

# MYCONID



YCONIDS, ALSO KNOWN AS FUNGUS PEOPLE OR fungal folk, are an ambulatory plant race that are extremely rare outside their close knit, telepathically linked communities. They usually live in caves in the underdark, but also sometimes in secluded areas of deep forests.

Myconids are generally a calm and unviolent race, that seek to live undisturbed in hidden places. Myconid culture is hierarchical, with the myconid sovereign reigning over the rest. The sovereign is chosen as the wisest myconid of the colony.

## SECLUDED PACIFISM

Myconid colonies are usually hidden from outsiders, and they rarely trust anyone outside of their own race. This is due to the fact that they have learnt that most other creatures will try to take advantage of their pacifistic nature and simple ways. Myconids have also learnt to defend themselves if necessary, but will do so only if they deem it absolutely necessary. Otherwise, they prefer to remain hidden or to use their spores to confuse or pacify strangers. It is not unheard of, however, for myconids to take in strangers that are in clear need of help and give them the shelter and care they need.

## MYCONID ADVENTURING MOTIVATIONS

While it is rare for a myconid to leave their colony, this can happen. Often, they will have been forced to leave in some way, but not always. The Myconid Motivations Table contains suggestions on why you left your colony.

## MYCONID MOTIVATIONS

### CHARACTER ADVANCEMENT

d6	Motivation
1	You became bored of life in your colony, and left to everyone's astonishment.
2	Your colony was destroyed and you are one of the few survivors. You are now on a quest for revenge.
3	You committed a terrible crime and were exiled by the sovereign. Now you seek redemption.
4	The sovereign sent you out to study the outside world, and report back what you have found.
5	You were kidnapped from your colony long ago, now you don't know the way back.
6	You formed a close bond with a stranger your colony helped, and went with them when they left.



SPORECROWN THALLID BY BRAM SELS

## MYCONID TRAITS

**Ability Score Increase.** Increase your Constitution by 2 and one ability score of your choice by 1 (Wisdom is recommended for the average Myconid).

**Languages.** You can speak, read and write Common and one more language of your choice between Undercommon, Primordial or any standard language.

**Creature type.** You are a humanoid and a plant.

**Size.** You can choose between small and medium size.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Telepathy.** You can speak telepathically to any creature within 30 feet of you that you can see by spreading your spores in their direction, and the creature inhaling them. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.

**Spores.** You can release spores to affect those around you. You can learn and unlearn how to create different types of spores based on your needs as you level up.

You may pick one of the 1st level options at level 1. When you reach level 5 you can either pick one of the 5th or 1st level options. You can also exchange one of your spore options for a different one available to you any time you level up.

Any spore effect that requires a saving throw has a DC of 8 + your proficiency bonus + your Constitution modifier. You can release spores a number of times equal to your Constitution modifier (minimum of once), regardless of the type of spores released, after which you must finish a long rest before you can release any spores again.

Spores that affect a creature must be inhaled or be able to enter the creature's body in other ways (up to DM's discretion).



Below are the spore options you can choose from.

- **Distress Spores (1st level).** As an action or as a reaction when you take damage you may emit spores into 60-foot radius. These spores can go around corners. Allied creatures of your choice within this radius are alerted to a sense of imminent danger. If they were asleep through nonmagical means, they are woken up.
- **Illuminating Spores (1st level).** As a bonus action, you may emit spores into a 20 foot radius. These spores can go around corners. The area is illuminated by bright light, and dim light surrounds it for another 20 feet. These spores move with you when you move, unless you choose to make them stationary, and continue to shed light for 1 hour.
- **Nourishing Spores (1st level).** As an action you may eject spores towards an unoccupied space within 5 feet of you. Edible mushrooms grow in this space. One use of this ability creates enough mushrooms for an amount of rations equal to half your level (rounded down), which expire after 24 hours.
- **Deeproot Spores (1st level).** You may cast the Speak with Animals spell without consuming spell slots or material components through the use of your spores.
- **Entangling Root Spores (5th level).** As an action, you may emit spores into a 15 foot radius, causing roots covered in fungi. The terrain within this radius becomes difficult terrain for all creatures except yourself for 1 minute. The affected area does not move when you move.
- **Poisonous Spores (5th level).** As an action you may emit spores into a 10-foot radius centered on yourself. These spores can go around corners. Each creature must succeed on a Constitution saving throw or take a number of d6s of poison damage equal to your proficiency bonus and be poisoned until the end of their next turn.
- **Rapport Spores (5th level).** As an action you may emit spores into 20-foot radius. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.
- **Deeproot Spores (5th level).** You may cast the Speak to Plants spell without consuming spell slots or material components through the use of your spores.