

**Fungal Kingdom**

# The Fungifolk

**8-bit Adventures**



Written by Lucus Palosaari

Illustrations by Rick Hershey

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

AN 8-BIT ADVENTURE

# FUNGAL KINGDOM

## THE FUNGIFOLK

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## ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.

With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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Welcome to 8-Bit Adventures! Do you yearn for a simple time, when video games scrolled right and you only had to deal with 2 buttons at a time? An era when blocky, colorful, vaguely recognizable shapes made up heroes that battled odd and often confusing villains with little to no context? Then **Fat Goblin Games** has you covered!

This book covers the fungifolk, the race of the commoners that make up the bulk of the populace of the once peaceful Fungal Kingdom, now ruled over by the ruthless Turtle Legion. While the *Welcome to the Fungal Kingdom* adventure assumes outsiders come to save Princess Persyk, it's entirely possible for some of the locals to rise up and aid any adventurers in helping to overthrow the tyranny of the Turtle King!

This book contains a full racial write-up in the style of the *Pathfinder Roleplaying Game: Advanced Race Guide* for the fungifolk race. Included are write ups about the race, racial traits, alternate racial traits, and specific racial options for the fungifolk.



## FUNGIFOLK

The fungifolk are a peace-loving, slow-moving people that want little more than to farm their homeland, the Fungal Kingdom, and grow in relative quiet and prosperity. Many of their people enjoy crafting, especially odd magical items like the *enlarging mushroom* or ever popular *firethrowing flower*. Others enjoy a semi-nomadic life as trainers and ranchers of hungry dinos, a domesticated breed of magical beast found in the Fungal Kingdom. Most fungifolk care so little for high-falutin concepts like "governance" or "politics" that they almost universally accepted rule by the human Princess Persyk just to be free of the burdens of it.

**Physical Description:** Fungifolk look like walking, talking mushrooms. Only remotely similar in appearance to their more primitive cousins, the evil fungi, the average fungifolk stands between three and four feet tall, with a large, colorful capped head that can vary wildly in color and pattern from individual to individual, though family members tend to share coloring. The fungifolk have a generally bipedal form, though most can stand perfectly still with their arms against their body, legs together, and eyes and mouth closed, and almost pass for unusually large toadstool mushrooms.

This similarity is much more than skin deep, as the fungifolk are essentially the fruiting bodies of a larger fungus that needs constant maintenance to grow. Maintaining said fungus, which has microscopic tendrils constantly spreading throughout the upper layers of the dirt, is the primary task of "farming" the fungifolk engage in. Effectively, each new generation of the family ring is able to form because of the diligent work of the previous. As the "fruit"



of the fungus, fungifolk actually don't require eating, per se — they're born with all the nutrients they need in their bodies and only need to absorb through their skin and feet an amount of water equal to half their body weight each day, or suffer a kind of drying out that leads to them spreading their spore.

Fungifolk are technically immodest by humanoid standards, in that caps of their heads are actually their reproductive organs, spreading the spore of their fungus. So few other intelligent creatures really understand this, and without other clear outward signs of gender, fungifolk are able to wear little to no clothing except for utilitarian things like vests with pockets or belts to carry gear.

**Society:** Fungifolk live in clusters, organized in family "rings" of interrelated fungifolk. These clusters are little more than a large collection of their fungus farms, each spawning its own different ring, occasionally with some member declared a 'mayor' in an almost entirely informal position but acting as the representative of a cluster, using terms like "town" or "city" depending on the size of the cluster.

The fungifolk are primarily interested in continuing to foster their own family fungus ring, but this task isn't especially difficult as it requires only decent soil, the addition of plant and animal matter to the soil for the fungus to breakdown for nourishment, and proper moisture. This frees many fungifolk to pursue other endeavours, with spellcasting and alchemy common choices along with picking up crafting trades of many variety. A relative lack of need for anything except space and an abundance of free time allows the Fungal Kingdom to be incredibly industrious in the production of goods for

trade, a fact that Princess Persyk and her human aids understand very well and take advantage of as often as they can.

**Relations:** Fungifolk are definitive homebodies in almost all cases, and so rarely interact with other races unless the outsiders come to their cluster farm villages and towns. When members of other races do come, they are almost universally greeted with kindness, but often a lack of understanding of the needs of races such as eating, drinking, and sleeping or that they might want something more than just to converse has lead to offputting circumstances where fungifolk seem very kind in speech but rude in their actions. To fungifolk other races look similarly odd so that most fungifolk treat them all equally from elves and dwarves, to goblins and ogres, to dragons and Turtles. It is part of why the fungifolk were so easy for the Turtle Legion to conquer, they didn't even grasp what was going on until their fungus rings were being damaged and they weren't able to tend to them.

**Alignment and Religion:** Fungifolk are fairly passive people, tending toward neutral and good alignments. They have basically no religion of their own, and when pressed on matters of purpose or an afterlife etc. they typically discuss their lifecycle of being born by the ring that was tended by the fungifolk before them and they wish to continue the generation after them. In a grand sense, the fungus of a ring can live indefinitely, and while their own mobile forms are fairly short lived, they live on as long as the fungus that spawned them lives on.

Some fungifolk speak of ancient fungus beings from the stars that brought them to this world and left them behind. The

## FUNGIFOLK RACIAL TRAITS

**+2 Constitution, -4 Strength, -2 Dexterity (-3 RP):** Fungifolk bodies are made of a lightweight fungus-matter that is hearty and resists damage well, but are relatively weak compared to animal flesh and they naturally are slow to move and react.

**Plant Type (10 RP):** Fungifolk are plant creatures with the fungifolk subtype.

**Small (0 RP):** Fungifolk are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks.

**Slow Speed (-1 RP):** Fungifolk have a base speed of 20 feet.

**Low-Light Vision (Plant Trait):** Fungifolk have low-light vision.

**Plant Immunities (Plant Trait):** Fungifolk are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, phantasms) and are immune to paralysis, poison, polymorph, sleep effects, and stunning.

**Carrion Sense (1 RP):** Fungifolk have a natural ability to sniff out carrion. This functions like the scent ability, but only for corpses and badly wounded creatures (creatures with 25% or fewer hit points). This ability aids them in finding food sources for the fungi they tend.

**Focused Study (4 RP):** At 1st, 8th, and 16th level, fungifolk gain Skill Focus in a skill of their choice as a bonus feat.

**Poison Spore Cloud (3 RP):** Once per day, a fungifolk can release a choking cloud of spores in a 15-foot-radius spread that lingers in the air for 10 rounds. This cloud functions as an inhaled poison. Any breathing creature in the cloud must succeed at a Fortitude save or inhale the spores. A creature that remains in the area of the spore cloud must continue to attempt Fortitude saves against its effects. Multiple spore clouds from multiple fungifolk require multiple saves from any creature in an area where the clouds overlap.

*Fungal Spores:* Poison—inhaled; *save* Fort DC 10 + 1/2 the fungifolk's Hit Dice + the fungifolk's Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage and fatigued for 1 minute; *cure* 2 saves.

**Water Reliance (-4 RP):** Fungifolk don't need to breath, sleep, or eat, but they need large amounts of water to live. Fungifolk who don't drink or absorb through their skin at least half their weight in water per day risk internal organ failure, painful cracking of the skin, and death within 4d6 hours. One gallon of water weighs 8 lbs, with most fungifolk requiring 4 gallons or more per day. Fungifolk able to get at least half the amount of water they need in a 24 hour period live, but are constantly fatigued until they get their minimum amount of water. After 48 hours of getting at least half but not their full amount of water, they are constantly exhausted until they get their minimum amount of water or go 24 hours without at least half, at which time they risk death in 2d6 additional hours.

**Languages (1 RP):** Fungifolk begin play speaking Common and can understand fungus that they teach as if using *Speak with Plants* as a constant ability that only affects fungi, which even allows for messages to be passed from one fungifolk connected to the same fungus in a different location. Fungifolk with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, and Sylvan.

**TOTAL RACIAL POINTS: 11**

## RANDOM STARTING AGES

Adulthood	Intuitive <sup>1</sup>	Self-Taught <sup>2</sup>	Trained <sup>3</sup>
1 year	+1d4 years	+1d6 years	+1d8 years

<sup>1</sup>This category includes barbarians, kineticists, medium, oracles, rogues, sorcerers, and spiritualists.

<sup>2</sup>This category includes bards, cavaliers, fighters, gunslingers, paladins, psychics, rangers, summoners, and witches.

<sup>3</sup>This category includes alchemists, clerics, druids, inquisitors, magi, mesmerists, monks, occultists, and wizards.

## GROWING OLDER

Middle Age <sup>1</sup>	Old <sup>2</sup>	Venerable <sup>3</sup>	Maximum Age
10 years	20 years	30 years	+1d10 years

<sup>1</sup>At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

<sup>2</sup>At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

<sup>3</sup>At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

## RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	2 ft. 10 in.	+2d6 in.	25 lbs.	x1
Female	2 ft. 8 in.	+2d6 in.	20 lbs.	x1

rare scholars of this topic realize the descriptions of the fungifolk progenitors sound remarkably like the mu spore which dwell deep underground in the earth, and not the mi-go, a known spacefaring fungi-race.

**Adventurers:** Simply put, the vast majority fungifolk are cowards or too passive to ever care to leave on "adventures. That said, there is always a small portion of fungifolk that go against this trend, and even entire family rings have become famous for having especially active and far traveling.

**Language and Names:** Fungifolk speak Common, having no native language of their own. They do however have an innate ability to connect to the any fungi, their

own family rings or just normal fungus, and communicate on a most basic level. This most often takes the form of knowing what the fungus needs most to thrive, be it more nutrients or more water, but any two fungifolk connected to the same fungus are able to send very simple kinds of thoughts and even emotions to one another. As a single family ring can literally cover acres of land, this can allow fungifolk in one area to quickly and easily transmit warnings or calls for help to their brethren.

Fungifolk technically have different genders, with the nature of the spores they carry being a deciding factor, but they rarely if ever notice this fact in their naming scheme. While some fungifolk claim to have names that are unpronounceable in their own identifiers transmitted between fungi, they all take



on simple names that either relate to words in Common for various parts of a fungus, or are just simple descriptions like Red or Happy.

**Common Names:** Mush, Mushette, Mushsworth, Mushia, Poof, Stool, and other fungi-associated plays on words.

## ALTERNATE RACIAL RULES

While the caps and colors of the body of fungifolk naturally vary between family rings, a number of fungifolk exhibit actually different racial traits in addition to simple visual differences.

The following racial traits may be selected instead of existing fungifolk racial traits. Consult your gamemaster before selecting any of these new options.

**Basidirond Spore (3 RP):** These fungifolk expell spore with a hallucinogenic property similar to the basidirond (see Pathfinder Roleplaying Game: Bestiary) rather than dealing damage. Calculate area and saving throw DC normally for a fungifolk's poison spore cloud, but use the effects of a basidirond's hallucination cloud ability instead for creatures that fail their saving throw. This racial trait replaces poison spore cloud.

**Curiosity (4 RP):** Some rare family rings produce fungifolk that are naturally inquisitive about the world around them. They gain a +4 bonus on Diplomacy

checks to gather information, and Knowledge (history) and Knowledge (local) become class skills for them. If they choose a class that has either of these Knowledge skills as class skills, they gain a +2 racial bonus on those skills instead. This racial trait replaces focused study.

**Hydrated Vitality (3 RP):** These fungifolk gain fast healing 2 for 1 round anytime they submerge completely within a body of natural fresh water. Naturally stagnant water like that found in a swamp is acceptable but specifically poisoned or trapped water (such as water within an *artificial pit* or a *bag of holding*) does not activate this ability. Fungifolk can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This racial trait replaces poison spore cloud.

**Phosphorescence (1 RP):** Some fungifolk are able to cast a phosphorescent glow from the underside of their cap at will. When activated, it sheds a pale green to blue light as a torch in all directions around the fungifolk. This racial trait replaces carrion sense.

**Greater Spell Resistance (3 RP):** Rare fungifolk are known to have great resilience to magic, gaining spell resistance equal to 11 + their character level. This racial trait replaces poison spore cloud.





## FAVORED CLASS OPTIONS

The following options are available to all fungifolk who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

**Alchemist:** Being fungus themselves, the fungifolk have a natural affinity for the strange alchemy of fungi and molds, harvesting them for their usefulness. *As a favored class, fungifolk add +1/4 to the number of poison spore cloud uses per day.*

**Bard:** Fungifolk love to recite tales of great heroes that have saved the Fungal Kingdoms in the past. *As a favored class, fungifolk add +1 to the bard's total number of bardic performance rounds per day.*

**Cavalier:** While not obvious choices, cavalier fungifolk using the popular hungry dino of the Fungal Kingdom as their mount have become commonplace in recent years. *As a favored class, fungifolk add 5 feet (up to 15 feet maximum) to the cavalier's mount's speed when it uses the charge or withdraw action.*

**Druid:** While lacking a clear religion of their own, fungifolk do often feel the call to druidic orders, where they help the final stages of life's natural cycle — decay. *As a favored class, fungifolk add a +1/2 bonus on concentration checks. This bonus doubles in a wet forest or swamp terrain.*

**Wizard:** Fungifolk drawn into spellcasting most often favor the creation of magical items. *As a favored class, fungifolk select one item creation feat known by the wizard.*

*Whenever crafting an item using that feat, the amount of progress made in an 8-hour period increases by 200 gp (50 gp if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.*

## RACIAL ARCHETYPE

The following racial archetype is available to fungifolk.

### MOLD MANIPULATOR (ALCHEMIST)

Exploiting their bond with fungus, the fungifolk mold manipulator is a master of helping fungus prosper or wither, as well as being able to manipulate their own fungal natures.

**Discovery Options:** Fungifolk mold manipulators are able to choose from the following discoveries related to their skill with fungi.

**Anti-fungal Bomb\*:** These poisonous bombs clear away fungus, slimes, and molds, dealing extra damage to these types of plant creatures. When the mold manipulator creates a bomb, they can choose to have it deal extra damage against fungus creatures but less damage against other creatures. Against creatures with the plant type that are fungus-like, an anti-fungal bomb deals 1d8 points of damage, plus 1d8 points of damage for every odd-numbered level the mold manipulator possesses, instead of 1d6. Against all other creatures, the

anti-fungal bomb only deals 1d4 points of damage, plus 1d4 points of damage for every odd-numbered level, instead of 1d6. This is a poison effect that can affect plant creatures. An anti-fungal bomb kills all normal fungus, slimes, and molds in the target's square and its splash area; any fungus-based difficult terrain in the affected area becomes normal terrain. Anti-fungal bombs then are always treated as effective against common dungeon hazards like brown mold, green slime, shriekers, and yellow mold, regardless of what kind of damage normally only affects them.

*Basidirond Spore (Ex):* The mold manipulator gains the basidirond spore alternate racial trait if they do not already possess it.

*Bottled Fungus (Su):* The mold manipulator has learned how to preserve a sample of fungus in a sealed bottle, which they can prepare for use as an extract. When the mold manipulator activates the extract, they actually throws the bottle at a square within 30 feet, releasing the fungus, which reconstitutes and attacks the closest creature. The fungus is not under the alchemist's control, but is otherwise treated as a summoned creature. The fungus remains for 1 round per caster level, and decays into powder when the duration expires. If the mold manipulator has the infusion discovery, another character can use the infused specimen. Creating a bottled fungus requires an extract with a level equal to the fungus's CR (so a CR 3 violet fungus requires a 3rd-level extract). The mold manipulator must be at least 6th level before selecting this discovery.

*Poisoned Flesh (Ex):* The mold manipulator's body is suffused with the poison naturally produced by its spore. Any creature that bites, engulfs, or swallows the mold manipulator must succeed at a Fortitude saving throw or be affected as if exposed to the poison of their spore cloud. The mold manipulator with this discovery does not suffer the effect of the poison of his own poisoned flesh. The mold manipulator must be at least 6th level before selecting this discovery.

*Poison Spore Cloud (Ex):* The mold manipulator gains the poison spore cloud racial trait if they do not already possess it. Alternately, if they already possess the racial trait, increase the DC to resist its effects by +2.

Discoveries that modify bombs that are marked with an asterisk (\*) do not stack with similar effects.





## HUNGRY DINO RIDER (CAVALIER)

A number of fungifolk have tamed the hungry dino and use it in much the same way others use horses.

**Hungry Dino Companion (Ex):** At 1st level, a hungry dino rider can select a hungry dino (see Welcome to the Fungal Kingdom) as their mount.

Otherwise, this ability functions identically to and replaces the cavalier's mount ability.

### Hungry Dinosaurs as Companions

#### STARTING STATISTICS

**Size** Large; **Speed** 40 ft.; **AC** +4 natural armor; **Attack** bite (1d4), tongue; **Ability Scores** Str 16, Dex 13, Con 14, Int 2, Wis 12, Cha 7; **Special Qualities** low-light vision, tongue

#### 4TH-LEVEL ADVANCEMENT

**Ability Scores** Str +2, Con +2; **Special Qualities** swallow whole.

## NEW RACIAL RULES

The following options are available to fungifolk. At the GM's discretion, other appropriate races may also make use of some of these.

## FUNGIFOLK SPECIAL MATERIALS

Fungifolk have developed the following special materials well suited to their needs and homeland.

## BREAKAWAY STONE

Using the byproduct of special fungus within the Fungal Kingdom mixed with stones, dirt, and minerals, the fungifolk have learned how to make a kind of cement that forms stone structures but is easier to break apart. Originally made to have many gaps for the tiny tendrils of their family rings to be able to grow into, it became a cheap and easy enough to work with material that many structures throughout the Fungal Kingdom are made of this breakaway stone. Too fragile for effective use in arms and armor, breakaway stone has a hardness of 4 and 8 hp per inch of thickness. Enough mixture for one 5' x 5' x 5' square of material costs only 1 gp, and will set up in only 1 hour after being mixed with water. Once dried, breakaway stone looks similar to surrounding stone, requiring a DC 20 Perception check to notice it is different.

## FUNGIFOLK SPELLS

Fungifolk have access to the following new spell.

### FUNGAL INFESTATION

**School** necromancy [disease]; **Level** alchemist 2, druid 3, sorcerer/wizard 3

**Duration** 1d3 days

This spell functions as *lesser fungal infestation* except that it lasts longer, deals 1d3 points of Charisma damage, and any physical attack against the target automatically adds 1d6 points of bleed damage.

### FUNGAL INFESTATION, LESSER

**School** necromancy [disease]; **Level** alchemist 1, druid 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1d3 hours

**Saving Throw** Fortitude negates;

**Spell Resistance** yes

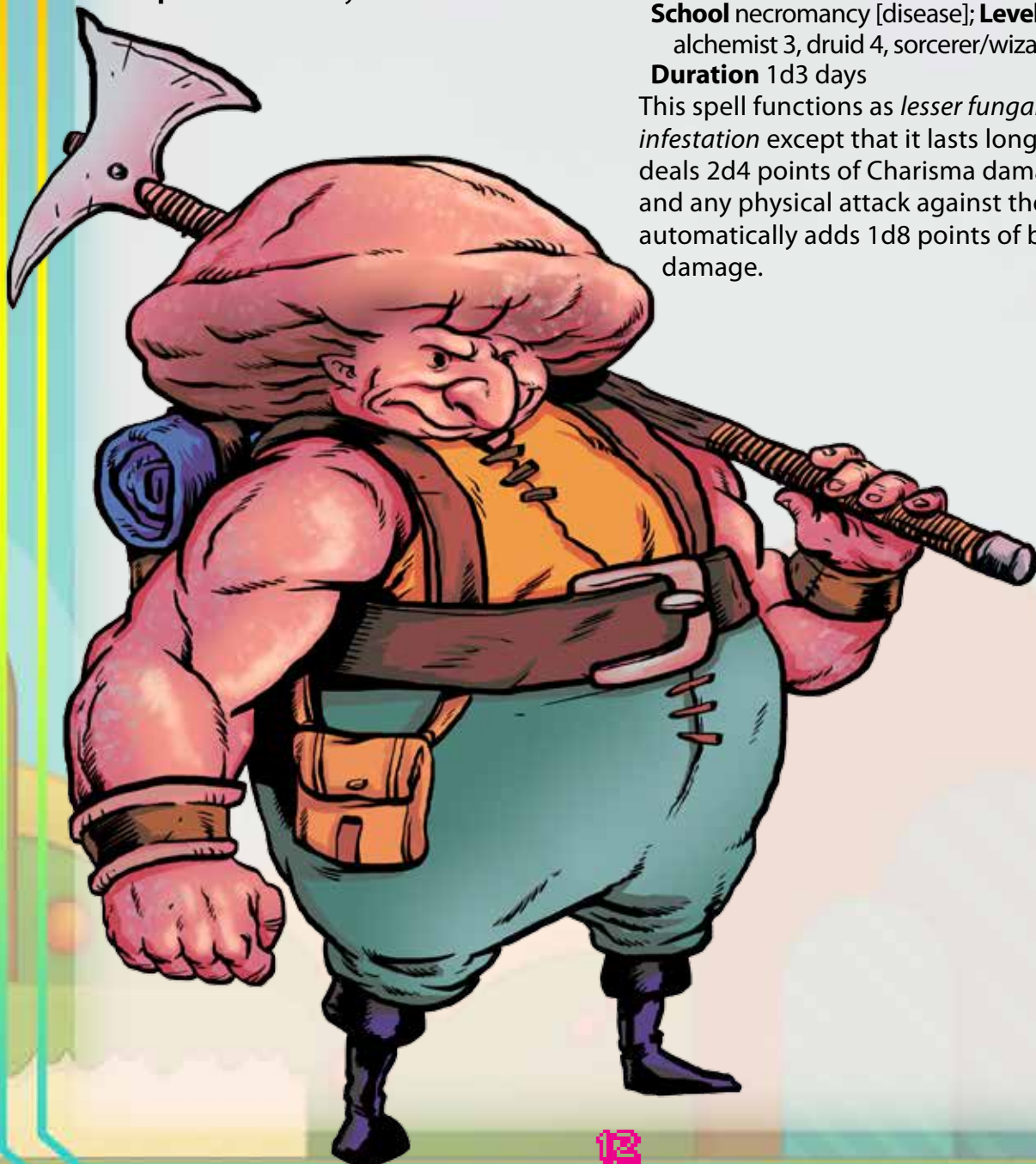
You coat the target in necrotic fungus that makes its flesh soft and fragile. Toadstools, ringworm, and other disgusting fungal growths sprout from its skin. The target takes 1 point of Charisma damage. Any physical attack against the target automatically adds 1d4 points of bleed damage.

### FUNGAL INFESTATION, GREATER

**School** necromancy [disease]; **Level** alchemist 3, druid 4, sorcerer/wizard 4

**Duration** 1d3 days

This spell functions as *lesser fungal infestation* except that it lasts longer, deals 2d4 points of Charisma damage, and any physical attack against the target automatically adds 1d8 points of bleed damage.





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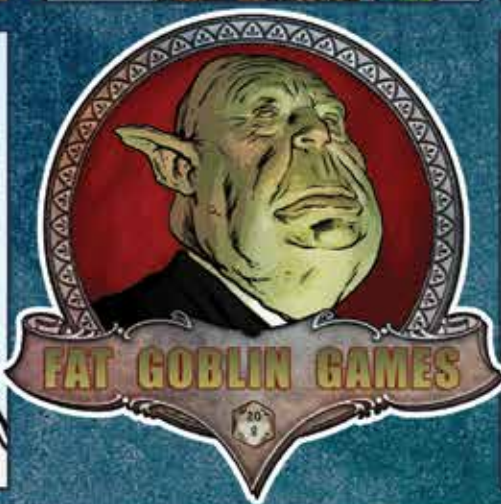
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