

Kabu'te, the Toadstool Witch

NE female goblin Druid 17/Warlock 3

Design Notes

This is a straightforward Spore Druid build with a twist—a few added levels of Fiend Warlock with Zuggtmoy, the Demon Queen of Fungi, as its patron. This character was inspired by “Fungoid Cave-Shaman Snazzgar Stinkmullett” from *Warhammer: Age of Sigmar*.

Character History

Females are little more than slaves in goblin society. So when Zuggtmoy called upon a lowly but exceptionally clever she-goblin to start her cult in the Underdark, the little troublemaker had no second thoughts about trading her soul for power.

As a child, her elders called her “Kabu'te”, meaning “mushroom” in the Goblin tongue, because she seemed to just spontaneously appear where she's not wanted, either eavesdropping on the tribal leaders' constant bickering or stealing food from the warriors who were always well-fed. Kabu'te knew that if only she had been born a male she would be the tribe's next shaman or witch-doctor. So in order to fulfill that ambition, she would have to make her own way, away from her people. With this realization, Zuggtmoy's spores had also taken root in Kabu'te's mind.

With her new patroness' guidance, Kabu'te escaped into the Underdark (but not without stealing some weapons, supplies, and a few gold coins first). She had quickly mastered the dark arts that the Demon Queen of Fungi's minions had taught her, but a chance meeting with a slyth gray Druid had opened her mind to new possibilities. With Zuggtmoy's blessing, the goblin trained to become a Druid of the Circle of Spores.

Once she has gained enough power, Kabu'te plans to return to and take over her old tribe. She would not hesitate to slay its narrow-minded leaders, and she would then convert her people to the worship of her revolting demon patroness.

Stats and Progression

Starting Ability Scores: Str 8, Dex 12, Con 15, Int 8, Wis 14, Cha 14.

Race: goblin [VGtM].

- ASI - +2 Dexterity, +1 Constitution.
- Traits - darkvision, fury of the small, nimble escape.

Background: urchin [modify to reflect goblin society].

- Proficiencies - Sleight of Hand, Stealth, thieves' tools, Undercommon language.
- Feature - city secrets [can be adapted to any humanoid underground lairs].

1: Warlock 1.

- Proficiencies - Arcana, Nature, Wisdom saves, Charisma saves.
- Otherworldly Patron - the Fiend ([Zuggtmoy](#)).
- Feature - dark one's blessing.
- Cantrips - *eldritch blast*, *minor illusion*.
- Spells - *command*, *hex*.
- Starting equipment - leather armor, wooden staff [serves as both weapon and druidic focus], light crossbow with 20 bolts, 2 daggers, component pouch, dungeoneer's pack, small knife, pet rat, common clothes, 10 gp.

2: Druid 1.

- Proficiencies - medium armor, shields, Druidic language.
- Cantrips - *poison spray*, *shillelagh*.

3: Warlock 2.

- Spell - hellish rebuke.
- Invocations - agonizing blast, devil's sight.

4: Druid 2.

- Druidic Circle - [Circle of Spores](#) [UA].
- Features - halo of spores, symbiotic entity, wild shape.
- Cantrip - *guidance*.

5: Warlock 3.

- Pact Boon - Pact of the Tome.
- Cantrips - *booming blade* [SCAG], *green-flame blade* [SCAG], *vicious mockery*.
- Spell - *invisibility*.
- Starting equipment - hide armor (10 gp), *dark shard amulet* [XGtE] (common item), *staff of adornment* [XGtE] (common item).

6: Druid 3.

- Circle spells - *gentle repose*, *ray of enfeeblement*.

7: Druid 4.

- Feature - wild shape improvement.
- Cantrip - *produce flame*.
- ASI/Feat - +2 Wisdom.

8: Druid 5.

- Circle spells - *animate dead*, *gaseous form*.

9: Druid 6.

- Feature - fungal infestation.

10: Druid 7.

- Circle spells - *blight*, *confusion*.

11: Druid 8.

- Feature - wild shape improvement.
- ASI/Feat - Polearm Master.
- Starting equipment - *necklace of adaptation* (major uncommon item), *wand of magic detection* (minor uncommon item).

12: Druid 9.

- Circle spells - *cloudkill*, *contagion*.

13. **Druid 10.**

- Feature - spreading spores.
- Cantrip - *infestation* [XGtE].

14. **Druid 11.**

15. **Druid 12.**

- ASI/Feat - +2 Wisdom.

16. **Druid 13.**

17. **Druid 14.**

- Feature - fungal body.
- Starting equipment - *mantle of spell resistance* (major rare item) or *staff of healing* (major rare item).

18. **Druid 15.**

19. **Druid 16.**

- ASI/Feat - +2 Wisdom.

20. **Druid 17.**

Sources:

SCAG - *Sword Coast Adventurer's Guide*

VGtM - *Volo's Guide to Monsters*

XGtE - *Xanathar's Guide to Everything*

UA - *Unearthed Arcana*, playtest articles which are available on the WotC site, [here](#).