



Fungal Shambler



The Fungal Grotto of the Deep Forest (*Vasgothia*, p.140) is home to dozens of magical mushrooms and toadstools. Many of these fungi are prized by alchemists for their healing properties, but not all of them are beneficial to Namegivers. Some species are parasitic or symbiotic in nature. They not only kill their hosts, but reanimate their bodies and using the remains to search for new victims to infect with their deadly spores.

Fungal shamblers are those poor souls who fell victim to one such fungus, the Walking Amanita. Under the amanita's effects, they mindlessly wander the Deep Forest in search of prey. Although they may look like undead, the shamblers are in fact nothing more than skeletons being animated by the fungus. The amanita spreads its fleshy mould

throughout the skeletal remains of its victims, pulling the joints together and serving the same purpose as muscles do on a living creature. A central intelligence and nervous system, resembling a tumorous-like fleshy polyp is what actually pilots the shambler and is normally found nestled within the corpse's skull.

Fungal shamblers can lie dormant for many years, decades even, waiting for a living creature to come within range before animating itself in a cloud of spores designed to confuse would-be prey and allow the shambler to pass on its infection.

Challenge: Novice (Third Circle)

DEX: 5	Initiative:	10	Unconsciousness:	N/A
STR: 6	Physical Defense:	9	Death Rating:	52
TOU: 6	Mystic Defense:	8	Wound Threshold:	11
PER: 4	Social Defense:	8	Knockdown:	10
WIL: 7	Physical Armor:	3	Recovery Tests:	2
CHA: 3	Mystic Armor:	3		
Movement:	14			





Actions: 1; Claws: 10 (12)

Powers:

Immune to Fear

One with the Colony: Cannot be Harried or Blindsided if within 10 yards of another fungal shambler

Spore Miasma: All opponents within 4 yards of the creature must make a Toughness (10) test or take Step 6 Damage. Armour does not protect against this Damage. Once an opponent has succeeded at a Toughness test, they are immune to this power for the rest of the combat

Resist Pain (3)

Vulnerability to Sunlight: When exposed to direct sunlight, all attacks against the creature ignore any protection provided by armor

Special Manoeuvres:

Brittle (Opponent, Blunt Weapon): Opponents attacking the fungal shambler with a blunt weapon gain an additional success on a successful Attack test.

Strike Polyp (Opponent, Close Attack): Opponents may spend two successes on an Attack test to strike the shambler's central polyp automatically causing a Wound. (Ignore *Resist Pain* power).

New Mask: Fungal

Creatures with the Fungal Mask have had their bodies invaded and taken over by a colony of Deep Forest fungus. Many kinds of fungus are predatory, sometimes infecting the host via spores, sometimes by some kind of magical means such as a Half-Horror or the magic of the *skallgar*. Creatures with the Fungal Mask tend to gain poisonous abilities as well as having their sensitivity to wounds and pain dulled, but in return they gain a vulnerability to sunlight.

Spore (No change)

DEX: 0	Initiative: +1	Unconscious: +4
STR: +1	Physical Defense: +1	Death Rating: +4
TOU: +1	Mystic Defense: 0	Wound Threshold: +1
PER: 0	Social Defense: -1	Knockdown: +1
WIL: 0	Physical Armor: +1	Recovery Tests: 0
CHA: -2	Mystic Armor: -1	

Movement: 0

Actions: 0; Attack +0 (Damage +0)

Powers

One with the Colony: Cannot be Harried or Blindsided if within 10 yards of another creature with this mask.

Spore Miasma: All opponents within 4 yards of the creature must make a





Toughness (6) test or take Step 4 Damage. Armour does not protect against this Damage. Once an opponent has succeeded at a Toughness test, they are immune to this power for the rest of the combat.

Resist Pain (1)

Vulnerability to Sunlight: When exposed to direct sunlight, all attacks against the creature ignore any protection provided by armor.

Mould (+1 Circle)

DEX: 0	Initiative: +2	Unconscious: +8
STR: +2	Physical Defense: +2	Death Rating: +9
TOU: +2	Mystic Defense: +1	Wound Threshold: +2
PER: 0	Social Defense: -2	Knockdown: +1
WIL: 0	Physical Armor: +2	Recovery Tests: 0
CHA: -2	Mystic Armor: -2	
Movement: +2		
Actions: +1; Attack +2 (Damage +1)		

Powers

One with the Colony: Cannot be Harried or Blindsided if within 10 yards of another creature with this mask.

Spore Miasma: All opponents within 4 yards of the creature must make a Toughness (8) test or take Step 5 Damage. Armour does not protect against this Damage. Once an opponent has succeeded at a Toughness test, they are immune to this power for the rest of the combat.

Resist Pain (2)

Vulnerability to Sunlight: When exposed to direct sunlight, all attacks against the creature ignore any protection provided by armor.

Colony (+2 Circles)

DEX: 0	Initiative: +4	
	Unconscious: +13	
STR: +2	Physical Defense: +4	Death
Rating:	+14	
TOU: +4	Mystic Defense: +1	Wound
Threshold:	+3	
PER: 0	Social Defense: -2	
	Knockdown: +1	
WIL: 0	Physical Armor: +4	Recovery
Tests:	0	
CHA: -2	Mystic Armor: -2	
Movement: +2		
Actions: +2; Attack +4 (Damage +2)		

Powers





One with the Colony: Cannot be Harried or Blindsided if within 10 yards of another creature with this mask.

Spore Miasma: All opponents within 4 yards of the creature must make a Toughness (10) test or take Step 6 Damage. Armour does not protect against this Damage. Once an opponent has succeeded at a Toughness test, they are immune to this power for the rest of the combat.

Resist Pain (3)

Vulnerability to Sunlight: When exposed to direct sunlight, all attacks against the creature ignore any protection provided by armor.

