

BASIDIROND

Medium-Size Plant

Hit Dice: 5d8+10 (32 hp)

Initiative: +1 (Dex)

Speed: 20 ft

AC: 16 (+1 Dex, +5 natural)

Attacks: Slam +5 melee

Damage: Slam 1d8+3

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

Special Attacks: Spores, hallucination cloud

Special Qualities: Plant, tremorsense, immunity to cold

Saves: Fort +6, Ref +2, Will +1

Abilities: Str 14, Dex 13, Con 15, Int 1, Wis 11, Cha 1

Climate/Terrain: Any underground

Organization: Solitary or pair

Challenge Rating: 5

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

Alignment: Always neutral (evil tendencies)

Advancement: 6-9 HD (Medium-size); 10-15 HD (Large)

The basidirond is a fungal monster found underground. Its body is leathery and orange. Their cone-shaped upper portion resembles a reversed umbrella, the interior of which is sooty black. A basidirond has 4-6 stems (each 5 feet long) hanging underneath its body. Its total overall height is about 7 feet.

COMBAT

The basidirond attacks by striking with its cone-shaped cap or by firing a line of spores at an opponent.

Spores (Ex): line, 10 feet; Fortitude save (DC 14) or die in 1d4+1 rounds from spore infection unless *remove disease* is cast on the victim.

Hallucination Cloud (Ex): The basidirond can release spores in a 20-foot radius (centered on its body) as a full round action. Those within the cloud must make a successful Fortitude save (DC 14) or hallucinate for as long as they remain in the cloud plus 1d4 rounds afterwards.

Hallucinations are determined randomly for each creature affected.

1d8 Hallucination

1 Swamp- Individual believes he is in a swamp and strips off gear and armor to avoid sinking.

2 Spiders- Individual believes he is being attacked by a swarm of spiders. He attacks floor and surrounding area.

3 Viper- Individual believes item held has turned into a viper; drops item and retreats back from it.

4 Suffocation- Individual believes he is suffocating and gasps for air and clutches throat.

5 Individual believes he has shrunk to 1/10 normal size. He begins yelling for help.

6 Individual believes his associates have contracted a disease. He will not come closer than 10 feet.

7 Individual believes he is melting; grasps self in attempt to hold together.

8 Leeches- Individual believes his back is covered with leeches.

He tears armor, clothing, etc. from his back to get at them.

Immunity to Cold (Ex): A basidiron takes no damage from cold-based attacks but is affected as by the *slow* spell. This also prevents spore attacks for a number of rounds equal to the duration of the spell.

Tremorsense (Ex): A basidiron 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 Basidiron first appeared in the 1e MM II (Gary Gygax, 1983).