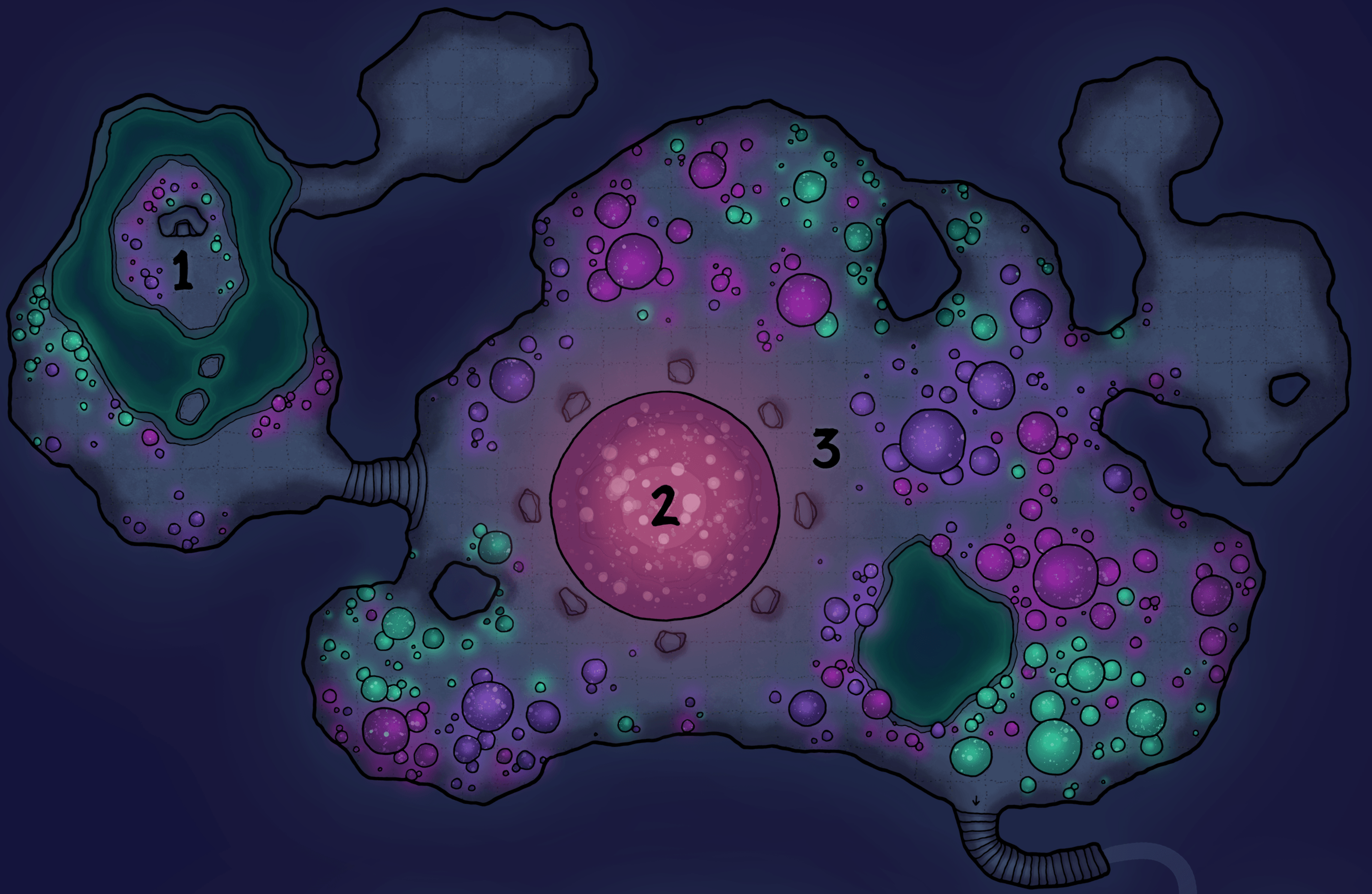
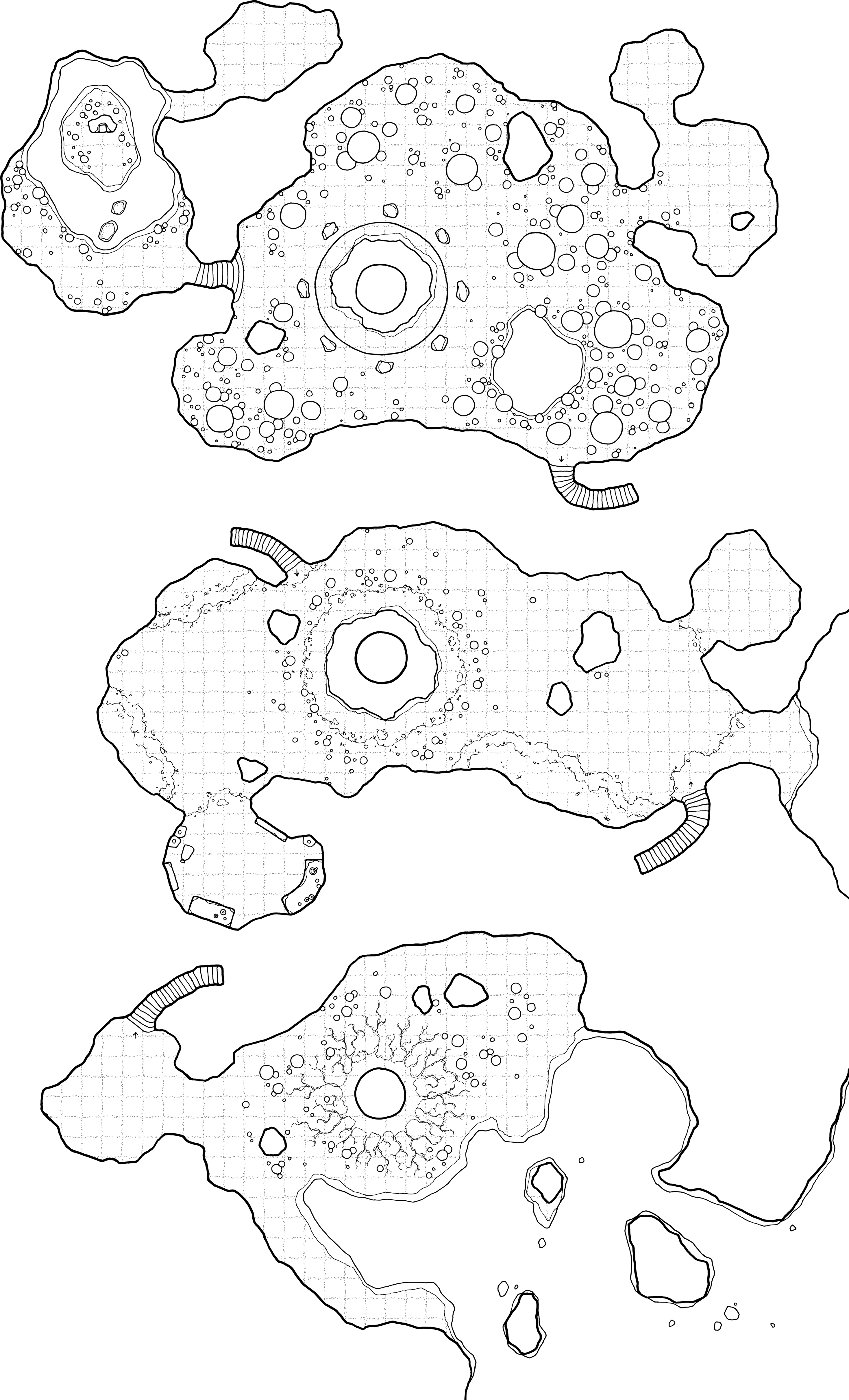


- 1 - Sovereign's Chamber
- 2 - Cap of the Red Warden
- 3 - Melding Circle
- 4 - Composting Room
- 5 - Alchemical Lab
- 6 - OverLook
- 7 - Guard Room
- 8 - Base of the Red Warden



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# HYPHIS

## ABOUT

- Hyphis is a myconid colony in the Black Loch. Located in an isolated corner of the loch, Hyphis gets few visitors and is generally left in peace.
- Hyphis was built around a large, sentient mushroom the myconids call the “Red Warden.” The warden shares its wisdom with the myconids and uses its powers to protect them, as they protect and nourish it in return.

## THE RED WARDEN

- What the Red Warden is and where it came from remain a mystery to everyone, including the Warden itself. It knows of no others of its kind in the world. It has lived in its current location for over 800 years, most of which time it has spent alone. When a group of myconids discovered it 200 years ago, they were so intrigued that they founded the colony of Hyphis around it.
- At that time, the Red Warden was much smaller-- no bigger than a human arm-- but the myconids, who could communicate and even meld with it, sensed that it was special. The myconids began to nourish the Warden, which multiplied in size again and again, eventually becoming greater in mass than the rest of the colony combined.
- One of the Warden’s most powerful properties is its ability to sense everything in the presence of its spores. Through the spores, it can see, hear and even read thoughts. It is effectively omniscient in any place its spores can reach. When the warden was smaller, this encompassed a much more limited area but, at its current size, it covers nearly the entirety of the loch.
- In addition to its great knowledge, the Red Warden is also capable of producing powerful defensive spores to protect itself and the colony. These spores can control minds, cause asphyxiation or powerful hallucinations, or put victims into a coma.

- The Warden is not the leader of Hyphis-- that responsibility goes to the myconid sovereign. However, its knowledge and wisdom are so respected that the sovereign would rarely make a decision without consulting it first. And no sovereign would ever take a course of action that the Warden advised against.
- As the Red Warden is neither the leader of the colony nor an object of worship, the myconids have a difficult time describing their relationship with it to outsiders. They may simply explain that it is their “very old friend.”
- As many spores as the warden produces, they have never spawned an offspring. No one knows what it would require for this to happen.

## NOTES

- Myconids spend a large amount of their time “melding.” This is a combination of feeding and communing with the other members of the colony. When not working or sleeping, this is how myconids spend nearly all their free time.
- While most myconid communities are divided into multiple melding groups, all of Hyphis melds together. This allows all members of the colony to meld with the Red Warden.
- The myconids use the alchemical lab to make a variety of potions and powders from their spores.
- The composting room on the colony’s middle floor is where the myconids gather organic matter, allowing it to decompose before consuming it. Most of what they gather is fish and other sea creatures, making this-- very literally-- a large cavern filled with rotting seafood. And it smells REAL BAD. The party will probably smell it on the way there. They will *definitely* smell it from the floor below. And, when they enter the chamber itself, it would be entirely justified to have them make Constitution saves or experience immediate projectile vomiting.
- In addition to its godforsaken smell, the compost heap is also a massive brewery of bacteria and diseases, many of which have grown and reproduced here for years. If a PC falls or is knocked down into it, you may have them roll a Constitution save or become infected. Here are a few exotic illnesses they might experience as a result:

- Type 17 Diabetes
- Colonic Volcanism
- Aldonian Yak Herpes
- Ocular Vomiting
- “The Jimmies”
- Cardiac Disintegration

