snuffs out its own lifeforce.

RAHATIS

As a descendent of Kakobovia, Rahatis is known to have the “eye” among her folk. She thus knows that some horror has befallen her brother Bodham Bluetongue. She feels there is still time and a way to save him from the jaws of Orcus, however. She offers great treasure and prestige among the hobgoblins of the Deepfells should the characters help her pursue her vision.

Rahatis is impressed with the characters’ prowess and would see no further hobgoblin lives thrown away in the face of the alien hordes at their doorstep. The characters’ lives are of no concern to her, though their abilities may prove useful in rescuing her brother.

Alternately, you could have Rahatis ride to the rescue at any point when the characters are about to be overwhelmed. Debts to hobgoblin princesses may prove difficult to pay.

Rahatis is a hobgoblin **mage** (with Strength 13) with a *staff of*

fire, a potion of invisibility, a potion of flying, and a spell scroll with fireball and wall of fire.

Spore Infected

Spore-infected creatures keep many of the characteristics of the base creature. Their intelligence drops by half as the tendrils rock their system.

Sample Spore-Infected Creatures

Spore-Infected Vaeltaia Centaur

Large plant (fungi), neutral evil

Armor Class 18 (half plate)

Hit Points 45 (6d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	6 (–2)	6 (–2)	5 (–3)

Skills Perception +0

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Challenge 3 (700 XP)

Charge. If the spore-infected Vaeltaia centaur moves at least 30 feet and strikes with a spear hit, it does an additional 3d6 points of damage.

As One. Although of low intelligence, spore-infected Vaeltaia centaurs remember bits and pieces of their fleshly selves, such as their names and former goals and professions. However, they are under the command of the greater fungi whose spores spawned them so long as they remain within one-half mile of the hyphae (root) structure of the original creator.

Actions

Multiattack. The spore-infected centaur makes one Bite attack, one Spear attack, and one Hooves attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* (1d6 + 1) piercing damage and the victim must make a DC 13 save or suffer an additional 3d8 points of damage and become infected with spores. See Deadly Spores for other effects.

Spear. *Melee Weapon Attack:* +6 to hit. Reach 10 ft. one creature. *Hit:* (1d10 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, (2d6 + 4) bludgeoning damage.

Deadly Spores (recharge 5–6). The spore-infected exhales a lungful of growing spores in a five-foot cloud around its

body. Each creature within the cloud must make a DC 13 Constitution saving throw. Those who fail take 13 (3d8) poison damage while those who succeed take half this damage. Creatures that die when infected with spores rise as a spore-infected being within 1d4 minutes with the same stats as the original creature and the condition weaknesses, resistances, and immunities of an infected.

Spore-Infected Hobgoblin

Medium plant (fungi), neutral evil

Armor Class 10 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (–2)	13 (+1)	6 (–2)	6 (–2)	5 (–3)

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses passive Perception 9

Damage Resistance fire, bludgeoning, piercing, slashing from non-magical attacks.



Damage Immunities poison
Condition Immunities exhaustion, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Challenge 1 (200 XP)

As One. Although of low intelligence, spore-infected hobgoblins remember bits and pieces of their fleshly selves, such as their names and their former goals and professions. However, they are under the command of the greater fungi whose spores spawned them so long as they remain within one-half mile of the hyphae (root) structure of the original creator.

Actions

- Multiattack.** The spore infected makes one Bite attack and one Slam attack.
- Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage and the victim must make a DC 13 Constitution saving throw or become infected with spores.
- Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage.
- Longsword or Battle Axe.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8 + 1) slashing damage or 6 (1d10 + 1) slashing damage if used two-handed
- Deadly Spores (recharge 5–6).** The spore-infected exhales a lungful of growing spores in a five-foot cloud around its body. Each creature within the cloud must make a DC 13 Constitution saving throw. Those who fail take 13 (3d8) poison damage while those who succeed take half this damage. Creatures that die when infected with spores rise as a spore-infected being within 1d4 minutes with the same stats as the original creature and the condition weaknesses, resistances, and immunities of an infected.

STANK HOG

The stank hog is somewhat larger than its cousin, the common wild swine, reaching a shoulder height of 40 inches, a length of six feet, and weighing up to 500 pounds. Protruding from an elongated muzzle, a single set of curved and pointed tusks reaches a length of 10–12 inches upon maturity of the hog. Stank hogs are nearly devoid of fur, with only sparse, bristly hairs poking upward from their thick, dark-gray hides. Each of its feet has four toes that end in two larger frontal hooves and two smaller rear hooves. Its short tail ends with a tuft of bristly hair and twitches when the animal is agitated.

STANK HOG

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	4 (–3)	8 (–1)	3 (–4)

Skills Perception +1
Senses passive Perception 11
Languages —
Challenge 2 (450 XP)

Stank’s Revenge. Any piercing attack from the flank or rear has a 10% chance of popping the inflated anal gland of the stank hog, releasing the noxious flatulence and causing the full effect as described under the mephitic gas action. Additionally, any piercing or slashing critical hit from the flank or rear has a 50% chance of popping the inflated anal gland and triggering the mephitic gas action, the mighty blow cutting deep into the stank hog’s thick hide and puncturing the gas-filled gland. If stank’s revenge is activated, the hog can no longer use the mephitic gas attack until able to heal for one week.

Actions

- Bite.** *Melee weapon attack:* +5 to hit. *Hit:* 10 (2d6 + 3) piercing damage.
- Cut and Run.** *Melee weapon attack:* +5 to hit. *Hit:* 12 (2d8 + 3) slashing damage. The stank hog charges its opponent, often emerging from the cover of thick underbrush, and attempts to gore with its tusks and keep running to the safety of more underbrush, if present, or simply to put space between itself and the opponent. Any opponent gored in such a manner must make a DC 12 Dexterity saving throw or be knocked prone. The hog may or may not release its mephitic gas attack during this charge.
- Mephitic Gas (recharge 3–6).** While making an attack, the stank hog lets forth a vile gust of air accumulated in its specialized anal gland. Roll 1d20. On a result of less than 10, the anal gland deflates and adheres to itself, rendering the mephitic gas for that stank hog unusable until it completes a long or short rest. A result of 10 or higher creates a 10-foot-diameter gas cloud; 15 or higher creates a 20-foot-diameter gas cloud; and a roll of 20 creates a 30-foot-diameter gas cloud. The effect is immediate and profound, affecting all creatures within the cloud. Any creature that starts its turn within the gaseous cloud or enters the cloud on its turn must make a successful Constitution saving throw, the save DC equaling the stank hog’s roll, or become incapacitated. While incapacitated from the mephitic gas, the creature lies upon the ground with eyes stinging and vomit flowing. An incapacitated creature may make another saving throw at the start of its turn, ending the effect upon itself on a success. The mephitic gas lasts for 1d4 + 1 rounds, lingering in the same area unless a strong wind disperses it. The stank hog is immune to its own and other stank hogs’ mephitic gas.

STARHOOF

Starhoof is a Vaeltaia centaur of the Rhemish Frontier. Starhoof has an inky black mane and deeply tanned skin. Her coat is a mottled blue black turning to spotted crème at her croup. Starhoof is bonded to Mountaincoat, a centaur warrior of the Vaeltaia. Starhoof fights with spear and shortbow and wears half-plate over



her human torso as others of her tribe do. Starhoof casts spells as a 3rd-level cleric. Like many of her kin, she should avoid spirits lest they send her into an uncontrolled rage.

Starhoof may be convinced to join the party's expedition so long as the focus is on finding Mountaincoat. Should the focus sway, or if the mission appears to change, there is a 50% chance that Starhoof departs.

Starhoof is a **Centaur** with Wisdom 16 and AC 17 (half plate) and the following additional features:

Spellcasting. Starhoof is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She can cast the following spells:

- Cantrips (at will): *guidance, resistance, sacred flame*
- 10 1st-level (4 slots): *bane, command, detect poisons and diseases, guiding bolt, healing word, shield of faith*
- 2nd-level (2 slots): *blindness/deafness, hold person, spiritual weapon, zone of truth*

Sensitive Mind. Starhoof has disadvantage on saving throws against mind-altering affects due to drugs or alcohol. If she fails a saving throw against one of these effects, she falls into an uncontrolled rage where every non-centaur is considered a foe.

Equipment. Starhoof carries or wears the following: half plate, +1 shortbow, 20 arrows, spear, 20 gp, 2 potions of healing.

STEED OF KAKO

These large, horse-like beasts of Gehenna are the gift of Kakobovia to the hobgoblins of the Darkfells who served him during his rise to power. The beasts are omnivorous and mean-tempered, making

them perfect mounts for their hobgoblin masters. Blood and chunks of meat are mixed with their grain to instill a bloodlust in these vicious creatures. Hobgoblins are known to set these mounts free to roam the battlefield after a victory so they may feast on the flesh of the slain. They see clearly in darkness but seek out their prey by scent when blinded by sunlight.

STEED OF KAKO

Large beast, neutral evil

Armor Class 12 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 60

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	13 (+1)	2 (−4)	12 (+1)	7 (−2)

Senses darkvision 120 ft., passive Perception 11

Challenge 1 (200 XP)

Lightblind. The steed of Kako is blinded by sunlight and disadvantage on Wisdom (Perception) checks that rely on sight and attack rolls in bright light.

Tearing of the Flesh. If the steed makes a successful Bite attack against a target, it locks its outer jaws into the target. The target is grappled (escape DC 15) and takes 13 (2d8 + 4) piercing damage at the start of each of its turns. The steed of Kako cannot bite another creature while it has a creature locked in its jaws.



Trampling Charge. If a steed of Kako moves at least 20 feet straight toward a creature and then hits with a hoof attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the steed can make another attack with its hooves against it as a bonus action.

Actions

- Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.
- Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

TIME ELEMENTAL (COMMON)

Medium elemental, neutral

- Armor Class** 17 (natural armor)
- Hit Points** 97 (13d8 + 39)
- Speed** 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	14 (+2)	14 (+2)	11 (+0)

- Damage Resistance** bludgeoning, piercing, and slashing from nonmagical attacks
- Damage Immunities** poison, psychic
- Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
- Senses** darkvision 60 ft., passive Perception 12
- Languages** telepathy 120 ft.
- Challenge** 7 (2,900 XP)

- Cell Death.** Damage dealt by the elemental can only be healed magically. In addition, a creature that is slain by a time elemental can be restored to life only by a *true resurrection* or *wish* spell.
- Foresight.** A time elemental can see a few seconds into the future. This ability prevents it from being surprised.
- Immunity to Temporal Magic.** Time elementals are immune to all time-related spells and effects that are not cast by other time elementals.

Actions

- Multiattack.** The time elemental makes two Slam attacks.
- Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.
- Multi-Manifestation (recharge 5–6).** The time elemental summons 1d4 duplicate manifestations of itself from alternate dimensions. Each of these manifestations have the same statistics of the time elemental but can only use melee attacks. Each manifestation can move and attack immediately after it is summoned. Attacks that deal damage to one manifestation deal the same damage to the elemental and the other manifestations.
- The elemental can have no more than four manifestations under its control at any time. The manifestations disappear at the start of the elemental’s next turn.
- Time Jaunt.** A time elemental can slip through the timestream and appear anywhere on the same plane of existence as if by teleport. This ability transports the time elemental and up to four other creatures of the elemental’s choice that are within 30 feet of it. Unwilling creatures must succeed on a DC 15 Wisdom saving throw to avoid being carried away.



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THE MONSTER IS THE ADVENTURE!

The chosen, with ties to magic and the myriad gods tremble in their beds as an arc of light flashed across the sky, illuming the heavenly bodies before alighting in the Northern plains of the Duchy of Reme bordering the hobgoblin realms of the Deepfells. A great Fungus God from Outer Space now crouches in silence within its crater as an army of star-spawn rises from the putrefied soil.

What purpose drives the colossal horror from beyond space and time?
The answers may only be known by the bravest and
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