



THE FUNGOMANCER

The wilderness holds many secrets, but few are as enigmatic and potent as the hidden world of fungi. Fungomancers are those rare individuals who have learned to tap into the vast mycelial networks that permeate the earth, channeling the ancient wisdom and primordial power of mushrooms and their kin. Part druid, part alchemist, and part mystic, the fungomancer walks a unique path, cultivating a symbiotic relationship with the fungal realm.

Fungomancers are often seen as eccentric or even unsettling by others, their bodies often bearing the marks of their strange communion - perhaps a faint phosphorescent glow, or skin that occasionally sprouts tiny mushrooms. But those who can look past these oddities find allies of immense value, capable of harnessing the fungi's power to heal, harm, and reshape reality itself.

Role: Fungomancers are versatile spellcasters who excel at support and control. Their unique abilities allow them to adapt to various situations, providing healing, debuffs, and area control. In combat, they can alter the battlefield with their spores and fungal growths, while out of combat, their connection to the mycelial network grants them unusual insights and abilities.

Alignment: Any. While many fungomancers tend towards neutrality, reflecting the balanced role of fungi in nature's cycles of growth and decay, individuals may be drawn to any philosophical outlook.

Hit Die: d8

Starting Wealth: 3d6 × 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The fungomancer's class skills are Craft (Alchemy) (Int), Heal (Wis), Knowledge (Nature) (Int), Knowledge (Planes) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the fungomancer.

Weapon and Armor Proficiency: Fungomancers are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with fungal form.

Fungomancers are proficient with light armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. A fungomancer may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. Fungomancers are proficient with shields (except tower shields) but must use only wooden ones.

A fungomancer who wears prohibited armor or uses a prohibited shield is unable to cast fungomancer spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells: A fungomancer casts divine spells drawn from the fungomancer spell list. A fungomancer must choose and prepare her spells in advance.

To prepare or cast a spell, the fungomancer must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a fungomancer's spell is 10 + the spell level + the fungomancer's Wisdom modifier.

Like other spellcasters, a fungomancer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on the Fungomancer table. In addition, she receives bonus spells per day if she has a high Wisdom score.

A fungomancer must spend 1 hour each day in a trance-like state of communion with the fungal realm to regain her daily allotment of spells. A fungomancer may prepare and cast any spell on the fungomancer spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

TABLE 3-A: THE FUNGOMANCER

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per day						
						1	2	3	4	5	6	7
1st	+0	+2	+0	+2	Fungal affinity, Spore cloud, Mycelial bond	-	-	-	-	-	-	-
2nd	+1	+3	+0	+3	Fungal companion	1	-	-	-	-	-	-
3rd	+2	+3	+1	+3	Fungal form	2	-	-	-	-	-	-
4th	+3	+4	+1	+4	Mycelial whispers	3	1	-	-	-	-	-
5th	+3	+4	+1	+4	Fungal sculpting	3	2	-	-	-	-	-
6th	+4	+5	+2	+5	Spore cloud improvement	3	3	-	-	-	-	-
7th	+5	+5	+2	+5	Fungal symbiosis	4	3	1	-	-	-	-
8th	+6/+1	+6	+2	+6	Improved fungal form	4	3	2	-	-	-	-
9th	+6/+1	+6	+3	+6	Mycolink resonance	4	3	3	-	-	-	-
10th	+7/+2	+7	+3	+7	Fungal teleportation	4	3	3	1	-	-	-
11th	+8/+3	+7	+3	+7	Greater fungal sculpting	4	3	3	2	-	-	-
12th	+9/+4	+8	+4	+8	Spore cloud greater improvement	4	3	3	3	-	-	-
13th	+9/+4	+8	+4	+8	Fungal rejuvenation	4	4	3	3	1	-	-
14th	+10/+5	+9	+4	+9	Greater fungal symbiosis	4	4	3	3	2	-	-
15th	+11/+6/+1	+9	+5	+9	Mycelial mastery	4	4	3	3	3	-	-
16th	+12/+7/+2	+10	+5	+10	Fungal plane shift	4	4	4	3	3	1	-
17th	+12/+7/+2	+10	+5	+10	Supreme fungal form	4	4	4	3	3	2	-
18th	+13/+8/+3	+11	+6	+11	Spore cloud supreme improvement	4	4	4	3	3	3	-
19th	+14/+9/+4	+11	+6	+11	-	4	4	4	4	3	3	1
20th	+15/+10/+5	+12	+6	+12	Avatar of the Mycelium	4	4	4	4	3	3	2

Fungal Affinity (Ex): At 1st level, a fungomancer gains a +2 bonus on Knowledge (Nature) and Craft (Alchemy) checks related to fungi. They can also identify fungi and molds automatically with a successful Knowledge (Nature) check and can communicate with fungi as if using speak with plants.

Spore Cloud (Su): At 1st level, a fungomancer can release a cloud of spores as a standard action. This cloud has a radius of 10 feet and lasts for 1 round per fungomancer level. The fungomancer can create a number of spore clouds per day equal to 3 + her Wisdom modifier.

When creating a spore cloud, the fungomancer chooses one of the following effects:

Obscuring Spores: The cloud functions as *obscuring mist*.

Irritating Spores: Creatures in the area must make a Fortitude save (DC 10 + 1/2 fungomancer level + Wisdom modifier) or be sickened for 1d4 rounds.

Illuminating Spores: The cloud sheds light as a torch. At 6th level, the fungomancer can choose from two additional effects:

Healing Spores: Allies in the area heal 1d6 hit points + 1 per two fungomancer levels.

Hallucinogenic Spores: Creatures in the area must make a Will save (DC 10 + 1/2 fungomancer level + Wisdom modifier) or be confused (as per spell) for 1 round.

At 12th level, two more effects become available:

Paralytic Spores: Creatures in the area must make a Fortitude save (DC 10 + 1/2 fungomancer level + Wisdom modifier) or be paralyzed for 1 round.

Rejuvenating Spores: Allies in the area gain fast healing 5 for 1 round per two fungomancer levels.

At 18th level, the final two effects are unlocked:

Mind-Bending Spores: Creatures in the area must make a Will save (DC 10 + 1/2 fungomancer level + Wisdom modifier) or be affected as though by the *confusion* spell for 1d4 rounds.

Corrosive Spores: Creatures and objects in the area take 2d6 acid damage per round. A Reflex save (DC 10 + 1/2 fungomancer level + Wisdom modifier) halves this damage.

Mycelial Bond (Su): At 1st level, a fungomancer forms a bond with the vast mycelial network that permeates the earth. Once per day, the fungomancer can tap into this network to gain one of the following benefits for 1 minute:

- Gain tremorsense with a range of 30 feet.
- Gain a +4 bonus on Survival checks.
- Communicate telepathically with any creature touching the ground within 100 feet.

At 9th level, the fungomancer can use this ability twice per day, and the range of the tremorsense and telepathy increases to 60 feet.

Fungal Companion (Ex): At 2nd level, a fungomancer gains the service of a fungus leshy companion. This small plant creature, infused with fungal essence, acts as a loyal aide and conduit for the fungomancer's abilities.

The fungus leshy companion uses the following base statistics:

Size: Small

Speed: 20 ft.

AC: 14 (+1 size, +2 natural armor, +1 Dex)

Attack: Slam +1 (1d4-1)

Ability Scores: Str 8, Dex 13, Con 12, Int 7, Wis 10, Cha 9

Special Qualities: Low-light vision, plant traits

Fungal Companion (continued): As the fungomancer gains levels, the fungus leshy companion improves:

The companion's Hit Dice, BAB, saves, skills, and ability scores increase as a druid's animal companion.

At 4th level and every 4 levels thereafter, the companion's natural armor bonus increases by +2.

At 6th level, the companion gains the ability to release spores in a 10-foot radius once per day, duplicating the effect of the fungomancer's Spore Cloud ability.

At 12th level, the companion can use the Spore Cloud ability twice per day and gains resistance 5 to acid and poison.

At 18th level, the companion can use the Spore Cloud ability three times per day, its resistances increase to 10, and it gains the plant creature's immunity to mind-affecting effects.

The fungomancer can select a new fungus leshy companion if her current companion perishes. This process requires 24 hours of communion with the fungal realm and the expenditure of 500 gp worth of rare spores and mycelia.

Fungal Form (Su): At 3rd level, a fungomancer gains the ability to transform into a fungal creature once per day for a number of hours equal to her fungomancer level. This functions as the *alter self* spell, except the fungomancer can only take the form of a Small or Medium fungal creature. While in this form, the fungomancer gains a +2 bonus to Constitution and a +2 natural armor bonus. The fungomancer can use this ability an additional time per day at 6th level and every three levels thereafter.

At 8th level, this ability functions as *beast shape II*, except it's still limited to fungal creatures. The size limitation expands to Tiny or Large.

At 17th level, this ability functions as *beast shape IV*, still limited to fungal creatures, but now including Diminutive and Huge sizes.

Mycelial Whispers (Su): At 4th level, a fungomancer can tap into the mycelial network to gain information about her surroundings. Once per day, the fungomancer can cast *commune with nature* as a spell-like ability. At 12th level, this can be used twice per day.

Fungal Sculpting (Su): At 5th level, a fungomancer can manipulate ambient fungal matter to create simple structures. As a standard action, the fungomancer can create a 5-foot cube of fungal matter within 30 feet. This functions as the *wall of stone* spell, except the wall is made of tough fungal matter. The fungomancer can create a number of cubes per day equal to her Wisdom modifier.

At 11th level, this ability improves. The fungomancer can now create more complex structures, such as bridges, ramps, or simple shelters. The maximum size of the structure is equal to one 5-foot cube per fungomancer level.

Fungal Symbiosis (Su): At 7th level, a fungomancer can form a symbiotic bond with a willing creature. As a standard action, the fungomancer can touch a creature to initiate this bond, which lasts for 1 hour per fungomancer level. While the bond is active, the fungomancer can use her spore cloud ability centered on the bonded creature instead of herself, and the bonded creature gains the benefits of the fungomancer's fungal affinity ability.

At 14th level, this ability improves. The bonded creature now also gains the benefits of the fungomancer's fungal form ability (using the fungomancer's daily uses), and the fungomancer can communicate telepathically with the bonded creature at any distance while on the same plane.

Mycolink Resonance (Su): At 9th level, a fungomancer gains the ability to tap into the Shruman Mycolink. Once per day, the fungomancer can use this ability to gain one of the following benefits for 1 minute:

Collective Insight: Gain a +4 insight bonus on any one skill check as they draw upon the collected experiences of the Mycolink.

Sporous Communication: Communicate telepathically with any fungal creature or plant within 1 mile.

Mycelial Fortitude: Gain temporary hit points equal to twice the fungomancer's level.

At 15th level, this ability can be used twice per day, and the range of Sporous Communication increases to 10 miles.

If the fungomancer is a shruman, they gain the Mycolink Resonance Amplification feat as a bonus feat.

Fungal Teleportation (Su): At 10th level, a fungomancer can teleport between large fungal growths. Once per day, the fungomancer can cast *tree stride*, except it only works with Large or larger fungi or areas of dense fungal growth. This ability has a range of 1 mile per fungomancer level. At 16th level, this ability can be used twice per day, and the range increases to 10 miles per fungomancer level.

Fungal Rejuvenation (Su): At 13th level, a fungomancer can use ambient fungal matter to rapidly heal herself or others. Once per day as a standard action, the fungomancer can heal a target (including herself) for 1d6 hit points per fungomancer level. This ability also removes the fatigued, exhausted, and sickened conditions.

Mycelial Mastery (Su): At 15th level, a fungomancer's control over the mycelial network greatly expands. Once per day, the fungomancer can cast *commune* as a spell-like ability, except she contacts the collective consciousness of the fungal realm instead of a deity. Additionally, the fungomancer can use her fungal sculpting ability at a range of up to 1 mile, as long as she is in an area with significant fungal presence.

Fungal Plane Shift (Su): At 16th level, a fungomancer can use the mycelial network to travel between planes. Once per week, the fungomancer can cast *plane shift* as a spell-like ability, but only to travel to planes with significant fungal presence (such as the First World or certain layers of the Abyss).

Avatar of the Mycelium (Su): At 20th level, a fungomancer becomes a living embodiment of fungal power. Once per day, as a full-round action, the fungomancer can transform into an Avatar of the Mycelium for 1 minute per fungomancer level. In this form, the fungomancer gains the following benefits:

- +6 enhancement bonus to Constitution
- DR 10/cold iron and magic
- Immunity to poison and disease
- Ability to cast spells without verbal or somatic components
- All spore cloud abilities can be used at will
- Can create a wall of fungal matter (as wall of stone) as a standard action at will
- Can dimension door between any two fungi or areas of fungal growth within 1 mile as a move action

Ex-Fungomancers

A fungomancer who grossly violates the natural cycle (such as by creating undead) or who commits wanton destruction of fungal life loses all spells and class features except for armor and shield proficiencies and proficiency with simple weapons. She cannot thereafter gain levels as a fungomancer until she atones (see the atonement spell description).

FUNGOMANCER SPELL LIST

Fungomancers have access to the following spells:

1st-Level Fungomancer Spells

Charm Person, Cure Light Wounds, Detect Poison, Endure Elements, Entangle, Fungal Whispers, Goodberry, Jump, Longstrider, Pass Without Trace, Produce Flame, Speak With Animals*

2nd-Level Fungomancer Spells

Barkskin, Bull's Strength, Cat's Grace, Delay Poison, Fog Cloud, Heat Metal, Lesser Restoration, Resist Energy, Soften Earth And Stone, Spider Climb, Spore Armor, Warp Wood*

3rd-Level Fungomancer Spells

Call Lightning, Cure Moderate Wounds, Daylight, Diminish Plants, Dominate Animal, Fungal Infestation, Fungal Surge*, Meld Into Stone, Plant Growth, Protection From Energy, Remove Disease, Sleet Storm*

4th-Level Fungomancer Spells

Blight, Command Plants, Cure Serious Wounds, Dispel Magic, Freedom Of Movement, Giant Vermin, Hallucinatory Terrain, Mycelial Network, Reincarnate, Repel Vermin, Rusting Grasp*

5th-Level Fungomancer Spells

Awaken, Baleful Polymorph, Call Lightning Storm, Commune With Nature, Control Winds, Cure Critical Wounds, Death Ward, Fungal Transformation, Stoneskin, Transmute Rock To Mud, Wall Of Thorns*

6th-Level Fungomancer Spells

Antilife Shell, Find The Path, Fungal Eruption, Greater Dispel Magic, Heal, Ironwood, Move Earth, Repel Wood, Spore Eruption*, Stone Tell, Transport Via Plants*

7th-Level Fungomancer Spells

Animate Plants, Changestaff, Control Weather, Creeping Doom, Fire Storm, Fungal Apocalypse, Greater Restoration, Regenerate, Spore Burst*, Transmute Metal To Wood, True Seeing*

*NEW FUNGOMANCER SPELLS

Fungal Apocalypse

School conjuration (creation); **Level** fungomancer 7

Casting Time 1 standard action

Components V, S, M (a rare truffle worth 1,000 gp)

Range long (400 ft. + 40 ft./level)

Area 100-ft.-radius spread

Duration 1 round/level

Saving Throw see text; **Spell Resistance** no

You summon a massive outbreak of rapidly growing fungi that overtakes the area. The ground becomes difficult terrain as mushrooms and other fungal growths sprout instantly. Each round on your turn, all creatures in the area must make a Fortitude save or take 2d6 points of damage and be entangled for 1 round. Additionally, a thick cloud of spores fills the air, providing concealment (20% miss chance) for all creatures in the area. Creatures in the area must also make a Will save each round or be confused for 1 round. Plant creatures are immune to these effects and instead gain fast healing 5 while in the area.

Fungal Eruption

School conjuration (creation) [earth]; **Level** druid 6, fungomancer 6

Casting Time 1 standard action

Components V, S, M (a rare mushroom worth 100 gp)

Range long (400 ft. + 40 ft./level)

Area 40-ft.-radius burst

Duration instantaneous

Saving Throw Reflex partial; **Spell Resistance** no

You cause a violent eruption of fungi from the ground. All creatures in the area take 10d6 points of bludgeoning damage and become entangled for 1d4 rounds. A successful Reflex save halves the damage and negates the entangle effect.

The area of the spell is filled with dense fungal growth for 1 minute per caster level, creating difficult terrain. Any creature that starts its turn in this area must make a Fortitude save or become nauseated for 1 round from the thick spores in the air.

Fungal Infestation

School conjuration (creation) [earth]; **Level** druid 3, fungomancer 3

Casting Time 1 standard action

Components V, S, M (a piece of fungus)

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread

Duration 1 round/level

Saving Throw Reflex partial; **Spell Resistance** no

You cause fungi to rapidly grow in the targeted area. The area becomes difficult terrain, and any creature in the area or that enters the area takes 2d6 points of damage per round from the rapidly growing fungi. A successful Reflex save halves this damage.

[*fungus infestation* (continued)]

Any creature that takes damage from the fungi must also make a Fortitude save or become sickened for 1d4 rounds. This is a poison effect.

The fungi continue to grow for the duration of the spell, after which they wither and decay rapidly.

Fungal Surge

School transmutation; **Level** fungomancer 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You infuse your body with fungal energy, enhancing your physical abilities. You gain a +4 enhancement bonus to your Strength, Dexterity, or Constitution score (your choice when you cast the spell).

Fungal Transformation

School transmutation; **Level** fungomancer 5

Casting Time 1 standard action

Components V, S, M (a rare mushroom)

Range touch Target willing creature touched

Duration 1 minute/level

Saving Throw none; **Spell Resistance** yes (harmless)

You transform the target into a fungal version of themselves. The target gains the plant type, immunity to mind-affecting effects, poison, sleep effects, paralysis, and stunning. They also gain low-light vision and DR 5/slashing. However, they become vulnerable to effects that specifically harm plants.

Fungal Whispers

School divination; **Level** fungomancer 1

Casting Time 1 standard action

Components V, S, M (a piece of mushroom)

Range touch

Target one plant or fungus touched

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

You can ask questions of and receive answers from plants and fungi, gaining information about the surrounding area. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you.

Mycelial Network

School divination; **Level** fungomancer 4

Casting Time 1 minute

Components V, S, M (a rare truffle worth 100 gp)

Range long (400 ft. + 40 ft./level)

Effect magical sensor

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You tap into the vast underground network of mycelia to gain information about a specific location within range. You can see and hear as if you were at that location, and

you can move your sensor up to 30 feet per round. The sensor can't enter areas without fungal growth, and the spell fails if no fungi are present in the target area. You can only perceive areas where fungi are growing.

Spore Burst

School conjuration (creation) [poison]; **Level** druid 7, fungomancer 7

Casting Time 1 standard action

Components V, S, M (a collection of different fungal spores worth 500 gp)

Range long (400 ft. + 40 ft./level)

Area 60-ft.-radius burst

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You release a massive burst of various fungal spores.

All creatures in the area take 12d6 points of poison damage and are subject to the following effects:

- Blinded for 1d4 rounds
- Sickened for 1d4 minutes
- Confused for 1 round

A successful Fortitude save halves the damage and negates one of the three effects (creature's choice).

Additionally, the area is filled with a thick cloud of spores for 1 round per caster level. This cloud functions as *obscuring mist*, except that it doesn't move with the wind.

Spore Armor

School conjuration (creation); **Level** fungomancer 2

Casting Time 1 standard action

Components V, S, M (a handful of mushroom spores)

Range personal

Target you

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** no

You surround yourself with a protective layer of dense spores. This grants you a +4 armor bonus to AC. Unlike mundane armor, Spore Armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since Spore Armor is made of spores, incorporeal creatures can't bypass it the way they do normal armor.

Spore Eruption

School conjuration (creation); **Level** fungomancer 6

Casting Time 1 standard action

Components V, S, M (a handful of different mushroom spores)

Range long (400 ft. + 40 ft./level)

Area 40-ft.-radius burst

Duration instantaneous

Saving Throw Reflex partial and Fortitude negates;

Spell Resistance yes

You create an explosive burst of harmful spores. All creatures in the area take 1d6 points of damage per caster level (maximum 15d6) and are sickened for 1d4 rounds. A successful Reflex save halves the damage, and a successful Fortitude save negates the sickened condition. Plant creatures take half damage and are not sickened.

FUNGOMANCER ARCHETYPES

When a character selects a class, he must choose to use the standard class features found or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. When an archetype includes multiple class features, a character must take all of them—often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options. All of the other class features found in the core class and not mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the core class as another alternate class feature.

Presented below are several fungomancer archetypes and alternate class features to help you in building your character.

Mycelial Shaper

Mycelial Shapers are fungomancers who have developed an extraordinary ability to manipulate and shape fungal matter. They excel at creating complex structures and tools from fungi, often serving as builders, artisans, or siege engineers in communities that embrace fungal technologies.

CLASS SKILLS

A Mycelial Shaper adds Craft (Sculpture) to her list of class skills. This replaces Survival as a class skill.

CLASS FEATURES

The following are class features of the Mycelial Shaper.

Fungal Artifice (Su): At 1st level, a Mycelial Shaper can create simple tools or weapons from ambient fungal matter. As a full-round action, the Mycelial Shaper can create a single simple or martial weapon, or a single tool or item from the adventuring gear list (Core Rulebook) that costs 5 gp or less. The item crumbles into spores after 1 hour per fungomancer level. The Mycelial Shaper can use this ability a number of times per day equal to 3 + her Wisdom modifier.

This ability replaces Mycelial Bond.

Enhanced Fungal Sculpting (Su): At 5th level, a Mycelial Shaper's Fungal Sculpting ability improves. Instead of creating a 5-foot cube, the Mycelial Shaper can create a 10-foot cube of fungal matter. Additionally, the structures created can have simple moving parts (such as hinges or levers).

This ability replaces the normal Fungal Sculpting ability.

Living Architecture (Su): At 9th level, a Mycelial Shaper can infuse her fungal creations with a semblance of life. When using Fungal Sculpting, the Mycelial Shaper can designate one 10-foot cube to be animated. This animated structure has a speed of 10 feet and can follow simple commands from the Mycelial Shaper (such as "move," "attack," or "defend"). It has AC 14, hit points equal to 5 × the Mycelial Shaper's level, and attacks using the Mycelial Shaper's BAB with a +0 modifier to attack and damage rolls.

This ability replaces Mycolink Resonance.

Master Shaper (Su): At 16th level, a Mycelial Shaper's control over fungal matter becomes nearly godlike. Once per day, as a full-round action, the Mycelial Shaper can create a structure of fungal matter up to 100 cubic feet in volume. This structure can be of any shape the Mycelial Shaper desires and can include complex mechanisms (such as locks, traps, or even simple machines). The structure persists for 1 hour per fungomancer level.

This ability replaces Fungal Plane Shift.

Rotweaver

Rotweavers are fungomancers who have mastered the intricate dance of decay and renewal. They specialize in manipulating the processes of decomposition and rebirth, often serving as guardians of the natural cycle in areas where the boundaries between life and death blur.

CLASS SKILLS

A Rotweaver adds Knowledge (Religion) to her list of class skills. This replaces Knowledge (Planes) as a class skill.

CLASS FEATURES

The following are class features of the Rotweaver.

Aura of Decay (Su): At 1st level, a Rotweaver can emit an aura of decay as a standard action. This aura has a radius of 10 feet and lasts for 1 round per fungomancer level. While the aura is active, all creatures within it (except the Rotweaver) must make a Fortitude save (DC 10 + 1/2 fungomancer level + Wisdom modifier) each round or take 1 point of Constitution damage. The Rotweaver can use this ability a number of times per day equal to 3 + her Wisdom modifier.

This ability replaces Spore Cloud.

Fungal Restoration (Su): At 3rd level, a Rotweaver can use her connection to the cycle of life and death to heal creatures. Once per day, as a standard action, the Rotweaver can touch a living creature to heal it for 1d6 points of damage per two fungomancer levels (minimum 1d6). This ability also removes the fatigued, exhausted, or sickened condition from the target.

This ability replaces Fungal Form.

Master of Rot (Ex): At 7th level, a Rotweaver gains a +4 bonus on saving throws against disease and poison effects. Additionally, she can cast *lesser restoration* once per day as a spell-like ability.

This ability replaces Fungal Symbiosis.

Putrid Transformation (Su): At 15th level, a Rotweaver can transform herself into a being of pure decay. Once per day, as a standard action, the Rotweaver can assume this form for 1 minute per fungomancer level. While in this form, she gains the following benefits:

- DR 5/—
- Immunity to poison
- A touch attack that deals 1d6 points of damage + 1 point of Constitution damage (Fortitude save DC 10 + 1/2 fungomancer level + Wisdom modifier negates the Constitution damage)

This ability replaces Mycelial Mastery.

Spore Sovereign

Spore Sovereigns are fungomancers who have developed an extraordinary affinity for fungal spores. They can manipulate spores with unparalleled precision, using them for a variety of effects ranging from communication to combat.

CLASS SKILLS

A Spore Sovereign adds Linguistics to her list of class skills. This replaces Knowledge (Planes) as a class skill.

CLASS FEATURES

The following are class features of the Spore Sovereign.

Spore Mastery (Su): At 1st level, a Spore Sovereign's Spore Cloud ability is enhanced. The Spore Sovereign can create spore clouds with a 15-foot radius, and can choose to shape the cloud into simple patterns or symbols. Additionally, the Spore Sovereign gains two additional spore cloud effects to choose from at 1st level:

- **Communicative Spores:** The spore cloud can transmit a short message (25 words or less) to all creatures within it. Creatures can respond with equally short messages.
- **Cloaking Spores:** The spore cloud provides concealment to all creatures within it.

This ability modifies Spore Cloud.

Spore Companion (Ex): At 2nd level, instead of a fungal companion, a Spore Sovereign gains a Spore Companion. This is a Small swarm of spores that acts as a loyal aide. The Spore Companion uses the swarm subtype rules and has the following base statistics: AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); hp 10 + (5 × fungomancer level); Fort +4, Ref +4, Will +2; Speed 20 ft., fly 20 ft. (perfect); Melee swarm (1d6); Space 5 ft.; Reach 0 ft. It is of the plant type and is immune to mind-affecting effects. It gains the benefits of the Spore Sovereign's Spore Cloud ability.

This ability replaces Fungal Companion.

Spore Control (Su): At 7th level, a Spore Sovereign can attempt to control a creature by infiltrating its body with spores. Once per day, as a standard action, the Spore Sovereign can target a creature within 30 feet. The target must succeed on a Will save (DC 10 + 1/2 fungomancer level + Wisdom modifier) or be affected as though by a *suggestion* spell for 1 round per fungomancer level. The Spore Sovereign can end this effect at any time as a free action.

This ability replaces Fungal Symbiosis.

Spore Storm (Su): At 12th level, once per day, a Spore Sovereign can create a devastating storm of spores as a full-round action. This creates a 30-foot-radius burst centered on the Spore Sovereign. All creatures in the area take 1d6 points of damage per two fungomancer levels and are subject to the effects of two different spore cloud effects of the Spore Sovereign's choice. A successful Reflex save (DC 10 + 1/2 fungomancer level + Wisdom modifier) halves the damage and negates one of the spore cloud effects.

This ability replaces the spore cloud improvement gained at 12th level.

Truffle Hunter

Truffle Hunters are fungomancers who have honed their skills in finding and utilizing rare and potent fungi. They often serve as scouts, foragers, or alchemists, prized for their ability to locate and identify valuable fungal specimens.

CLASS SKILLS

A Truffle Hunter adds Appraise to her list of class skills. This replaces Knowledge (Planes) as a class skill.

CLASS FEATURES

The following are class features of the Truffle Hunter.

Fungal Sense (Ex): At 1st level, a Truffle Hunter gains the scent ability, but only in relation to fungi. Additionally, she gains a +4 bonus on Perception checks to notice fungi within 30 feet.

This ability replaces Fungal Affinity.

Truffle Snacks (Su): At 3rd level, a Truffle Hunter can forage for special truffles that grant temporary benefits when consumed. Each day, the Truffle Hunter can gather a number of truffle snacks equal to her Wisdom modifier. As a standard action, a truffle can be consumed to gain one of the following effects for 1 minute:

- +2 alchemical bonus to Strength
- +2 alchemical bonus to Dexterity
- +2 alchemical bonus to Constitution
- Fast Healing 1

This ability replaces Fungal Form.

Fungal Attunement (Su): At 4th level, a Truffle Hunter can attune herself to a specific type of fungus each day. While attuned, the Truffle Hunter gains a +4 bonus on Survival checks to find that type of fungus, and any spells or abilities she uses that involve that fungus are treated as if she were one level higher for the purpose of determining their effects.

This ability replaces Mycelial Whispers.

Mycological Mastery (Ex): At 15th level, a Truffle Hunter's knowledge of fungi becomes nearly encyclopedic. She gains a +10 bonus on Knowledge (Nature) checks to identify fungi and their properties. Additionally, once per day, she can spend 1 hour foraging to find a specific type of fungus, as long as it's native to the current environment.

This ability replaces Mycelial Mastery.

NEW FUNGOMANCER FEATS

The following feats are available to a fungomancer character who meets the prerequisites.

ADAPTIVE SPORES

Prerequisites: Fungomancer level 6, Spore Cloud class feature

Benefit: Your mastery over fungal spores allows you to adapt your Spore Cloud on the fly. When you use your Spore Cloud ability, you can choose to apply two effects instead of one. However, doing so reduces the duration of the cloud to 1 round per two fungomancer levels (minimum 1 round).

Additionally, once per day, you can change the effect of an active Spore Cloud as a swift action, choosing a new effect from those available to you.

Special: If you have the Spore Cloud improvement class feature, you can choose one effect from your basic options and one from your improved options when using this feat.

MYCELIAL RESONANCE

Prerequisites:

Fungomancer level 5th, Wisdom 13

Benefit: When you cast a Fungomancer spell, you can choose to draw power from nearby fungal networks. As part of casting the spell, make a Knowledge (Nature) check. The DC is equal to 15 + the spell's level. If you succeed, the spell's effect is enhanced in one of the following ways

(choose one):

- Increase the spell's range by 50%
- Increase the spell's duration by 50% (rounded down to the nearest round, minimum 1 round)
- Increase any numerical effects of the spell (damage, healing, bonuses, etc.) by 25% (rounded down)

If you fail the Knowledge (Nature) check, the spell is cast normally but you are fatigued for 1 round.

Special: You can use this feat a number of times per day equal to your Wisdom modifier (minimum 1).

MYCOLINK RESONANCE AMPLIFICATION

Prerequisites: Character level 9, Mycolink Resonance class feature or racial ability.

Benefit: Your connection to the Shrumen Mycolink grows stronger, enhancing your Mycolink Resonance ability. You gain the following benefits:

4. You can use your Mycolink Resonance ability one additional time per day.
5. The duration of the Mycolink Resonance effects increases to 2 minutes.
6. You gain access to a new Mycolink Resonance option:

Fungal Forecast: You can predict localized weather patterns and fungal growth for the next 24 hours within a 1-mile radius. This grants you a +4 insight bonus on Survival checks related to weather and on Knowledge (Nature) checks related to fungi for the duration of the effect.

Special: You can take this feat multiple times. Each time you do, you gain one additional use of Mycolink Resonance per day and access to one of the following new options:

Sporous Shield: You gain a +2 deflection bonus to AC and a +2 resistance bonus on saving throws for the duration.

Mycelial Surge: Your land speed increases by 10 feet, and you gain a +2 bonus on Initiative checks for the duration.

SYMBIOTIC EMPOWERMENT

Prerequisites:

Fungomancer level 8, Fungal Symbiosis class feature

Benefit: Your mastery of fungal symbiosis allows you to share more of your powers with bonded creatures. When you use your Fungal Symbiosis ability, you can choose to grant the bonded creature one of the following benefits for the duration of the bond:

Spore Emission: The bonded creature can use

your Spore Cloud ability once during the duration of the bond. This use doesn't count against your daily uses of Spore Cloud.

Fungal Resilience: The bonded creature gains damage reduction 5/cold iron and a +2 bonus on saving throws against poison and disease effects.

Mycelial Awareness: The bonded creature gains tremorsense with a range of 30 feet and a +2 bonus on Perception checks.

Additionally, while the bond is active, you can communicate telepathically with the bonded creature at a range of up to 100 feet per fungomancer level.

Special: You can take this feat multiple times. Each time you do, you can choose an additional benefit to grant when using Fungal Symbiosis, or increase the damage reduction granted by Fungal Resilience by 5 (maximum 15/cold iron).

