



THE FUNGAL LORD

OTHERWORLDLY PATRON OPTION

Creeping silently and quickly through the forest, a female wood elf holds a gnarled oak staff, sprouting with occasional fungal growth, close to her chest. Looking behind her she spies her pursuers, a handful of vicious orcs in a scouting party, trudging through the undergrowth, searching for her presence. With a wave of her staff and a silent word, white, fibrous mycelial tendrils burst from the forest floor, entangling her confused foes and allowing her to slip away, unharmed.

Sword in hand and facing down a particularly devious goblin, a male gnome with powdery white spores drifting from his long beard reels backward as his foe strikes at him. As the goblin's blade hits home, the gnome exhales a thick cloud of spores into the goblin's eyes and throat. The goblin blinks, dazed, as a line of drool falls from the corner of its mouth, utterly open to its enemy's attacks.

A small human girl, wearing an enormous white hat shaped like the cap of a mushroom, hides in an alleyway from a cadre of royal guards searching for unlicensed and (they claim) dangerous magic-users. Though they are alert and wary, she waves a hand and weaves subtle magics within their minds. The postures of the guards slacken as they relax, and they begin to chatter contentedly amongst one another as the girl walks past them, blending into the crowd.

Mushrooms and fungi represent a part of the cycle of natural life that is sometimes revered or feared, but often misunderstood. Breaking down other organic material

creates nourishment for the greater environment, and good or neutral aligned fungal patrons tend to the cycle of nature, creating life from death and creation from destruction. Evil fungal lords care much less for balance and seek to cover the world in their children, using fungi solely to consume and enslave those they deem lesser than themselves. Patrons that are willing and able to make this pact include Zuggtmoy, the Carrion King, the Scarlet Lord, Araumycos, and Psylofyr.

Warlocks that make a pact with a fungal lord typically do so by spending a month and a day in a cave or forest overgrown with mushrooms, communing with the lord in question through prayer and meditation. Should the pact be accepted, the prospective warlock will begin to grow an inkling of their patron's fungal essence inside them, subtly changing their physiology. Roll once or pick from the Mycelial Presence table to determine the exact change your character undergoes.

d8 Mycelial Presence

- 1 Your hair, scales, or similar are a distinctly different color, often purple, pale red, or light blue
- 2 A light cloud of spores flake off of you whenever you move
- 3 Your skin is markedly pale, and slightly rubbery to the touch
- 4 Every night as you sleep, mushrooms grow on organic surfaces in a faerie ring around you
- 5 You have small clusters of mushrooms growing off your shoulders that regrow after a day if they are picked
- 6 Your patron has gifted you with the cap of a large mushroom that they expect you to wear as a hat at all times as a mark of their favor
- 7 The skin on your face has folds and lines that are markedly similar to the gills of a mushroom
- 8 Any wood object you touch for longer than a minute slowly starts growing mushrooms

EXPANDED SPELL LIST

The Fungal Lord lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

FUNGAL LORD EXPANDED SPELLS

Spell Level	Spells
1st	<i>entangle, sleep</i>
2nd	<i>calm emotions, protection from poison</i>
3rd	<i>plant growth, stinking cloud</i>
4th	<i>confusion, phantasmal killer</i>
5th	<i>commune with nature, contagion</i>

DECOMPOSE

Beginning at 1st level, you may grow a consuming fungal bloom that can use its energy to replenish your own vitality. As a bonus action, you designate within 30 feet of you either an unattended non-magical object made of organic matter that can fit inside a 5 foot cube, or a body of a dead creature of size small or larger that does not belong to an elemental, undead, or construct.

If this feature targets an object, the object takes acid damage equal to 15 plus your warlock level as mushrooms sprout throughout it. If this reduces the object to 0 hit points, it disintegrates instantly, leaving only a cloud of spores behind.



If this feature targets a dead body, the body is immediately consumed and destroyed, becoming a field of mushrooms equal in size to the corpse of the creature that is difficult terrain to all creatures other than you. You then gain hit points equal to your warlock level plus 5 hit points if this effect consumed a small creature, plus 10 hit points if it consumed a medium or large creature, or plus 15 hit points if it consumed a huge or greater creature.

After you use this ability, you must complete a short or long rest before you may use it again.

PSYCHOACTIVE SPORES

Starting at 6th level, you are able to exude a cloud of spores that can placate an attacking enemy. Whenever an enemy creature within 15 feet of you damages you with an attack, you may use a reaction to force the creature to make a Constitution saving throw against your spell save DC. If the creature fails, it is stunned until the end of its next turn. Undead, constructs, and other creatures that do not need to breathe automatically succeed on this saving throw.

After you use this ability, you must complete a short or long rest before you may use it again.

MYCELIUM-BLOODED

Starting at 10th level, the fungal gifts of your patron grow throughout your bloodstream, making you more resilient to toxins. You are resistant to poison damage, and you have advantage on any saving throws you make against poison, disease, or effects that cause those conditions.

SPORE SERVANT

Once you reach 14th level, you learn the secret to reanimating the dead by infesting fallen bodies with mycelium. As an action on your turn, designate a large or smaller dead body of a creature with a CR no greater than 6 that is not an elemental, ooze, plant, or undead, and that is within 30 feet of you. This body rises as a spore servant, using the statistics the creature had when it was alive and applying the Spore Servant template found on page 230 of the *Monster Manual*. This spore servant lasts for up to an hour, until it drops to 0 hit points, or you dismiss it with another action, upon which it crumbles into a cloud of spores, destroying its body.

Your spore servant has an inherent mental link with you, and responds to any telepathic orders you give it, always giving your orders the highest priority. If you don't issue any commands to your spore servant, it will defend itself from hostile creatures, but otherwise will take no actions. When you first summon your spore servant, or when it first enters combat, it rolls its own initiative and acts on its own turn, independently of you.

After you use this ability, you may not use it again until you have completed a long rest.

CREDITS:

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