

FUNGUS

Source: 1e *Monster Manual* (violet fungus), 3e *Monster Manual* (phantom fungus), online *Creature Catalogue* (fungus hulk)

There are an abundance of dangerous fungi to be found in the caverns and dungeons of the world, with a great range of forms and nature. While many types of fungus can be harvested for food, poison or drugs, the ones here are as likely to eat a dwarf or goblin as the other way around.

Other noteworthy types of fungal monsters or hazards that appear elsewhere include myconids (*Monster Manual 2*, *Underdark*), phycomids (*P2: Demon Queen's Enclave*), and some traps, hazards and terrain features.

Violet Fungus

Medium natural animate (blind, plant)

HP 42; Bloodied 21

AC 17; Fortitude 17; Reflex 11; Will 15

Speed 3

Immune poison

Level 3 Lurker

XP 150

Initiative +2

Perception +1

Tremorsense 6 (blind)

TRAITS

Camouflage

The violet fungus resembles an inoffensive (albeit large) cave mushroom and always appears mixed in with other, similar fungi. It requires a Dungeoneering check, DC 16, or a Perception check, DC 21, to spot a violet fungus before it attacks.

STANDARD ACTIONS

(mbasic) Rotting Slam (necrotic) * At Will

Attack: Melee 2 (one creature); +8 vs. AC.

Hit: 1d8+5 damage. If the target cannot see the violet fungus, the target also takes ongoing 5 necrotic damage (save ends).

Blend In * At Will

Effect: The violet fungus shifts up to 2 squares and regains its *camouflage*.

(close) Violet Burst (poison) * Encounter

Attack: Close burst 3 (each creature in the burst); +4 vs. Fortitude.

Hit: The target is blinded and slowed (save ends both).

Miss: The target is blinded until the beginning of its next turn.

Str 13 Dex 5 Wis 10

Con 18 Int 1 Cha 3

Alignment unaligned

Languages -

Ascomoid

Medium natural beast (blind, plant)

HP 56; Bloodied 28

AC 18; Fortitude 16; Reflex 16; Will 16

Speed 4 (see also *gather momentum*)

Level 4 Skirmisher

XP 175

Initiative +4

Perception +2

Tremorsense 12

STANDARD ACTIONS

(melee) Rolling Attack * At Will

Effect: The ascomoid moves at least half of its speed and up to its speed.

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 2d8+3 damage.

(ranged) Spore Jet (poison) * At Will

Attack: Ranged 4 (one creature); +7 vs. Fortitude.

Hit: 1d10+7 poison damage.

MOVE ACTIONS

Gather Momentum * At Will

Effect: The ascomoid moves its full speed. Starting at the beginning of its next turn, the ascomoid gains a +1 bonus to speed until it does not move its full speed on its turn or until the end of the encounter. This bonus stacks up to a maximum of +6.

Str 19 **Dex** 10 **Wis** 10

Con 16 **Int** 1 **Cha** 3

Alignment unaligned

Languages -

Phantom Fungus

Medium natural animate (plant)

HP 58; **Bloodied** 29

AC 17; **Fortitude** 16; **Reflex** 20; **Will** 13

Speed 6

Level 6 Lurker

XP 250

Initiative +10

Perception +3

Blindsight 6

TRAITS

Invisibility (illusion)

The phantom fungus is invisible as long as it is alive. If it does not make a Stealth check to hide, opponents can detect what square it is in, but they suffer a -5 penalty to attacks against it.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 3d6+3 damage, or 4d6+3 if the phantom fungus is hidden from the target.

Stalk * At Will

Effect: The phantom fungus makes a Stealth check to hide, then shifts up to 3 squares to a space adjacent to an enemy. Until the start of the phantom fungus' next turn, if that enemy moves, the phantom fungus may make a Stealth check to hide and shift up to its speed to a space adjacent to that enemy as an opportunity action.

Skills Stealth + 11

Str 14 **Dex** 16 **Wis** 11

Con 16 **Int** 2 **Cha** 9

Alignment unaligned

Languages -

Phantom Fungus Stalker

Medium natural animate (plant)

HP 232; **Bloodied** 116

AC 17; **Fortitude** 16; **Reflex** 20; **Will** 13

Speed 6

Level 6 Solo Lurker

XP 1,250

Initiative +10

Perception +3

Blindsight 6

TRAITS

Invisibility (illusion)

The phantom fungus is invisible as long as it is alive. If it does not make a Stealth check to hide, opponents can detect what square it is in, but they suffer a -5 penalty to attacks against it.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +11 vs. AC.

Hit: 3d6+3 damage, or 4d6+3 if the phantom fungus is hidden from the target.

Quick Bite * At Will

Effect: The phantom fungus stalker uses *bite* twice.

Stalk * At Will

Effect: The phantom fungus makes a Stealth check to hide, then shifts up to 3 squares to a space adjacent to an enemy. Until the start of the phantom fungus' next turn, if that enemy moves, the phantom fungus may make a Stealth check to hide and shift up to its speed to a space adjacent to that enemy as an opportunity action.

MINOR ACTIONS

(close) Vent Spores (poison) * At Will

Attack: Close burst 1 (each creature in burst); +7 vs. Fortitude.

Hit: 2d6+2 poison damage. On a critical hit, the target is also dazed (save ends).

TRIGGERED ACTIONS

Invisible Dodge * Recharge 5 6 while bloodied

Trigger: The phantom fungus is targeted by an attack.

Effect (Immediate Interrupt): The phantom fungus shifts 1 square.

Skills Stealth + 11

Str 14 **Dex** 16 **Wis** 11

Con 16 **Int** 2 **Cha** 9

Alignment unaligned

Languages -

Ascomoid Flattener

Level 13 Skirmisher

Medium natural beast (blind, plant)

XP 600

HP 132; **Bloodied** 66

Initiative +10

AC 27; **Fortitude** 26; **Reflex** 26; **Will** 23

Perception +8

Speed 4 (see also *gather momentum*)

Tremorsense 12

TRAITS

Rolling Movement

The ascomoid flattener gains a +4 bonus to defenses against opportunity attacks provoked by movement.

STANDARD ACTIONS

(melee) Rolling Attack * At Will

Effect: The ascomoid moves at least half of its speed and up to its speed.

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 4d8+3 damage.

(melee) Flatten * At Will

Requirement: The ascomoid must have moved at least half its speed this turn.

Attack: Melee 1 (one creature); +16 vs. Fortitude.

Hit: 2d10+5 damage, the ascomoid pushes the target 1 square and the target falls prone.

(melee) Jetting Charge * Encounter

Effect: The ascomoid flattener charges and makes the following attack in place of a basic attack.

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 4d8+12 damage, the ascomoid pushes the target up to 4 squares and the target falls prone.

(ranged) Spore Jet (poison) * At Will

Attack: Ranged 4 (one creature); +16 vs. Fortitude.

Hit: 3d10+5 poison damage.

MOVE ACTIONS

Gather Momentum * At Will

Effect: The ascomoid moves its full speed. Starting at the beginning of its next turn, the ascomoid gains a +1 bonus to speed until it does not move its full speed on its turn or until the end of the encounter. This bonus stacks up to a maximum of +6.

TRIGGERED ACTIONS

(close) Reflexive Discharge (poison) * Encounter

Trigger: The ascomoid becomes bloodied.

Attack (Immediate Reaction): Close burst 1 (each creature in the burst); +14 vs. Fortitude.

Hit: 3d10+6 poison damage, plus ongoing 10 poison damage and the target is dazed (save ends both).

Str 23 **Dex** 15 **Wis** 15

Con 20 **Int** 1 **Cha** 3

Alignment unaligned

Languages -

Fungus Hulk

Level 14 Brute

Large natural humanoid (plant)

XP 700

A fungus hulk is a mass of fungal matter with a giant puffball where a humanoid's head would be. If a cloak or blanket is thrown over the thing's body, a fungus hulk can easily be mistaken for an ogre or similar large humanoid in poor lighting.

HP 168; **Bloodied** 84

Initiative +12

AC 25; **Fortitude** 29; **Reflex** 26; **Will** 24

Perception +10

Speed 6

Low-light vision

Resist 20 fire

STANDARD ACTIONS

(mbasic) Violet Claw (acid, poison) * **At Will**

Attack: Melee 2 (one creature); +19 vs. AC.

Hit: 4d6+10 damage and the fungus hulk makes a secondary attack against the target.

Secondary Attack: Melee 2 (the primary target); +17 vs. Fortitude.

Hit: Ongoing 10 acid and poison damage (save ends). Plants are immune to this damage.

Violet Rend * **Recharges** when first bloodied

Effect: The fungus hulk uses *violet claw* twice against the same target. If both attacks hit, the target is weakened until the end of its next turn, and the secondary attack deals ongoing 15 acid and poison damage (save ends).

TRIGGERED ACTIONS

(close) Violet End (acid, poison) * **At Will**

Trigger: The fungus hulk drops to 0 hit points.

Attack (No Action): Close burst 2 (each creature in burst); +15 vs. Fortitude.

Hit: 3d10+7 acid and poison damage, plus ongoing 10 acid and poison damage (save ends).

Miss: Half damage, plus ongoing 5 acid and poison damage (save ends).

Str 24 **Dex** 20 **Wis** 16

Con 18 **Int** 6 **Cha** 7

Alignment unaligned

Languages -