

MYCELIAN

Demihuman Class

Requirements: Minimum CON 9

Prime requisite: STR

Hit Dice: 1d8

Maximum level: 6

Armour: Shields only

Weapons: Any

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.



Combat

Mycelians have naturally tough skin and do not wear armour. They may use shields and any kind of weapons.

Fungal Spores

Once per day per level, a mycelian may emit a spray of spores at a single living person (i.e. human / demihuman of any level or humanoid monster of up to 4+1 HD) within 20'.

Pacifying spores: The target must **save versus poison** or become completely passive for 1 round per level of the mycelian, unable to act or move.

Hallucinogenic spores: (From 4th level.) The target must **save versus poison** or be afflicted with terrifying visions for 1 turn. Roll on the table below to determine the target's reaction to the hallucinations.

Hallucinogenic Spores

d6	Effect
1-2	Flee in terror
3-4	Cower and babble
5-6	Attempt to kill nearest creature

Growth

A 1st level mycelian is 4' tall. A mycelian's height increases by 1' per level gained, up to a maximum of 9' tall at 6th level.

Unarmed attacks: A mycelian may make melee attacks with its club-like fists (1 attack per round), inflicting 1d4 damage per level, as shown in the level progression table.

Natural Armour Class: Although unable to wear armour, a mycelian's tough skin grants it a natural Armour Class that increases with experience level, as shown in the level progression table.

Mycelian Level Progression

Level	XP	HD	THACO	Natural AC	Melee Damage	Saving Throws				
						D	W	P	B	S
1	0	1d8	19 [0]	6 [13]	1d4	9	11	9	13	12
2	3,000	2d8	19 [0]	5 [14]	2d4	9	11	9	13	12
3	6,000	3d8	19 [0]	4 [15]	3d4	9	11	9	13	12
4	12,000	4d8	17 [+2]	3 [16]	4d4	7	9	7	11	10
5	24,000	5d8	17 [+2]	3 [16]	5d4	7	9	7	11	10
6	45,000	6d8	17 [+2]	3 [16]	6d4	7	9	7	11	10

THACO: Attack matrix row to use.
(Ascending AC attack bonus in [].)

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

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.

After Reaching 6th Level

A mycelian may found a subterranean stronghold that will attract mycelians from far and wide. The character will rule over the other mycelians as their liege.

Fungal Reanimation

A mycelian liege can implant special spores into the decomposing substrate of a humanoid corpse, causing it to reanimate as a fungal zombie under the mycelian's control.

Time: Creating a fungal zombie takes one week. The mycelian must carefully tend the process.

Fungal Zombie

AC 8 [11], **HD** 2 (9hp), **Att** 1 × weapon (1d8 or by weapon), **THACO** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 20

- **Initiative:** Always lose (no roll).
- **Turning:** Fungal zombies are not undead and cannot be turned by clerics etc.