


ENVIRONMENTAL

FUNGUS

RADIATION

**Complexity** Simple**Stealth** DC 33 (trained)**Description** Radioactive spores assault nearby creatures.**Disable** Survival DC 31 (master) to safely remove the mold without triggering the spores but exposing the creature to low radiation, or neutralize poison or remove radioactivity (11th level, counteract DC 29)**AC** 31, **Fort** +22, **Ref** +18**HP** 85; **Immunities** critical hits, object immunities, precision damage

**Spore Explosion**  **Trigger** A creature moves into the mold's space or damages the mold. The mold can't use this reaction if it's in direct sunlight or if the damage was cold damage. **Effect** The triggering creature and all creatures within 10 feet are exposed to medium radiation. The explosion has a 20 foot area if triggered by fire damage that lingers for 1d4 rounds. Creatures that reach stage 5 radiation poisoning from this source of radiation are horribly twisted and mangled into red mold spore mutants; their Intelligence bonus is reduced to -5, they gain the mindless trait, their creature type changes to aberration, they gain resistance 10 to physical damage and fast healing 5, and if they were a PC they become an NPC under the GM's control.