

EXPANDED SENTIENT FUNGI

HOME BREW

by Sonixverse Labs



MYCONIDS

The most common of all sentient fungi are myconids. Myconids take many sizes and forms ranging from the diminutive mite to the lumbering myconid behemoth. What sets myconids apart from other sentient plants and even other sentient fungi is their composition.

Although many myconids assume a humanoid form, the essence is actually composed of a collection of spores that contains its consciousness. Its body is essentially a shell made of organic matter that gives its form. Myconids are able to decompose nearly any form of organic matter transforming it into a suitable body.

If its body dies, the spores escape from the empty husk to find a new host. While in this state, myconids are extremely vulnerable and will die if their spores are harmed or if they cannot find a new host within a short period of time.

SPORE MIND

Myconids do not speak in the same way as most sentient creatures on the Material Plane. Instead, they communicate with one another via spores. Although most of myconid spores are stored within its body, they tend to leave a seemingly invisible cloud of wandering spores that can be used to transmit to other fungi. This network creates a hive-like structure of communication between myconids send alerts of nearby food or imminent danger.

ASSIMILATING SPORES

Not only do their spores act as a means of communication, it also serves as a means of defense and reproduction. In combat, myconids use their spores to debilitate their foes by infecting their body tissue with their spores. Depending on the type of myconid, such attacks can inflict various effects. If a creature dies, while infected with these spores, the spores within that creature's body begins to blossom gaining sentience of its own converting its organic matter into a suitable body. Within a hour, a new myconid is born in its place. Although this myconid develops a unique personality, it does retain some traits or quirks of the original.

FLORAN RIVALRY

The innate drive of myconids to assimilate organic matter into fungi often places them at odds with other societies within the Underdark. However, myconids have made numerous attempts to expand their reach from the Underdark. This arrival to the surface has placed them at odds with another opposing force, sentient plants. Myconids have been bitter rivals with sentient plants such as vegpeygmies, woads, spriggans, and treants for centuries.

Scholars believe the source of this rivalry is best understood as two opposing forces of nature that seeks to assimilate and spread its form of life. Interestingly enough, man druidic circles do not intervene with this conflict as they serve as a natural checks and balance preventing one side from getting out of control. Only until one side gains the upper hand will intervention be required as that will result in devastation of entire ecosystems.



MYCONID MITES

Myconid mites are the smallest and most numerous of all sapient fungi. Myconid mites can be found in nearly any location within the Underdark. Due to their friendly nature and knowledge of the Underdark, they are often a welcome sight to many humanoids who often trade various good, preferably some form of organic matter that they convert into new mites, in exchange for navigation through the Underdark.

CURIOUS NOMADS

In general, they are extremely curious and nomadic fungi. They tend to travel in large groups of up to 20 (10d4) members traverse the deepest and darkest reaches of the Underdark.

Occasionally, mites make a trek to the surface world to experience the sun. Such a journey is actually believed to be a tradition celebrated by all myconid mites as they will embark on entire pilgrimages to the surface world consisting of hundreds or even thousands of them at a time.

FUNGAL GARDENERS

When they are not traveling, mites love to tend to their fungal gardens wherein they grow normal and awakened fungi. These gardens are maintained by masses of various organic matter they find from their journeys. Occasionally, if they reside closer enough to the surface, they are known to trek into sewers and even cemeteries to acquire more organic matter for their gardens.

MYCONID TACTICS

Despite their generally peaceful attitude, myconids can prove to be troublesome enemies. Myconids typically do not become aggressive unless they are provoked; however, they have been known to go on the offensive at the command of larger myconids.

Due to their small, size, myconids prefers to fight in their favored terrain wherein they have advantage. Such terrain would typically included fungal forests or their fungal gardens. Just like their floran counterparts, myconids have the ability to merge into nearby fungi and reappear in another fungi elsewhere. Such tactics enable them to employ hit and run tactics keeping their enemy constant on edge.

Thanks to their link to the spore mind, they are able to call for aid to nearby myconids. Typically if ambushed or overwhelmed, they will telegraph their position to reinforcements while evading the grasp of their enemy using their fungal stride.

The final advantage that they possess in their fungal gardens is that they can quickly find a new host body with ease if their primary body is destroyed. Thanks to the fungal mists that typically accompany their fungal gardens, their vulnerable spore form is able to easily slip away so that it can find a new body to rise from.



MYCONID MITE TEMPLATE

Small Plant, neutral

Armor Class 13 (Natural Armor)

Hit Points 13 (2d6+6)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	10 (+0)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Condition Immunities Blinded, Charmed, Deafened, Paralyzed, Poisoned

Damage Immunities Necrotic, Poison

Senses blindsight 60ft., passive Perception 13

Proficiency Bonus: +2

Challenge 1/4(50 xp)

Fungal Stride As a bonus action, the myconid mite can enter a Medium or larger fungus and emerge 5ft. from another Medium or larger fungus within 60ft. of its original location

Spore Mind The myconid mite can communicate with another myconid within 240ft. of it. Myconid Mites in this range can sense the pain of another.

Symbiotic Mind The myconid mite has advantage on attack rolls, ability checks, and saving throws, while within 30ft. of another creature with symbiotic mind.

Spore Burst Upon dropping to 0 hitpoints, creatures within 10ft. of it must succeed a DC 12 Constitution saving throw or take 5(1d8) necrotic damage + 5(1d8) poison damage. On a successful saving throw, it takes half damage.

Fungal Camouflage The myconid mite has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring fungus. It can use its bonus action to Hide while these conditions are met.

Spore Cloud Creatures that first enter or starts its turn within 5ft. of the myconid mite must succeed a DC 13 Constitution saving throw or become poisoned until the end of its next turn. Upon a successful saving throw, creatures cannot be poisoned in this manner for the next 24 hours.

Spore Spawn If a creature poisoned by the mite is reduced to 0 hitpoints, it is killed. After 1 hour, that creature returns to life as an myconid mite. This feature does not work against constructs or undead.

Actions

Fungal Mace *Melee Weapon Attack:* +4 to hit, 10ft., one target. *Hit:* 7 (1d6+2) bludgeoning damage + 4(1d6) poison damage.

Spore Wand Once creature within 30ft. of the myconid mite must succeed a DC 12 Constitution saving throw or take 7(2d6) poison damage and become poisoned for one minute. Upon a successful saving throw, creatures take half damage and are not poisoned.



MYCONID WALKER

Myconid walkers are much larger forms of myconids. As mites are typically the first stage of life for myconids, walkers are usually born once a mite become powerful enough to assimilate and control a much larger body.

FUNGAL GUARDIANS

Whereas mites tend to be more nomadic, walkers are typically more prone to build settlements and cities with the fungal forests of the Underdark. These cities are quite alien in comparison to that of most societies in the Material Plane as their cities often resemble a large amalgamation of mushrooms or lichen. Thanks to their innate ability to merge into fungi, navigating such cities is nigh impossible for most other creatures.

In addition to building myconid settlements, walkers also tend to be very protective of mites and other sentient fungi. They often accompany mites on their various pilgrimages as well as tend to fungal garden. These garden

AGENTS OF ASSIMILATION

Unlike their smaller kin, walkers tend to be much more dangerous as they seek to expand their civilization and fungal forests beyond the Underdark. They often organize in large raid parties of 11(2d10) members which actively hunts for any living creature. The purpose of these raids are find suitable hosts to create more walkers as well as to refill their barrows filled of organic matter to feed their fungal gardens as well as to maintain a store a auxillary host's for when their settlements fall under attack.

WALKER TACTICS

Much like their smaller kin, walkers are at their strongest while in fungal forests or gardens employing hit and run tactics. However, depending on the location of their target, they may not have the luxury fighting in such a location.

To make up for this, tend to choose their targets carefully, oftentimes watching them for hours to identify any strength's or weaknesses. Communicating via spore mind, they are able to silently coordinate attacks prioritizing the most dangerous attackers, such as individuals who can cast spells (primarily fire) as their fungal form and toxic spores are able to weaken most forms of conventional weaponry.

For much larger raids, they tend to bring larger awakened fungi or even myconid behemoths along to serve as additional strength as well as quick transport via their fungal stride ability.

MYCONID WALKER

TEMPLATE

Medium Plant, neutral

Armor Class 15 (Natural Armor)

Hit Points 51 (6d8+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	11 (+0)	13 (+1)	12 (+1)

Skills Perception +3, Stealth +5

Condition Immunities Blinded, Charmed, Deafened, Paralyzed, Poisoned

Damage Resistances Bludgeoning, Piercing, and Slashing damage

Damage Immunities Necrotic, Psychic, Poison

Senses blindsight 60ft, passive Perception +3

Proficiency Bonus: +2

Challenge 4(1100 xp)

Spore Soul When the walker is in its spore form, it can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20ft., can hover, and enter a hostile creature's space. In addition, if air can pass through a space, the spore can do so without squeezing and it cannot pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, is immune to all conditions, and is immune to bludgeoning, necrotic, piercing, poison, and slashing damage.

Fungal Resurrection When the myconid walker drops to 0 hitpoints, the life-giving spores of the walker escapes from its body instead of falling unconscious provided it hasn't taken fire damage on its previous turn. If it cannot escape, it is destroyed.

While in its spore form, it has 1 hitpoint, it can't revert to its physical form and it must be able to infect a medium corpse within 1 hour or become destroyed.

After spending 1 hour assimilating into a new corpse, it returns as a fully healed myconid walker.

Fungal Stride As a bonus action, the myconid walker can enter a Medium or larger fungus and emerge 5ft. from another Large or larger fungus within 60ft. of its original location

Spore Mind The myconid walker can communicate with another myconid within 240ft. of it. Myconids in this range can sense the pain of another.

Symbiotic Mind The myconid walker has advantage on attack rolls, ability checks, and saving throws, while within 30ft. of another creature with symbiotic mind.

Spore Burst Upon dropping to 0 hitpoints, creatures within 10ft. of it must succeed a DC 12 Constitution saving throw or take 9(2d8) necrotic damage + 9(2d8) poison damage. On a successful saving throw, it takes half damage.

Spore Cloud Creatures that first enter or starts its turn within 10ft. of the myconid walker must succeed a DC 14 Constitution saving throw or become poisoned until the end of its next turn. Upon a successful saving throw, creatures cannot be poisoned in this manner for the next 24 hours.

Fungal Camouflage The myconid walker has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring fungus. It can use its bonus action to Hide while these conditions are met.

Spore Spawn If a creature poisoned by the walker is reduced to 0 hitpoints, it is killed. After 1 hour, that creature returns to life as an myconid walker. This feature does not work against constructs or undead.

Actions

Multiattack The myconid walker can make two fungal strike. It can substitute any number of fungal strikes for a spore wand.

Fungal Strike Melee Weapon Attack: +5 to hit, 5ft., one target. *Hit:* 7 (1d8+2) bludgeoning damage + 5(1d8) poison damage.

Spore Wand One creature within 60ft. of the myconid walker must succeed a DC 14 Constitution saving throw or take 9(2d8) poison damage + 9 (2d8) necrotic damage and become poisoned for one minute. Upon a successful saving throw, creatures take half damage and are not poisoned. Creatures can repeat its saving throw at the end of each of its turns to end the effect on a success.



MYCONID BEHEMMOTH

Myconid behemmoths are the final stage of the traditional life cycle of most myconids. Behemmoths are created where a myconid's essence is powerful enough to control and manipulate a large amount of organic matter to grow into a towering colossus.

MOBILE SANCTUARY

Thanks to the innate ability that allows myconids merge into nearby fungi, myconid behemmoths are able to serve as temporary homes from many myconid mites, walkers, and in even some cases sovereigns. This is especially the case for the more nomadic groups that traverse the very dangerous terrain of the Underdark. Because of their size, few creatures would dare attack a behemmoth.

RARE ASCENSION

Because of their immense size, behemmoths are often quite rare since they require a lot of organic matter to assimilate in a new form. If a behemmoth's form is destroyed, it is much more likely that the behemmoth will split its essence to form multiple walkers unless it can find a large enough host to possess.

SOVEREIGN GUARDIANS

Despite their immense power and size, behemmoths typically hold a lower social station than sovereigns in myconid society. Many tend to be the staunch protectors of their sovereigns as well as for myconid archspores. Over serve as commanders or generals leading myconids on massive raiding parties or coordinating the defense against attackers.

BEHEMMOTH TACTICS

In combat, behemmoths are living siege engines capable of breaking down the strongest defenses and cutting a path through enemy lines. They also inadvertently serve as a troop transport capable of serving as a nexus where troops can retreat or reinforce by using its body with their Fungal Stride.

Because of this, one should be extremely wary when fighting a behemmoth, especially a solitary one. More often than not, small portals will begin opening on its form bring through squads of mites, walkers, and at times even sovereigns.

MYCONID BEHEMMOTH

TEMPLATE

Huge Plant, neutral

Armor Class 15 (Natural Armor)

Hit Points 125 (10d12+60)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	23 (+6)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Constitution +11

Skills Perception +5

Condition Immunities Blinded, Charmed, Deafened, Paralyzed, Poisoned

Damage Resistances Bludgeoning, Piercing, and Slashing damage

Damage Immunities Necrotic, Psychic, Poison

Senses blindsight 60ft.

Proficiency Bonus: +4

Challenge 11(7200 xp)

Spore Soul When the behemoth is in its spore form, it can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20ft., can hover, and enter a hostile creature's space. In addition, if air can pass through a space, the spore can do so without squeezing and it cannot pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, is immune to all conditions, and is immune to bludgeoning, necrotic, piercing, poison, and slashing damage.

Fungal Resurrection When the myconid behemoth drops to 0 hitpoints, the life-giving spores of the behemoth escapes from its body instead of falling unconscious provided it hasn't taken fire damage on its previous turn. If it cannot escape, it is destroyed.

While in its spore form, it has 1 hitpoint, it can't revert to its physical form and it must be able to infect a Huge corpse within 1 hour or become destroyed. Alternatively, it can infect 4 Medium corpses to turn into 4 walkers

After spending 1 hour assimilating into a new corpse, it returns as a fully healed myconid behemoth or 4 walkers.

Siege Monster The behemoth deals double damage to buildings and objects

Fungal Stride As a bonus action, the myconid behemoth can enter a Gargantuan or larger fungus and emerge 5ft. from another Large or larger fungus within 60ft. of its original location

Symbiotic Mind The myconid behemoth has advantage on attack rolls, ability checks, and saving throws, while within 30ft. of another creature with symbiotic mind.

Spore Burst Upon dropping to 0 hitpoints, creatures within 10ft. of it must succeed a DC 19 Constitution saving throw or take 18(4d8) necrotic damage + 14(4d8) poison damage. On a successful saving throw, it takes half damage.

Fungal Camouflage The myconid behemoth has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring fungus. It can use its bonus action to Hide while these conditions are met.

Spore Spawn If a creature poisoned by the behemoth is reduced to 0 hitpoints, it is killed. After 1 hour, that creature returns to life as an myconid walker. This feature does not work against constructs or undead.

Spore Cloud Creatures that first enter or starts its turn within 20ft. of the myconid behemoth must succeed a DC 18 Constitution saving throw or become poisoned until the end of its next turn. Upon a successful saving throw, creatures cannot be poisoned in this manner for the next 24 hours.

Spore Mind The myconid behemoth can communicate with another myconid within 240ft. of it. Myconids in this range can sense the pain of another.

Mushroom Portal The behemoth counts as a fungi for the Fungus Stride feature.

Actions

Multiattack The myconid behemoth can make two fungal strike. It can substitute any number of fungal strikes for a spore blast

Fungal Strike *Melee Weapon Attack:* +10 to hit, 10ft., one target. *Hit:* 24 (4d8+6) bludgeoning damage + 18(4d8) poison damage.

Spore Blast Once creature within 240ft. of the myconid Behemoth must succeed a DC 19 Constitution saving throw or take 18(4d8) poison damage + 18 (4d8) necrotic damage and become poisoned for one minute. Upon a successful saving throw, creatures take half damage and are not poisoned. At the end of each of its turns, creatures able to repeat its saving throw to end the effect on a successful saving throw.

Spore Burst(Recharge 5-6) Creatures within a 30ft. radius around a spot within 120ft. of the behemoth can see must succeed a DC 18 Constitution saving throw. On a failed saving throw, it takes 18 (4d8) poison damage + 18 (4d8) necrotic damage and becomes poisoned for one minute. At the end of each of its turns, it can repeat its saving throw to end the effects.

MYCONID VARIANTS

Just like their normal and awakened relatives, myconids can come in many different varieties. These variants typically can be identified by the different effects their spores can induce on their victims.

MIRESPORE

Mirespores are easily recognizable by their sweet-smelling aroma of their spores. Despite their pleasing scent, mirespores have very dangerous, mind altering capabilities. Creatures infected by these spores suffer from hallucinations and imaginary noises. Based on accounts, these hallucinations vary from individual as they tend to take the form of that creature's greatest fears or desires.

More powerful myconids such as sovereigns and archspores are able to control these spores to a greater degree using them to take control of their victims minds or spread mass hysteria and chaos amongst their enemies.

SPELLSPORES

Spellspore are the rarest of all myconids and are found in the deepest parts of the Underdark. Their spores have unique antimagic properties capable of blocking an infected creature's connection to magic. These spores are also strong enough generate an antimagic field in a close vicinity around the myconid. This spore cloud provides the myconid ample protection from the magical volatile environment often associated with the deepest reaches of the Underdark.

However, interestingly enough, the antimagic properties generated by these spores seems to have no bearing on the myconid's own spellcasting abilities. Scholars believe that myconids do not channel magic in the same way that most other creature do, as their spores are actually believed to be the source of its magic. Essentially, these spores act somewhat like a battery, absorbing nearby arcane energy to power their own spell effects.

HOSTSPORE

Of all myconids, the host spore is the most dangerous and nightmarish as they have the ability to take the control of the body and mind of living creatures. The spores of these myconids tend to have a higher degree of sentience than their other kin. Once it infects a creature, it is able to make take over that creature's body forging a temporary link between the myconid and its new host.

While under the myconid's control, the creature has no control over its body and mind ; but is still fully aware of its actions. For the duration of its effects, the myconid has full access to that creatures abilities and thoughts. Thanks to this symbiotic link, whenever the myconid is harmed, it is able to transfer some of its pain to that of its host.

FROSTSPORE

Ironically, frostspore myconids can only be found in areas of extreme heat, such as volcanoes, underground magma lakes, or near planar incursions with the Elemental Plane of Fire. The fungi primarily feed off of warmth siphoning it from its surroundings.

If their environment does not suit their needs, they will often resort to living creatures as they are drawn to their body heat. Unfortunately, their craving for heat also makes them extremely susceptible to cold as it greatly saps their vitality making them extremely sluggish.

BLIGHTSPORE

Blightspores are typically what comes to mind when one thinks of a myconid. Although myconids share a general hatred towards plants, blightspores absolutely despise their floran counterparts. Although most myconids do not have a preference for what type of creature they assimilate, blightspore specifically aim to target plants during their raids.

Their spores are perfectly adapted for combating plants as their spores are able to completely nullify and even reverse any form of regeneration or healing magic. Because of its nature, plants are extremely susceptible to becoming infected with their spores.

UMBERSPORE

Although most myconids occasionally make a yearly trek to the surface to experience the sun, umber spores absolutely despise the presence on any light, especially sunlight.

Unlike most creatures which are hindered by the light, umberspores enter into a violent frenzy. Although most umberspores tend to be less aggressive than their other kin, they are one of the most common fungal perpetrator on attacks against humanoids. This is primarily due to the fact that humanoids tend to rely on light while traversing the Underdark as they stumble across a group of umberspore myconids.

HALOSPORE

Halospores are one of the few myconids that naturally live on the surface of the Material Plane. Their spores have the unique ability to absorb and emit sunlight. As a result, one can find these myconids basking in sunlight absorbing its energy.

Halospores are also responsible for the myconid pilgrimages to the surface as they regularly trek to the Underdark to give their kin a taste of sunlight through their spores.

Despite their peaceful motives, halospores often find themselves in conflict with many surface dwelling creature, particularly other plants. As they try to establish a home on the surface, converting nearby forests into fungi gardens, they often end up in large skirmishes with nearby awakened plants or even druidic circles. Such skirmishes often deteriorate into large-scale conflicts as their other myconid relatives will often rise from the Underdark to aid their sun-loving kin.

Mirespore

Mire Spore Creatures poisoned by the myconid are subjected to psychedelic hallucinations. For the duration of being poisoned, creatures have a movement speed of 0 and are considered incapacitated.

Spellspore

- **Challenge Rating** Increases by 1

Spellspore Creatures poisoned by the myconid cannot cast or concentrate on spells for the duration of this effect.

Anti-magic Spores The myconid's spore cloud counts as an antimagic field

(This effect does not hinder the myconid's own spellcasting abilities or effects.)

Frostspore

Cold Susceptibility Whenever the mushroom takes cold damage, its movement speed is halved until the end of its next turn. Cold damage can hinder its fungal resurrection ability

Flame Heal When the myconid takes fire damage, it takes no damage and healing for the amount of damage dealt instead. Fire does not effect fungal resurrection.

Frostspore Creatures poisoned by the myconid takes 7(2d6) cold damage at the start of each of its turns.

Blightspore

Blightspore Creatures poisoned by the myconid cannot regain hitpoints for the duration. Whenever creatures recover hitpoints, it takes necrotic damage equal to the amount healed instead. Whenever poisoned creatures take necrotic damage, it takes maximum damage instead of roll.

Floral Bane Plants have disadvantage on saving throws against its poison effects.

HOST SPORE

- **Challenge Rating** Increases by 1

Actions

Possession Spore While poisoned by the myconid, creatures are controlled by the myconid as its spores take over that creature's body and mind. For the duration, that creature is under the complete control of the myconid.

Whenever the myconid takes damage, it takes half damage and splits the damage taken between its host. That creature takes that damage as necrotic damage.

Creatures can repeat its saving throw at the end of each of its turns ending the effect on a success. This effect can be removed if the myconid dies, the creature succeeds its saving throw, or if lesser restoration or a similar or greater effect is applied to that creature.

The myconid can only possess one creature at a time in this manner.

Umber Spore

Shadow Spore The myconid's spore cloud ability counts as magical darkness and extinguishes any form of nonmagical or magical light. This cloud emits dim light an additional distance equal to the spore cloud's radius.

Sun Fury Whenever the myconid takes radiant damage or extinguishes any form of light, it takes no damage. Until the end of its next turn, the myconid has advantage on attack rolls, can make an additional Fungal Mace or Spore Wand attack on its turn, and can use its bonus action to Dash.

Halo Spore

Halo Spore The myconid's spore cloud ability gives off bright light in its radius. This light counts as daylight. This cloud emits dim light an additional distance equal to the spore cloud's radius.

Revealing Light Creatures that first enter or starts its turn within range of its spore cloud, cannot benefit from half or three-fourth's cover or invisibility.



MYCONID SOVEREIGN

Sovereigns are extremely special and highly valued amongst the myconid spore minds. Sovereigns are individuals who show a special affinity replicate magical effects using their spores.

SPOREMIND ENTITLEMENT

Because of their special abilities, they are held with much regard in myconid society. They not only command considerable authority amongst their kin, they also gain priority upon preserving their physical forms.

FAVORED OFFSPRING

Sovereigns also seem to show partial favor towards thralls created by its own spores when it infects a slain creature. Although these walkers do not retain any of the sovereign's magical ability, the sovereign often acts as a guide or tutor for these individuals in hope that they will one day become powerful enough to develop their magical ability.

SOVEREIGN BARROWS

Their status also entitles them to entire fungal gardens or barrows dedicated to them. Since sovereigns often have entire legions of walkers and mites under its authority, any bodies acquired under an assimilation raid are brought to its barrow.

These barrows not only serve as a source of potential host bodies for itself, it also uses it as a reward for loyalty as its most trusted subjects will be gifted a share of hosts within this barrow as a guaranteed rebirth if it ever falls in battle.

SOVEREIGN TACTICS

Under most circumstances, myconid mites and walkers are not as afraid of *dying* as most creatures on the Material Plane. Many of them view death as a chance at rebirth as it assumes a new host. If by some circumstance, it is not able to acquire a new form before death, many still take comfort in the fact that as aspect of its essence resides in another form created from a prior assimilation.

However, this is not entirely the case for sovereigns as they are paranoid of dying. This is the reason for why they acquire and hoard so much organic matter so they have a guaranteed chance at rebirth. Unless forced to leave (usually by command of an archspore), they rarely leave their seat of power within myconid society sending their minions to do their bidding.

If forced to fight, they are extremely dangerous as they are always accompanied by 5(2d6) walkers and 7(2d6) mites. The sovereign will concentrate its most powerful attacks on the most dangerous opponents from a distance. Meanwhile the majority of its minions will focus on harrying and distracting other opponents while the rest stay back protecting the sovereign by weakening them from a distance.

MYCONID SOVEREIGN

TEMPLATE

Medium Plant, neutral

Armor Class 15 (Natural Armor)
Hit Points 85 (10d8+40)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	16 (+3)	17 (+3)	17 (+3)

Skills Perception +3, Stealth +5
Condition Immunities Blinded, Charmed, Deafened, Paralyzed, Poisoned
Damage Resistances Bludgeoning, Piercing, and Slashing damage
Damage Immunities Necrotic, Psychic, Poison
Senses blindsight 60ft.
Proficiency Bonus: +3
Challenge 7(2900 xp)

Spore Soul When the sovereign is in its spore form, it can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20ft., can hover, and enter a hostile creature's space. In addition, if air can pass through a space, the spore can do so without squeezing and it cannot pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, is immune to all conditions, and is immune to bludgeoning, necrotic, piercing, poison, and slashing damage.

Fungal Resurrection When the myconid sovereign drops to 0 hitpoints, the life-giving spores of the sovereign escapes from its body instead of falling unconscious provided it hasn't taken fire damage on its previous turn. If it cannot escape, it is destroyed.

While in its spore form, it has 1 hitpoint, it can't revert to its physical form and it must be able to infect a medium corpse within 1 hour or become destroyed.

After spending 1 hour assimilating into a new corpse, it returns as a fully healed myconid sovereign.

Fungal Stride As a bonus action, the myconid sovereign can enter a Large or larger fungus and emerge 5ft. from another Large or larger fungus within 60ft. of its original location

Spore Mind The myconid sovereign can communicate with another myconid within 240ft. of it. Other creatures with spore mind in this range can sense the pain of another.

Symbiotic Mind The myconid sovereign has advantage on attack rolls, ability checks, and saving throws, while within 30ft. of another creature with symbiotic mind.

Spore Burst Upon dropping to 0 hitpoints, creatures within 10ft. of it must succeed a DC 15 Constitution saving throw or take 14(3d8) necrotic damage + 14(3d8) poison damage. On a successful saving throw, it takes half damage.

Fungal Camouflage The myconid sovereign has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring fungus. It can use its bonus action to Hide while these conditions are met.

Spore Cloud Creatures that first enter or starts its turn within 10ft. of the myconid sovereign must succeed a DC 15 Constitution saving throw or become poisoned until the end of its next turn. Upon a successful saving throw, creatures cannot be poisoned in this manner for the next 24 hours.

Spore Spawn If a creature poisoned by the sovereign is reduced to 0 hitpoints, it is killed. After 1 hour, that creature returns to life as an myconid walker. This feature does not work against constructs or undead.

Spellcasting

The sovereign is a 10th level spellcaster. its spellcasting ability is Constitution(spell save DC 15, +7 to hit with spell attacks). The sovereign has the following spells prepared.

Cantrips(At Will) Druidcraft, Toll the Dead

1st Level(4/long rest) Bane, Fog Cloud, Inflict Wounds, Sleep

2nd level(3/long rest) Ray of Enfeeblement

3rd level(3/long rest) Stinking Cloud, Vampiric Touch

4th level(2/long rest) Blight

5th level(2/long rest) Cloudkill, Contagion, Elevation

Actions

Multiattack The myconid sovereign can cast one spell and make two fungal strikes. It can substitute any number of fungal strikes for a spore wand.

Fungal Strike Strike Melee Weapon Attack: +6 to hit, 5ft., one target. **Hit:** 12 (2d8+3) bludgeoning damage + 9(2d8) poison damage.

Spore Wand Once creature within 120ft. of the myconid sovereign must succeed a DC 15 Constitution saving throw or take 9 (2d8) poison damage + 9 (2d8) necrotic damage and become poisoned until the end of its next turn. Upon a successful saving throw, creatures take half damage and are not poisoned.

Spore Burst (Recharge 5-6) Creatures in a 20ft. radius of a spot within 120ft. of the myconid sovereign that it can see must succeed a DC 15 Constitution saving throw. On a failed saving throw, it takes 14 (3d8) poison damage + 14(3d8) necrotic damage and becomes poisoned for one minute. At the end of each of its turns, it can repeat its saving throw to end the effects.



MYCONID ARCHSPORE

Archspores are the rarest and most powerful of all myconids. Archspores originate from sovereigns that have lived for centuries or even millennia. Oftentimes, an entire myconid settlement is founded by a single archspore. Just like sovereigns, archspores have colossal barrows dedicated to them for when they fall in battle.

MYCONID GODS

Archspores are the representation of divine ascension for their society. Become an archspore is the ultimate goal of any myconid sovereign. The influence of an archspore is immense as hundreds or in some cases, thousands of myconids have flocked under its banner.

Interestingly enough, archspores rarely display any form of rivalry or violence between one another. Instead, they combine their powers to command their subjects to spread their fungal civilization. Such alliances are nearly always followed by a Sporetide wherein they sweep through the Underdark or even travel to the surface world assimilating anything in its path. Thankfully, such incursions are rare and were only hindered by massive druidic coalitions or the opposing tide of nature from sentient plants.

IMMORTAL HOSTS

Unlike their sovereign counterparts, most archspores no longer fear death as few creatures are capable of challenging its power. The primary reason for this is that although myconids can prove to be hard to kill without the use of fire, archspores are especially so due to their ability to transfer their life force to another body.

As long as the archspore, it can connect to the Spore Mind, it can transfer its essence to the form of a walker or sovereign if its physical body happens to be destroyed. This transfer is fatal to its host as the archspore cannibalizes the spores of its host taking the new body as its own.

ARCHSPORE TACTICS

Just like sovereigns, archspores prefer not to leave their seat of power and are always accompanied with an entourage of myconid behemoths, walkers, and sovereigns. Those who seek to fight an archspore must manage to fight or sneak their way into the heart of myconid settlements.

However, to fully defeat it, one must separate it far enough from the spore mind as it will simply transfer its essence to a new form. Once this happens, it will either escape using its new form to blend in among its subjects or it return with reinforcements.

MYCONID ARCHSPORE

TEMPLATE

Large Plant, neutral

Armor Class 17 (Natural Armor)

Hit Points 230 (20d10+120)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	23 (+6)	22 (+6)	22 (+6)	22 (+6)

Saving Throws Constitution +12, Intelligence +12, Wisdom +12, Constitution +12

Skills Perception +12, Nature +18, Stealth +7,

Condition Immunities Blinded, Charmed, Deafened, Paralyzed, Poisoned

Damage Resistances Bludgeoning, Piercing, Slashing

Damage Immunities Necrotic, Psychic, Poison

Senses blindsight 60ft., passive Perception 22

Proficiency Bonus: +6

Challenge 21(33000 xp)

Spore Soul When the archspore is in its spore form, it can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20ft., can hover, and enter a hostile creature's space. In addition, if air can pass through a space, the spore can do so without squeezing and it cannot pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, is immune to all conditions, and is immune to bludgeoning, necrotic, piercing, poison, and slashing damage.

Fungal Resurrection When the myconid sovereign drops to 0 hitpoints, the life-giving spores of the sovereign escapes from its body instead of falling unconscious provided it hasn't taken fire damage on its previous turn. If it cannot escape, it is destroyed. While in its spore form, it has 1 hitpoint, it can't revert to its physical form and it must be able to infect a Large corpse within 1 hour or become destroyed. After spending 1 hour assimilating into a new corpse, it returns as a fully healed myconid sovereign.

Fungal Stride As a bonus action, the archspore can enter a Huge or larger fungus and emerge 5ft. from another Huge or larger fungus within 60ft. of its original location

Spore Mind The archspore can communicate with another creature with sporemind within 240ft. of it. Other creatures with spore mind in this range can sense the pain of another.

Symbiotic Mind The archspore has advantage on attack rolls, ability checks, and saving throws, while within 30ft. of another creature with symbiotic mind.

Spore Burst Upon dropping to 0 hitpoints, creatures within 10ft. of it must succeed a DC 20 Constitution saving throw or take 27(6d8) necrotic damage + 27(6d8) poison damage. On a successful saving throw, it takes half damage.

Fungal Camouflage The archspore has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring fungus. It can use its bonus action to Hide while these conditions are met.

Spore Spawn If a creature poisoned by the archspore is reduced to 0 hitpoints, it is killed. After 1 hour, that creature returns to life as an myconid walker. This feature does not work against constructs or undead.

Spore Cloud Creatures that first enter or starts its turn within 20ft. of the myconid archspore must succeed a DC 20 Constitution saving throw or become poisoned until the end of its next turn. Upon a successful saving throw, creatures cannot be poisoned in this manner for the next 24 hours.

Legendary Resistances (3/day) Upon failing a saving throw, the archspore can choose to succeed.

Actions

Multiattack The myconid archspore can make one spell or Spore Cloud attack and two fungal strikes. It can substitute any number of fungal strikes for a spore wand.

Fungal Strike *Melee Weapon Attack:* +8 to hit, 5ft., one target. *Hit:* 17 (3d8+3) bludgeoning damage + 14(3d8) poison damage.

Spore Wand Once creature within 120ft. of the myconid archspore must succeed a DC 20 Constitution saving throw or take 14 (3d8) poison damage + 14 (3d8) necrotic damage and become poisoned for one minute. Upon a successful saving throw, creatures take half damage and are not poisoned.

Spore Burst (Recharge 5-6) All creatures with a 30ft radius around a spot within 120ft. of the archspore that it can see must succeed a DC 20 Constitution saving throw. On a failed saving throw, it takes 27 (6d8) poison damage + 27 (6d8) necrotic damage and becomes poisoned for one minute. At the end of each of its turns, it can repeat its saving throw to end the effects.

Sovereign Resurrection (1/long rest) If the archspore is hit by an attack that would reduce it to 0 hitpoints, it can choose to not take damage as it transfers its essence to another myconid walker or sovereign within 240ft. of it. Upon using this feature, the archspores original body as well as the myconid host dies and the archspore takes over the new body retaining its original statistics and fully recovers any lost hitpoints. Using this feature does not recover any expended spells or legendary resistances.

Legendary Actions (3/turn)

Create walker(1 action) The archspore can cause one corpse it can see within 30ft. of it to turn into a Myconid walker. This walker acts on initiative count 20 losing an ties.

Spore Plume(1 action) The archspore can force one creature it can see to make a DC 20 Constitution saving throw. On a failed saving throw, that creature is poisoned until the end of its next turn.

Rapid Recovery (1 action) The archspore can end one conditions or spell effect of its choice on itself

Fungal Merge(1 action) The god spore can use its Fungal Stride

Cast Spell(2 actions) The archspore can cast a spell of its choice.

ARCHSPORE SPELL TEMPLATE

SPELLCASTING

The archspore is a 20th level spellcaster. its spellcasting ability is Constitution(spell save DC 20, +12 to hit with spell attacks). The archspore has the following spells prepared.

- Cantrips(At Will)** Druidcraft, Toll the Dead
1st Level(4/long rest) Bane, Fog Cloud, Inflict Wounds, Sleep
2nd level(3/long rest) Ray of Enfeeblement
3rd level(3/long rest) Stinking Cloud, Vampiric Touch
4th level(2/long rest) Blight
5th level(2/long rest) Cloudkill, Contagion, Elevation
6th level(2/long rest) Circle of Death, Eyebite, Harm
7th level(1/long rest) Tether Essence, Power Word Pain
8th level(1/long rest) Abi-dalzim's Horrid Wilting, Feeblemind
9th level(1/long rest) Time Ravag

MIRESPORE VARIANT SPELLS

The Mirespore variant has the following additional spells

- Cantrips(At Will)** Mind Sliver, Message
1st Level(4/long rest) Charm Person
2nd level(3/long rest) Crown of Madness, Mind Spike, Phantasmal Force, Suggestion
3rd level(3/long rest) Hypnotic Pattern, Fear
4th level(2/long rest) Phantasmal Killer
5th level(2/long rest) Dominate Person, Geas
7th level(1/long rest) Tether Essence
8th level(1/long rest) Dominate Monster

FROSTPORE VARIANT SPELLS

SPELLCASTING

The frostpore variant has the following additional spells

- Cantrips(At Will)** Ray of Frost, Frostbite
1st Level(4/long rest) Frost Fingers
3rd level(3/long rest) Slow
5th level(2/long rest) Cone of Cold

SPELLSPORE VARIANT SPELLS

SPELLCASTING

The spellpore variant has the following additional spells

- At will** Detect Magic
3rd level(3/long rest) Counterspell, Dispel Magic
8th level(1/long rest) Antimagic Field

UMBERSPORE SPELLCASTING

SPELLCASTING

The umberspore variant has the following additional spells

- 2nd Level(3/long rest)** Darkness
8th level(1/long rest) Maddening Darkness

HALOSPORE VARIANT SPELLS

The Halospore variant has the following additional spells

- Cantrips(at will)** Light, Dancing Lights
1st Level(4/long rest) Color Spray, Faerie Fire, Guiding Bolt
3rd Level(3/long rest) Daylight
5th Level(3/long rest) Dawn
6th level(2/long rest) Sunbeam
8th level(1/long rest) Sunburst

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