

SAVING THROWS

TOTAL

CLASS BASE

ABILITY

ENHANCE

MISC

TEMP

FORT

9

7

2

REF

5

4

1

WILL

20

9

11

ATTACKS

TOTAL

BASE ATTACK BONUS

TEMP

ABILITY

SIZE

MISC

MELEE

10

10

1

-1

RANGED

10

10

1

-1

CMB

22

10

WIS

11

-1

2

CMD

23

= 10 +

10


DOUCE & DEFLECT

2

-1

2

second attack @ +5 BAB



Gallop (C) 2004 #32064792

COMBAT NOTES & MODIFIERS

☐ ESCAPE ARTIST *

DEX

-2

☒ FLY *

DEX

2

1

1

3

☒ HANDLE ANIMAL

CHA

5

2

0

3

☒ HEAL

WIS

15

1

11

3

☐ INTIMIDATE

CHA

0

0

☒ KN: (geography)

INT

7

1

3

3

☒ KN: (nature)

INT

23

15

3

3

2

☒ KN: (arcana)

INT

21

15

3

3

☒ KN: dungeoneering

INT

7

1

3

3

☒ KN: religion

INT

7

1

3

3

☐ KN:

INT

3

☐ LINGUISTICS

INT

3

☒ PERCEPTION

WIS

29

15

11

3

☐ PERFORM:

CHA

0

0

☒ PROF:

WIS

15

1

11

3

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Weapon Prof.: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, spear	Spore Spawning: add 1 fungal creature (B4 116) to summon spell (1/day)
Armor Prof: Light & Medium Armor & shields (no metal)	Resist Nature's Lure (Ex) +4 save vs fey and plants
Spontaneous Casting: Use slot for Summon Nature's Ally	Trackless Step (Ex) - leave no trace
Nature Bond: Mushroom Domain (AAW:URC 105)	Woodland Stride (Ex) (underground) move through difficult terrain
Nature Sense (Ex) +2 Knowledge (nature) & Survival	Explosive Caps (Su): Throw explosive mushroom caps (3+WisMod+2*Psi lvl/day)
Wild Empathy (Ex) Improve attitude of wild plant/fungus	Archetype: Fungal Pilgrim (HotD 16)

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
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WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
explosive caps (34 uses/day)	+10	5d6 +1/2 lvl force dam	20,x2	20	B		ranged touch attack; imbued
scythe +5	+10+5	2d6+1+5	20,x4		P,S	10.0	+trip

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Poison Resistance (Ex): immune to poison		
Root Knowledge (Ex): add any x=3 illusion spell to list		
Cap Weaving (Su): Imbue cap with 2 spells		
Mushroom Apotheosis: Cast 1/month - cover landscape w/ mushrooms (AAW:URC 109)		
Mushroom Phalanx: Summon 1d2+1 Mushroom golems (1/day) (AAW:URC 100)		
Mushroom golem stats: (AAW:URC 195-196)		

	EQUIPMENT & MAGIC ITEMS			
☞	ITEM	QTY / USES	WGT N/A	WEIGHT
	Fungal Spores: Poison—inhaled; save Fort DC 10 + 1/2 the fungal creature's racial Hit Dice + the fungal creature's Con modifier; frequency 1/round for 6 rounds; effect 1d2 Con damage and fatigued for 1 minute; cure 2 saves.			
	Fungal Blood or Flesh: Poison—ingested; save Fort DC 10 + 1/2 the fungal creature's racial Hit Dice + the fungal creature's Con modifier; frequency 1/minute for 6 minutes; effect 1 Str damage, 1 Dex damage, and nauseated for 1 minute; cure 2 saves.			

BAGS & CONTAINERS

PG	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

PLATINUM	CARRIED	CARRIED WGT N/A	STORED
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

PG	TREASURE	WEIGHT

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132		132	264	660
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> HEAVY <input type="checkbox"/>				

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
50.0	0.0	0.0		50.0

SPELLS PER DAY						
CLASS	Druid/Psilocybist		LEVEL	15		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
21	0	4	4			
23	1st	8	4	3	1	
25	2nd	8	4	3	1	
26	3rd	8	4	3	1	
27	4th	6	3	2	1	
29	5th	6	3	2	1	
31	6th	5	2	2	1	
	7th			2		
	8th			1		
	9th			1		

CLOSE: 25FT + 5FT / 2 LVL	60	MEDIUM: 100FT + 10FT / LVL	250	LONG: 400FT + 40FT / LVL	1,000
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TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

BLOODLINES & PATRONS	
BLOODLINE/PATRON	
BLOODLINE/PATRON	

DOMAINS	
DOMAIN	Mushroom
SUBDOMAIN	
DOMAIN	Trickery
SUBDOMAIN	Deception
DOMAIN	
SUBDOMAIN	

WIZARD SPECIALITY SCHOOL	
SPECIALITY	
FOCUSED	
PROHIBITED	
PROHIBITED	

SPELLS PER DAY						
CLASS			LEVEL			
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL	25	MEDIUM: 100FT + 10FT / LVL	100	LONG: 400FT + 40FT / LVL	400
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TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

SPELLS										
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE	
0			Create Water - Creates 2 gallons/level of pure water.	Conjuration					CRB	
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					CRB	
0			Detect Poison - Detects poison in one creature or object.	Divination					CRB	
0			Guidance - +1 on one attack roll, saving throw, or skill check.	Divination					CRB	
0			Know Direction - You discern north.	Divination					CRB	
0			Purify Food and Drink - Purifies 1 cu. ft./level of food or water.	Transmutation					CRB	
0			Read Magic - Read scrolls and spellbooks.	Divination					CRB	
0			Resistance - Subject gains +1 bonus on saving throws.	Abjuration					CRB	
0			Stabilize - Cause a dying creature to stabilize.	Conjuration					CRB	
1	1		Medicinal Mushrooms - provides full meal and cures nauseated, shaken, sickened, or staggered	Transmutation	1 day/lvl	touch	none	no	AAW:URC	
1			Charm Animal - Makes one animal your friend.	Enchantment					CRB	
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration					CRB	
1			Entangle - Plants entangle everyone in 40-ft. radius.	Transmutation					CRB	
1			Obscuring Mist - Fog surrounds you.	Conjuration					CRB	
1			Ray of Sickening - Ray makes the subject sickened.	Necromancy					UM	
1			Speak with Animals - You can communicate with animals.	Divination					CRB	
1			Summon Nature's Ally I - Summons creature to fight.	Conjuration					CRB	
1			Disguise self - change appearance	Illusion					CRB	
2	1		Peripheral Fungi - +1/4 lvl Perception, immunity flanking, blindsense 10'	Transmutation	1 rnd/lvl	personal	none	no	AAW:URC	
2			Fiber Shape - as wood shape but with a mound of mushrooms	Transmutation	instant	touch	will	yes	AAW:URC	
2			Aggressive Thundercloud - Flying storm cloud deals 3d6 electricity damage.	Evocation					ACG	
2			Alter Summoned Monster -swap a creature summoned by a conjuration spell for a creature you could summon	Conjuration					MSH	
2			Bull's Strength - Subject gains +4 to Str for 1 min./level.	Transmutation					CRB	
2			Cat's Grace - Subject gains +4 to Dex for 1 min./level.	Transmutation					CRB	
2			Owl's Wisdom - Subject gains +4 to Wis for 1 min./level.	Transmutation					CRB	
2			Summon Nature's Ally II - Summons creature to fight.	Conjuration					CRB	
2			Wilderness Soldiers - Nearby plants/fungi aid you in combat.	Transmutation					UC	
2			Mirror Image - create images of yourself to absorb attacks	Illusion					CRB	
3	1		Fungal Infestation - 1d3 Charisma dam; attacks add 1d6 bleed damage	Necromancy	1d3 days	touch	fort	yes	UM	
3			Aqueous Orb - Creates rolling sphere of water.	Conjuration					APG	
3			Burrow - Target gains a burrow speed of 15.	Transmutation					UM	
3			Call Lightning - Calls down lightning bolts (3d6 per bolt) from sky.	Evocation					CRB	
3			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).	Conjuration					CRB	

SPELLS									
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Dominate Animal - One animal obeys your silent mental commands and orders.	Enchantment					CRB
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
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					OO
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
4			Invisibility, Greater - As invisibility, but subject can attack and stay invisible.	Illusion					CRB
5	1		Carnivorous mushroom - give mushroom or mushroom mount a bite attack	transmutation	1 min/lvl	medium	none	no	AAW:URC
5			False Vision - deceive scrying spell w/ false vision	Illusion					CRB
5			Awaken - Animal or tree gains human intellec	Transmutation					CRB
5			Baleful Polymorph - Transforms subject into harmless animal.	Transmutation					CRB
5			Call Lightning Storm - As call lightning, but 5d6 damage per bolt.	Evocation					CRB
5			Commune with Nature - Learn about terrain for 1 mile/level.	Divination					CRB
5			Cure Critical Wounds - Cures 4d8 damage + 1/level (max +20).	Conjuration					CRB
5			Hungry Earth - The ground attempts to pull creatures beneath its surface as if hungry for the flesh of mortals.	Transmutation					MC
5			Stoneskin - Grants DR 10/adamantine.	Abjuration					CRB
5			Summon Nature's Ally V - Summons creature to fight.	Conjuration					CRB
5			Transmute Mud to Rock - Transforms two 10-ft. cubes per level.	Transmutation					CRB
5			Transmute Rock to Mud - Transforms two 10-ft. cubes per level.	Transmutation					CRB
5			Wall of Thorns - Thorns damage anyone who tries to pass.	Conjuration					CRB
5			Dream - Sends message to anyone sleeping.	Illusion					CRB

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