

ZUGGTMOY

Large Outsider (Chaotic, Evil)

Hit Dice: 49d8+441 (661 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 40 ft, climb 20 ft

AC: 42 (-1 size, +1 Dex, +32 natural)

Attacks: 4 pseudopods +56 melee

Damage: Pseudopod 1d8+7

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Spell-like abilities, spells, improved grab, constrict 2d8+7, trample 1d8+7, call fungi, call demons

Special Qualities: Damage reduction 40/+6, SR 42, demon qualities, telepathy, darkvision 60 ft

Saves: Fort +35, Ref +27, Will +34

Abilities: Str 25, Dex 13, Con 28, Int 26, Wis 26, Cha 24

Skills: Bluff +56, Climb +64, Concentration +58, Diplomacy +56, Intimidate +56, Jump +56, Knowledge (arcana) +57, Knowledge (nature) +57, Knowledge (the planes) +57, Listen +65, Search +57, Sense Motive +57, Spellcraft +57, Spot +65

Feats: Blind-Fight, Brew Potion, Cleave, Combat Casting, Craft Wondrous Item, Forge Ring, Great Cleave, Improved Initiative, Maximize Spell, Power Attack, Quicken Spell, Silent Spell, Weapon Focus (pseudopod)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (Zuggtmoy plus 1-2 ascomids, 5-8 phycomids, 2-4 basidironids, 5-8 violet fungi, and 2-4 shriekers)

Challenge Rating: 32

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: —

Zuggtmoy appears as a puffball mushroom with a toadstool growing from its top. Four elephant-like legs support her body. The feet are suckered and allow her to climb even the slickest surfaces with ease. She stands about 8 feet tall and her mushroom-like neck is capped with a humanoid head with flattened features. Her eyes are large, round, and black. Her body varies in color (she can change color to suit her surroundings). Typical colorations are pale gray-white or brown-white. Four pseudopods jut from her body. They are moss green to dull brown in color. Despite her plant-like form, she weighs in excess of 2,000 pounds.

Zuggtmoy is revolting to look upon and exudes a stench that can be easily detected within 30 feet (all ranges for the Scent special quality are doubled).

COMBAT

Zuggtmoy attacks using 4 pseudopods and her spells and spell-like abilities. A creature knocked prone is trampled in combat. If she is overmatched in combat she summons demons or plants to her aid.

Spell-Like Abilities: At will—*antiplant shell* (as *antilife shell* but only hedges out plants), *astral projection*, *charm plant* (as *charm monster* but only affects plants), *corrupt food and drink* (spoils food and drink making it inedible), *darkness*, *detect good*, *detect law*, *detect magic*, *entangle*, *fear*, *hold plant* (as *hold person* but affects only plants), *improved invisibility*, *levitate*, *locate plant* (as *locate creature* but only affects plants), *pass without trace*, *plant growth*, *polymorph self* (usually takes the form of an old crone), *programmed image*, *read magic*, *silence*, *snare*, *speak with plants*, *telekinesis* (500 pounds weight), *tongues*, *transport via plants*; 2/day—*ethereal jaunt*; 1/day—*gate* and *limited wish*. These abilities are as the spells cast by a 29th-level sorcerer (save DC 17 + spell level).

Spells: Zuggtmoy casts arcane spells as a 29th-level sorcerer (save DC 17 + spell level) and divine spells as a 29th-level cleric (save DC 18 + spell level). She has access to the domains of Chaos, Evil, and Plant.

Improved Grab (Ex): To use this ability, Zuggtmoy must hit an opponent of up to Huge size with two tentacle attacks. If she gets a hold, she can constrict.

Constrict (Ex): Zuggtmoy deals 2d8+7 points of damage with a successful grapple check.

Trample (Ex): Zuggtmoy can Trample Small or smaller creatures for 1d8+7 points of damage. Opponents who do not make attacks of opportunity against her can attempt a Reflex save (DC 41) to halve the damage.

Call Fungi (Sp): Once per day, Zuggtmoy can automatically summon up to 100 HD of plant creatures.

Call Demons (Sp): Once per hour, Zuggtmoy can automatically summon one 4d20 dretches, 2d6 succubi, 1d6 vrocks, hezrous, or glabrezus, 1d4 nalfeshnees or mariliths, or 1d2 balors.

Demon Qualities (Ex): Immune to poison and electricity; cold, fire, and acid resistance 20.

Telepathy (Su): Zuggtmoy can communicate telepathically with any creature within 100 feet that has a language.

Skills: Zuggtmoy receives a +8 racial bonus to Listen and Spot checks.

Zuggtmoy first appeared in module T1-4 (Gary Gygax, 1985).