



## THALLID

Created as a food source for the elves of Sarpadia, the thallids are a race of sentient fungal humanoids that have since won their liberty. Their resilience and fecundity has allowed them to spread across the planes and they naturally found a home in the rot and filth of Ravnica. Most who reside above the Undercity cringe at their bizarre and macabre ways. Although generally docile, their natural resilience and attunement to the ebb and flow of life and death make them tenacious foes.

### MORE THAN MUSHROOMS

Descriptions of thallids run the gamut, but the most common varieties share a roughly humanoid shape with a myriad of fungal or plant-like qualities. In general, most stand between 3 to 4 feet tall with two arms and two legs with no distinguishing gender characteristics. The saprolings that spring forth from them have a much more uniform appearance, with a round spore-like body and roots that they can use to ambulate and even manipulate objects. Although

thallids primarily communicate by trading spores, even thallids that lack a distinctive mouth are capable of producing the appropriate sounds for speech. Others may intuit hints of meaning by the scent of these spores, for example a peppery smell can connote a sense of anger or frustration, but they always smell of freshly churned earth at best and rotting compost at worst.

### THALLID NAMES

Since they primarily communicate through their spores, thallid names have no somatic component. Often times, a thallid will adopt a given name by his or her companions. This is often a combination of words derived from a notable physical feature or characteristic.

**Given Names:** Barbstem, Blackplume, Gloomvine, Greenmantle, Pinkwick, Redcap, Scuttlebush, Slimefoot, Sourgills, Stinkpetals, Sugarsap, Sweetleaf, Vilebloom.

### THALLID TRAITS

As a thallid, you share the following traits with all your kind.

**Ability Score Increase.** Your Constitution score increases by 2.

**Age.** Thallids mature in only a few months and live only 10 years.

**Alignment.** Thallids are generally Neutral, caring little for moral dilemmas that preoccupy the decisions of other races. Most are absorbed with carrying out their inborn drive. Those that espouse a higher purpose promote the health of the natural world, regardless of the potential consequences it may cause for others or even themselves.

**Size.** Thallids stand around 4 feet tall and weigh between 70 and 90 pounds. Your size is Small.

**Speed.** Your base walking speed is 25 feet.

**Fungus.** You do not need to breathe. You can go up to a week without eating but require the normal amount of water per day.

**Languages.** You can speak, read, and write Common and Thallidish.

## THALLID CULTIVATOR

As a thallid cultivator, you are attuned with the flora of the planes and are innately tied to Green mana. Largely driven by the inborn need to spread their spores, cultivators are the most common thallids most folk encounter across the planes. Despite this motivation, they care very little for their spores once sown. Cultivators are the most mushroom-like of all the thallids, with heads and bodies that resemble toadstools that are covered in lesser fungi. Even when wearing clothing, these growths spring forth from and around you.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Spore Cloud.** You can use your reaction to expel a cloud of thick spores. The cloud extends 10 feet in all directions around you. The area covered by the spore cloud becomes heavily obscured for 1 minute for all creatures except you. Anyone else that begins or ends their turn in the spore cloud must succeed a Constitution saving throw or become poisoned for 1 round. The DC for this saving throw equals  $8 +$  your Constitution modifier  $+$  your proficiency bonus.





and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the saproling to perform a task that would move it more than 60 feet away from you, it wilts and is destroyed. At 5th level, you can use this feature as an action. Lastly, you can also consume a saproling to gain a days worth of nourishment.

## THALLID LURKER

As a thallid lurker, you are consumed by the need to feed and are strongly connected to Black mana. Although they are vaguely humanoid in appearance, with vines that grow from and over anything they wear, when in watery environs they are indistinguishable from algae or seaweed. Lurkers behave much like panthers or leopards, quietly stalking and hunting prey when and where they can find them. Despite preferring the solitude of dark places, the promise of abundant prey drives some to seek out adventuring.

**Ability Score Increase.** Your Dexterity score increases by 1.

**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. Your darkvision is unusual in that everything you see in darkness is in a shade of green.

**False Appearance.** While you are submerged and remain motionless, you are indistinguishable from inanimate floating or sunken plants, such as algae or seaweed. Any equipment you are carrying or wearing is either concealed within or appears entangled in the plant you choose to appear as.

**Grasping Vines.** You can cast the *entangle* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

After you use spore cloud, you can't use it again until you complete a short or long rest. If the spore cloud is ejected over compost, it will result in fungal growth in a week.

**Sprout Saproling.** Once during a long rest, you can spend a Hit Dice to bud a saproling from your body to do your bidding. This mindless saproling performs simple tasks at your command for 1 hour. The saproling springs into existence in an unoccupied space on the ground next to you. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the saproling is destroyed.

Once on each of your turns as a bonus action, you can mentally command the saproling to move up to 15 feet and interact with an object. The saproling can perform simple tasks that a servant could do that requires little training or skill, such as fetching things, keeping watch, serving food,



# DRUID: CIRCLE OF SWARMS

Whether hidden beneath the ground, unnoticed underfoot, or dismissed as vermin, insects are essential to maintaining the natural balance. These druids tend to their swarms like a beekeeper by nurturing their fecundity and providing them with shelter, with this emphasis on the latter often disturbing others. In return, the swarms protect their host from harm. Through this symbiotic relationship, these druids are physically and spiritually tied to the natural cycle.

Given their focus and as fellow stewards of the more unseemly aspects of nature, circle of swarms druids are often aligned with the Golgari Swarm. This is not always the case however, as they often are unconcerned with the politicking between the guilds and most view the acceptance of undead within the guild as anathema. However, just as with the insects they tend to, there is greater strength in numbers.

## CIRCLE OF SWARMS FEATURES

Druid	
Level	Feature
2nd	Nimbus of Insects, Walking Swarm
6th	A Thousand Eyes
10th	Corpseflies
14th	Reaping Swarm

## NIMBUS OF INSECTS

Starting at 2nd level, you are surrounded by a cloud of biting insects that are harmless until you unleash them on a creature nearby. When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 piercing damage to that creature unless it succeeds on a Dexterity saving throw against your spell save DC. The piercing damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

You can hide these insects as a free action on your turn and this feature can't be used when underwater.

## WALKING SWARM

At 2nd level, you gain the ability to become one with the swarm. As an action, you can expend a use of your Wild Shape feature to assume the form of a mass of insects that is roughly humanoid in shape rather than transforming into a beast. While this feature is active, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage.

- You are immune to the grappled, paralyzed, petrified, prone, restrained, or stunned condition.
- You can move through any opening large enough for a Tiny insect.
- You can't attack or cast spells, but you can use the Nimbus of Insects feature as an action and a reaction.
- You gain 4 temporary hit points for each level you have in this class. You can't regain hit points and can't gain any additional temporary hit points.

You also gain an additional ability, depending on the type of insect swarm you assume:

- *Swarm of Centipedes:* Your Nimbus of Insects feature deals poison damage, rather than piercing damage.
- *Swarm of Flies:* You gain a flying speed equal to your walking speed. You must begin and end your turn on a flat surface or begin to fall or make checks to maintain your balance. Also, when you deal your Nimbus of Insects damage, roll the damage die a second time and add it to the total.
- *Swarm of Spiders:* You gain a climb speed equal to your walking speed. Those that fail their Dexterity saving throw against your Nimbus of Insects feature are restrained by webbing until the end of your next turn.

These benefits last for 10 minutes, until you lose all these temporary hit points, or until you use your Wild Shape again.

Lastly, whenever you summon a Swarm of Insects, the insect swarm has temporary hit points equal to your level and can make attacks normally.

