

CEREBRIC FUNGUS

CREATURE 4

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

Perception +14; low-light vision

Languages telepathy 100 feet

Skills Athletics +10, Deception +10, Diplomacy +10, Stealth +8

Str +2, **Dex** +0, **Con** +3, **Int** +4, **Wis** +5, **Cha** +3

Unsettling Appearance (aura, mental, visual) A cerebriic 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 18 Will Save. On a failure, the cerebriic fungus is considered to have Lesser Cover against that creature.

AC 18; **Fort** +11, **Ref** +6, **Will** +14

HP 52 (fast healing 2); **Resistances** cold 5

Otherworldly Mind (incapacitation, mental) Any creature attempting to contact a cerebriic fungus' mind or read its thoughts is overwhelmed by the alien thoughts in its head and must attempt DC25 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 until the end of its next turn.

Speed 25 feet

Melee ♦ jaws +12, **Damage** 2d8+5 piercing

Melee ♦ tendrils +12 (reach 10 feet), **Damage** 2d6+5 bludgeoning plus Grab

Star Shriek ♦ (auditory, incapacitation, mental); **Frequency** once per day; **Effect** All other creatures within 30 feet must attempt a DC25 Will Save.

Critical Success The creature is unaffected.

Success The creature is stupefied 1.

Failure The creature is stupefied 2.

Critical Failure The creature is stupefied 2 and stunned 1.

Touch of Madness (enchantment, mental) A creature grabbed by a cerebriic fungus' tendrils must succeed a DC 21 Will save or become slowed 1.