

# ASCOMOIDS

## ASCOMOID LORE

**History DC 15:** Ascomoids are often used as guardians of disused tunnels by denizens of the Underdark, as they can be herded with relative ease by leaving a trail of corpses for them to follow. They have even been said to recognize and show affection for those that feed them frequently, though one must wonder if this rumor is merely a deadly prank played on would-be ascomoid-keepers.

**Nature DC 10:** The living boulders of hardened fungus known as ascomoids roll at great speed through the tunnels of the Underdark, propelled by jets of acidic spores and leaving a trail of flattened creatures in their wake.

**Nature DC 15:** The pulsating pores that dot the surface of an ascomoid extend directly from its core, and alchemical fungicides or other toxins are reliably effective when administered through them.

## ASCOMOID SPORRET TACTICS

Sporrets roll toward the nearest non-plant creature that they can sense until they bump into it each turn. Then, if the creature is prone, they use their Feeding Tendrils against it, and if it is not they use their Spore Jet, then use their remaining movement to move directly away from it.

## ASCOMOID SPORRET

*Small plant, unaligned*

**Armor Class** 12

**Hit Points** 21 (6d4 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	11 (+0)

**Damage Resistances** Acid

**Damage Vulnerabilities** Fire

**Condition Immunities** Prone

**Senses** Tremorsense 60 ft., Passive Perception 10

**Challenge** 1 (200 XP)

**Fungal Pores.** As an action, a creature within 5 feet may attempt to insert a potion, poison, or alchemical solution into one of the ascomoid's pores with a DC 12 Strength (Athletics) check.

On a success, the ascomoid immediately suffers the item's effects, automatically failing any saving throws against it.

## Actions

**Feeding Tendrils.** Melee Weapon Attack: +6 to hit, reach 0 ft., one prone target. Hit: 4 (1d8) necrotic damage and the ascomoid gains an equal number of Temporary Hit Points.

**Spore Jet.** The ascomoid fires a jet of caustic spores at a creature or object within 5 feet of it, pushing itself up to 5 feet in the opposite direction.

The target must succeed on a DC 11 Constitution saving throw or take 5 (2d4) acid damage, or half as much on a success.

## Reactions

**Startled Burst.** When the ascomoid is targeted with a melee attack while it has any Temporary Hit Points, it may lose any Temporary Hit Points it has and use its Spore Jet.

If this movement takes it out of the attacker's reach, the attack misses the ascomoid.

## ASCOMOID WANDERSTONE TACTICS

Wanderstones try to hit as many creatures as they can each turn with their Rolling Trample, most often using their Spore Jet directly after rolling over the first creature to propel themselves toward the second. They will attempt to roll over any creature, regardless of size, but will ignore Large or larger creatures once they have failed to trample them once.





## ASCOMOID WANDERSTONE

Medium plant, unaligned

Armor Class 13 (Natural Armor)  
Hit Points 120 (16d8 + 48)  
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	2 (-4)	11 (+0)	11 (+0)

**Damage Resistances** Acid; Slashing from Nonmagical Attacks  
**Damage Vulnerabilities** Fire  
**Condition Immunities** Prone  
**Senses** Tremorsense 60 ft., Passive Perception 10  
**Challenge** 4 (1,100 XP)

**Rolling Trample.** If the ascomoid first moves at least 10 feet directly towards a Medium or smaller creature, it may enter that creature's space.

A creature whose space the ascomoid enters must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone, or move to the nearest unoccupied space on a success.

**Fungal Pores.** As an action, a creature within 5 feet may attempt to insert a potion, poison, or alchemical solution into one of the ascomoid's pores with a DC 14 Strength (Athletics) check.

On a success, the ascomoid immediately suffers the item's effects, automatically failing any saving throws against it.

### Actions

**Feeding Tendrils.** Melee Weapon Attack: +6 to hit, reach 5 ft., one prone target. Hit: 9 (2d8) necrotic damage and the ascomoid gains an equal number of Temporary Hit Points.

**Spore Jet.** The ascomoid fires a jet of caustic spores in a 10 foot line that is 5 feet wide, pushing itself up to 10 feet in the opposite direction.

Each creature in the area must succeed on a DC 13 Constitution saving throw or take 5 (2d4) acid damage, or half as much on a success.

## ASCOMOID ROLLDOZER TACTICS

Rolldozers behave much as wanderstones do, but more commonly will roll back and forth along a route that allows them to trample at least two creatures, rather than ping-ponging between targets. They typically use their Shed Layer only if they are suffering a debilitating condition, in which case they continue to attack, or if their opponents are wielding fire damage, in which case they flee afterwards.

## ASCOMOID ROLLDOZER

Large plant, unaligned

Armor Class 14 (Natural Armor)  
Hit Points 171 (18d10 + 72)  
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	2 (-4)	11 (+0)	11 (+0)

**Damage Resistances** Acid; Slashing from Nonmagical Attacks  
**Damage Vulnerabilities** Fire  
**Condition Immunities** Prone  
**Senses** Tremorsense 60 ft., Passive Perception 10  
**Challenge** 7 (2,900 XP)

**Rolling Trample.** If the ascomoid first moves at least 10 feet directly towards a Large or smaller creature, it may enter that creature's space.

A creature whose space the ascomoid enters must succeed on a DC 16 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone, or move to the nearest unoccupied space on a success.

**Fungal Pores.** As an action, a creature within 5 feet may attempt to insert a potion, poison, or alchemical solution into one of the ascomoid's pores with a DC 16 Strength (Athletics) check.

On a success, the ascomoid immediately suffers the item's effects, automatically failing any saving throws against it.

### Actions

**Multiattack.** The ascomoid uses its spore jet three times, one of which it may replace with a use of its Feeding Tendrils.

**Feeding Tendrils.** Melee Weapon Attack: +6 to hit, reach 5 ft., one prone target. Hit: 9 (2d8) necrotic damage and the ascomoid gains an equal number of Temporary Hit Points.

**Spore Jet.** The ascomoid fires a jet of caustic spores in a 20 foot line that is 5 feet wide, pushing itself up to 10 feet in the opposite direction.

Each creature in the area must succeed on a DC 15 Constitution saving throw or take 5 (2d4) acid damage, or half as much on a success.

### Reactions

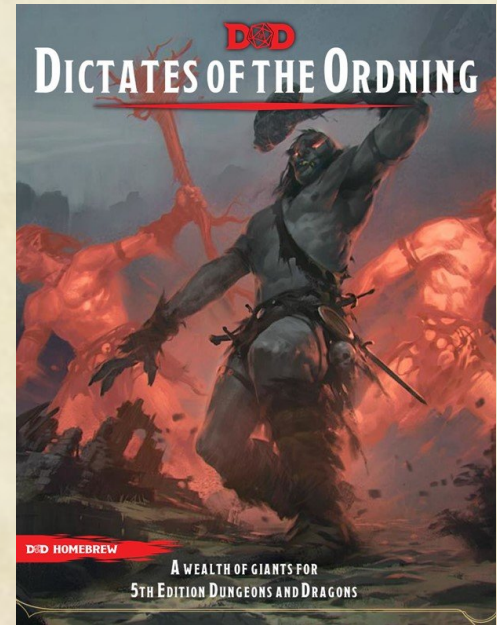
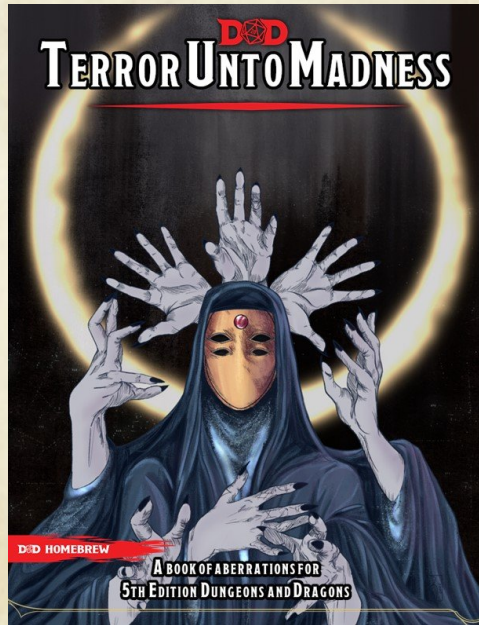
**Shed Layer (1/Day).** The first time the ascomoid is reduced below 86 hit points, it may shed its outer layers, transforming into an **Ascomoid Wanderstone** with full hit points and ending each condition affecting it.



## ART CREDITS

- Ascomoid by Daarken
- Bisk, Goblin King by [Rae Elderidge](#)

## YOU FOUND THE FREE BOOKS!



## I'VE GOT A SUBREDDIT!

Want more monsters like this? Come check out [r/bettermonsters](#), where I post all my work. Don't see something there? Drop a request and I'll usually get it to you within a day if I've got something on hand, and I'll shoot you a message when it's ready if not.

## THE PART WHERE I SHILL MY PATREON

Want to support the creation of content like this? I post new monsters with lore and tactics to my patreon five times a week, joining the more than 1300 already there, indexed in a big PDF along with formats for Foundry and 5eTools.

