



TROVEOFLORE.COM

MIRHAVEN



LANDMARK

A Fungus Forest town
including 4 factions and 1 legendary hag

MIRHAVEN

With glazed eyes, Bionica stumbled through the forest. Her lungs were burning, she was coughing. Fine white threads stretched across her skin, binding fungi that had formed on her arms and on her face. She could no longer see her surroundings properly, but she knew exactly where to put her feet and what creatures were around her.

You were by far the worst of all your siblings. You were always causing trouble. And even now, you don't manage to have your life under control.

Bionica's mother strolled beside her, hands in her pockets and a cold smile on her lips.

Your friends are going to die. And you are to blame. After all, you'll follow them quickly.

"No!" Bionica gasped. She sensed the presence of Selanor, Tog, and Frinki but didn't have the strength to look out for them. But she had a goal. The houses were getting closer with every step. They were her last chance to survive.

A violent push brought Bionica down, and she heard her mother's cruel laughter. Maybe she should just lie still. It was the easiest thing to do...

"Wow, you look pretty bad." A man had stepped up and was leaning over her. "You and your friends are lucky you reached Mirhaven in time. Otherwise, we probably would have found your remains in the forest at some point. But we'll get you all fixed up."

Bionica lost consciousness.

Fungus Forest

This landmark was written as an addition to the fungus forest biome, which you can find on troveoflore.com. Having read the biome will help in making sense of this supplement, but it isn't strictly necessary.

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Trove of Lore



MIRHAVEN

"I'VE NEVER BEEN IN SUCH A STRANGE TOWN THAT FELT so warm and familiar at the same time," Hadrek said, taking a big swig of his beer. It tasted strange. But he didn't know if it was because it was old and stale or from the mushroom the bartender had crumbled into it. "For your own safety," he had said.

Except for one other man, they were the only patrons in the rundown tavern. Not many travelers came into the town. The way through the forest was too dangerous, despite the Ushers who would accompany them. But this did not disturb the locals. They kept busy brewing potions, harvesting mushrooms, and going about their simple lives, which were far different in the Fungus Forest than outside.

— Hadrek Flintcoat, *Blacksmith of the Overgrown Mines*

In the depths of the fungus forest, among the tree-high mushrooms, lies the small town of Mirhaven. The houses stand crooked on their stilts, the ground is muddy, and there are hardly any animals. On the other hand, the inhabitants are warm and have become accustomed to living with the forest. They know how to deal with its influences and how to protect themselves. Nevertheless, life in Mirhaven is often not easy, and adventurers who stray here will not infrequently be amazed at the unusual customs of the inhabitants. And those who stay a little longer will soon discover that amid the mushrooms, a society has formed that knows precisely how to take advantage of the unique environment.

BETWEEN THE FUNGI

Mirhaven is a small town located deep in the fungus forest. Small and larger wooden houses line the muddy paths. The 600-750 inhabitants have learned how to protect their dwellings from sinking into the mud over time. Thus, most homes are built on stilts anchored in the ground. The first floor is situated slightly higher to avoid being swallowed up by the soil in the event of subsidence. Despite these measures, it is not uncommon to find houses that stand crooked between the rows. The roofs and walls are overgrown with moss and fungi. The inhabitants gave up trying to fight the growth a long time ago. It is laborious work that is short-lived.

First Impression. When you enter the town, the paths lead you first through the poorer parts of the town. Here the forest still has a greater impact on the people, and you quickly get the impression that the inhabitants of Mirhaven are maniacs. However, the further you go into the town's interior, the faster this impression fades. The muddy paths are replaced by paved main streets, the small run-down houses become larger and more solidly built, and the inhabitants behave no

differently than the people outside the forest.

Taverns and Stores. What one hardly finds in Mirhaven, however, is accommodations for travelers. There are only two small, shabby taverns where you can spend the night because hardly anyone usually strays into the small town. Instead, there is a store on almost every corner selling mushrooms or products made from them. Potions, herbs, ingredients for food and drink, sometimes building materials, furniture, or other items, the inhabitants are very creative and skilled in handling and using mushrooms.

Plagues and Animals. The only disturbing thing in this town is the countless mosquitoes that buzz around in all types and sizes. If you are not careful and unlucky, bites can even become dangerous. But the inhabitants are prepared for that and are happy to help strangers. Other animals are rarely seen in Mirhaven. The danger of the forest taking them is too great.

IN HARMONY WITH THE FOREST

The inhabitants of Mirhaven have long since become accustomed to the influence of the forest. They are more resilient than people outside the forest and can deal with the physical and psychological effects without going crazy. Nevertheless, they must consume antidotes regularly to prevent the influences from becoming too strong. Especially for this purpose, there are extensive facilities where the horned owlhead mushroom is cultivated. It can be used to make a simple antidote to most poisonings, and it also provides relief from the effects of the forest. Therefore, it is not surprising that it is included in many local dishes and drinks.

Talking with the Dead. Nevertheless, some customs and traditions that seem strange or even crazy to outsiders may exist in Mirhaven. For example, after the death of a beloved person, it is customary to go into the forest and contract pink honeycomb madness. In this way, the affected person is confronted with complaints of the deceased and learns to reduce lingering feelings of guilt and overcome unspoken things.

THE COUNCIL

Mirhaven is governed by a council consisting of nine members. Each of the three major factions (Melder's Ring, Alchemist's Guild, Ushers) has three representatives on this council. One as regent and two as supporting advisors.

Communication and decision-making in the council aren't always easy, as the factions represented often have different views on how to deal with the forest.

DEPENDENT ON IMPORT

Agriculture is nearly impossible in and around Mirhaven. The ground is too wet, the light too low, and the plants that would grow despite these conditions are attacked by fungi and quickly die. Animal husbandry is also difficult, making meat and dairy products impossible to produce. Mirhaven is thus dependent on food exports from outside the forest. As a result, foods sold in bulk and at low prices outside the forest are rare and much more expensive in Mirhaven. A good whiskey or a strawberry pie is as rare to find here as books or magic potions are elsewhere.

Town of Concoctions. But nowhere else will you find as many healing potions, medicines, antidotes, or mind-expanding (or mind-altering) substances as in Mirhaven. These are also the export goods with which the small town earns its money and with which food is exchanged. They are produced by alchemists or well-trained and experienced citizens.

Drug Trade. A significant source of income is also the export of drugs. Despite a ban on the production and distribution of these substances, a whole grouping, the Mindless, has formed in the town around this branch of trade.

Companions. To lead the traders safely into the town and out of the forest again is the task of the Ushers, who also form the town guard. They know the forest, its paths and peculiarities, and how to find their way in it. With their help, it is not pleasant but (almost) safe to travel to Mirhaven.

THE FATE OF THE POOR

Mirhaven is not a wealthy town. The rich here would be average earners in the cities outside the forest. Only a few isolated residents, such as the leaders of the Mindless or high-ranking mages of the Alchemist's Guild, are genuinely wealthy.

Vicious Cycle. The poor are all the poorer for it. They often have problems resisting the influence of the forest and thus cannot work properly. The lack of money leads to a shortage of healing potions and antidotes and even more influence from the forest. A never-ending vicious circle. In addition, the poorer inhabitants are pushed from the town's interior, where the forest has less impact, to the borders, where they are almost defenseless against the will of the mushrooms. The Mindless ruthlessly exploit these weak and adverse positions and living conditions.

THE GODDESS OF DEATH

Death plays a more significant role in Mirhaven than in other cities. Due to the influence of the forest and its mushrooms, the inhabitants are permanently confronted with it in various ways. Suicides occur more frequently, the appearance of the deceased is hallucinated, and the mind is permanently exposed to the influence of the forest. The dead must be cremated, as any burial in the past has led to unpleasant reunions with the long dead.

The Raven Queen is the most present deity in Mirhaven. A small temple was built for her, where offerings are made in addition to prayers.

INFREQUENT STRANGERS

Strangers are somewhat unusual in Mirhaven. It is always the same merchants who take the path through the forest and come to the town. They are, therefore, familiar and know their way around. Adventurers and wanderers who happen to go to Mirhaven must expect that the townspeople will look at them and observe them curiously and questioningly. Nevertheless, they are not unfriendly but are happy to sit down with the newcomers and ask where they come from, what brings them to the forest, or where their path leads them.

Pranksters. You should still watch your beer, though, because the people of Mirhaven are folks with a peculiar sense of humor. It happens that they mix harmless hallucinogens into strangers' drinks to see how they react. The people under the influence of the drugs often make fools of themselves, and the locals are happy to have something to laugh about. If you manage to resist the influence of their substances though, you will surely earn their respect.

FACTIONS

THE MINDLESS

The Mindless is an underground organization that distributes hallucinogens and drugs inside and outside the town. Everyone knows about their existence and machinations, and despite the ban on this organization, only a few people are bothered by it. The sale of the substances brings money into the town, and if you get to the right people, you can get paid well at the Mindless.

Exploitation. The actions of the organization are often criminal. The agenda includes bribery and theft, as well as threats and document forgery. The town's poor, in particular, often find themselves as stooges at the very bottom of the organization. In this way, they at least get some money. On the other hand, the heads of Mindless are among the wealthiest residents of Mirhaven. Everyone knows where the money comes from. But no one can prove anything.

MELDER'S RING

The druid circle Melder's Ring considers themselves part of the forest and wants to connect with it. They hold the view in the town that the forest is an intelligent being with consciousness and should be treated as such.

Shared Consciousness. The druids have developed several (sacrificial) rituals and substances with which they want to open their consciousness and join the forest. Their goal is to form a symbiotic relationship with it, connect with its consciousness, and together form a great intelligence to gain knowledge of what is going on in the forest. In some cases, this goes so far that they deliberately infect themselves with fungi or allow the forest to control them. At the same time, they want to make the forest favorable to the town.

Conflicts. However, their beliefs have also given rise to age-old conflict with the townspeople: While the druids firmly believe that everything that dies belongs to the forest and that it may revive and control it, the inhabitants of Mirhaven burn their dead to prevent the forest from taking over.

ALCHEMIST'S GUILD

The Alchemist's Guild is an association of several alchemists, scholars, and wizards who research on and with mushrooms and are interested in the workings of the forest.

Creators of Potions. They create medicines, antidotes, healing potions, and other concoctions that can be made from the mushrooms of the forest. These are not only an important export and thus a source of income for the town but are essential for the physical and mental health of the inhabitants. At the same time, they are researching more and more uses for the mushrooms or the forest in general.

Studies. Another area of research is the influence that the forest has on creatures. In addition to the question of what and how the unnatural effects come about, they are interested in recreating similar mechanisms and converting them for their own purposes.

THE USHERS

The Ushers are a group of rangers who ensure that people get to Mirhaven safely. At the same time, they defend the town and keep order.

They know the forest, its paths and peculiarities, and how to find their way in it. With their help, it is not pleasant but (almost) safe to travel to Mirhaven. In the town, they take on tasks that would be the town guard's responsibility elsewhere. They take care of the residents' concerns, ensure order and compliance with rules, or defend the borders from creatures from the forest.

LOCATIONS

d10	Name (Owner)	Selling (Specialty / Oddity)
1	The Secret Potion <i>Sokra Omersi (Elf)</i>	Potions and trinkets of all kinds <i>Morks: Corks for sealing bottles created from mushrooms. Available in all sizes and colors.</i>
2	The Brown Mark Bakery <i>Theodor Heardfoot (Halfling)</i>	Bread, cakes and other pastries, mostly made out of mushrooms <i>Dimple: A bread made of mushroom flavor, wild garlic and Woodruff. Tastes kind of strange first but gets better with every bite.</i>
3	The Smelly River <i>Hafolir Copperbrand (Dwarf)</i>	Selling of food and drinks, night stop <i>Spiced Wink: Beer brewed with the water from one of the rivers in the forest. Tastes very spicy and has a slightly intoxicating effect.</i>
4	Bitter Leaves <i>Cassandra Hollow (Tiefling)</i>	Herbs and natural ingredients for magic and healing <i>A jar with the dried carapaces of fungus termites.</i>
5	Bugs and Bags <i>Rylwi Weefar (Gnome)</i>	Brokers' row for (more or less) magical items <i>Expulsion Lotion: A smelly mixture with which the itching of mosquito bites can be soothed.</i>
6	Funky Fungi <i>Mandy Westring (Human)</i>	Mushrooms in all sizes and colors <i>Mushroom knives with a handle made from bones.</i>
7	The Drunken Frog <i>Mul Vitgut (Orc)</i>	Selling of food and drinks, no night stop <i>Green bullfrog legs in owlhead sauce. Almost a delicacy and helps against poisoning.</i>
8	Muddy Blades <i>Thulus Bugri (Dragonborn)</i>	Small weapons, like daggers, short swords, bows and arrows <i>Pincers of the black-eyed dragonfly skeleton.</i>
9	The Waving Cloak <i>Alsia Carris (Firbolg)</i>	Clothes and shoes for travelers and work outside <i>A hat in the shape and colors of pink honeycomb hat's hat.</i>
10	The Raven Feather <i>Kason Morrow (Hobgoblin)</i>	A small selection of books and writing materials <i>Quills of the native mushroom-hat-hawk. The feather shimmers in a beautiful shade of blue.</i>

RAVYNNE CROW

DESPERATION. NOTHING LESS COULD BRING ME ONTO this path. I have heard the tales, know what I am doing is wrong. Yet I have no choice. I don't know if I'll find her, where I'll find her, but my feet seem to know the way. Or is it the forest that leads me to her? The forest that is already in my head? I know that terrible things await me. All stories about her have that in common. But she is my last chance. And I'm willing to pay any price.

— Eduard Strike, *Secrets of a Cursed Wanderer*

The rustling of animals among the mushrooms, the smell of mold and death, and the feeling that the forest is getting closer and closer to swallowing you alive. The last steps to Ravynne Crow are difficult, and only those who are really sure of themselves will have the strength to find it. And then, at the end of the arduous path, the hag herself awaits. A little girl, her skin wrinkled and overgrown with fungus, as if she had been dwelling in the forest for centuries. Her clothes are dirty, overgrown with mushrooms and moss. The matted hair hangs in her face but does not manage to hide the white eyes streaked with fine threads.

For some time now, stories and rumors about a hag in the fungus forest have been whispered to each other, quietly and behind closed doors. Hardly anyone gets to see her, and if they do, nothing is revealed from them. The despairs and hopes that drive people to Ravynne Crow are satisfied. But at what price?

CORRUPTED BY NATURE

The young Ravynne was travelling through the fungus forest with her mother, when the infection overtook her. The forest took the little girl, leaving her mother behind, alone and desperate.

After spending weeks searching for help, the mother went to the only place she could find, out of despair and grief. Striking a deal with a hag, she exchanged her life for her daughter's.

Hag's Revival. The hag gave back life to Ravynne, though the infection stayed. And so, she woke up, alone in the forest, covered in fungal growths, suddenly a part of the forest's consciousness, but acting independently.

The mother, to her own surprise, did not immediately die, and so she hurriedly set out to find her daughter.

PART OF A WHOLE

In the meantime, Ravynne's connection to the nature around her strengthened. And in the time alone in the forest, her hunger grew, though she could not bring herself to eat from

the forest of which she was a part. After loneliness set in, her sadness developed into hatred towards her mother, who, to her knowledge, had left her alone to die in the woods.

Revengeful Welcome. So when her mother returned to the forest, finally able see her daughter again, the welcome was anything but warm. Setting the creatures of the forest on her own mother, letting her dead body be taken by fungus, and eventually consuming her flesh in a desperate attempt to sate her hunger, Ravynne enacted the revenge she craved.

Unique Taste. With a fresh taste for humanoid flesh, a way to finally satisfy her hunger, Ravynne began killing and eating the rare and unfortunate travellers who came through the forest.

BOREDOM BREEDS CREATIVITY

But a life of hunger and hunting did not satisfy her. With time, Ravynne got bored of the life she had, yet unwilling to leave the forest of which she felt a part of. So her techniques of hunting got more advanced, and she began to play with her prey. She found it especially entertaining to have her victims kill themselves.

Spark of Magic. At the same time, she grew to understand her connection to the forest better, developing an intuitive understanding of its will. But not only the forest — after the extended time in the forest, an innate understanding of magic developed in her, possibly sparked by the hag who had revived her all those years ago.

Source of Power. Empowered by her new abilities, Ravynne craved more. With every victim, every new piece of understanding, her need for earthly sustenance waned. Instead, the fear, horror, and pure suffering of her victims became her source of power.

THE WITCH IN THE WOODS

With her newfound powers, ever-growing craving for suffering, and increasing experience, Ravynne's plans became more complex. It would take most weeks, months, or even years to understand her actions fully. But a central goal of Ravynne's was extending her influence far beyond the forest. And since she fears to lose her abilities outside of it, she resorted to using the travelers she once used to kill at sight.

Favors for a Price. Desperate ones would receive favors in exchange for seemingly nonsensical costs. Over time, legends and tales of a witch in the woods spread among the lands. One such granted favor supposedly resulted in the founding of a nearby village called *Mirhaven*. Though hard to understand, each granted favor, and each accepted payment eventually led to more horrors and suffering.



A BLIGHTED WORLD

Her longest and biggest plan is still ongoing though. Not seldomly, the witch infected her beneficiaries with a magically enhanced spore, connecting them to the larger consciousness she herself is a part of. Though it took some attempts to get right, she can now use many of the infected to see what they see, hear what they hear, and know what they know. Only time will tell what her final play is going to be.

RAVYNNE CROW

medium humanoid (Hag)

Armor Class 19 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	18 (+4)	19 (+4)	20 (+5)	14 (+2)

Saving Throws Con +16, Int +10, Wis +17, Cha +14

Damage Immunities poison, psychic

Condition Immunities frightened, poisoned

Senses truesight 120 ft., passive Perception 15

Languages Common, telepathy 120 ft.

Proficiency Bonus +6

Challenge 18

One with the Forest. Creatures native to the fungus forest obey Ravynne unquestioningly.

Shapechanger. Ravynne can use an action to magically polymorph into a young girl, or back into her true form. Anything she is wearing transforms with her, but nothing she is carrying does.

Fungal Growths. Once per turn, when Ravynne is hit by a melee weapon attack, a cloud of spores releases from her body. All creatures within 10 feet of her must succeed on a DC 18 Constitution saving throw or gain one level of myzelium infection.

Myzelium infection is a condition described in the fungus forest biome on troveoflore.com.

Myzelium Eyes. Ravynne can use her action to enter the mind of a creature infected by myzelium infection which she has seen up-close—within 30 feet of herself—before. Ravynne learns the surface thoughts of the creature, and can choose to see and hear using its senses. If she chooses to use the creature's senses, she is deaf and blind with regard to her own senses. Ravynne can choose to leave the mind as a free action.

Deep-seated Infection. A creature which gains at least one level of myzelium infection due to one of Ravynne's traits or abilities is still considered infected, even if its level of infection is less than 1. The infection cannot be detected by nonmagical means, and it can only be cured with a *greater restoration* spell or similar magic.

Innate Spellcasting. Ravynne's innate spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). She can innately cast the following spells requiring only verbal components:

At will: *prestidigitation, thaumaturgy, silent image, message*

5/day each: *command, hideous laughter, witch bolt, major image*

4/day each: *blindness/deafness, darkness, suggestion*

3/day each: *counterspell, fear, sending*

2/day each: *phantasmal killer, blight, polymorph*

1/day each: *mislead, cloudkill*

ACTIONS

Multiattack. Ravynne may do all of the following, in any order: use her *hideous visage* and *spore breath*, cast a spell, and attack. She may then use her bonus action to *consume fear*.

Hideous Visage (true form only). Ravynne targets one creature within 60 feet of her that can see her. The target must succeed on a DC 19 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, the target's speed is 0. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spore Breath. Ravynne exhales a cloud of spores that fill a 30-foot cone originating from her. Each creature in the area must make a DC 18 Constitution saving throw or gain one level of myzelium infection.

Diminish Willpower. *Ranged Spell Attack:* +11 to hit, range 60 ft., one frightened creature. *Hit:* The target's will to stay alive decreases. The target's Wisdom score is decreased by 2 (1d4). Ravynne gains a number of temporary hit points equal to twice the reduction. The target dies if this reduces its Wisdom to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Altered Reality (3/day). Ravynne targets one creature she can see within 60 feet of her. The target must make a DC 19 Wisdom saving throw. On a failure, Ravynne alters the creature's perception of reality.

For example, she can make herself imperceptible to the target, appear to have switched places with one of the target's allies, or have the target believe their allies are attacking them.

The effect remains for 1 minute, during which Ravynne must concentrate on it, as if she were concentrating on a spell. Once the effect ends, the target is immune to Ravynne's *altered reality* ability for 1 hour.

BONUS ACTIONS

Consume Fear. Ravynne targets one frightened creature within 60 feet. The target must succeed on a DC 19 Wisdom saving throw. On a failure, the target loses 18 (4d8) hit points, and Ravynne regains that many hit points.

LEGENDARY ACTIONS

Ravynne can take 3 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. Ravynne regains spent legendary actions at the start of her turn.

Diminish Willpower. Ravynne uses her *diminish willpower* attack.

Consume Fear. Ravynne uses *consume fear*.

Implant Truth. Ravynne telepathically implants a statement in the mind of a creature she can see within 120 feet of her. The creature must make a DC 19 Wisdom saving throw. On a failure, the target accepts the message as a truth it just realized. At the end of the creature's next turn, the creature realizes the statement was sent by Ravynne and can decide whether or not to believe it on its own volition.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Ravynne takes a lair action to cause one of the following effects; Ravynne can't use the same effect two rounds in a row:

Pink Honeycombs. Ravynne magically amplifies the effects of pink honeycomb hats within her lair. All creatures within 30 feet of a pink honeycomb hat are subjected to its *breathing* trait, immediately triggering a saving throw.

You can find the mechanics for *pink honeycomb hats* in the fungus forest biome on troveoflore.com.

Myzelium Tendrils. Stringy white tendrils of myzelium rapidly grow out of the ground around up to three creatures of Ravynne's choice that she can see within her lair. A targeted creature must succeed on a DC 13 Strength saving throw or be restrained until initiative count 20 on the next round, as the tendrils hold the creatures in place.

Amass Spores. Ravynne magically draws the spores of the forest into her lair. All creatures within the lair must succeed on a DC 14 Constitution saving throw or gain one level of *myzelium infection*.



Mirhaven

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