

# RUSSET MOLD

## HAZARD 6

ENVIRONMENTAL

FUNGUS

**Complexity** Simple


**Stealth** DC 25 (trained)

**Description** Found in dark, wet areas, russet mold is a dangerous fungus that can easily be mistaken for ordinary rust.

**Disable** DC 21 Survival (trained) to carefully remove the mold without inhaling the spores.

**AC** 24, **Fort** +17, **Ref** +11

**HP** 55; **Immunities** critical hits, cold, fire, object immunities, precision damage; **Weaknesses** acid 15, alcohol

**Spore Cloud**  **Trigger** A creature moves within 5 feet of the russet mold. The russet mold cannot use this effect if it is in direct sunlight; **Effect** The russet mold releases a cloud of spores in a 5-foot emanation. All creatures within this area are exposed to Russet Mold Spores.

**Russet Mold Spores** (disease) Plants are immune. Treating the afflicted areas with alcohol grants the creature a +3 circumstance bonus on their saving throws against Russet Mold Spores for 24 hours. **Saving Throw** DC 24 Fortitude; **Stage 1** 1d6 poison damage and drained 1 (1 round); **Stage 2** 2d6 poison damage and drained 2 (1 round); **Stage 3** 3d6 poison damage and drained 3 (1 day); **Stage 4** 6d6 poison damage and drained 3 (1 day); **Stage 5** death and one live vegpeygmy bursts from the corpse for each size category the creature was above Small after 24 hours.