

# CEREBRIC FUNGUS

## CREATURE 3

**RARE****N****MEDIUM****FUNGUS****PLANT****EXTRATERRESTRIAL**

**Perception** +13; low-light vision

**Languages** telepathy 100 feet

**Skills** Athletics +9, Deception +9, Diplomacy +9, Stealth +7

**Str** +3, **Dex** +1, **Con** +3, **Int** +4, **Wis** +5, **Cha** +3

**Unsettling Appearance** (aura, mental, visual) A cerebric fungus constantly scans the minds of those around it, projecting around itself a confusing collage of images gleaned from their thoughts. Creatures within 60 feet that can see the fungus must attempt a DC 14 Will Save. On a failure, the cerebric fungus is considered to have Lesser Cover against that creature.

**AC** 16; **Fort** +10, **Ref** +4, **Will** +9

**HP** 36 (fast healing 2); **Resistances** cold 5

**Otherworldly Mind** (incapacitation, mental) Any creature attempting to contact a cerebric fungus' mind or read its thoughts is overwhelmed by the alien thoughts in its head and must attempt DC20 Will Save.

**Critical Success** The creature is unaffected.

**Success** The creature takes 1d6 mental damage.

**Failure** The creature takes 2d6 mental damage.

**Critical Failure** The creature takes 2d6 mental damage and is confused for until the end of its next turn.

**Speed** 25 feet

**Melee** ♦ jaws +10, **Damage** 1d8+6 piercing

**Melee** ♦ tendrils +10 (reach 15 feet), **Damage** 1d6+5 bludgeoning plus Grab

**Star Shriek** ♦♦♦ (auditory, incapacitation, mental); **Frequency** once per day **Effect** The cerebric fungus unleashes a shrill scream of madness. All other creatures within 30 feet must attempt a DC17 Will Save. On a failure the creature is stupefied 2, and on a critical failure the creature is also stunned 1.

**Touch of Madness** (enchantment, mental) A creature grabbed by a cerebric fungus' tendrils must succeed a DC 14 Will save or become slowed 1.