Mycelian (Race)

Requirements: Minimum CON 9
Ability modifiers: –1 DEX, +1 WIS
Languages: Alignment, Common, Deepcommon

Mycelians are humanoid mushrooms, with tall stems, wide, flat caps, and beady eyes amid their gills. They have no mouths, but communicate telepathically. They dwell in lightless caverns deep underground.

Available Classes and Max Level

- **Assassin:** 4th
- **Cleric:** 5th
- **Druid:** 5th
- **Fighter:** 6th
- **Illusionist:** 4th
- **Thief:** 4th

Fungal Spores

From 3rd level, a mycelian may emit a spray of spores once per day, targeting a single living person (i.e. human / demi-human of any level or humanoid monster of up to 4+1 HD) within 20'. The target must **save versus poison** or become completely passive for 1 round per level of the mycelian, unable to act or move.

Infravision

Mycelians have infravision to 60' (see ***Darkness*** under ***Hazards and Challenges*** in ***Old-School Essentials***).

Light Sensitivity

When in bright light (daylight, *continual light*), mycelians suffer a –2 penalty to attack rolls and a –1 penalty to AC.



Rest and Sustenance

Mycelians do not eat or sleep in the normal sense. Instead, they require a period of 8 hours each day spent in contact with moist earth.

Missing the rejuvenative period: The mycelian loses 1 hit point per day until it is again able to spend 8 hours in contact with moist earth.

Telepathic Communication

Mycelians are mouthless and unable to speak, communicating entirely telepathically. This form of communication is effective with any sentient creature within 120' that the mycelian can perceive. The mycelian is able to converse in any language they know.