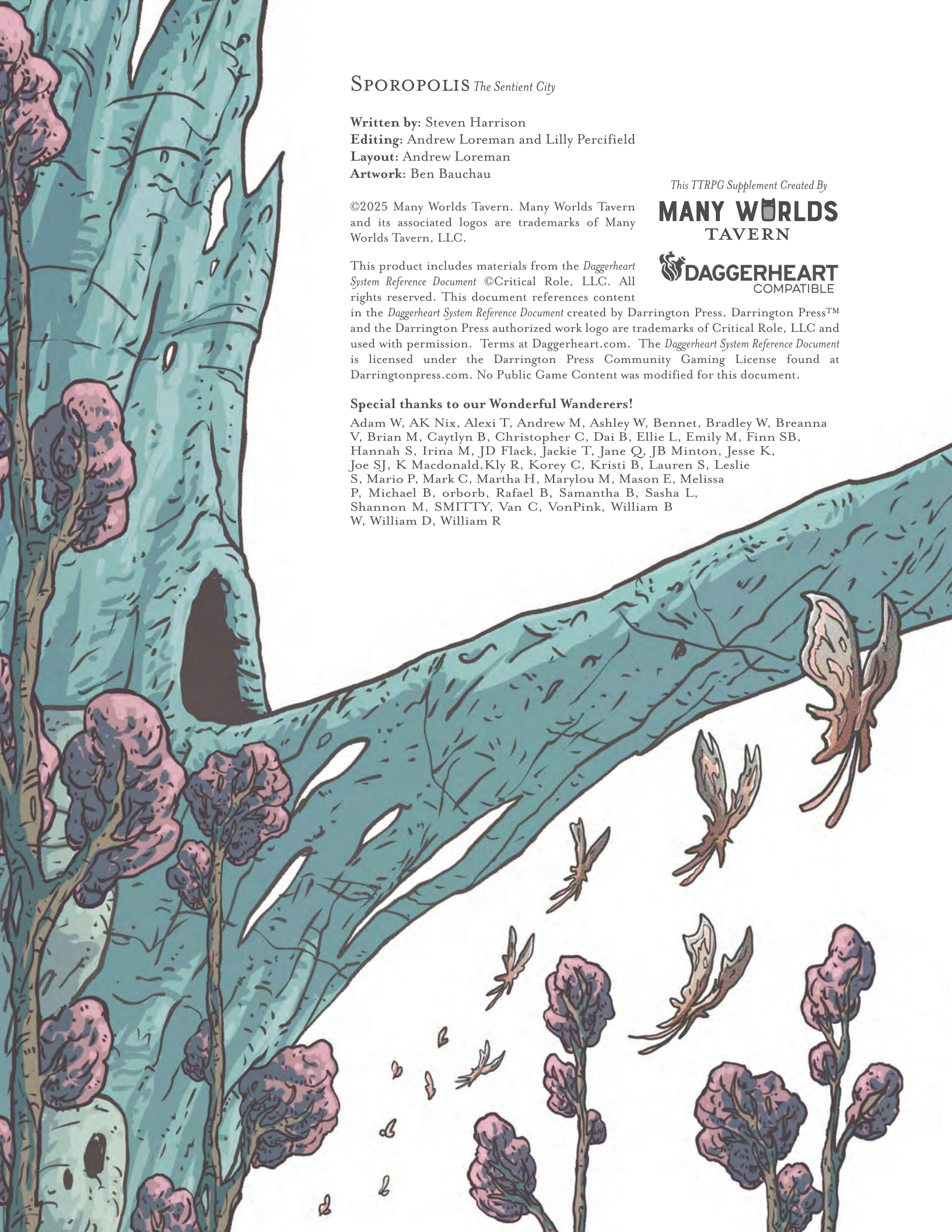


A Realm Gazette from Many Worlds Tavern

Featuring Art by Ben Bauchau

Sporopolis

The Sentient
City



SPOROPOLIS *The Sentient City*

Written by: Steven Harrison

Editing: Andrew Loreman and Lilly Percifield

Layout: Andrew Loreman

Artwork: Ben Bauchau

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SPOROPOLIS *The Sentient City*

By feeding the willing dead to a great, fungurban organism, the fungril have built a near-utopic city of peace, prosperity, and life.

OVERVIEW

Tens of thousands reside in the sprawling city of Sporopolis, where many a fungril live alongside the great mycelial array and the city's numerous hiveminded personas. As Sporopolis grew over the years from a humble trading post to a burgeoning city, the mycelial array took on the traits of those near it. And as people of like-minded trades and professions developed different parts of the city into districts, those districts grew into different personalities of the city's singular sentience.

Now, the fungal city lays as a home for its denizens and visitors alike—a living product of its countless people.

THE CITY LIVES

Rather than being constructed like buildings, Sporopolis's structures are grown, pruned, and shaped. Its lengthy bridges connect enormous stems and hollowed out masses across the city, offering a tangled, fungal infrastructure to its denizens. Layers of fungus and hundreds of nodes grow constantly, interconnecting with a calculated disorder that makes perfect sense to those familiar with Sporopolis's hivemind.

The Generative Mycelial Order are the lorekeepers and overseers of Sporopolis, ensuring its sentiences stay as civil as its denizens. But the city continues speaking for itself, regularly conversing with people from its stalks and nodes as it sees fit.

Over the years, those Sporopolitan people are the very ones who have shaped the city's many personas, each of which you might find in the city's many districts.

THE HEARTSTEM

Spanning the grounds between fungal trees and towers, the mycelial fields of the Heartstem lay as gardens in appearance and graves in practice. Great mycelial roots divide rows of crops, absorbing the organic matter of those laid to rest by the melancholy cult who sees to the city's sustenance.

This group of undertakers—called the Cult of the Spore—buries those who wish to decay into the city, letting their bodies feed the fungurban growth and their minds feed the hiveminded intellect.

Many Sporopolitans request they be interred within the Heartstem for their final rites, honored with a quiet, colorful procession through the city, inspiring a harmony of hums from onlookers. That procession leads to a place in the soft soil—likely been used before, but freshly cultivated and awaiting another—for the dead to be given to Sporopolis.

The Cult of the Spore organizes these Barrowings, plows the fungal foundation of Sporopolis, and scavenges beyond city boundaries for fallen creatures to lay in the Heartstem, serving as sacred agriculturists and undertakers alike for the living city.

The City (as Sporopolitans often call the hiveminded

personas of Sporopolis) is stoic and reserved in the Heartstem, bearing a calm melancholy that inspires the demeanor of the Cult. While this makes some surface-born folks feel ill at ease—in addition to the spore-heavy air—the atmosphere is soothing, often encouraging a deep thoughtfulness to those linger.

MOREL MARKET

Looming over most of Sporopolis from the center of the Heartstem is the muted blue trunk of the Morel Market. A name inherited from the large, pock-marked mushroom that once signaled this as a small, fungril-run trade post, the Morel Market now inhabits layers of bridges and cavities within the enormous tree-like fungus. Its bark-like walls are made of dense mycelial tendrils and roots that have grown upward from the Heartstem, adapting to host the many people who help the city thrive through commerce.

The market is home to an eclectic array of goods and people alike, serving as the continent's biggest trade hub

at this crossroads between the underground and the overworld. And despite its busy-ness, it isn't as chaotic or disorderly as most urban market districts. Merchants and crafters welcome regulars and newcomers just the same with amiable attitudes inspired by the City.

The Morel Market's sentience here is jovial and curious, delighting in the exchange of unforeseen goods and unknown information, and even appraising goods should it notice a deal is coming out particularly one-sided.

THE RING OF THE FAERIE TROUPE

Near the top of the mighty blue mushroom central to the city, a great, circular bridge known as the Ring of the Faerie Troupe hosts entertainers galore. Acrobats, musicians, dancers, magicians, and more congregate on this suspended structure visible from across the city, attached to the fungal canopy above.

The Ring grew upon the reputation of two faerie brothers who were acrobats themselves, famous for their graceful, courageous performances of flight. As their community of performers grew, they wished to establish a space in the city with the same bold extravagance with which they performed. With the help of their troupe and the obliging of the City's sentience, they flew building materials and fungal debris up to the canopy, attaching this hanging foundation until the mycelial tendrils of the city eventually accepted the structure with its overgrowth.

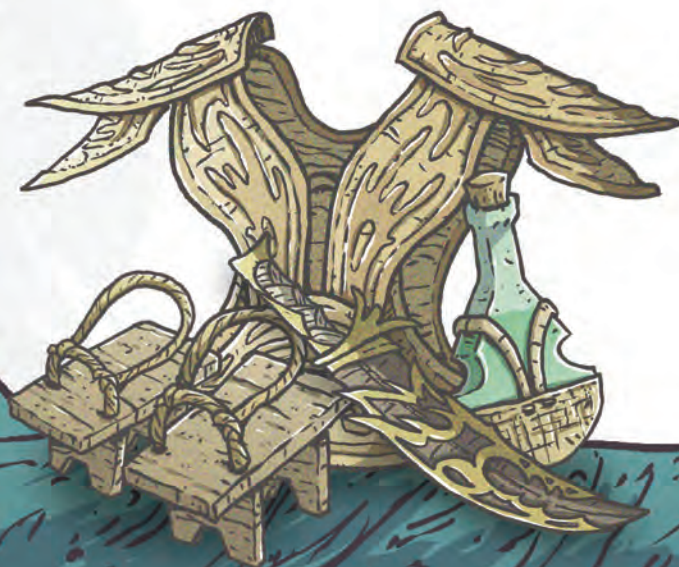
The Ring has come to be nearly renowned as the Market, particularly infamous for its point of entry...or lack thereof.

The City is playful here—mimicking visitors and telling stories of its favored performers. There are rumors, too, of a hidden place somewhere in the Ring where the City itself is a comedic performer.

Venefici, Scholar of the Toads' School



Treasures of the Morel Market



THE FOGFORGE GROTTO

The smell of incense and burning wood permeates the air of the Fogforge Grotto at the surface-ward edge of the city. Forge-born and magic-made smoke and haze perpetually hang in the air. Sunlight pierces the constant fog from holes in the cavernous fungal roof above. And the constant din of noise—metalworking and murmuring workers—almost never ends.

Sporopolitan industry thrives here, but the local clamor and chaos cause most fungril to avoid the district as much as they can. Surface-preferring people, however, find this conventionally urban district far more familiar.

The busy-ness, crowds, and industry here are reminiscent of most cities, and Sporopolis's sentience, too, has an impatience to match, from hurrying passersby through the streets to make way for others or encouraging craftspeople to finish their commissions more quickly.

THE RADIANT HOLLOW

On the opposite edge of the city, where the ground slopes deeper toward the underground, the Radiant Hollow lies aglow. Here, giant mushroom caps have grown into an even thicker canopy than the rest of the city, letting fungal growths hang like stalactites as often as they grow up from the earth. Along with the fungal stalks growing together on the edges of the district, sunlight is entirely sealed out.

But this underground forest does not want for light. Glimmering creatures dart between structures in brilliant flashes. Bioluminescent fungi and flora brighten and dim at all times of day. Dazzling displays of nature and magic lighten the area in ceaseless, enchanting vibrance.

The Hollow is home to as many small creatures and critters as it is Sporopolitans. Turning a corner could unveil a group of scholars studying the flora and fauna, a playful bunch of children delighting in the glowing lights, or a duo of lovers succumbing to the romantic ploy of the soft fluorescence above. One of the more well-known druidic circles here, the Toads' School, is renowned for its scrutiny in studying the Hollow, looking for every nuance to how an urban community and natural environment can exist in perfect symbiosis.

The sheer variance of people and creatures here shows in the City's sentience as well. Known to be the most emotive (yet least talkative) part of the hivemind, the City here prefers to express itself in the brightening and fading of lights and the blooming and withering of floral growths.

OTHER FACTIONS

While some groups like the Toads' School and the Cult of the Spore tend to stay within their districts, some groups are less centralized. Members of the Generative Mycelial Order are seen often throughout the city, typically seeing to the needs of its sentience or mediating disagreements between two of its personas.

Sporopolis is also home to the Knights of the Veiled Lady: an honorable oath of fighters dedicated to defending the sentient city from any who wish it ill. To

both their benefit and detriment, the Knights are extremely selective in their admissions. While that gives great stature to those who do become Knights, they're often spread thin, often leading them to contract adventurers for help in their bidding for the mysterious—seemingly benevolent—Veiled Lady.

The Cordyceps Cartel is also rumored to be based in the city. Fungril agents of this syndicate are notorious for their ability to shapeshift into those they slay. The Generative Mycelial Order and Cult of the Spore believe this a terrible offense against fungril people and Sporopolis as a whole. The Cartel doesn't bear the same communal mindset or sentiment at all, offering their subterfuge skills for hire to any willing to pay and happily using the fungril home of Sporopolis to hide with ease.

Orato, The Agaric Attendant



THE EVOLVING SPRAWL

The city is constantly evolving to accommodate its people. While these districts and groups have been established as mainstays, others appear and vanish frequently. Noteworthy occurrences—battles, festivals, and everything in between—might cause new mycelial nodes to manifest, eventually leading to new districts for the city over time.

THE CITY SPEAKS

The City expresses itself in as many ways as there are districts. While the structures and walls of Sporopolis tend to emit a feeling or aura, more direct communication happens at mycelial nodes.

These nodes tend to manifest centrally in districts and are often accompanied by one or many members of the Generative Mycelial Order, depending on their size. Members of the Order typically facilitate conversations between people and the City, but depending on the City's local temperament, some of these nodes defer to the Order more than others.

Additionally, different nodes offer different perspectives, ideas, and solutions to similar problems. The somber, reverent mood of the City in the Heartstem is very different from the impatience of the Fogforge Grotto, for example.

NOTABLE DENIZENS

ROBURUS *The Fungril Fighter*

The fearsome fungril warrior called Roburus is known in Sporopolis for his strength and forgetfulness alike. Nevertheless, he is as kind as he is mighty.

When Occupied

Roburus often works in Sporopolis's Fogforge Grotto as a hauler, but is occasionally contracted by adventurers in need of a warrior's strength. It would happen more often were he more easy to convince to leave his wagon behind. He quite enjoys hauling. He's good at it.

When Approached

Leading with an "Ello!" to anyone he sees, Roburus is far gentler a giant than he seems at first glance. As a faceless, broad-shouldered, seven-foot-tall hulk, he knows many find him intimidating or strange, and he tries to be friendly to put others at ease. But if someone distracts him from his work for too long, he will simply end the conversation and get back to hauling.

When Threatened

Roburus also leads with an "Ello!" to foes, and only embraces true violence when someone won't let him do his job or he sees someone innocent being hurt. Knowing his immense strength, he assumes anyone hurting him is only doing so by mistake and wouldn't be so foolish as to





pick a fight with him. In self-defense, he will simply fight to get his attacker to cease annoying him. In the defense of others, he is a savage and relentless warrior.

When In Need

- Somewhere in the city, Roburus is trying to remember how to use his Rememberer, asking passersby for help. While most are too busy or put off by him, someone that correctly identifies how the item works through magical means may explain it. Roburus thinks that's too complicated, and will give it to whomever aided him for free.
- Roburus says his greataxe, Snax, is getting hungry. Usually, this means lopping a limb or two off something to sate it, but "there aren't any evil folk around right now to limb-lop," and Roburus doesn't want to hurt someone innocent. If someone helps him figure out how to feed the axe without hurting any creatures, Roburus might join their party, since they're "so much better at finkin'" than him.
- Working in the Fogforge Grotto, Roburus's wagon has become extremely difficult to pull, but he can't tell why. Most would figure it's the wagon's clearly missing wheels, but surely, that can't be it. If someone successfully convinces the hard-headed Roburus that repairing his wagon will make him better at his job, he'll reward you with all of his gold. Every last coin.

VENORA *The Heretic Hunter*

The stoic Venora is one of the Knights of the Veiled Lady, specializing in tracking the dead-masked agents of the Cordyceps Cartel throughout Sporopolis.

When Occupied

Venora is a hunter by profession and principle, spending all her waking hours rooting out threats to Sporopolis. If she isn't actively investigating or hunting a potential target, then she is likely training to hone her abilities even further with what little spare time she has.

When Approached

With quiet scrutiny, Venora lets the discomfort of silence linger when a stranger approaches her as she appraises them. Her status and title are known by many Sporopolitans, as is her reputation as a skilled deadhunter. Because of this, she assumes if someone is approaching her, they're offering her valuable information. If it becomes apparent that they aren't, she ends the conversation quickly, going about her business.

When Threatened

Venora has no qualm with shedding first blood in a fight, especially if she believes someone is somehow holding her back from a more important target. Armed with her bow, she dances through battle until she needs her blade drawn.

When In Need

- If someone in the party has ever dabbled in necromancy, Venora can detect traces of the magic on them. She will stalk the group in silence, keeping an eye on them from afar. If confronted, she will lay out her case directly, and ask about the party's experience with necromancy. If satisfied with their answer, she may drop her pursuit. If not, she and other Knights may continue following them.
- If the party has a reputation in the city, Venora may find them, asking for help in tracking a target. Specifically, she knows there are two identical Sporopolitans, insinuating that one is disguised as the other, and possibly a member of the Cordyceps Cartel. If they successfully help her, she offers the Knights of the Veiled Lady as allies, since they showed their willingness to defend the city.
- The party might be led to Venora if they're looking for information on shady happenings in Sporopolis. Venora will be forthcoming with any information that might lead to a healthier, Cordyceps Cartel-free Sporopolis. If she believes the party's interests align with her own, she might even lead the party to who they're looking for firsthand.

Roburus's Rememberer





Venora, The Heretic Hunter

ORATO *The Agaric Attendant*

Were Orato not serving the City out of obligation, he would leave his life as a guide and errand-runner to travel all the cities of the overworld. But after losing a bet to the City, he acts as its personal assistant.

When Occupied

While running errands for the City, Orato will happily make time to stop at a local city node to argue with the hivemind. After losing a bet against it in the Ring of the Faerie Troupe, Orato is halfway through the century of servitude he now owes. Despite his tendency for antagonism, he is a fungril of his word, continuing to serve it—perhaps to prove a point with his own stubbornness. Not wanting to be even further tied down, he refuses to join the Generative Mycelial Order.

When Approached

If receiving so much as an extra second's look, the verbally combative Orato will retort with an insult. However, his fascination with the overworld gives him some pause when approached by surface-born people. Given their frequent foreignness to Sporopolis, Orato will happily guide new arrivals through the city, answering any questions they have about it...offering his strong opinions about the city as a bonus.

When Threatened

Orato prefers to avoid physical conflict, and should he not ward off attackers with words, he simply runs or hides behind allies, cheering and jeering as the battle pans out.

When In Need

- When near one of the city's nodes, Orato might be seen in a heated argument with the City about something. Members of the Order seem to be ignoring it as "another day around Orato," and at his notice of a stranger, he asks them to settle the shockingly mundane argument. If the party sides with him, he gives them his Flutterfiends as a gift. If siding against him, he berates them.
- If someone walking through the city is clearly lost (and is clearly surface-borne), Orato will stop what he's doing to shower them with questions about their home and life in the overworld. He will continue following them around, and if somehow appeased, will offer to introduce them to the City firsthand.
- Orato may be looking to find passage to the Ring of the Faerie Troupe—the city's suspended entertainment district, only accessible by flight and teleportation. If he sees someone with wings, he'll rush to them, asking to help get him back up to the Ring in time. If the party promptly gets him to the Ring, where he placed another bet with the City to see how quickly he could do a lap around Sporopolis's main districts to win or lose ten years on his service, he tells the party he'll happily leverage his local reputation for them if they need an ally.

VENEFICI *Scholar of the Toads' School*

Going on their second full century of scholarship in the Toads' School, Venefici can't help but feel they've just scratched the surface of the knowledge they'll be privileged to learn this life.

When Occupied

Venefici has long studied the Radiant Hollow—the underground forest at the underground side of Sporopolis—but they've only written 63 tomes of study so far. If not working on their 64th, they're discussing the tenets of Sporopolitan druidism, lecturing on the magical properties of the Hollow, or practicing their holistic approach to spellcasting.

When Approached

If meeting a stranger, Venefici first studies the person in excruciating detail and hypothesizing how their presence might affect the Hollow. After that, Venefici introduces themselves.

Particularly interested in discussing magic, Venefici often asks how magic has affected a stranger's life and what their relationship with it is. If the person isn't a magic-user, then they ask about the person's perception of magic, and why it is so. Apart from their excitedness at studying someone anew, Venefici will happily help anyone in the great pursuit of knowledge.

When Threatened

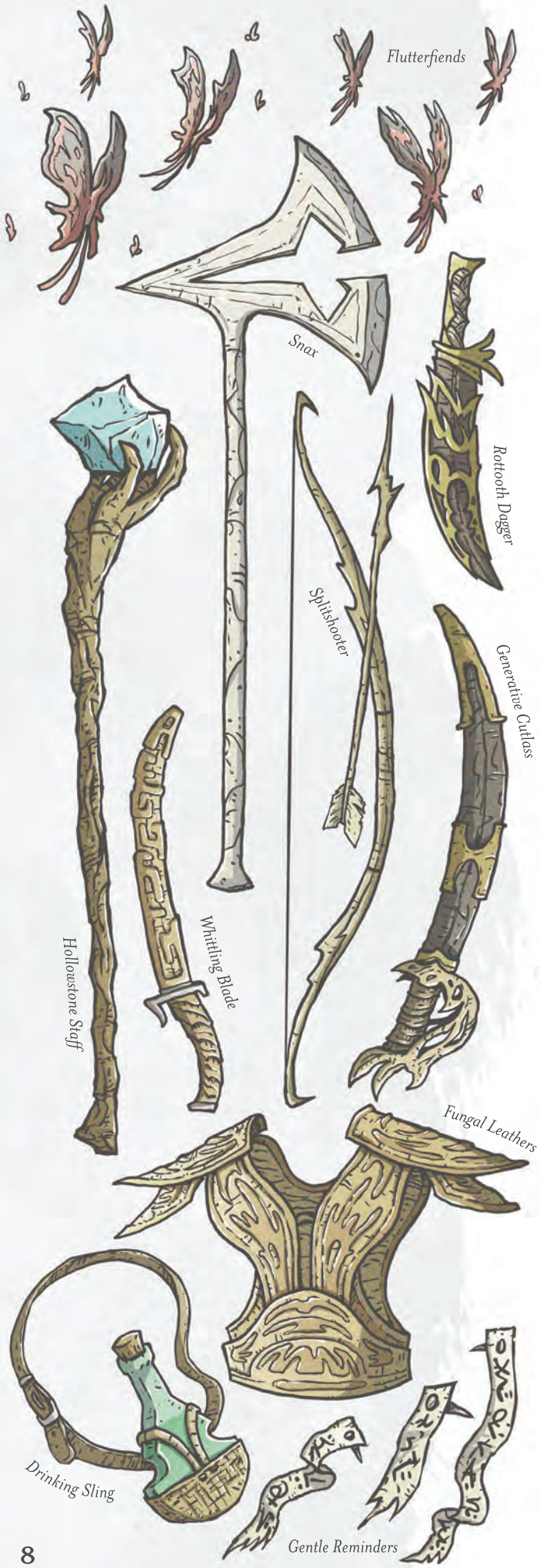
Having seen enough strange experimentation that has led to the creation of dangerous creatures, Venefici has defended themselves with magic many times before. But even combat is a learning experience, where Venefici will quickly take out a notebook and jot down notes between the spells they sling from a distance.

When In Need

- Always aware of new people and things in the Radiant Hollow, Venefici is very aware of a new party of adventurers passing through. Venefici might even sense their presence and the Hollow's response to it, describing how and why this floral-fungal part of the city is reacting to the party in such a way.
- Conducting spellcasting experiments, Venefici sees the party passing when they strike an idea. They stop someone in the party who looks "particularly resilient," wishing to see how they might withstand a powerful spell cast by Venefici. If the party member obliges, Venefici will see to healing any wounds and offer a bag of gold as recompense for the party's time.
- Venefici has recently created an amulet that harnesses the magically regenerative capabilities of Sporopolis and fungril people. To test whether it works, Venefici asks to be killed. If the party obliges, Venefici will return a week later, having been reincarnated by the item, but because it can only be used once per wearer, they will gift the Mark of the Mycelium to whomever dealt the killing blow.



ITEM INDEX



WEAPONS

ARMOR

LOOT

FLUTTERFIENDS

Tier 2 Secondary Weapon • One-Handed

INSTINCT FAR 4 +2 MAGICAL

Distraction: On a successful attack, you can cause your target to be temporarily *Vulnerable* instead of dealing damage.

GENERATIVE CUTLASS

Tier 2 Primary Weapon • One-Handed

INSTINCT MELEE 6 +4 PHYSICAL

Generative: When you clear a hit point from someone, gain advantage on your next action roll.

HOLLOWSTONE STAFF

Tier 2 Magical Weapon • Two-Handed

KNOWLEDGE FAR 6 +4 MAGICAL

Intuitive: You may also add your Instinct to attack rolls with this.

ROTTTOOTH DAGGER

Tier 3 Magical Weapon • One-Handed

FINESSE MELEE 6 +6 MAGICAL

Vampiric: When you roll a 6 on a damage die, clear 1 Hit Point.

SPLITSHOOTER

Tier 2 Primary Weapon • Two-Handed

AGILITY VERY FAR 6 +6 PHYSICAL

Quick: When you make an attack, you can mark a Stress to target another creature within range.

SNAX

Tier 2 Primary Weapon • Two-Handed

STRENGTH MELEE 10 +6 PHYSICAL

Savage: When you roll a critical success on an attack roll against a creature, remove a limb from the target.

WHITTLING BLADE

Tier 2 Secondary Weapon • One-Handed

AGILITY MELEE 6 PHYSICAL

Discerning: This weapon glows when in Close range of a magically hidden or disguised creature.

FUNGAL LEATHERS

Tier 3 Armor

6 ARMOR 12 MAJOR 30 SEVERE

Ingrained: The number of maximum domain cards in your loadout is reduced by 1, and you gain +2 to Finesse.

DEADSEEKER

Uncommon Loot

You gain advantage on attacks against Skulk-type adversaries.

DRINKING SLING

Rare Loot

As a downtime move, you can add a liquid consumable to this drink holster. Once per session when not in a dangerous situation, you can drink it without destroying it.

FLUTTERFINDERS

Uncommon Loot

These fluttering insects follow you around until shooed away. While they're with you, gain the following Experience at +1—*Extra Perceptive*.

GENTLE REMINDERS

Rare Loot

You can nail these into yourself as a downtime move. If you do, you lose 1 Hit Point slot and gain a +1 bonus to Knowledge until they're removed.

ITEM INDEX

HOLLOWSTONE RELIC

Legendary Loot

You gain a +2 bonus to your Instinct and -1 to your Presence. You can only carry one relic.

LUMUS

Rare Loot

At will, you can choose to have this item shed light like a torch. Once per long rest, this item can be used to cast the *Floating Eye* spell as if it were in your loadout.

MARK OF THE MYCELIAL

Legendary Loot

You gain the following death move—*Return to Root*: As you feel death approach, you lie down, giving your body to the ground and soul to the mycelial array. After 1 day, you are reincarnated as a fungril in the nearest area with a concentration of other fungril.

MYCELIAL CLOAK

Rare Loot

While wearing this, gain advantage on your Instinct Roll to use your *Fungril Network* ancestry feature.

RELIC OF SIGHT

Rare Loot

You gain +1 to all attack rolls. You can only carry one relic.

ROSARY SCARF

Common Loot

You have advantage on rolls to interact with religious orders and people within them.

UPSTANDING SANDALS

Rare Loot

You have advantage on rolls in social interactions against creatures larger than you.

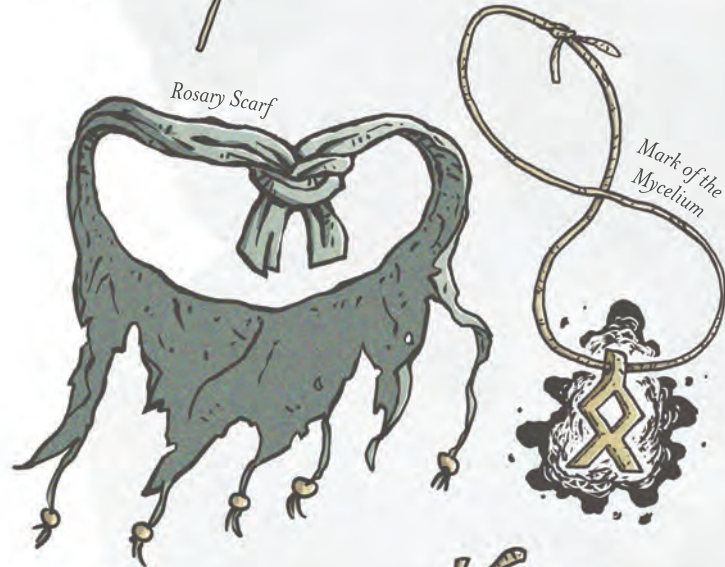
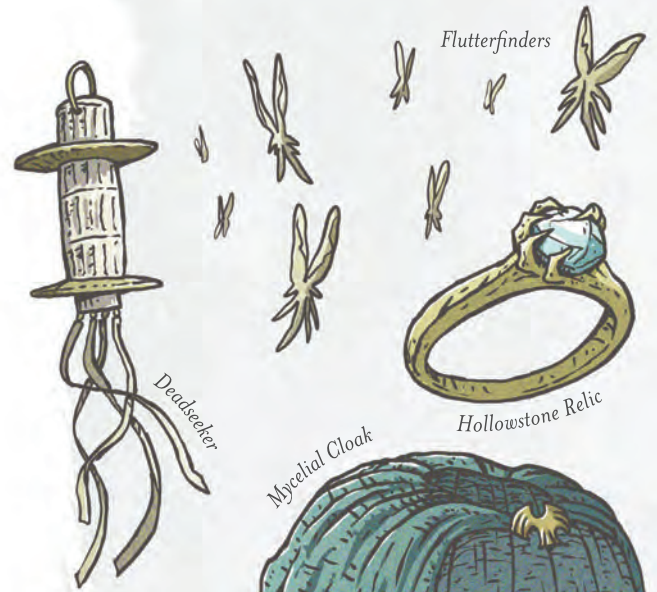
ROBURUS'S REMEMBERER

Uncommon Consumable

You can store a spell or ability as this skull's last memory. Choose a domain card from your vault during downtime to store. After using it, the skull crumbles to dust and the card returns to your vault.

LOOT

CONSUMABLE



DOMAIN INDEX

ARCANE STRIKE

Level 2 Arcana Ability • Recall Cost: 1

You channel your magical energy into an attack. When making a weapon attack that deals magical damage, you can mark a Stress to add an extra damage die.

FLUTTERFLAME

Level 2 Sage Spell • Recall Cost: 1

Make a **Spellcast Roll** against up to five adversaries within Far range. Each target you succeed against is considered *Vulnerable* until the next time they take the spotlight.

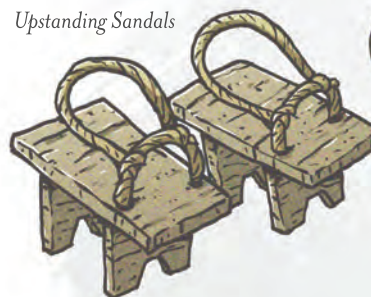
ARCANA

SAGE

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-The Many Worlds Tavern Team



Roburus's Rememberer

