the Natural Force

Funglet (Audirefunglet) Male Large RACE & LA GENDER

Neutral Good

24

10

23

=10+

=10+

-10+

AC

TOUCH

LAT-FOOT

122

8'6" HEIGH.

Orv. Darklands

400 lbs as Glaucan-Deporphus WEIGH: HAIR

light blue EYES

purple & white SKIN

Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

DE) -2

INT 3

СНА 4

STR 2

CHA 0

DEX

СНА 0

DEX -2

DEX

СНА 5 2 0

WIS 13

CHA 0

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Common, Sylvan, Undercommon, Terran, Vegepygmy, Druidic ARILITY SCORE 12 1 -2 **STR** 14 1 -2 12 14 DEX 2 2 14 12 CON INT 16 3 16 28 9 WIS 18 6 4 0 10 10 CHA

CLASS RECORDER 42 5 Druid 3 35 0 4 4 5 3 3 5 2 2 5 40 **Psilocybist** 25 5 NONLETHAL HP DAM 6 60 5 6 3 7 TOTAL HP **Psilocybist TOTALS** 10

⋆□ ACROBATICS ◆

CRAFT: akchemy

☐ DISABLE DEVICE ◆

★□I ESCAPE ARTIST ◆

✓ HANDLE ANIMAL

☑ KN: (geography)

☑ KN: dungeoneering

DIPLOMACY

Disguise

HEAL

KN: (nature)

☑ KN: (arcana)

☑ KN: religion

■ LINGUISTICS

₽ PERCEPTION

PERFORM:

SENSE MOTIVE

✓ SPELLCRAFT

⋆□ STEALTH ◆

÷**₽** SURVIVAL

* ✓ Swim •

☐ SLEIGHT OF HAND ◆

✓ USE MAGIC DEVICE

POOL POINTS

✓ PROF

RIDE +

☐ KN:

★□ APPRAISE

BLUFF

№ Сымв •

ABILITY SCORE & **ATTACKS & DEFENSE**

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1

MAXIMUM 3 SPELI 40%

FAILURE

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	second attack @ +1 BAB
FORT	8	6	2				
REF	4	3	1				
WILL	16	7	9				
ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE ATTACK MODIFIER	6	6		1	-1		
DANCED							

CMB 16 6 WIS 9 2 CMD 19 **B6B** 0 2 =10+

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS,

Race: Funglet - Humanoid; Plant (AAW:URC 97) Large -1 AC & attack; +1 CMB & CMD; Reach 10' Minesight: low-light vision & darkvision 90 ft., dazzled in bright light Plant Traits: immune to mind-effects, paralysis, poison, polymorph, sleep & stunning Natural Armor: +1 AC Vulnerability: Fire + 50% damage subtype: Audirefunglet continuous speak with plants effect Class: Druid HD: d8; skills: 4+Int Mod Weapon Prof.: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, spear Armor Prof: Light & Medium Armor & shields (no metal) Spontaneous Casting: Use slot for Summon Nature's Ally Nature Bond: Mushroom Domain (AAW:URC 105) Nature Sense (Ex) +2 Knowledge (nature) & Survival

Wild Empathy (Ex) Improve attitude of wild plant/fungus

Fungal Conversion: Mushroom-shape (as Tree shape) Terra Submersion: Burrow 10' deep into earth Spell Focus (Conjuration) +1 to school DC

Augment Summoning +4 Str & Con

Superior Summoning: add 1 to number of creatures summoned

Master's Illusion (Sp): Hide self & allies w/in 30', 1 rnd/lvl Fungal Freerider (Su): Mushroom Stride as Tree Stride (1/day) Spore Spawning: add 1 fungal creature (B4 116) to summon spell (1/day) Resist Nature's Lure (Ex) +4 save vs fey and plants Trackless Step (Ex) - leave no trace

Woodland Stride (Ex) (underground) move through difficult terrain Explosive Caps (Su): Throw explosive mushroom caps (3+WisMod+2*Psi lvl/day)

Archetype: Fungal Pilgrim (HotD 16)

	STR											
	STR											
	STR											
	MARK A ☐ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES											
	(PERIENCE		10	5,000	/	155,00	00					
		BA	SE	FLY	SWIM	CLIMB	MISC					
SPE	ED	1 2	0									

MISC INIT **HERO** SR DR 3 slash

RESISTANCES immune disease, acid 5

	ARMOR & WEAPONS						
	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGI
ARMOR	Boletann Breastplate +3	9	5	0	25	М	25.

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Boletann Breastplate +3	9	5	0	25	М	25.0
shield heavy Boletann shield +2	4		0	15		15.0

WEAPON NAME & DESCRIPTION ATTACK MODIFIERS CRITICAL RANGE AMMO & NOTES

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	KANGE	TIPE	WEIGHT	AMMO & NOTES
explosive caps	+6	3d6 +1/2 lvls force dam	20,x2	20	В		ranged touch attack
scythe+4	+6+4	2d6+1+4	20,x4		P,S	10.0	+trip

	FEATS & SPECIAL ABILITIES		USES/DAY	uasp.				FEATS &		AL ABIL	ITIES		uese/pay	Wasa
Pre	estige Class: Psilocybist HD: d8; skills: 2+Int Mod (AAW:	URC 98)	USES/DAY	USED	Po	oison Re	sistance (Ex):			oison			USES/DAY	USED
We	eapon and Armor Proficiency: No additional proficier	ncy			R	oot Knov	vledge (Ex): ac	dd any x	=1 illusi	on spell	to list			
Dor	nains: Trickery Domain & Deception Subdomain; Continue Mushroo	m Domain			C	ap Weav	ring (Su): Imbu	e cap w	ith 2 spe	ells				
Sp	ore Generation (Su): create mushroom from nothing	9			1 🗆									
& f	ood for 1 creature/lvl & +2 exploding caps/day													
Fu	ngal Flurry (Ex): throw three explosive caps/rnd @ -2	2			J L									
- 5	Sudden Shift (Sp): teleport 10' (3+Wis Mod/day)				J L									
Hallı	ucinatory Caster (Su): Eat hallucinatory mushrooms for +2 DC illusion but -4 Int ch	necks (2/day)												
lm	bue Cap (Sp): Imbue cap with spell. (potent for 1 day	y)			J L									
Imp	proved Explosive Caps (Su): explosive caps deals add'l +2d6 f	force dam			┚┖									
	EQUIPMENT & MAGIC ITEMS	•					-	OHIDM	ENT C	MAGIC	TEMS			
ж	ITEM ITEM	QTY / USES	WGT N/A	WEIGHT	*			ITEM	LIVIC	MAGIC	ILMS	QTY / USES	WGT N/A	WEIGHT
_	Notes in Associate in the second section of the second section (AANVIIOD 404)				┨┝									
_	Vidersuit Amulet: immune to all disease (incl. magical) (AAW:UCR 104))			┨┝									
H	Deletera Presetalete 12 (men dev 5) no dev nonelti)	-			┨┝	-								
_	Boletann Breastplate +3 (max dex 5; no dex penalty) - DR/2 slash & acid resist 4				┨╟	+								
H	heavy boletan shield +2 (no dex penalty)	+			┨╟									
H	- DR/1 slash & acid resist 1	+ -			┨╟									
		+			┨┝									
L	scythe (2-handed) +4	+			┨╟	1								
	Headhand of Inanirad Window 14				┨╟									
_	Headband of Inspired Wisdom +4	+			┨╟									
_	Ring of Fungal Summoning	+ -			┨┝									
_	- All Summoned creatures gain the fungal template				┨╟									
	subtype: plant; Natural AC +2; immune disease	7			┨┝									
H	Plant Traits: immune to mind-effects, paralysis, poison, polymorph, sleep & stunning	,			┨┞									
\vdash	speed: -10;	,			┨╟	1								
	Create Spawn (Ex): creature killed by poison rises as fungal spawn				┨┞									
\vdash	Poison Spore Cloud (Ex): 15' rad, 10 rnds, (1/day)	1			┧┝									
_	Fungal Metabolism (Ex) breathe, but no eat or sleep	,			┨┞									
\vdash	Poisonous Blood (Ex): Flesh is ingested poison				┧┝	Fungal Spo	ores: Poison—inhaled; s	save Fort DC	10 + 1/2 the	fungal create	ıre's racial			
_	Rejuvenation: 4 hit points per Hit Die for each day of rest	,			┨┝	+	the fungal creature's							
_	Abilities: Str +4, Dex –2 (minimum 1), Con +4.				┨┝	+	I2 Con damage ar				-			
_	7 tolling 5. Gu 74, Bex 2 (Illiminan 1), Gen 74.				┨┝	011001 10	iz con damago ar	id idiigaoc		iato, caro	2 00100.			
Н					┧┝	Fungal Blo	ood or Flesh: Poison-	-ingested;	save Fort D	OC 10 + 1/2 t	he fungal			
					1 🗀	+ -	racial Hit Dice + the fun							
Н					1	for 6 minut	tes; effect 1 Str damag	e, 1 Dex dan	mage, and n	auseated for	1 minute;			
					1	cure 2	saves.							
	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	ж			CONTAIN	ER	BAGS & CO	ONTAIN		DLUME/WEIGH	T LIMIT/NOT	ES		WEIGHT
	BELT:													
	BODY:													<u> </u>
	CHEST:													
	EYES:													
	FEET:		CARRII		RRENC	Y D WGT N/A	STORED	*			URE CA	ARRIED		WEIGHT
	HANDS:	PLATINUM	CARRI		CARRIE	, ,,,,	STORED			·	KEAJOKE			**:
	HEAD:	GOLD												
н	ADBAND:	SILVER												
	NECK:	COPPER								10	ADS & I	LIFT		
	RING:							LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
	RING:		С	ARRII	ED WE	IGHT		44	88	132	IN	132	264	660
SH	OULDERS:	ARMOR & WEAPONS	CURRENC	Y EQL	JIPMENT	MISC	TOTAL	0	0		MODIFIED LOAD	0	0	0
	WRIST:	50.0	0.0		0.0		50.0	CURREN	T LOAD	LIGHT	м	EDIUM 🛭	HEAV	vy 🗆

			SPELLS PER DAY BLOODLINES & PAT	RONS			SPELLS P	ER DAY		
CLAC		D		KONS]	_	JF LLLJ F	LK DAI		
CLAS	55	Dru	10/1 3/100yb/3t		│ CLAS	·			LEVE	
SAVE	DC	LEVEL	ABILITY SPELLS BLOODLINE/PATRON TOTAL CLASS BONUS MISC KNOWN		SAVE I	C LEVEL	TOTAL CLAS	ABILITY S BONUS	MISC	SPELLS KNOWN
1	9	0	4 4 DOMAINS		. _	_				
2	0	1st	8 4 3 1 DOMAIN Mushroom		7 L	ıst				
2	1 2	2nd	6 3 2 1		╡	2nd				
2:	2 1	3rd	6 3 2 1		┆ ┌╴	3rd				
2	≓ `	4th	5 2 2 1 DOMAIN Trickery		」 -	d _{4th}				i , ,
	=	5th	SUBDOMAIN Deception							╬
⊢	= '	_	DOMAIN		1 ⊨	=		_		-
	┙,	6th	SUBDOMAIN		i 📙	6th		_		
	:	7th			' <u>L</u>	7th				
		8th	1 WIZARD SPECIALITY	CHOOL		8th				
	\neg	9th	1 SPECIALITY			9th				
CLOSE: 25FT +			MEDIUM: 100π + 200 LONG: 400π + 800 FOCUSED		CLOSE: 25FT +		MEDIUM: 100ft +	100	LONG 400FT	
5FT / 2 LVI	50	_	10FT / LVL 40FT / LVL PROHIBITED		5FT / 2 LVL	25	10FT / LVL	100	40FT / ι	VL 100
SPE	LL	0	CLASS ABILITY OTHER CURRENT POINTS PROHIBITED		SPEL	L 0	CLASS A	BILITY OTH	R C	URRENT POINTS
POIN	TS				POINT	Ŭ				
LEVEL	PREP	USED	SPELLS NAME & DESCRIPTION	SCH	OOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Create Water - Creates 2 gallons/level of pure water.	Conju	110					CRB
0			Detect Magic - Detects spells and magic items within 60 ft.	Divin	ation					CRB
0			Detect Poison - Detects poison in one creature or object.	Divin	ation					CRB
0			Guidance - +1 on one attack roll, saving throw, or skill check.	Divin	ation					CRB
0			Know Direction - You discern north.	Divin	ation					CRB
0			Purify Food and Drink - Purifies 1 cu. ft./level of food or water.	Transm	utation					CRB
0			Read Magic - Read scrolls and spellbooks.	Divin	ation					CRB
0			Resistance - Subject gains +1 bonus on saving throws.	Abjur	ation					CRB
0			Stabilize - Cause a dying creature to stabilize.	Conju	ration					CRB
1	1		Medicinal Mushrooms - provides full meal and cures nauseated, shaken, sickened, or	staggered Transm	utation 1	day/lvl	touch	none	no	AAW:URC
1			Charm Animal - Makes one animal your friend.	Enchai	ntment					CRB
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conju	ration					CRB
1			Entangle - Plants entangle everyone in 40-ft. radius.	Transm						CRB
1			Obscuring Mist - Fog surrounds you.	Conju	ration					CRB
1			Ray of Sickening - Ray makes the subject sickened.	Necro	-					UM
1			Speak with Animals - You can communicate with animals.	Divin						CRB
1			Summon Nature's Ally I - Summons creature to fight.	Conju						CRB
1			Disguise self - change appearance	Illus	ion					CRB
									-	
2	1		Peripheral Fungi - +1/4 Ivl Perception, immunity flanking, blindsense 10			rnd/lvl	personal	none	no	AAW:URC
2			Fiber Shape - as wood shape but with a mound of mushrooms	Transm		instant	touch	will	yes	AAW:URC
2			Aggressive Thundercloud - Flying storm cloud deals 3d6 electricity dan	-						ACG
2			Alter Summoned Monster -swap a creature summoned by a conjuration spell for a creature you con							MSH
2			Bull's Strength - Subject gains +4 to Str for 1 min./level.	Transm						CRB
2			Cat's Grace - Subject gains +4 to Dex for 1 min./level.	Transm						CRB
2			Owl's Wisdom - Subject gains +4 to Wis for 1 min./level.	Transm						CRB
2			Summon Nature's Ally II - Summons creature to fight.	Conju						CRB
2			Wilderness Soldiers - Nearby plants/fungi aid you in combat.	Transm						UC
2			Mirror Image - create images of yourself to absorb attacks	Illus		40 de	4	S 1		CRB
3	7	1	Fungal Infestation - 1d3 Charisma dam; attacks add 1d6 bleed damag	e Necro	nancv⊺ 1	d3 days	touch	fort	yes	UM

Conjuration

Transmutation

Evocation

Conjuration

APG

UM

CRB

CRB

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Aqueous Orb - Creates rolling sphere of water.

Call Lightning - Calls down lightning bolts (3d6 per bolt) from sky.

Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).

Burrow - Target gains a burrow speed of 15.

	2		SPELLS				S.	30	
3	PREP	USED	NAME & DESCRIPTION Dominate Animal One animal phays your silent mental commands and orders	Enchantment	DURATION	RANGE	SAVE	SR	REFERENCE CRB
-			Dominate Animal - One animal obeys your silent mental commands and orders.						
3			Meld into Stone - You and your gear merge with stone.	Transmutation					CRB
3			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	Abjuration					CRB
3			Plant Growth - Grows vegetation, improves crops.	Transmutation					CRB
3			Poison - Touch deals 1d3 Con damage 1/round for 6 rounds.	Necromancy					CRB
3			Remove Disease - Cures all diseases affecting subject.	Conjuration					CRB
3			Summon Nature's Ally III - Summons creature to fight.	Conjuration					CRB
3			Thorny Entanglement - As entangle, plus plants make ranged attacks.	Transmutation					ACG
3			Water Breathing - Subjects can breathe underwater.	Transmutation					CRB
3			Nondetection - target becomes difficult to magically detect	Abjuration					CRB
3			Invisibility Sphere Makes everyone within 10 ft. invisible.	Illusion					CRB
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 		4							
4		1	Mushroom Mount - Animate large mushroom as mount, merge if wanted	Transmutation					AAW:URC
4			Confusion - cause target to take random action	Enchantment					CRB
4			Aggressive Thundercloud, Greater - Flying storm cloud deals 6d6 electricity damage.	Evocation					ACG
4			Ball Lightning - Flying lightning spheres deal 3d6 electricity damage each.	Evocation					APG
4			Blight - Withers one plant or deals 1d6/level damage to plant creature.	Necromancy					CRB
4			Cloud Shape - Subject becomes insubstantial and can fly slowly.	Transmutation					ARG
4			Command Plants - Sways the actions of plant creatures.	Transmutation					CRB
4			Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).	Conjuration					CRB
4			Dispel Magic - Cancels one magical spell or effect.	Abjuration					CRB
4			Grove of Respite - Creates trees/fungi and a small spring.	Conjuration					APG
4			Ice Storm - Hail deals 5d6 damage in cylinder 40 ft. across.	Evocation					CRB
4			Protection from Energy, Communal - As protection from energy, but you may divide the duration among creatures touched.	Abjuration					UC
4			Sensory Amplifier - You open the minds of all creatures near you and enhance their sensory receptors	Divination					00
4			Summon Nature's Ally IV - Summons creature to fight.	Conjuration					CRB
4			Warp Metal - Cause metal to bend and warp, permanently destroying its straightness, form, and strength.	Transmutation					MaTT
⊢			Traip wear - Gade metal to bord and warp, permanently desiroying its straightness; form, and stronger.	Transmutation					Watt
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