**ZYGOM (CR 4)**

The zygom is a bizarre, alien type of fungoid growth that can possess and feed off of living creatures. This creature consists of a 12-24 short, thin stems with ovoid caps that are joined by a rhizome structure to form a singular creature of communal mind. This creature is functionally mindless and does not have the ability to attack. They feed off of other creatures by sticking to them and then infesting their body with fungal matter.

The caps of a zygom contain a pale blue "milk" which is about as strongly adhesive as sovereign glue. If one or more of the caps are broken, this substance spills out on anything coming into contact with the zygom. This milk can be transferred from weapons to targets, and creatures to creatures, and will glue touching materials together. This adhesion lasts 1d4+1 days, until the glue dries and crumbles into powder. Hunting zygoms have no offensive capabilities, but will often wait until a creature goes to sleep, slip under the creature, and wait for the creature to roll over onto it to crush the caps.

Contact with living creatures allows the zygom to infest it with spores, which begin to grow before the glue turns to powder. The growth occurs along the brain stem, particularly in the head, neck, and back and through to the spine. This infestation allows the new zygom control the host through nerve impulses. The zygom will usually cause the host to find a place to hide, where it will slowly die and be consumed by the fungus. The host will attack and defend itself from all creatures who try to stop this process from happening. Death and consumption usually occurs in about 1-8 weeks.

Although zygoms can live in the ground like other fungi, they get more nutrients from living flesh and blood. They like to infest vermin and animals of large size, beasts, and humanoids when possible. It is rare for a creature of Medium-size or greater to become a victim of zygom, but it does happen. The only known cure for zygom infestation, besides magic as strong as a *limited wish* or *wish*, is a *cure disease* spell.

As plant creatures, zygoms have the usual immunities, including being immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Zygom are also not subject to critical hits.