

SPORE SERVANTS

SPORE GLOBE

Tiny plant, unaligned

Armor Class 5

Hit Points 1 (1d4 - 1)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	1 (-5)	9 (-1)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities Poison

Condition Immunities Poisoned

Senses Blindsight 60 ft. Passive Perception 5

Challenge 1/8 (25 XP)

Host-Seeking. Whenever a nonplant creature within 60 feet of the globe starts its turn, the globe may move up to 5 feet towards it.

Actions

Toxic Effluvia. Each creature within 5 feet of the globe must succeed on a DC 9 Constitution saving throw or take 3 (1d6) poison damage.

A creature that fails this save by 5 or more is infected with Burrow-Diver Mycosis.

Burrow-Diver Mycosis. An infected creature loses all appetite, and dusty blue lesions open on its skin as the disease progresses. An infected creature that attempts to move away from the nearest hostile creature it can see must first make a DC 10 Wisdom saving throw, using all of its movement to approach the nearest hostile creature on a failure.

An infected creature must succeed on a DC 10 Constitution saving throw at each dawn or have its Wisdom score reduced by 1d4 until the disease is cured, ending the disease on a success. A creature reduced to 0 Wisdom in this way dies.

SPORE SERVANT

INCUBATOR

Medium plant/undead, unaligned

Armor Class 8

Hit Points 45 (6d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Skills Athletics +3

Damage Immunities Poison

Condition Immunities Blinded, Charmed, Frightened, Paralyzed, Poisoned

Senses Blindsight 30 ft. (blind beyond this radius), Passive Perception 8

Challenge 1/2 (100 XP)

Spore Host. When the spore servant dies, 1d4-1 Spore Globes that act on initiative count 0 emerge from its wounds.

Sudden Lunge. The spore servant's attacks have a reach of 10 feet for the purposes of making opportunity attacks.

When it makes an attack of opportunity against a creature more than 5 feet away, the spore servant moves 5 feet towards its target as part of the attack.

Actions

Shambling Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage and the target is grappled (escape DC 12).

Death Grip. The spore servant dies, and one creature grappled by it must succeed on a DC 12 Strength saving throw or be restrained (escape DC 12) as fungal shoots burst from the spore servant's body.

A creature restrained in this way takes 7 (2d6) poison damage at the end of each of its turns.

SPORE SERVANT BEHEMOTH

Huge plant, unaligned

Armor Class 14 (Natural Armor)

Hit Points 184 (16d12 + 80)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	6 (-2)	10 (+0)	12 (+1)

Damage Resistances Attacks made without advantage

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., Passive Perception 10

Challenge 10 (5,900 XP)

Greater Spore Host. When the behemoth dies, 2d4 + 1 Spore Globes that act on initiative count 0 emerge from its wounds.

Creature of the Dark. Attacks that deal acid, fire or radiant damage are made at advantage against the behemoth.

If the behemoth takes 10 or more acid, fire, or radiant damage from a single source, a hole is burned in it. Until it completes a long rest, a creature engulfed by the behemoth may escape it as an action with a successful DC 14 Strength (Athletics) check.

Huge Stature. A creature adjacent to the behemoth may spend half of its movement to attempt a DC 14 Strength (Athletics) check. On a success, the creature climbs onto the behemoth. While climbing on the behemoth, a creature has advantage on melee attacks against the behemoth, and the behemoth has disadvantage on melee attacks against it.

Implacable. If the behemoth fails a saving throw, it can choose to succeed instead. If it does, it loses 25 hit points.

Actions

Multiattack. The behemoth makes two attacks with its Stalk Slam, one of which it may replace with a use of its Engulf, and uses its Spore Breath, if available.

Stalk Slam. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage and the target is grappled (escape DC 18).

Each other creature within 5 feet of the target must succeed on a DC 17 Dexterity saving throw or take half the attack's damage and be knocked prone.

Engulf. The behemoth engulfs a Medium or smaller creature grappled by it.

While engulfed, the creature is blinded, restrained, its attacks bypass the behemoth's damage resistances, and it takes 10 (3d6) poison damage at the start of each of the behemoth's turns.

Spore Breath (Recharge 5-6). The behemoth releases a spray of toxic spores in a 30 foot cone. Each creature in the area must succeed on a DC 17 Constitution saving throw or take 10 (3d6) poison damage and be infected with Burrow Diver Mycosis, or take half as much damage on success.

Legendary Actions

The behemoth can take 2 legendary actions, choosing from the options below.

Roil. A tidal wave of thrashing mycellia spill out from the behemoth in a 20 foot radius. Each creature in the area must succeed on a DC 18 Strength saving throw or take 7 (2d6) bludgeoning damage and be pushed up to 10 feet away.

Burgeoning. The Behemoth rapidly buds and splits off 1d4 + 1 **Spore Globes**, which appear in its space and may each immediately move up to 10 feet.

Dream of the Azur Abyss. One creature infected with Burrow Diver Mycosis that the behemoth can see within 60 feet must succeed on a DC 17 Wisdom saving throw or use its reaction to move up to its speed directly toward the behemoth, then fall prone.

SPOROCTYES

DETRIVORE SPOROCTYE

Small plant, unaligned

Armor Class 13 (Natural Armor)
Hit Points 56 (12d6 + 24)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	4 (-3)	6 (-2)	5 (-3)

Damage Immunities Poison
Damage Vulnerabilities Acid, Radiant
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 8
Challenge 2 (450 XP)

Creeping Refuse. Ranged attacks made against the sporocyte from more than 15 feet away are made at disadvantage.

Spider Climb. The sporocyte can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Stinging Spines. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage plus 7 (2d6) poison damage.

Membranous Expansion. The sporocyte fills its internal air sacks, inflating itself and regaining the use of its Spore Gout.

The next attack made against the detrivore before the beginning of its next turn is made at advantage.

Reactions

Sudden Drop. As a reaction when a creature passes directly beneath the sporocyte, the sporocyte falls from the surface it was climbing on, and the creature must make a DC 11 Dexterity saving throw.

On a failed save, the sporocyte grapples the creature (escape DC 11) and takes no fall damage. On a success, the creature moves into the nearest unoccupied space.

Spore Gout (1/Day). As a reaction to being hit with a melee attack, the sporocyte releases a torrent of spores in a 15 foot cone.

Each nonplant creature in the area must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage and be infected with Burrow-Diver Mycosis.

DEATHBLOOM SPOROCTYE

Medium plant, unaligned

Armor Class 14 (Natural Armor, 10 while Unfurled)
Hit Points 127 (18d8 + 36)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	4 (-3)	6 (-2)	5 (-3)

Damage Immunities Poison
Damage Vulnerabilities Acid, Radiant
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 8
Challenge 4 (1,100 XP)

Corpse Drainer. If the sporocyte starts its turn within 5 feet of one or more dead or unconscious creatures, it gains 5 (1d10) temporary hit points and each creature in the area takes an equal amount of necrotic damage. On a roll of 10, a random corpse within 5 feet of the sporocyte dissolves.

Actions

Rotting Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. A creature reduced to 0 hit points by this damage immediately fails a Death saving throw.

Unfurl Mycelia. The sporocyte spreads a carpet of mycelia over the ground within 5 feet of it, square centered on itself.

While unfurled, the sporocyte's movement speed is 0, the affected area is difficult terrain, and if the sporocyte would gain temporary hit points, it instead gains twice as many temporary hit points. The sporocyte may retract its mycelia as a bonus action.

Reactions

Spore Gout (1/Day). As a reaction to being hit with a melee attack, the sporocyte releases a torrent of spores in a 15 foot cone.

Each nonplant creature in the area must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage and be infected with Burrow-Diver Mycosis.

GERMINATOR SPOROCTE

Large plant, unaligned

Armor Class 15 (Natural Armor)

Hit Points 178 (21d8 + 84)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	9 (-1)	6 (-2)	6 (-2)

Damage Immunities Poison

Damage Vulnerabilities Acid, Radiant

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 8

Challenge 7 (2,900 XP)

Cyclospore Anima. At the beginning of each of the sporocyte's turns, one creature the sporocyte can see within 60 feet gains 11 (2d10) temporary hit points.

While it has any of these temporary hit points, a creature has disadvantage on Constitution and Death saving throws.

Actions

Multiattack. The sporocyte makes two attacks with its fecund touch.

Fecund Touch. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 10 (3d6) necrotic damage, and the target has disadvantage on the next Constitution saving throw it makes before the end of the sporocyte's next turn.

Pallid Rooting. One creature the sporocyte can see within 60 ft. must succeed on a DC 15 Constitution saving throw or be Poisoned for the next minute.

A creature Poisoned in this way repeats this saving throw at the end of each of its turns, ending the effect on a success or taking 28 (8d6) piercing damage and being restrained (escape DC 15) until the end of its next turn on a failure.

Reactions

Spore Gout (1/Day). As a reaction to being hit with a melee attack, the sporocyte releases a torrent of spores in a 15 foot cone.

Each nonplant creature in the area must succeed on a DC 15 Constitution saving throw or take 7 (2d6) poison damage and be infected with Burrow-Diver Mycosis.

CORRUPTED MYCONIDS

GASBIDE, THE PIT-MADDENED

Medium plant (myconid), chaotic evil

Armor Class 10
Hit Points 136 (21d8 + 42)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	14 (+2)	13 (+1)	7 (-2)

Skills History +4, Nature +4
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 120 ft., Passive Perception 11
Languages Telepathy 30 ft.
Challenge 4 (1,100 XP)

Abysal Inspiration. On its turn, Gasbide may take an additional bonus action for each demonic shrine within 100 feet of him, to a maximum of three total bonus actions.

Each shrine is an object that can be attacked (AC 18; 10 HP; immunity to poison and psychic damage).

Sun Sickness. While in sunlight, Gasbide has disadvantage on ability checks, attack rolls, and saving throws. Gasbide dies if it spends more than 1 hour in direct sunlight.

Actions

Multiattack. Gasbide makes two attacks with its Toxic Touch, one of which it may replace with a use of its Manatrap Spores, if available.

Toxic Touch. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning plus 7 (2d6) poison damage. This attack is made with advantage against a Poisoned target.

Rhizome Bindings. One creature Gasbide can see within 30 feet must succeed on a DC 12 Dexterity saving throw or be grappled (escape DC 12) as palid tendrils burst from the earth beneath it.

While Gasbide has any temporary hit points, it may use this ability as a bonus action.

Manatrap Spores (Recharge 5-6). Gasbide flares its gills and shudders, filling the air in a 20 foot radius around it with faintly luminous spores that last for a minute.

A creature that starts its turn in the area or enters it for the first time on a turn must make a DC 12 Constitution saving throw. On a failure, the creature loses its lowest level unexpired spell slot, and Gasbide gains 5 temporary hit points.

Bonus Actions

Invocation of the Rot Mother. Until the beginning of Gasbide's next turn its melee attacks deal an additional 5 (1d10) necrotic damage to any creature that is Poisoned or infected with Charnel Lung.

Invocation of the Deep Father. One creature Gasbide can see must make a DC 12 Constitution saving throw. On a failed save, attacks against that creature score a critical on an 18-20 until the beginning of Gasbide's next turn.

Invocation of the Formless One. Until the beginning of his next turn, Gasbide gains advantage on Strength and Constitution saving throws, and suffers no effects on a successful Strength or Constitution saving throw.

Reactions

Ruinous Foundation (1/Day). As a reaction when Gasbide is reduced below 69 hit points, it causes the ground within 20 feet of it to crack and churn, venting foul vapors as the fungal roots beneath are warped and corrupted.

The area becomes difficult terrain, each creature in the area must succeed on a DC 12 Constitution saving throw or be Poisoned for the next minute. A Poisoned creature repeats this saving throw at the end of each of its turns, ending the effect on a success.

Charnel Lung. An infected creature cannot hold its breath and has disadvantage on Constitution saving throws made to resist breathable toxins.