

ASCOMOID

Large Plant

Hit Dice: 6d8+18 (45 hp)

Initiative: +1 (Dex)

Speed: 30 ft

AC: 17 (-1 size, +1 Dex, +7 natural)

Attacks: Trample +5 melee (see text)

Damage: Trample 1d6+3

Face/Reach: 10 ft by 10 ft/0 ft (30 ft with spores)

Special Attacks: Spores, trample 1d6+3

Special Qualities: Plant, weapon immunities, resist fire and electricity, tremorsense

Saves: Fort +8, Ref +3, Will +2

Abilities: Str 14, Dex 13, Con 17, Int 1, Wis 11, Cha 1

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 6

Treasure: 1/10 coins; 50% goods; 50% items

Alignment: Always neutral (evil tendencies)

Advancement: 7-13 HD (Large); 14-18 HD (Huge)

The ascomoid appears as a 10-foot wide puffball-like fungus with a brownish-green surface. The ascomoid is covered with small pocks that serve as sensory organs.

COMBAT

The ascomoid attacks by rolling over its opponents. It can fire a jet of spores from the pocks on its skin.

Spores (Ex): line, 30 feet; billows into 20-foot diameter cloud upon impacting a solid surface; Fortitude save (DC 16) or die in 1d4 rounds from spore infection. On a successful save foes are blinded and nauseated 1d4 rounds.

Trample (Ex): An ascomoid can trample Medium-size or smaller opponents for 1d6+3 points of damage. Opponents who do not make attacks of opportunity against the ascomoid can attempt a Reflex save (DC 16) to halve the damage.

Weapon Immunities (Ex): Ascomoids take no damage from blunt weapons and half damage from slashing weapons.

Resist Fire and Electricity (Ex): An ascomoid receives a +4 resistance bonus on all saves against fire and lightning.

Tremorsense (Ex): An ascomoid can automatically sense the location of anything within 60 feet that is in contact with the ground.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

The Ascomoid first appeared in the 1e MM II (Gary Gygax, 1983).