GENDARY

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MYTHIC PLUG-INS

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Welcome to Ultimate Plug-Ins: Mythic Monsters!

THIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAMEmaster who would like to try out the new mythic rules but might feel a bit intimidated by the huge amount of conversion work. The **Pathfinder Roleplaying Game Mythic Adventures** hardback contains a wealth of new rules, but in one book there cannot be room for everything, especially when it comes to monsters. That book contains some of the iconic monsters of myth and legend and RPG history, transformed into a mythic rules format. The published monsters demonstrate that a "mythic monster" does not need to be an ultra-powerful death machine - you can have mythic monsters from CR 1 to CR 30 and all points in between - but there are less than 50 monsters in the book. They are all classics, to be sure, but the game has evolved and there are so many more. That is where the **Mythic Monsters** series from Legendary Games comes in.

What you won't find inside this product are individual monster illustrations. You already have them. Fantastic, glorious illustrations for every monster in every bestiary. You also won't find descriptive text for these monsters. You already have that too. Every mythic monster could be an elder of its kind, specially blessed or cursed by the gods, a noble lord or powerful champion, the last remnant of a mightier primeval race, a singular being unto itself, or perhaps a newly evolved master race looking to supplant the ordinary beings of its ilk that came before. To repeat these narratives for every monster, with slight variations, would be redundant. You can create the perfect origin story and background for mythic versions of ordinary monsters that fits precisely with your world. What you need are the stats, 100% crunch, and that is what *Mythic Monsters* delivers.

The *Mythic Monsters* series contains updated mythic stat blocks for every creature combined with innovative, exciting, and cinematic mythic abilities that clearly set these monsters apart from the ordinary. Monsters that leave your players saying "What was THAT?" Monsters that leave them feeling like mythic heroes when they triumph, whatever their level. Every issue brings you mythic versions of 12 monsters you already know and love, all tied together by a creature type or theme, plus one all-new mythic monster you've never seen before! All brought to you by expert designers who know the mythic monster rules like no one else because they are the same authors that created the mythic monsters in *Pathfinder Roleplaying Game Mythic Adventures*.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked the electronic version of this product internally from the Table of Contents and externally with links to the <u>Pathfinder Reference Document</u>, the official online compendium of game rules, as well as the <u>d20pfsrd.com</u>. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Also visit us on <u>Facebook</u> and follow us on <u>Twitter</u>, and check out our website at <u>www.makeyourgamelegendary.com</u>.

What You Will Find Inside Mythic Monsters: Molds, Slimes, and Fungi

THE SECRET SHAME OF ADVENTURERS THROUGHOUT THE YEARS IS THAT A GREAT MANY L adventurers have missed their chance for a glorious death by sword or spell, perishing ignominiously instead at the "hands" of insidious and deadly fungus. Their bodies infested with spores and filaments, and wracked by poison or disease, these poor unfortunates have rotted from the inside out, and to magnify the insult have often ended up turned into fungoid menaces themselves. We'd be the first . to admit that mold, slime, and fungus is not exactly the first thing that popped into mind when you think about a truly "mythic" challenge, but at the same time that is precisely the point. The advent of the mythic rules offer an opportunity to reimagine creatures that might have otherwise been consigned to the compost pile, bringing unique and exciting qualities to each that make them deadly, dangerous, and *different* from each other and from more typical monsters. From monsters that are as old as the game itself like the vegepygmy and violet fungus to newer fungoid creatures from the tiny fungus leshy to the titanic mu spore, from myceloid mushroom-men to seductive and sinister fungus aueens, this product brings you a literally disgusting variety of fungal creatures for use in your Pathfinder game. Don't think we've forgotten about those fungal "monsters" from way back that have been turned into passive hazards, like yellow mold and green slime. If you're populating the dungeons of a mythic alchemist, or the fecund swamp lair of an apocalyptic cult of rot, or just want a more interesting species of hazard for any adventure, Mythic Monsters: Mold, Slime, and Fungi will really grow on you.

The *Mythic Monsters* series from Legendary Games sets aside the rich story and background that is our trademark, because it is focused on absolute crunch, and there it absolutely lives up our highest standards of innovative layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on



- Jason Nelson

MYTHIC MOLDS, SLIMES, AND FUNGI

FUNGOID CREATURES ARE A SUBSET OF the plant creature type in the Pathfinder Roleplaying Game, often mindless though sometimes possessed of a deadly cunning. Disease, poison, and rot are their chef weapons, though spores that bewilder and befuddle the mind are nearly as common as those that decay and destroy the body. As an optional rule to help categorize fungus creatures, you can treat fungus as a subtype of plant (or, in rare cases, a subtype of another creature type that is closely associated with fungi).

Fungus Subtype: This subtype includes plants that are fungoid in nature, typically living in dark places away from sunlight. Fungus creatures are often parasitic on plants or other creatures and can sometimes spawn additional fungus creatures. Fungus creatures take additional damage from spells that duplicate natural sunlight, such as sunbeam or sunburst, and when exposed to natural sunlight take 1d6 points of nonlethal damage per hour (DC 15 Fortitude save negates, with the DC increasing by 1 for each continuous hour of exposure to sunlight after the first). As long as a fungus creature has nonlethal damage from exposure to sunlight, it becomes dazzled and fatigued until all nonlethal damage is removed. If a fungus creature falls unconscious as a result of this nonlethal damage, any further damage from sunlight becomes lethal. Creatures with the fungus subtype must be identified using Knowledge (dungeoneering) rather than Knowledge (nature).

Creatures with the fungus subtype: All creatures and hazards in this product have the fungus subtype, as do the following creatures: <u>cerebric fungus, fungal crawler, mi-go, puffball</u> (floating fungus) plant companion, <u>sheet fungus, mind-slaver mold, fungus weird</u>, and creatures with the fungal creature template.

Mythic Abilities: Each creature's mythic abilities are noted in their stat block with a superscript ^{MA}; abilities marked ^{MMA} are major mythic abilities that count as two abilities, while ^{MF} indicates mythic feats. In some cases, their mythic abilities are improved versions of existing abilities rather than entirely new powers. Mythic abilities that are <u>underlined</u> are described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

FUNGAL HAZARDS

Many types of mythic fungi are monsters in the game-mechanical sense, animate menaces that lie in ambush or prowl in search of prey, but some simply exist as hazards to trouble the path of any adventurer incautious enough to draw too close. Each mythic fungus can be identified with a Knowledge (dungeoneering) check with a DC of 15 plus its CR. Exceeding the DC by 5 reveals the best method(s) of destruction for each fungus.

Destruction: Any of these hazards can be destroyed by remove disease, though doing so requires a caster level check with a DC of 11 plus the hazard's CR. Success destroys one 5-foot patch of the hazard, plus an additional 5-foot patch for every 5 points by which the caster level check exceeds the DC. In addition, each entry has additional notes for alternate means of destroying a 5-foot patch of that particular type of fungus. Any spell or effect that deals hit point damage specifically to plants or fungi, such as blight or sunbeam, deals full damage to any type of mythic fungus hazard and can destroy it as if it dealt damage of the listed type for each fungus. Fungal hazards are treated as objects, not creatures, if attacked, with an Armor Class of 5 and a saving throw modifier equal to 1/3 their CR if targeted with an effect that allows a save, with a +2 circumstance bonus to saving throws against non-mythic effects.

Mythic <u>Azure Fungus</u> (CR 3): Mythic azure fungus is sensitive to touch and discharges its electricity if contacted. When in contact with a small pool of water, if anyone tries to move through the water at a speed greater than 5 feet per round, the fungus discharges from the impact of waves and splashes. Otherwise, the fungus discharges randomly once every 1d10 rounds. When the fungus discharges, all creatures adjacent to a square containing the fungus, or touching water within 30 feet of the fungus, take 3d10 points of electricity damage (DC 14 Fortitude half); creatures failing their saves are also dazed for 1 round. Creatures wearing metal armor or using a metal shield take a -2 penalty to their saving throw; these penalties stack if the creature has both. After a discharge, the fungus cannot discharge again for 1d6 rounds.

Destruction: 15 points of slashing damage or spending 1 full round scraping the fungus from the wall. An effect that deals 5 or more points of cold damage does not destroy it but renders it inert for 1 hour.

Mythic Brown Mold (CR 3): Mythic_ brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 60-foot radius around it, increasing in severity to severe cold within 30 feet and extreme cold within 10 feet, as described in the Environmental Rules in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook. Living creatures within 5 feet of it take 3d10 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes the mold to instantly double in size.

Destruction: 15 points of cold damage

Mythic Green Slime (CR 7): A 5-foot patch of mythic green slime deals 1d8 points of Constitution damage per round to living creatures, and a creature in contact with mythic green slime must succeed at a DC 18 Fortitude save each round or one of its limbs (determine which randomly from any arms, legs, tentacles, or wings a creature possesses) rots away. This deals 1d4 points of Strength and Dexterity damage, and leaves the creature nauseated with pain, horror, and shock for 1 round. A creature missing an arm or tentacle cannot use that limb. A creature missing one wing cannot fly unless it has at least two wings remaining, in which case it takes a -5 penalty on

Fly checks per missing wing. A creature missing at least half of its legs cannot walk or run, though it can crawl or hop, and is denied its Dexterity bonus against all opponents has its movement halved and takes a -5 penalty on Acrobatics checks and to its CMD against bull rush, drag, reposition, and trip combat maneuvers; if all of its legs are lost, the creature is always considered prone and can only move by crawling, and the penalty is increased to -10. A creature missing at least one-quarter but fewer than half of its legs has its movement halved and takes a -2 penalty. A destroyed limb can be repaired only with a regenerate spell. Mythic green slime deals 4d6 points of damage per round of contact to wooden or metal objects (ignoring the hardness of metal). On the first round of contact, it can be scraped away (usually destroying the scraping implement); on subsequent rounds, it must be destroyed with cold, fire, or magic.

Destruction: 20 points of cold or fire damage

Mythic Phosphorescent Fungus (CR 1): Creatures not native to underground regions where phosphorescent fungus is common are sensitive to the spore emissions given off by the fungus and are often fascinated by the eerily shifting patterns of light they see. Such creatures must succeed at a Fortitude save each day or portion thereof that they spend within 60 feet of mythic phosphorescent fungus or develop phosphor cataracts. Creatures native to such regions or that spend at least one week in them become acclimated to the mind-rotting effects of mythic phosphorescent fungus and do not need to make further saves unless they are already infected with phosphor cataracts; once the disease is cured, they are immune. Non-native creatures lose their immunity if they are away from the fungus for more than one week.

Phosphor cataracts: Disease—inhaled; save Fort DC 12; onset 1 day; frequency 1/day; effect 1d2 Wis damage and light sensitivity (or light blindness) if they already have light sensitivity); cure 2 consecutive saves.

Destruction: 5 points of fire damage

Mythic Russet Mold (CR 7): This hazardous fungus can be found in dark, wet areas, and often grows in great abundance at the heart of a mythic vegepygmy lair. When a creature approaches within 5 feet of a patch of russet mold, the fungus releases a cloud of spores in a 5-foot radius burst. Everyone in the area must make a DC 18 Fortitude save or the spores quickly take root in their victims, dealing 1d4 points of Constitution damage per round. A new Fortitude save can be attempted each round to halt the growth. Although immunity to disease won't protect against russet mold spores, the growth can be halted by remove disease and similar effects with a DC 19 successful caster level check. Exposure to sunlight also halts the spores' growth. Plants are immune to russet mold spores. After 24 hours, a fully grown mythic vegepygmy bursts from the body of any creature slain by russet mold, provided the creature was Small or larger. For each size category larger than Small, the body produces one additional mythic vegepygmy.

Destruction: 20 points of acid damage. Strong alcohol, such as distilled spirits, deals damage to mythic russet mold as an equal quantity of acid would. Diluted alcohol such as wine deals 1d3 points of damage and beer 1 point of damage per flask, flagon, or skin used.

A patch of russet mold is unharmed by all effects save for acid, alcohol, or remove disease (or a similar magical effect, such as heal), all of which can kill a single patch of russet mold on contact. Sunlight doesn't kill the mold, but does render it dormant and harmless as long as the sunlight persists.

Mythic Shrieker (CR 1): Any non-fungus creature within 10 feet of a mythic shrieker takes 1d4 points of sonic damage per round and is deafened for 1 hour. A DC 13 Fortitude halves damage and negates the deafened condition. The fibrous bole of a mythic shrieker is tough and hard to destroy (AC 12, hardness 5, hit points 15). If attacked, a shrieker shrieks and then moves away from its attacker 5 feet in a random direction. This movement does not provoke attacks of opportunity.

Mythic <u>Tentacle Mold</u> (CR 2): When a living creature moves into an area containing a patch of mythic tentacle mold or begins its turn in a square adjacent to it (including if the mold clings to the walls or the ceiling) of mythic tentacle mold, its acidic pseudopods lash out and try to entwine that creature, which must make a DC 15 Reflex save or be entangled. The target gains a +4 bonus to the save for each size category it is larger than Medium. The creature can break free with a DC 15 Escape Artist check or Strength check but otherwise is stuck. fast by the mythic tentacle mold. Each round a creature begins its turn adjacent to or within the patch of mold, it must succeed on a DC 15 Fortitude saving throw or take 1d4 points of acid damage and is sickened for 1 round. A successful save halves damage and negates the sickened condition. A patch of mythic tentacle mold can entangle more than one creature simultaneously. Mythic tentacle mold can be slain by dealing it at least 15 points of acid damage. A mythic tentacle mold takes double damage from an alkali flask as if it were an ooze.

Mythic Yellow Mold (CR 8): If disturbed, a 5-foot patch of erupts in a choking cloud of poisonous spores that hang in the air in a 15-foot-radius spread. This cloud blocks vision as obscuring mist, and creatures within the cloud must succeed at a DC 18 Fortitude save each round or become nauseated for as long as they remain within the cloud and for 1d4 rounds thereafter, and they also take 1d4 points of Constitution damage, with an additional saving throw required once per round for 5 additional rounds, taking 1d4 points of Constitution damage with each failed save. Mythic yellow mold is a disease effect, not a poison.

Destruction: 30 points of fire damage. Sunlight renders it dormant for as long as the sunlight persists and for 1d10 minutes thereafter.

MYTHIC ASCOMOID

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary 3 N Large plant (mythic) Init +1; Senses low-light vision, tremorsense 60 ft.; Perception +0

Defense

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size) hp 68 (7d8+37) Fort +8, Ref +3, Will +2 DR 10/epic and piercing; Immune plant traits; Resist electricity 10, fire 10

OFFENSE

Speed 40 ft. **Melee** slam +9 (2d8+7) **Space** 10 ft.; **Reach** 5 ft. **Special Attacks** fungal juggernaut^{MA}, <u>mythic power</u> (2/day, surge 1d6), poison, puffball avalanche^{MA}, spores, trample (2d8+7, DC 18)

Statistics

Str 20, Dex 13, Con 17, Int —, Wis 11, Cha 1 Base Atk +5; CMB +11 (+14 overrun); CMD 22 (25 vs. overrun, can't be tripped) Feats Charge Through^B, Improved Overrun^{MF B} SQ spore jet^{MA}

ECOLOGY

Environment any underground **Organization** solitary or cluster (2–8) **Treasure** none

SPECIAL ABILITIES

Fungal Juggernaut (Ex) A mythic ascomoid gains Charge Through as a bonus feat, and in addition it can attempt an overrun combat maneuver as a free action against any creature that fails its saving throw against its trample attack. If a creature in the path of its trample attack succeeds on its Reflex save, a mythic ascomoid can spend one use of its mythic power as an immediate action to attempt an overrun combat maneuver against that creature.

Poison (Ex) Spores-inhaled; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str damage; *cure* 2 consecutive saves. Puffball Avalanche (Ex) A mythic ascomoid gains a +2 circumstance bonus on attack rolls whenever it attacks from higher ground; this stacks with the normal attack roll bonus for higher ground. If it begins a trample attack from higher ground, it increases the save DC by 2.

Spore Jet (Ex) A mythic ascomoid can spend one use of its mythic power as a swift action to use its jet of spores to propel itself into the air. This produces a 10-foot radius cloud of spores centered on the ascomoid's position, while allowing the ascomoid to launch itself up to 30 feet in any direction, including straight up. This movement does not provoke attacks of opportunity, and the ascomoid does not take falling damage when it lands, unless it falls farther than 30 feet. A mythic ascomoid can make a single attack at the end of this movement, which is treated as a charge attack even if it did not move in a straight line. If the mythic ascomoid launched itself into the air, it is considered to be attacking from higher ground with this attack.

Spores (Ex) Once per round as a free action, an ascomoid can release a jet of deadly spores to a range of 30 feet. Upon impacting a solid surface, such as a wall or creature, the jet billows out into a cloud of spores that fills a 10-foot-radius spread. This cloud lasts for 1 round before dispersing. Any creature in the cloud must make a DC 16 Fortitude save or become nauseated as long as it remains in the cloud. Any creature that fails to save against this nausea is also exposed to the ascomoid's poison (see above). The save DC is Constitution-based.

MYTHIC BASIDIROND

CR 6/MR 2

XP 2,400 N Medium plant (mythic) Pathfinder Roleplaying Game Bestiary Init +1; Senses low-light vision, scent, tremorsense 30 ft.; Perception +0

Defense

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural) hp 68 (7d8+37) Fort +8, Ref +3, Will +2 DR 5/epic; Immune cold, plant traits Weaknesses cold lethargy

OFFENSE

Speed 20 ft.
Melee slam +11 (1d8+9 plus spores)
Special Attacks entrap^{MA} (DC 16, 1d10 rounds, hardness 5, hp 10), <u>mythic power</u> (4/day, surge 1d6), hallucination cloud, spores, sweet nectar^{MA}

STATISTICS

Str 22, Dex 13, Con 16, Int —, Wis 11, Cha 1 Base Atk +5; CMB +11; CMD 22 (26 vs. trip) Feats Extra Mythic Power SQ poisonous blood^{MA} (insanity mist)

SPECIAL ABILITIES

Cold Lethargy (Ex) Although a basidirond is immune to cold damage, any cold effect it is exposed to slows it for 1d4 rounds. During this time, the basidirond cannot use its hallucination cloud or spores.

Entrap (Ex) As a standard action, a mythic basidirond can snare a Medium or smaller creature in its ropy tendrils, entangling it if it fails its Fortitude save. If the target fails a second Fortitude save and is made helpless, it is transferred into the pitcher-pod atop the basidirond's body. The trapped creature is exposed to the basidirond's spores every round, taking a -2 penalty to its saving throw against them, and is trapped within the basidirond until slain or rescued.

Hallucination Cloud (Ex) As a standard action once per minute, a basidirond can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a DC 16 Fortitude save or be affected by powerful hallucinations as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the affected area. A hallucination cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately. The save DC is Constitution-based. To determine what hallucination is suffered each round, roll 1d6 and, consult the following table.

d6 Hallucination

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You're sinking in quicksand! Fall prone and spend 1 round flailing your arms and legs as if trying to swim. Attacked by a swarm of spiders! Spend a full round action to attack the floor near you with your weapon. An item you hold has turned into a viper! Drop it and flee from the item at top speed for 1 round. You're suffocating! Stand in place, hold your breath, and clutch at your throat for 1 round. You've shrunk to 1/10th your normal size! Take no actions for 1 round so the monsters won't see you. You're melting! Grasp hold of yourself in an attempt to hold yourself together, and take no actions for 1 round.

Poisonous Blood (Ex) As described in the New Universal Monster Rules in the Mythic Monsters chapter of Pathfinder Roleplaying Game Mythic Adventures.

Spores (Ex) Any creature struck by a basidirond's slam attack is coated with spores. The creaturestruck must make a DC 16 Fortitude save or these spores take root in his flesh, and particularly in his lungs. The save DC is Constitution-based. Basidirond Spores: Disease—inhaled; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Sweet Nectar (Ex) A mythic basidirond can emit an attractant aroma that causes creatures of a particular type (or subtype) to be filled with an uncontrollable urge to approach the basidirond. Its nectar can attract only one type (or subtype) at a time, but such creatures are affected as a *sympathy* spell (DC 16 Will negates), and if they are adjacent to the basidirond they become fascinated. If they are attacked or threatened, they gain a new saving throw with a +2 bonus to break free of the fascinate effect. This is a mind-affecting disease effect.

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Mythic fungus queen

CR 12/MR 5

XP 19,200 CE Medium plant (mythic)

Init +12^{MF}; Senses darkvision 60 ft., low-light vision, scent, greensight^{MA}; Perception +19

Defense

AC 28, touch 13, flat-footed 25 (+3 Dex, +15 natural) hp 163 (13d8+105) Fort +13, Ref +7, Will +7 DR 10/epic and cold iron or good; Immune electricity,

plant traits; Resist acid 10, cold 10; SR 24

OFFENSE

Speed 20 ft.

Melee 2 claws +15 (1d6+6), 4 tentacles +13 (1d4+3 plus grab) **Special Attacks** battle pods^{MA}, compel plants, constrict (1d4+5), create spawn, energy drain^{MA} (2 levels, DC 24), entrap^{MA} (DC 21, 1d10 rounds, hardness 5, hp 10), <u>mythic</u> <u>power</u> (5/day, surge 1d8)

Spell-Like Abilities (CL 9th; concentration +17) Constant—detect good, speak with plants, tongues At will—veil (self only) (DC 24)

3/day—charm monster (DC 22), detect thoughts (DC 20), suggestion (DC 21)

1/day—dominate person (DC 23), mind fog (DC 23), slow (DC 21)

STATISTICS

Str 23, **Dex** 17, **Con** 21, **Int** 18, **Wis** 16, **Cha** 26 **Base Atk** +9; **CMB** +15 (+19 grapple, +17 trip); **CMD** 30 (32 vs. trip)

Feats Combat Expertise^{MF}, Combat Reflexes^{MF}, Improved Initiative^{MF}, Improved Trip, Multiattack, Power Attack, Skill Focus (Disguise)

Skills Acrobatics +10 (+6 when jumping), Bluff +20,

Disguise +26, Knowledge (dungeoneering) +10, Knowledge (planes) +10, Perception +19, Sense Motive +15, Use Magic Device +21

Languages Abyssal, Aklo, Common, Terran,

Undercommon, speak with plants, tongues; telepathy 100 ft

SQ fungus legion^{MA}, mycelial mat^{MA}, plant empathy +24

ECOLOGY

Environment any underground

Organization solitary or cult (mythic fungus queen plus 2–16 mind-controlled plants and minions) **Treasure** double

SPECIAL ABILITIES

Battle Pods (Sú) A mythic fungus queen fights in coordination with her sporepods. Sporepods count as allies to the fungus queen and to one another and can provide flanking. In addition, her tentacles are treated as having 10-foot reach when she designates them to attack through a sporepod. Until the beginning of her next turn, they threaten all squares within 10 feet and can make any number of attacks of opportunity, though tentacles that are grappling cannot be used to make attacks of opportunity.

Compel Plants (Su) A mythic fungus queen's mind-affecting powers and spell-like abilities (and spells, should the fungus queen gain the ability to cast them) affect plant creatures, including mindless plant creatures, as if they weren't immune to mind-affecting effects. In addition, she can communicate with ordinary plants and compel them to answer her questions as if using a constant *speak with plants* effect.

Create Spawn (Su) A creature that would normally be slain by a fungus queen's energy drain attack is not killed. Instead, it immediately loses all negative levels imparted by the fungus queen and transforms into a fungus-infested minion of the queen. Such creatures gain the fungoid simple template. The creature's type changes to plant, and it gains all of the traits of the plant type (increasing its CR by 1). The creature gains telepathy 100 ft. with other fungoid creatures and its alignment changes to chaotic evil. Fungoid creatures are under the control of the fungus queen that created them, and remain enslaved until their mistress is destroyed or until they are cured of the infestation (see the facing page). A fungus queen can communicate telepathically with her fungoid spawn at any range as long as they are on the same plane, and may have a number of Hit Dice worth of enslaved spawn totaling no more than twice her own Hit Dice; any spawn she creates that would exceed this limit become free-willed fungoid creatures. A fungus queen may free an enslaved spawn in order to enslave a new spawn. Once freed, it can still be influenced by the fungus queen's compel plants and plant empathy abilities.

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Energy Drain (Su) A mythic fungus queen drains energy from a creature she lures into an act of passion, such as a kiss. An unwilling victim must be grappled or helpless before the fungus queen can use this ability. Her kiss bestows two negative levels and has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the fungus queen. The victim must succeed on a DC 24 Will save to negate the *suggestion*. The DC is 24 for the Fortitude save to remove a negative level. Creatures killed by this attack do not die-they instead become infested with the fungus queen's spores (see Create Spawn).These save DCs are Charisma-based.

- **Fungus Legion (Su)** A mythic fungus queen can keep up to 60 Hit Dice of enslaved spawn under her command. If she frees one of her spawn from enslavement, she can spend one use of her mythic power as a full-round action to re-enslave the target (DC 24 Will negates), as long as doing so would not exceed her Hit Die limit.
- **Greensight (Ex)** As described in the New Universal Monster Rules in the Mythic Monsters chapter of Pathfinder Roleplaying Game Mythic Adventures.
- Mycelial Mat (Ex) As a move action, a mythic fungus queen can extrude a thick network of fungal filaments into the ground at her feet, filling all adjacent squares with this mycelial mat. Any non-fungal creature treats these squares as difficult terrain, and a non-fungal creature beginning its turn in one of these squares is subject to the fungus queen's entrap attack as the mycelial mat tries to wrap the creature in a filamentous cocoon. If the creature is prone, it takes a -4 penalty to its save against the entrap attack. Large targets gain a +4 bonus to its save against this attack. Huge or larger creatures cannot be entrapped.
- Plant Empathy (Ex) This ability functions as the druid's wild empathy, save that a fungus queen can use this ability only on plant creatures. A fungus queen gains a +4 racial bonus on this check. Mindless plant creatures are imparted a modicum of implanted intelligence when a fungus queen uses this ability, allowing her to train such creatures as guardians.

Sporepod (Su) As a standard action, a fungus queen can cause à Medium pod of fungal material to burst out of the ground at any point within 60 feet of her current location. Once created, a sporepod cannot move. If the fungus queen travels more than 120 feet from a sporepod, it is destroyed. A fungus queen can maintain a number of sporepods equal to her Charisma modifier (8 for a typical mythic fungus queen). As a move action, she can instantaneously travel to one of her sporepods as if using transport via plants. She can also choose to spread out her tentacle attacks among her sporepods, attacking a creature within 10 feet of any sporepod with a tentacle-she is still limited to making only four tentacle attacks as part of a full-attack action, or one as a standard action. A sporepod is an object that has an AC of 20 and 30 hit points; damage dealt to a sporepod does not harm the fungus queen.

MYTHIC LESHY, FUNGUS

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 3. N Small plant (leshy, mythic, shapechanger) Init +2; Senses darkvision 60 ft., low-light vision, greensight^{MA}; Perception +2

Defense

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size) hp 23 (2d8+14) Fort +6, Ref +2, Will +2 Immune electricity, sonic, plant traits

OFFENSE

Speed 20 ft.

Melee bite +2 (1d6), 2 claws +2 (1d3) Ranged puffball +4 (1 plus spores) Special Attacks explosive puffball^{MA}, <u>mythic power</u> (1/day, surge 1d6), spores Spell-Like Abilities (CL 2nd; concentration +4) Constant—pass without trace

STATISTICS

Str 10, Dex 15, Con 16, Int 7, Wis 14, Cha 15 Base Atk +1; CMB +0; CMD 12 Feats Blind-Fight^{MF} Skills Stealth +10 (+14 in swamps and underground), Survival +3 (+7 in swamps and underground); Racial Modifiers +4 Stealth in swamps and underground, +4 Survival in swamps and underground Languages Druidic, Sylvan, plantspeech (fungi)

SQ change shape (Small fungus; tree shape), verdant burst

SPECIAL ABILITIES

Explosive Puffball (Ex) A mythic fungus leshy's puffballs erupt with a loud pop, deafening the target if it fails its saving throw against the leshy's spores. In addition, once per minute as a full-round action a fungus leshy can expel a hyperinflated puffball that acts as a sound burst (DC 14 Fortitude partial) centered on the target in addition to its usual effects. If this explosive puffball misses its target, determine where it lands as a thrown splash weapon; the sound burst is instead centered on that location.

Greensight (Ex) As described in the New Universal Monster Rules in the Mythic Monsters chapter of Pathfinder Roleplaying Game Mythic Adventures.

Puffball (Ex) A fungus leshy can spit a puffball

as a standard action. If it hits, this attack deals 1 point of damage (this damage is not modified by Strength) and affects the target struck (but not adjacent targets) with the fungus leshy's spores. The puffball has a range increment of 20 feet.

Spores (Ex) A fungus leshy is riddled with molds and spores. Anytime a fungus leshy takes damage, a cloud of spores bursts from its body, forcing all adjacent creatures to make a DC 14 Fortitude save or have their vision reduced to 10 feet for 1 minute. Spending a full-round action to wash one's eyes with water ends this effect. The save DC is Constitution-based.

Verdant Burst (Ex) When slain, a mythic fungus leshy explodes in a burst of fertile energies. All plant creatures within 30 feet heal 1d8+2 points of damage and fungi quickly infest the area. If in underground, swamp, forest, or jungle terrain, the area is treated as difficult terrain for 24 hours and then subsides to a normal level offungal growth.

Growing a mythic fungus leshy

A mythic fungus leshy can be grown amid the compost of a mythic treant's grove, in dens of mythic mold deep underground, or in eerie hillocks at the heart of dense swamplands. Only a mythic creature can create a mythic fungus leshy, expending one use of mythic power per day spent on the ritual.

CL 9th; Price 3,750 gp

RITUAL

Requirements Knowledge (nature) 5 ranks, obscuring mist, plant growth, summon nature's ally II;

Skill Knowledge (dungeoneering or nature) DC 15; Cost 1,875 gp

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MYTHIC MU SPORE

CR 26/MR 10

XP 2,459,600 CN Colossal plant (mythic) Init+13/-7^{MF}, <u>dual initiative^{MA}</u>; Senses blindsight 240 ft.,

low-light vision; Perception +43

Defense

AC 47, touch 1, flat-footed 47 (-1 Dex, +46 natural, -8 size) hp 529 (31d8+390); fast healing 20^{MA}

Fort +27, Ref +11, Will +19

DR 20/epic; **Defensive Abilities** fungal slough^{MA}, grasping tendrils, thermophilic fungus^{MA}; **Immune** acid, plant traits; **Resist** cold 10, fire 10; **SR** 37^{MA}

Offense

Speed 40 ft., fly 30 ft. (perfect) Melee bite +35 (6d6+20/19–20 plus grab), 4 tentacles +34

(3d8+10/19-20/x3 plus grab)

Space 30 ft.; **Reach** 30 ft. (60 ft. with tentacles) **Special Attacks** awesome knockback^{MA}, constrict (3d8+30), engulf (DC 45, 4d8 acid and mold infusion)^{MA}, fast swallow^{MA}, mold infusion^{MA}, <u>mythic power</u> (10/day, surge 1d12), spore cough, swallow whole (20d8 acid damage, AC 33, 52 hp)

STATISTICS

Str 50, Dex 9, Con 31, Int 18, Wis 28, Cha 29
Base Atk +23; CMB +51 (+60 bull rush, +55 grapple); CMD 60 (67 vs. bull rush, can't be tripped)
Feats Awesome Blow, Critical Focus, Greater Bull Rush, Greater Vital Strike^{MF}, Improved Bull Rush^{MF}, Improved

Critical (bite), Improved Critical (tentacles)^{MF}, Improved Initiative^{MF}, Improved Vital Strike^{MF}, Lightning Reflexes, Multiattack, Power Attack^{MF}, Staggering Critical, Stunning Critical, Vital Strike^{MF}, Weapon Focus (tentacles) Skills Fly +33, Knowledge (dungeoneering) +35, Knowledge (geography) +35, Knowledge (nature) +35, Perception +43, Sense Motive +40

Languages Aklo, Common, Terran, Undercommon; telepathy 30 miles (plants and plant creatures only) SQ communion with the green^{MA}, unstoppable titan^{MA}

ECOLOGY

Environment any Organization solitary or pair Treasure standard

Special Abilities

Awesome Knockback (Ex) Once per round, a mythic mu spore can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the mu spore's Strength modifier and is moved back as normal. The mu spore need not move with the target. In addition, a mythic mu spore can spend one use of its mythic power as a standard action to combine an awesome blow combat maneuver with a bull rush combat maneuver, making separate checks for each. If both checks succeed, the mu spore adds the bull rush distance to the awesome blow distance to determine how far away the target is moved. The target (and any obstacle it strikes) takes 1d6 points of damage per 10 feet it would be pushed by this maneuver, even if stopped before this distance by an obstacle.

Communion with the Green (Sp) A mythic mu spore can communicate with all plants and plant creatures within 30 miles telepathically, as if using continuous speak with plants at that range. It may also spend one use of its mythic power to use *commune with nature* as a spell-like ability, two uses of its mythic power to use *plant shape HI*, or three uses of its mythic power to use *shambler* (caster level 31st). A mythic mu spore can also spend one use of mythic power to duplicate the mythic versions (or additional mythic power to duplicate the augmented versions) of these spells, treating the mythic mu spore as a 10th-tier mythic spellcaster.

Fungal Slough (Ex) Much of a mythic mu spore's mass is comprised of sheets and layers of mycelial mats that drape over the creature, hiding its actual body mass. As a result, any touch attack (including ranged touch attacks), critical hit, or precision-based damage is 50% likely to be negated, striking these mats rather than the mythic mu spore itself. When a critical hit is confirmed against it, a mythic mu spore may spend one use of its mythic power as an immediate action to treat it as a normal hit.

Grasping Tendrils (Ex) Sticky, arm-length tendrils cover a mu spore. A mu spore can use these tendrils to attempt a grab as an immediate action when an adjacent creature hits with a melee attack. As it is only using the tendrils (instead of conducting the grapple normally), it takes a -20 penalty to its CMB to make and maintain the grapple (+35 CMB with tendrils). The mu spore does not gain the grappled condition while grappling a creature with its tendrils. Mold Infusion (Ex) Any creature that begins its turn engulfed, grappled, or swallowed by a mythic mu spore is exposed to mythic brown, russet, or yellow mold. A mythic mu spore can expose different engulfed or grappled creatures to different types of mold, and as a swift action it can change the type of mold exposed to one creature it has grappled or engulfed. Vegepygmies created by a mythic mu spore's russet mold are not under its control.

Spore Cough (Su) Once every 1d4 rounds as a standard action, a mu spore can release a cloud of burrowing spores in a 100-foot cone. The burrowing spores deal 20d8 points of damage to all creatures and wooden structures in the area, or half damage to any creatures that make a DC 35 Reflex save. Plants and plant creatures are immune to this damage. The save DC is Constitution-based.

Thermophilic Fungus (Ex) Each time a mythic mu spore takes cold or fire damage that exceeds its energy resistance, its cold or fire resistance (as appropriate) increases by 10 for 1 hour as it adapts to that temperature. These increases stack and occur each time the mythic mu spore takes cold or fire damage that exceeds its energy resistance.

Unstoppable Titan (Ex) A mythic mu spore can move through difficult terrain and the space of Huge or smaller creatures without hindrance, and Huge or smaller creatures can likewise move through its space without impediment (although such movement provokes an attack of opportunity). It cannot be flanked except by Huge or larger creatures. A mythic mu spore is immune to ability damage, ability drain, temporary ability penalties, and effects that would cause it to become entangled, exhausted, fatigued, or staggered.

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Mythic myceloid

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 3 NE Medium plant (mythic) Init +6^{MF}; Senses darkvision 60 ft., low-light vision, scent, taste emotion^{MA}; Perception +6

Defense

AC 18, touch 10, flat-footed 18 (+8 natural) hp 58 (5d8+36) Fort +8, Ref +1, Will +4 DR 5/epic and slashing; Immune plant traits; Resist cold 10, fire 10, sonic 10 Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft. Melee 2 claws +6 (1d6+3 plus disease) Special Attacks <u>mythic power</u> (2/day, surge 1d6), one of us^{MA}, poison, spore cloud Spell-Like Abilities (CL 6th; concentration +6) 1/day—spore domination (DC 14)

STATISTICS

Str 17, Dex 11, Con 18, Int 9, Wis 12, Cha 10
Base Atk +3; CMB +6; CMD 16
Feats Improved Initiative^{MF}, Iron Will, Skill Focus (Stealth)
Skills Perception +6, Sense Motive +5, Stealth +9, Survival +5; Racial Modifiers +4 Sense Motive, +4 Survival
Languages Undercommon; telepathy 60 ft. (myceloids, fungi, and purple pox sufferers only)
SQ fungal rapport^{MA}

ECOLOGY

Environment any underground **Organization** solitary, pair, band (3–24), or colony (25– 250) **Treasure** standard

SPECIAL ABILITIES

Disease (Su) Purple Pox: inhaled or injury; save Fort DC 16; onset 1 minute; frequency 1/day; effect 1d2 Wis and 1d2 Con damage; cure 2 consecutive saves. A creature that dies of the purple pox becomes bloated over the course of 24 hours, after which its body bursts open, releasing a fully grown myceloid. Additionally, as long as a creature takes at least 7 points of Wisdom damage from the purple pox, it must make a DC 16 Will save each day to avoid becoming affected by a *lesser geas* (no HD limit) that compels the afflicted character to seek out the nearest myceloid colony in order to offer itself up for spore domination. The save DCs are Constitution based.

- **Fungal Rapport (Su)** A mythic myceloid's telepathy allows it to communicate with all fungi and fungal creatures, as if using continuous *speak with plants* but affecting only molds, slimes, and fungi. A mythic myceloid can spend one use of its mythic power to use *clairaudience/clairvoyance* (caster level 5th) on any location within range where mold, slime, or fungus is present.
- **One of Us (Sp)** As a standard action, a mythic myceloid can polymorph a willing creature afflicted with purple pox into a myceloid, as if that creature had cast *plant shape I* (caster level 5th). If it spends one use of its mythic power, a mythic myceloid can use this ability on an unwilling creature that is not afflicted with purple pox (DC 16 Fortitude negates). If the target fails its saving throw, it becomes charmedby the mythic myceloid as long as it remains in myceloid form. The mythic myceloid can increase the duration of this effect to 5 hours by spending one use (or an additional use) of its mythic power. The save DC is Constitution-based.

Spore Cloud (Ex) Once per day as a standard action, a myceloid can expel a 10-foot-radius burst of spores centered on itself. This cloud persists for 1d3 rounds. Any creature caught in this cloud or that moves through it is exposed to the myceloid's purple pox disease—a creature need save only once against any one spore cloud, however, before becoming permanently immune to that particular spore cloud's effects. The spore cloud does not hamper vision.

- **Spore Domination (Sp)** This spell-like ability functions as *charm monster*, but functions only against creatures currently infected with purple pox.
- **Taste Emotion (Su)** Mythic myceloids detect the presence of creatures affected by fear effects, effects with the emotion descriptor, or effects that provide a morale bonus as if they had blindsense in a 30-foot radius and blindsight in a 5-foot radius. When a creature adjacent to a creature that gains a morale bonus from any effect, a mythic myceloid can spend one use of its mythic power to gain the same morale bonus(es) for 1 minute.

Mythic phantom fungus

CR 4/MR 1

XP 1,200 Pathfinder Roleplaying Game Bestiary 3 N Medium plant (mythic) Init +0; Senses blindsight 30 ft., low-light vision, tremorsense 60 ft.; Perception +9

Defense

AC 16, touch 10, flat-footed 16 (+6 natural) hp 38 (4d8+20) Fort +7, Ref +1, Will +1 Defensive Abilities phantom flesh; Immune plant traits

OFFENSE

Speed 20 ft., climb 20 ft. **Melee** bite +5 (2d6+3) **Special Attacks** <u>mythic power</u> (1/day, surge 1d6), spew spores^{MA}

STATISTICS

Str 15, Dex 10, Con 16, Int 2, Wis 11, Cha 9 Base Atk +3; CMB +5; CMD 15 (17 vs. trip) Feats Skill Focus (Perception), Skill Focus (Stealth)^{MF} Skills Climb +10, Perception +9, Stealth +11; Racial Modifiers +4 Stealth SQ rooting^{MA}

SPECIAL ABILITIES

Phantom Flesh (Su) As a move action, a phantom fungus can turn invisible as if using greater invisibility (caster level 4th). A moment after it attacks with invisibility, the creature appears briefly as a semi-transparent version of its normal self. This allows any viewer with line of sight to the phantom fungus to pinpoint its location at the time of the attack (though if the creature moves after it attacks, opponents have to pinpoint it again). An opponent can ready an action to strike at the fungus when it momentarily appears, in which case the creature only has concealment instead of invisibility (20% miss chance). The fungus can turn completely visible as a move action, though it normally remains invisible all the time. If killed while invisible, it becomes visible 1d4 minutes later.

Rooting (Ex) As a move action phantom fungus can root itself to the ground, gaining a +10 bonus to its CMD against combat maneuvers made to bull rush, drag, reposition, or trip. It also applies this bonus as a saving throw against any effect that would force it to move. If the phantom fungus roots while in the same space as a dead creature, it can feed upon the nutrients in the corpse, gaining fast healing 3 for a number of rounds equal to the dead creature's Hit Dice.

Spew Spores (Ex) Once per minute as a standard action, a mythic phantom fungus can spew a gout of fungal spores in a 15-foot cone, dazzling all creatures and reducing their vision range to 10 feet for one minute (DC 15 Fortitude negates). This effect can be removed by spending a full-round action to wash out a creature's eyes. This is a disease effect. The save DC is Constitution-based.

Мутніс рнусомід

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 2 N Small plant (mythic) Init +1; Senses low-light vision, tremorsense 30 ft.; Perception +0 Aura acrid vapor^{MA} (5 ft. DC 15)

DEFENSE

AC 20, touch 12, flat-footed 19 (+1 Dex, +8 natural, +1 size) hp 55 (6d8+28) Fort +7, Ref +3, Will +2 DR 5/epic; Immune acid, plant traits

Offense

Speed 10 ft.

Melee --

Ranged acid pellet +6 touch (2d6 acid plus spores) **Special Attacks** bursting pellet^{MA}, <u>mythic power</u> (2/day, surge 1d6), rapid pellets^{MA}

STATISTICS

Str 5, Dex 12, Con 15, Int —, Wis 11, Cha 1 Base Atk +4; CMB +0; CMD 11 (can't be tripped) Feats Rapid Shot^{MFB}

ECOLOGY

Environment any underground Organization solitary or infestation (2–8) Treasure incidental

SPECIAL ABILITIES

Acid Pellet (Ex) A phycomid attacks by firing a glob of acid from one of its several mushroom-like stalks. This attack has a range increment of 10 feet. A phycomid can fire up to six acid pellets per minute—during rounds in which the fungus has no acid pellets, it has no method of attacking except to move near a creature with its acrid vapors and must wait until its acid stores replenish before continuing a battle.

Acrid Vapor (Ex) The fumes rising from a mythic phycomid deal 1d3 points of acid damage to any creature beginning its turn adjacent to it, and such creatures are also exposed to the phycomid's spores as if they were an inhaled poison. **Bursting Pellet (Ex)** When a mythic phycomid hits a target with its acid pellet, creatures adjacent to its target in a 5-foot burst (centered on the portion of its target nearest the phycomid) take 1d6 points of acid damage (DC 15 Reflex negates). Creatures failing their Reflex save are exposed to the phycomid's spores. The save DC is Constitution-based.

Rapid Pellets (Ex) A mythic phycomid gains Rapid Shot as a bonus feat, and it takes no penalty for shooting into melee at targets whose only adjacent enemies are phycomids. A mythic phycomid can spend one use of its mythic power as a swift action to replenish 1d4 acid pellets when it runs out or is running low.

Spores (Ex) Any creature that takes damage from a phycomid's acid pellet (or consumes even a small portion of the fungus) becomes exposed to the fungus's spores. These spores grow quickly in living creatures. This affliction is a disease effect, although its course runs much faster than most diseases and is more poison-like in its speed, and like a poison, the spores "burn out" after a short period. A creature that is slain by a phycomid spore infestation bursts open in 1d4 rounds as a fully grown new phycomid emerges.

Phycomid Spores: Disease—injury or ingested; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save. The save DC is Constitution-based.

MYTHIC SLIME MOLD

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2 N Large ooze (mythic) Init –1; Senses Perception –5

Defense

AC 9, touch 8, flat-footed 9 (-1 Dex, +1 natural, -1 size) hp 36 (3d8+23) Fort +6, Ref +0, Will -4 Immune ooze traits; Resist fire 10

OFFENSE

Speed 20 ft.
Melee slam +4 (1d6+4 plus disease)
Space 10 ft.; Reach 10 ft.
Special Attacks disease, engulf (DC 14, 1d6+4 bludgeoning plus disease), mythic power (3/day, surge 1d6), spew slime^{MA}

STATISTICS

Str 16, Dex 8, Con 21, Int —, Wis 1, Cha 1 Base Atk +2; CMB +6; CMD 15 (can't be tripped) Feats Extra Mythic Power SQ freeze, fungal contagion^{MA}

ECOLOGY

Environment temperate forests **Organization** solitary or infestation (2-5) **Treasure** none

SPECIAL ABILITIES

Disease (Ex) Fungal rot: Slam-Contact; save Fort DC 16; onset 1 day; frequency 1/day; effect 1d2 Str damage and 1 Con damage and fatigue; cure 1 save. This disease otherwise functions as described in the Pathfinder Roleplaying Game Bestiary 2 entry for slime mold.

Fungal Contagion (Ex) Creatures affected by the slime mold's fungal rot become carriers of the disease. Creatures spending more than 1 minute adjacent to an infected creature and creatures touching the infected creature for 1 full round (including those using the Heal skill to treat the disease) during this time may also contract fungal rot (DC 11 Fortitude negates). A creature is contagious during the disease's onset time and while the disease is active but is no longer contagious after succeeding at a Fortitude save to cure the disease.

Spew Slime (Ex) As a full-round action, a mythic slime mold can disgorge a 5-foot patch of <u>green slime</u> into an adjacent square. This green slime is unstable and persists for only 1d3 rounds before becoming inert. Using this ability deals 2d6 points of damage to the slime mold.

MYTHIC VEGEPYGMY

CR 1/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary N Small plant (mythic) Init +2; Senses darkvision 60 ft., <u>greensight^{MA}</u>, low-light vision; Perception +4

Defense

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size) hp 16 (1d8+12) Fort +3, Ref +2, Will +0

DR 5/slashing or bludgeoning; **Immune** electricity, plant traits

OFFENSE

Speed 30 ft. Melee 2 claws +1 (1d3) or longspear +1 (1d6/x3) Ranged blowgun +3 (1 plus poison) Special Attacks mythic power (1/day, surge 1d6)

STATISTICS

Str 11, Dex 14, Con 12, Int 8, Wis 11, Cha 11
Base Atk +0; CMB -1; CMD 11
Feats Toughness^{MF}
Skills Perception +4, Stealth +10 (+18 in vegetation); Racial Modifiers +4 Stealth (+12 in vegetation)
Languages Undercommon, Vegepygmy (can't speak)
SQ fungal synthesis^{MA}, woodland stride

ECOLOGY

Environment any underground **Organization** solitary, gang (2-6), or tribe (7-30 plus 1 chieftain) **Treasure** none

SPECIAL ABILITIES

- **Fungal Synthesis (Ex)** With one hour of work, a mythic vegepygmy can concoct a dose of fungal poison identical in effect to drow poison or greenblood oil at no cost. These poisons remain effective for 24 hours and then become inert. At any given time, a mythic vegepygmy will usually have 1d4 poisoned blowgun darts and has a 50% chance to have poisoned the tip of his longspear.
- **Greensight (Ex)** As described in the New Universal Monster Rules in the Mythic Monsters chapter of *Pathfinder Roleplaying Game Mythic Adventures*.
- **Woodland Stride (Ex)** A mythic vegepygmy can move without impediment or harm through normal plants, undergrowth, thorns and briars. Magically manipulated plants can still affect them.

Mythic vegepygmy chieftain

XP 600

Pathfinder Roleplaying Game Bestiary, N Small plant (mythic)

Init +4; **Senses** darkvision 60 ft., <u>greensight</u>^{MA}, low-light vision; Perception +6

DEFENSE

AC 21, touch 15, flat-footed 17 (+4 Dex, +6 natural, +1 size) hp 29 (2d8+20) Fort +6, Ref +4, Will +2 DR 5/slashing or bludgeoning; Immune electricity, plant traits

Offense

Speed 30 ft. Melee 2 claws +4 (1d3+2) or longspear +4 (1d6+3/x3) Ranged blowgun +6 (1 plus poison) Special Attacks mythic power (1/day, surge 1d6)

STATISTICS

Str 15, Dex 18, Con 16, Int 12, Wis 15, Cha 15 Base Atk +1; CMB +2; CMD 16 Feats Toughness^{MF} Skills Perception +6, Stealth +17 (+25 in vegetation), Survival +6; Racial Modifiers +4 Stealth (+12 in vegetation) Languages Common, Undercommon, Vegepygmy (can't speak) SQ fungal synthesis^{MA}, woodland stride

ECOLOGY

Environment any underground **Organization** solitary, gang (2-6), or tribe (7-30 plus 1 chieftain) **Treasure** none

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Special Abilities

- **Fungal Synthesis (Ex)** With one hour of work, a mythic vegepygmy can concoct a dose of fungal poison identical in effect to drow poison or greenblood oil at no cost. These poisons remain effective for 24 hours and then become inert. At any given time, a mythic vegepygmy will usually have 1d4 poisoned blowgun darts and has a 50% chance to have poisoned the tip of his longspear.
- **Greensight (Ex)** As described in the New Universal Monster Rules in the Mythic Monsters chapter of *Pathfinder Roleplaying Game Mythic Adventures*.
- Russet Mold (Ex) A mythic vegepygmy chieftain's body is infested with russet mold spores, and any creature it strikes with its claws is exposed to russet mold.

CR 2/MR 1

Woodland Stride (Ex) A mythic vegepygmy can move without impediment or harm through normal plants, undergrowth, thorns and briars. Magically manipulated plants can still affect them.

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MYTHIC VIOLET FUNGUS

XP 1,200 Pathfinder Roleplaying Game Bestiary N Medium plant (mythic) Init -1; Senses low-light vision; Perception +0 Aura stench^{MA} (DC 15, 1d6 rounds)

CR 4/MR 1

Defense

AC 16, touch 9, flat-footed 16 (-1 Dex, +7 natural) hp 38 (4d8+20) Fort +7, Ref +0, Will +1 Immune plant-traits

OFFENSE

Speed 30 ft. Melee 4 tentacles +4 (1d4+1 plus rot) Space 5 ft.; Reach 10 ft. Special Attacks barbed tentacles^{MA}, <u>mythic power</u> (3/day; surge 1d6), rot

STATISTICS

Str 12; Dex 8, Con 16, Int —, Wis 11, Cha 9 Base Atk +3; CMB +4; CMD 13 Feats Extra Mythic Power

SPECIAL ABILITIES

Barbed Tentacles (Ex) A creature hit by a mythic violet fungus tentacle is snared on its jagged barbs, gaining the entangled condition and becoming unable to move farther than 10 feet from the fungus, taking 1 point of damage and being exposed to rot each round it remains snared. To get free, the tentacle must be ripped out with a DC 13 Strength check, dealing 1d4+1 points of damage to the trapped creature as the barbs are ripped free, or the tentacle must be severed with a successful sunder combat maneuver, treating the tentacle as a weapon with hardness 5 and 5 hit points. Damage dealt to a tentacle does not harm the violet fungus, though it loses the ability to attack with a severed tentacle until it regrows a new tentacle 24 hours later. A severed tentacle must still have its barb removed from the target, requiring only a DC 9 Strength check and dealing only 1 point of damage. As long as a severed barb remains in the target, it deals 1 point of damage per round but does not cause rot.

Rot (Ex) A creature struck by a violet fungus's tentacle must succeed on a DC 15 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.



FAIRY RING

CR 8/MR 3

XP 3,200 CN Tiny plant (mythic, swarm) Init +1; Senses low-light vision, see invisibility, tremorsense 60 ft.; Perception +16 Aura dreaming glade (30 ft., DC 18, 10 rounds)

Defense

AC 21, touch 14, flat-footed 20 (+4 armor, +4 deflection, -2 Dex, +3 natural, +2 size) hp 100 (9d8+60); fast healing 2 Fort +10, Ref +1, Will +5 Defensive Abilities swarm traits, DR 5/epic and slashing; Immune plant traits; SR 19 Weaknesses vulnerable to cold iron, vulnerable to fire

OFFENSE

Speed 5 ft.

Melee swarm (2d6 nonlethal plus curse of the ages) Space 10 ft.; Reach 0 ft.

Special Attacks curse of the ages, disenchantment^{MA}, distraction (DC 16), <u>mythic power</u> (3/day, surge 1d6), mythic spell-like ability^{MA}, selective swarm

Spell-Like Abilities (CL 9th; concentration +13 (+17 to cast defensively))

Constant—blur, mage armor, speak with animals, speak with plants

At will—dancing lights, daze monster (DC 18), detect. law, ghost sound (DC 16), hideous laughter (DC 18), meld into stone, unseen servant

3/day—deep slumber (DC 19), dimension door, minor creation, rainbow pattern (DC 20)

1/day—dream, mind fog (DC 21), mirage arcana (DC 21), summon (level 4, 1d4+1 <u>atomies</u> or fauns, 1d3 <u>faerie</u> <u>dragons or fungus leshies</u>, or 1 <u>mythic fungus leshy</u> or unicorn 100%)

STATISTICS

Str 1, Dex 6, Con 18, Int 15, Wis 14, Cha 19
Base Atk +6; CMB —; CMD —
Feats Alertness, Combat Casting, Improved Initiative, Spell Focus (enchantment)^{MF}, Spell Focus (illusion)^{MF}
Skills Knowledge (nature) +10, Knowledge (planes) +10, Perception +16, Sense Motive +12, Stealth +12
Languages Sylvan (can't speak)
SQ crossroads and backroads, faerie ripple^{MA}, fey mound^{MA}

ECOLOGY

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Environment temperate forest or underground **Organization** solitary or cluster (2–3) **Treasure** incidental

SPECIAL ABILITIES

Crossroads and Backroads (Sp) Once per week, a fairy ring can open a planar crossroads, enabling up to nine creatures to pass into the secret paths of the fey. This functions identically to *shadow walk* (caster level 9th), save that creatures are passing through the verges of the Faerie Realms rather than the Plane of Shadow, and the bewitching beauty and vibrant life of that land is such that when creatures pass back into the Material Plane they are wracked with longing to return and hopelessness that they may never be able to return, affecting them as *crushing despair* for 1d6 minutes (DC 16 Will negates). The fairy ring does not accompany the travelers into the Faerie Realm.

Curse of the Ages (Su) Swarm; *save* Will DC 18; *frequency* 1 day; *effect* age 1 year. A creature that saves is immune to that fairy ring's curse of the ages for 24 hours.

Disenchantment (Su) As a full-round action, a fairy ring. can attempt to drain the magic from one magical item carried by a creature within its space. Use Table 9-2 in the Pathfinder Roleplaying Game Core Rulebook to determine which item is affected. The fairy ring makes a caster level check (+9) opposed by a DC of 11 plus the item's caster level. If the check succeeds, the fairy ring suppresses the item's power for 1 minute, healing the fairy ring a number of hit points equal to one-half the item's caster level; any hit points over the fairy ring's maximum hit points are wasted. If its check exceeds the DC by 5 or more, the item's power is drained completely, rendering it permanently nonmagical, and heals the fairy ring a number of hit points equal to its caster level. This power has no effect on artifacts; items made of cold iron; or items carried by fey, plants, or creatures with the chaotic subtype.

Dreaming Glade (Su) Creatures coming within 30 feet of a fairy ring are affected as *lullaby* (DC 18 Will negates). A creature rolling a natural 1 on its saving throw is also affected as a *sympathy* spell (DC 18 Will negates), becoming enchanted with the place and being unwilling to leave it. Fey creatures and creatures with the chaotic subtype are immune to this effect. If a creature saves, it is immune to the dreaming glade ability of that fairy ring for 24 hours. The save DC is Charisma-based.

Faerie Ripple (Su) A fairy ring's allies share the benefit of its *blur* spell-like ability as long as they remain within the fairy ring's space. In addition, as a full-round action a fairy ring can create a thinness between worlds that brings the Faerie Realm closer to the Material Plane. This acts as a *bless* spell centered on the fairy ring, but affecting only fey, plants, and creatures with the chaotic subtype. A fairy ring can spend one use of its mythic power as a standard action to instead grant allies within its space the benefits of *blink* (and *prayer*, if they are fey plants, or creatures with the chaotic subtype) for 1 minute; these benefits replace the normal *blur* and *bless* effects of this ability.

Fey Mound (Sp) As a standard action, a fairy ring can create an extradimensional refuge in the ground within its space. This functions as a rope trick, though creatures entering it need not climb a rope to enter it. A fairy ring can move and reshape itself while maintaining the fey mound, but it cannot move from the square without ending the effect and causing all creatures within to emerge from the entrance. The entrance is difficult to find due to the rippling of reality within the fairy ring's space, requiring a DC 19 Will save to penetrate the illusion covering the entrance, followed by a DC 19 Perception check to locate it, though a fairy ring can reveal the entrance to any creatures it chooses within 30 feet without revealing it to others. Creatures inside the fey mound gain fast healing 1 as long as they remain within. A fairy ring can spend one use of its mythic power to create a mage's faithful hound (caster level 9th) to guard the entrance to the fey mound. Alternatively, it can spend 3 uses of its mythic power to create a fairy mound identical to mage's magnificent mansion. If the fairy ring is killed, all effects of this ability are immediately ended and creatures within are expelled into a random open square within 30 feet of the entrance. Creatures ejected in this manner must save against the fairy ring's curse ability.

Mythic Spell-like Ability (Su) Three times per day, a fairy ring can spend one use of mythic power when triggering one of its spell-like abilities, causing that ability to function as the mythic spell of the same name.

Selective Swarm (Su) Creatures beginning their turn in the area of a fairy ring take 2d6 points of nonlethal damage per round from strange whirling lights, unseen hands, snatches of song, and rippling in the very fabric of reality. Blind or deaf creatures take half damage from a fairy ring's swarm attack and gain a +2 bonus to save against its distraction ability; creatures that are both blind and deaf take one-quarter damage and gain a +4 bonus. A fairy ring may choose to deal no damage or even to exclude some creatures from damage but not others. Creatures damaged by the fairy ring's swarm attack are afflicted with the curse of the ages (DC 18 Will negates). **Vulnerable to Cold Iron (Ex)** Cold iron weapons deal normal damage to a fairy ring, rather than half damage as normal for a swarm of tiny creatures. In addition, cold iron weapons ignore its deflection bonus to Armor Class.

Fairy rings are magical mushroom colonies that grow (and are often planted and cultivated) in places where there is a thinness in the veil between worlds, where the Faerie Realms and the Material Plane grow close together. In fact, fairy rings embody that closeness and help serve as bridges between the worlds, bringing fey and mortal alike into the world of the other. The hundreds of mushrooms comprising a fairy ring are rarely if ever seen to move. Rather, they disappear into the ground only to sprout up again a few feet away, shifting their pattern and form to suit their needs, or even disappearing from view entirely into the loaming earth or the ancient cromlechs, dolmens, and standing stones they sometimes guard.

Creatures passing within a fairy ring, or awakening to find themselves within one, often report strange dreams, and may disappear from view for days at a time, to return with tales of fey merriment but touched with age as their years seem to slip away. Strange lights and sounds are often experienced around a fairy ring, whirling patterns that entrance and mislead. Those in trouble have often found a refuge within a fairy ring, as the world seemed to grow blurry and hazy and they fell into a strange and comforting safety within.

Fairy rings are subtle creatures of surprising intelligence and insight, understanding much of what they observe and able to communicate quite effectively with the things of the natural world, though rarely revealing their mind to any. They do not speak, but those who spend sufficient time around them claim to be able to read their moods and their wishes through the subtle interplay of colors within them, the shifting rainbow hues of the mushrooms themselves, and the tittering sounds of magical laughter a fairy ring creates when pleased with itself or its guests. Properly asked, a fairy ring can be a powerful ally and protector, but it is a keen judge of persons and rarely associates with strongly lawful creatures unless compelled or at great need.

Though created by the Eldest Lords of the Fey, fairy rings can be stubborn and unreliable unless plied with gifts of music or comedy. Those seeking to use a fairy ring as a means of magical conveyance are well advised to bring them a magical gift, whose powers they drain to fortify their mystical energies. They are normally friendly with plant and fey creatures and creatures of untamed chaos, but they may refuse passage to those that treat them poorly or offend them in some way, or if they have taken a liking to someone else, especially someone that has offered them an enticing gift.





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