

Deathcap

CR 2

M Medium Plant

Initiative: -5; **Senses:** Blindsight 15 ft., Tremorsense 60 ft.

Defense

AC: 8, **Flat-Footed:** 8, **Touch:** 5

(-5 DEX, +3 natural)

HP: 19 (3d8+6)

DR: None

Fort: +5, **Ref:** -5, **Will:** +1

SR: None

Resistances: None

Immunities: Plant immunities

Defensive Abilities: None

Offense

Speed: 0 ft. (5 ft. an hour)

Melee: None

Special Abilities: Cloud of Spores, Death Burst

Statistics

STR --- (+---) **DEX** --- (+---) **CON** 14 (+2)

INT --- (+---) **WIS** 11 (+0) **CHA** 1 (-5)

Base Attack +2; **Grapple** -3; **Space/Reach** 5 ft. / 0 ft.

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: None

Skills: None

Languages: None

SQ: Plant traits

Combat Gear: None

Other Gear: None

General Information

Environment: Any subterranean

Organization: Solitary, pair, patch (4 – 16), garden (8 – 40)

Treasure: None

A large mushroom sits before you; it features a long grimy-looking stalk and its red cap is covered in white spots.

Deathcaps are a species of hostile fungus that is indigenous to almost any large subterranean realm. They are often cultivated by dark elves and grimlocks as an early defense mechanic (the resulting explosions from slain deathcaps often serve as an advanced warning system, as well).

Deathcaps are typically content to sit in a hall and await their food to come to them though if a creature approaches within 15 feet they have no qualms about releasing their cloud of acidic spores in an attempt to obtain an easy meal.

If raised from a young age, a deathcap can be trained to not attack certain beings; dark elves often have large groups of slaves dedicated to training deathcaps. This training often requires just a few weeks, as deathcaps mature quickly. Tame deathcaps are often taught to remain stationary unless otherwise made to move (a feat that takes a very long time to accomplish).

Ability Information

Cloud of Spores (Ex): As a standard action, a deathcap may release a puff of acidic spores. All creatures within 15 feet of a deathcap who releases these spores takes 1d6 points of damage (reflex save DC 13 halves the damage).

The acid released by this attack does not affect plant matter.

Death Burst (Ex): When a deathcap is killed, it releases a particularly volatile batch of spores. All creatures within 30 feet of a slain deathcap must succeed on DC 14 fortitude save or be affected by the deathcap's poison (see below).

In addition, the spores released are incredibly flammable, any creature bringing a fire of any sort into the initial area of effect ignites the spores causing an explosion dealing 2d6 points of fire damage to all creatures that are also within the area of effect (as successful DC 13 reflex save halves the fire damage). The spores remain flammable for 1 hour after the deathcap's death.

Poison: Contact, Fortitude DC 13, initial damage 1d6 STR, secondary damage causes the target to become exhausted until the poison is cured. The save DC is constitution based.

Lore

A successful knowledge (nature) check will reveal the following information about a deathcap:

DC 13 This seemingly innocuous mushroom is, in reality, a deathcap. A particularly dangerous form of subterranean fungus. This reveals all plant traits.

DC 18 Deathcaps release a cloud of acidic spores should they detect any living creatures near them; surprisingly this acid is harmless to plant matter.

DC 23 When killed, deathcaps release a cloud of poisonous spores. One little known fact about these spores is that if they come into contact with fire of any sort, they tend to explode. The spores typically remain flammable for an hour after the deathcap's death.