

# MINDSLAVER MOLD

## CREATURE 3

**NE****SMALL****FUNGUS****Perception** +4**Languages** Aklo, Skald, Sylvan (cannot speak); mold mindlink**Skills** Athletics +10, Stealth +7**Str** -5, **Dex** +4, **Con** +4, **Int** +3, **Wis** +1, **Cha** +1

**Mold Mindlink** (mental) A mindslaver mold can communicate telepathically with any other mindslaver mold within 10 miles, and knows the condition of all other mindslaver molds in this area.

**AC** 16; **Fort** +6, **Ref** +14, **Will** +14**HP** 42 (fast healing 3); **Immunities** cold; **Resistances** acid 5**Speed** 5 feet, climb 5 feet**Ranged** ♦ sporepod +10 (range 20), **Damage** 1d4 piercing + 1d4 poison plus Spore Infestation

**Spore Infestation** (poison) Any living creature struck by a mindslaver mold's sporepod must make a DC 16 fortitude save. On a failure the creature takes 1d4 persistent poison damage and becomes Stupefied 1 (Stupefied 2 on a critical failure). The DC to recover from this persistent damage is 15 + your stupefied value. Recovering from the persistent damage removes the stupefied condition.

A creature that is rendered unconscious or gains the dying condition from this persistent damage is not killed and immediately loses the dying condition become stable at 0 HP. This creature becomes the host for a new mindslaver mold, which emerges fully formed after 1 day, during this time the creature remains unconscious. The host creature appears dead to observers however, requiring a DC 16 Medicine check to notice the weak signs of life. Curing the host of the infection can be done with 10 minutes and a DC 20 Medicine check, bonuses to treat poison apply to this check.

**Claim Host** ♦♦ (mental, poison) A mindslaver mold can attempt to take control of a host. It attempts to Grapple a creature within reach, unlike a normal Grapple attempted the Grabbed condition moves the mold into the target's square and the mold moves with the target for as long as it remains Grabbed. Automatically succeeding against paralyzed, restrained, unconscious, or willing creatures. The creature then makes a DC 18 will save.

**Success** The creature is unaffected.

**Failure** The mold claims the host. The host becomes Stupefied 4 and Controlled for as long as the mold is attached. At the end of each of its turns it may make a new save against this effect.

**Critical Failure** As failure but the host can no longer make saves against the effect. The mold's control becomes permanent until the mold or the host dies.

**Control Host** (mental) A host for a mindslaver mold has the controlled condition and gains the minion trait. The mold may spend one action to direct the host. This grants the host 2 actions, both determined by the mold. A willing host may take a single action during the mold's turn if the mold did not direct it this turn.

**Avoidance** 🌀 **Requirements** The mindslaver mold has a host; **Trigger** The mindslaver mold would be hit by an attack; **Effect** The mindslaver mold substitutes its reflex DC for its AC. If this causes the attack to miss resolve the attack against the AC of the host instead.

