Funglet (Audirefunglet) Male Large RACE & LA GENDER

Neutral Good

122

8'6" HEIGH. Orv. Darklands

400 lbs as Glaucan-Deporphus WEIGH:

light blue EYES

purple & white SKIN

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

INI 3

CHA 4

STR 2

CHA 0

DEX

СНА 0

DEX -2

DEX

СНА 5 2 0

WIS 15

CHA 0

INT

INT 21

INT

INT

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INT

WIS 29 15 11

WIS 15

DEX

DEX

INT 21

DEX -2

WIS 26

СНА 4

STR

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3

Common, Sylvan, Undercommon, Terran, Vegepygmy, Druidic

the Natural Force

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	14	-2		
DEX	12	1	14	-2		
CON	14	2	12	2		
INT	16	3	16			
WIS	32	11	18	8	6	
СНА	10	0	10			
ABILITY SCORE &						

HITPOINTS			CLASS RECORDER									
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
400	42	5	Druid	3	35	0	4	1	4	5		
132	80	10	Psilocybist	7	50	10	3	3	5	10		
NONLETHAL HP DAM												
TEMPORARY HP												
TOTAL HP	132	FAVORE CLASS	Psilocybist TOTALS	10	85	10	7	4	9	15		

APPRAISE

✓ HANDLE ANIMAL

☑ KN: (geography)

☑ KN: dungeoneering

KN: (nature)

☑ KN: (arcana)

☑ KN: religion

■ LINGUISTICS

₽ PERCEPTION

PERFORM:

SENSE MOTIVE

✓ SPELLCRAFT

***□** STEALTH •

÷**₽** SURVIVAL

* ✓ Swim •

☐ SLEIGHT OF HAND 4

✓ Use Magic Device

POOL POINTS

✓ PROF

RIDE +

☐ KN:

HEAL

∗□ INTIMIDATE

RACIAL NOTES ♠□ ACROBATICS ◆ DE) -2

5 AC 11 1 =10+ 10 1 -1 **TOUCH** =10+ 26 5 0 -1 1 **LAT-FOOT -10**+ second attack @ +5 BAB AVING THROWS ABILITY

ATTACKS & DEFENSE

BLUFF **№** Сымв • CRAFT: akchemy MAXIMUM 3 DIPLOMACY ☐ DISABLE DEVICE ◆ SPELI 40% FAILURE Disguise ★□I ESCAPE ARTIST ◆

9 2 **FORT** 5 4 REF 1 20 WILL 9 11 BASE ATTACK BONUS MELEE 1 10 10 -1

RANGED 10 10 1 -1 **CMB** 22 10 WIS 11 -1 2 2 CMD 23 B/QB -10₊



FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS,

Race: Funglet - Humanoid; Plant (AAW:URC 97) Fungal Conversion: Mushroom-shape (as Tree shape) 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

Terra Submersion: Burrow 10' deep into earth Spell Focus (Conjuration) +1 to school DC Augment Summoning +4 Str & Con Superior Summoning: +1 creatures summoned; Proxy Summoning: Summoned creatures deliver touch Empower Spell-Like Ability (Explosive Caps) +50% variables (+1 use) Enlarge Spell-Like Ability (Explosive Caps) double range (+1 use) 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 STR **EXPERIENCE** 635,000 890,000 20 **SPEED** MISC INIT **HERO** SR DR 3 slash **RESISTANCES** immune disease & poison; acid 5

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Boletann Breastplate +5	11	5	0	25	М	25.0
heavy Boletann shield +3	5		0	15		15.0

ARMOR Boletann Breastplate +5		11	5	0	25	М	25.0				
SHIELD heavy Boletann shield +3		5		0	15		15.0				
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS			D/	AMAGE		CRITICA	L RANGE	TYPE	WEIGHT	AMMO & NOTES
avalaciva capa (24 usas/day)	+10		546	2 +1/2	lyl foroc	dom	20 70	2 20	В		ranged touch attack; imbued

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	В		ranged touch attack; imbued
scythe +5	+10+5	2d6+1+5	20,x4		P,S	10.0	+trip

FEATS & SPECIAL ABILITIES							FEATS 8	SPECI/	AL ABILITIES			
Prestige Class: Psilocybist HD: d8; skills: 2+Int Mod (AAW:	IRC 98)	USES/DAY	USED		ison Re	sistance (Ex):	NAM immune	to noise	n .		USES/DAY	USED
Weapon and Armor Proficiency: No additional proficien				1 —					on spell to list			
Domains: Trickery Domain & Deception Subdomain; Continue Mushroor				ı ⊢		ng (Su): Imbi						
Spore Generation (Su): create mushroom from nothing				1 —					w/ mushrooms (AAW	·LIBC 100)		_
				┨┝	-					-		_
& food for 1 creature/IvI & +2 exploding caps/IvI/day	`			⇃⊢					ems (1/day) (AAW:	URC 100)		
Fungal Flurry (Ex): throw three explosive caps/rnd @ -2	<u>′</u>			Mu	snroom	golem stats:	(AAW:U	JRC 195	-196)			
- Sudden Shift (Sp): teleport 10' (3+Wis Mod/day)				┨┝								
Hallucinatory Caster (Su): Eat hallucinatory mushrooms for +2 DC illusion but -4 Int che				┨┝								
Imbue Cap (Sp): Imbue cap with spell. (potent for 1 day	,			┨┝								
Improved Explosive Caps (Su): explosive caps deals add'l +4d6 fo	orce dam			┚								
EQUIPMENT & MAGIC ITEMS							FOLLIPM	FNT & I	MAGIC ITEMS			
₩ ITEM	QTY / USES	WGT N/A	WEIGHT	*		<u> </u>	ITEM		MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT
				┨┝								
Vidersuit Amulet: immune to all disease (incl. magical) (AAW:UCR 104)				┦┝								
				⇃닎								
Boletann Breastplate +5 (max dex 5; no dex penalty)				┦┝								
- DR/2 slash & acid resist 4				↓∟								
heavy boletan shield +3 (no dex penalty)				IJ L								
- DR/1 slash & acid resist 1				┚┖								
scythe (2-handed) +5												
Headband of Inspired Wisdom +6												
				1								
Ring of Fungal Summoning				1 🗀								
- All Summoned creatures gain the fungal template				1								
subtype: plant; Natural AC +2; immune disease				1 🗀								
Plant Traits: immune to mind-effects, paralysis, poison, polymorph, sleep & stunning				┧┝╴								
speed: -10;				┧┝╴								
Create Spawn (Ex): creature killed by poison rises as fungal spawn				┧┝╴								
Poison Spore Cloud (Ex): 15' rad, 10 rnds, (1/day)				┧┝╴								
Fungal Metabolism (Ex) breathe, but no eat or sleep				┧┝╴								
Poisonous Blood (Ex): Flesh is ingested poison				┨╟	Fungal Cna	roo: Doinon inhalad:	save Fort DC	10 + 1/2 tho	fungal orgatura's racial			
Rejuvenation: 4 hit points per Hit Die for each day of rest				┨┝					fungal creature's racial 1/round for 6 rounds;			
<u> </u>				┨┝								
Abilities: Str +4, Dex –2 (minimum 1), Con +4.				┨┝	effect 1d	2 Con damage a	ind fatigued	tor 1 min	ute; cure 2 saves.			
				┨┝								
				┨┝	Fungal Blo	od or Flesh: Poison	n—ingested;	save Fort D	C 10 + 1/2 the fungal			
				⇃┝	creature's r	acial Hit Dice + the fu	ingal creature	's Con modifi	er; frequency 1/minute			
				┦┝	for 6 minute	es; effect 1 Str dama	ge, 1 Dex dar	mage, and na	auseated for 1 minute;			
				J L	cure 2	saves.						
WORN MACICITEM FOURMENT						DACE & C	ONTAIN	EDC				
WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	#			CONTAINER	2	BAGS & C	 		LUME/WEIGHT LIMIT/NOT	TES		WEIGHT
BELT:												
BODY:												
CHEST:												
EYES:												
FEET:				RENC			00		TREASURE C	ARRIED	l	
HANDS:	PLATINUM	CAR	RIED	CARRIED	WGT N/A	STORED	#		TREASURE			WEIGHT
HEAD:	GOLD						1					<u> </u>
HEADBAND:	SILVER						1					
NECK:	COPPER				+							
					$\overline{}$		LIGHT	MEDIUM	LOADS &	LIFT ABOVE	LIFT OFF	DRAG &
RING:			CARRIE				LOAD 44	LOAD 88	132	132	GROUND 264	_{РUSH} 660

CARRIED WEIGHT

EQUIPMENT

TOTAL

50.0

0

CURRENT LOAD

0

MODIFIED LOAD

LIGHT 🗖

0

MEDIUM 🗹

0

HEAVY 🗖

0

ARMOR & WEAPONS

50.0

CURRENCY

0.0

RING:

SHOULDERS:

			SPELLS PER DAY BLOODLINES & PATRONS			SPELLS P	ER DAY		
CLA	ss	Dru	id/Psilocybist LEVEL 15 BLOODLINE/PATRON	C	LASS			LEVE	L
SAV	E DC	LEVEL	ABILITY SPELLS BLOODLINE/PATRON TOTAL CLASS BONUS MISC KNOWN		SAVE DC LEVEL	TOTAL CLAS	ABILITY SS BONUS	MISC	SPELLS KNOWN
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=	= '	3rd	DOMAIN Trickery		3rd		$\dashv \vdash \dashv$		
	=	4th	6 3 2 1 SUBDOMAIN Deception		4th	_	_		-
2	9	5th	6 3 2 1 DOMAIN	!	5th	<u> </u>	_		
3	1	6th	5 2 2 1	 	6th				
		7th	SUBDOMAIN		7th				
	\neg	8th	1 WIZARD SPECIALITY SCHOOL		8th				
F	╡,	9th	1 SPECIALITY		gth				
CLOSE:	7		MEDIUM: LONG: FOCUSED		OSE:	MEDIUM:		LONG	
25FT + 5FT / 2 LV	, <u>6</u> 0)	100rt + 250 400rt + 1,000 PROHIBITED	25i 5fT /	T + 2 LVL 25	100FT + 10FT / LVL	100	400ft 40ft / 1	+ LVL 400
SPE	LL [O	CLASS ABILITY OTHER CURRENT POINTS PROHIBITED		PELL 0	CLASS A	REILITY OTHE	R C	URRENT POINTS
POIN	ITS	- 0	PROHIBITED		POINTS	_		⅃L	
LEVEL	PREP	USED	SPELLS 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
<u> </u>									
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
<u> </u>									
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

Transmutation

Transmutation

Conjuration

Transmutation

Illusion

Necromancy

Conjuration

Transmutation

Evocation

Conjuration

1d3 days

touch

fort

yes

CRB

CRB

CRB

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CRB

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APG

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CRB

CRB

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Cat's Grace - Subject gains +4 to Dex for 1 min./level.

Summon Nature's Ally II - Summons creature to fight.

Aqueous Orb - Creates rolling sphere of water.

Burrow - Target gains a burrow speed of 15.

Owl's Wisdom - Subject gains +4 to Wis for 1 min./level.

Wilderness Soldiers - Nearby plants/fungi aid you in combat.

Fungal Infestation - 1d3 Charisma dam; attacks add 1d6 bleed damage

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

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

Mirror Image - create images of yourself to absorb attacks

		0)	SPELLS				2	0	2
3	PREP	USED	Dominate Animal - One animal obeys your silent mental commands and orders.	Enchantment	DURATION	RANGE	SAVE	SR	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				Transmutation					CRB
3			Plant Growth - Grows vegetation, improves crops.						CRB
			Poison - Touch deals 1d3 Con damage 1/round for 6 rounds.	Necromancy					
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
\vdash				•					00
4			Sensory Amplifier - You open the minds of all creatures near you and enhance their sensory receptors Summon Natura's Ally IV Summons creature to fight	Divination					CRB
<u> </u>			Summon Nature's Ally IV - Summons creature to fight.	Conjuration					
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
			, , ,						

		0	SPELLS						2
LEVEL 6	PREP 1	USED	NAME & DESCRIPTION Fungalcitride - 30' rad of forest of huge mushrooms attempt to swallow whole foes	SCHOOL Conjuration	1 rnd/lvl	close	SAVE	SR DO	REFERENCE AAW:URC
$\overline{}$	1				I IIIQ/IVI	ciose	none	no	
6			Mislead - greater invisibility & major image to create double	Illusion					CRB
6			Black Tentacles, Greater - plants swell into Gargantuan vines that reach for foes						CRB
6			Bull's Strength, Mass - As bull's strength, affects 1 subject/level.	Transmutation					CRB
6			Cat's Grace, Mass - As cat's grace, affects one subject/level.	Transmutation					CRB
6			Cure Light Wounds, Mass - Cures 1d8 damage + 1/level, affects 1 subject/level.	Conjuration					CRB
6			Dispel Magic, Greater - As dispel magic, but with multiple targets.	Abjuration					CRB
6			Dust Form - You become an incorporeal creature of dust for a short period of time.	Transmutation					UC
6			Owl's Wisdom, Mass - As owl's wisdom, affects 1 subject/level.	Transmutation					CRB
6			Stoneskin, Communal - As stoneskin, but you may divide the duration among creatures touched.	Abjuration					UC
6			Stone Tell - Talk to natural or worked stone.	Divination					CRB
6			Summon Nature's Ally VI - Summons creature to fight.	Conjuration					CRB
6			Wall of Stone - Creates a stone wall that can be shaped.	Conjuration					CRB
						1			
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