

BASIDIRONDS

BASIDIRONDS LORE

Nature DC 10: Basidironds are a type of mobile, insect-like fungus most commonly found in boreal forests, though their adaptations to the cold and dark have allowed them to spread into the upper reaches of the underdark. Though unharmed by frost, it does seem to put them into a temporary state of vulnerable torpor.

Nature DC 15: Somewhat uniquely, the basidirond actually produces two types of spores, only one of which is for reproduction; the cloud of hallucinogenic spores they continually release seems to be for the sole purpose of inducing panic and injury in potential prey at little risk to the basidirond.

BASIDIRONDS TACTICS

Basidironds typically perch atop their previous meal or nearby. While feeding off a fresh corpse, basidironds typically remain motionless unless a creature tries to touch their meal or attack them. When hungry, they most commonly roam about looking for prey, but will linger near humanoid corpses for longer, waiting to see if others come to retrieve the body.

In combat, basidironds try to knock the nearest creature prone with their Cap Slam, then impale it with their Boring Stems, following up with their Absorb Vitality until it fails to heal them, then moving on to a new target. They use their Stranglespore Gout whenever available.



d10 Hallucination

Effect

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| 1 | The creature believes itself to have shrunk to miniscule size, and can't control the volume of its voice. | The creature shouts whenever it speaks, and whenever the creature is hit with an attack by a Medium or larger creature, it takes an additional 1d4 psychic damage. |
| 2 | The creature feels itself begin to sink through the floor. | While the creature is not climbing or flying, it must flail its arms and legs as a bonus action or else fall prone at the end of its turn. |
| 3 | The creature experiences the ground around them quaking violently and splitting apart. | It may move only as a bonus action by making a standing long jump, covering a distance equal to half its Strength score. |
| 4 | The creature suspects its allies have been replaced by murderous imposters | The creature is Frightened while within 5 feet of any friendly creature, and cannot count as a willing target for any spell. |
| 5 | The creature forgets how to breathe naturally. | The creature can draw breath only as an Action or Bonus Action with a successful DC 10 Wisdom (Medicine) check. If the creature speaks or casts a spell with a verbal component, it immediately begins to suffocate until it falls unconscious or is able to successfully draw breath. |
| 6 | The creature experiences a tide of verminous creatures swarming over them. | The first attack that the creature makes each round must be used to forcefully stomp and attack the imaginary swarm. |
| 7 | The creature's effects seem to turn into snakes. | At the beginning of each of the creature's turns, one object of the creature's choice that it is wielding seems to turn into a snake. The creature must drop the item and use all of its movement before taking any actions. |
| 8 | The creature believes an ally is bleeding to death. | If the creature is proficient in Medicine or can magically heal a creature, it must use its action to heal or attempt to stabilize a creature. |
| 9 | The creature senses wild fluctuations in the weave. | If the creature casts a spell that is centered on a point it can see, the spell instead targets a point 15 (1d6 x 5) feet away from that point in a randomly selected direction. |
| 10 | The creature believes itself to be melting. | The creature falls prone, cannot stand, and can make only unarmed and improvised weapon attacks with its action. |

BASIDIROND CREEPER

Small plant, unaligned

Armor Class 14 (Natural Armor)
Hit Points 16 (3d6 + 6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	1 (-5)	11 (+0)	10 (+0)

Senses Blindsight 20 ft. (blind beyond this radius),
Passive Perception 10
Challenge 1 (200 XP)

Chill Dormancy. If the basidirond would take any cold damage, it instead takes no damage and falls Unconscious until the beginning of its next turn.

Phantasmagoric Spores. A nonplant creature that consumes the basidirond's spores must succeed on a DC 12 Constitution saving throw or be infected with Fungal Phantasmagoria until the end of its next turn.

Actions

Multiattack. The basidirond makes two melee attacks.

Teetering Cap-Butt. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

On a miss, the basidirond falls prone and ends its turn.

Needling Stems. Melee Weapon Attack: +4 to hit, reach 5 ft., one Prone target. Hit: 4 (1d4 + 2) piercing damage and the basidirond becomes [Attached](#) to the target.

Digestive Drain. One creature the basidirond is Attached to loses 5 hit points and the basidirond gains 5 temporary hit points.

Reactions

Stranglespore Puff (1/Day). When the basidirond hits or misses with its Cap Slam, it releases a puff of sooty black spores.

The target must succeed on a DC 12 Constitution saving throw or be unable to speak or breathe until the end of the basidirond's next turn.

Fungal Phantasmagoria. A creature infected with fungal phantasmagoria experiences intensely vivid hallucinations and delusions, experiencing a random effect from the Fungal Phantasmagoria table on each of its turns.

A creature cured of this disease by magic becomes immune to it for 24 hours.

CHALICECAP BASIDIROND

Medium plant, unaligned

Armor Class 16 (Natural Armor)
Hit Points 127 (17d8 + 51)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	2 (-4)	11 (+0)	10 (+0)

Senses Blindsight 60 ft. (blind beyond this radius),
Passive Perception 10
Challenge 5 (1,800 XP)

Chill Dormancy. If the basidirond would take any cold damage, it instead takes no damage and falls Unconscious until the beginning of its next turn.

Fungal Phantasmagoria. An aura of invisible hallucinogenic spores extends from the basidirond in a 60 foot radius.

A nonplant creature that starts its turn in the area must succeed on a DC 14 Constitution saving throw or be infected with Fungal Phantasmagoria (Save Ends at end of turn).

Actions

Multiattack. The basidirond makes three attacks with its Boring Stems, one of which it may replace with a use of its Cap Slam.

Bore-Stem Spike. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

A prone target takes an additional 5 (1d10) piercing damage and is restrained (escape DC 16) until the basidirond moves.

Cap Slam. The basidirond lurches forward, slamming its cap into a creature within 5 feet. The target must succeed on a DC 16 Strength saving throw or take 14 (4d6) bludgeoning damage and be knocked prone.

Absorb Vitality. One creature restrained by the basidirond's Boring Stems must succeed on a DC 14 Constitution saving throw or lose 5 (2d4) unexpended hit dice, or drop to 0 hit points if it cannot. The basidirond regains 5 hit points for each hit die lost in this way.

Reactions

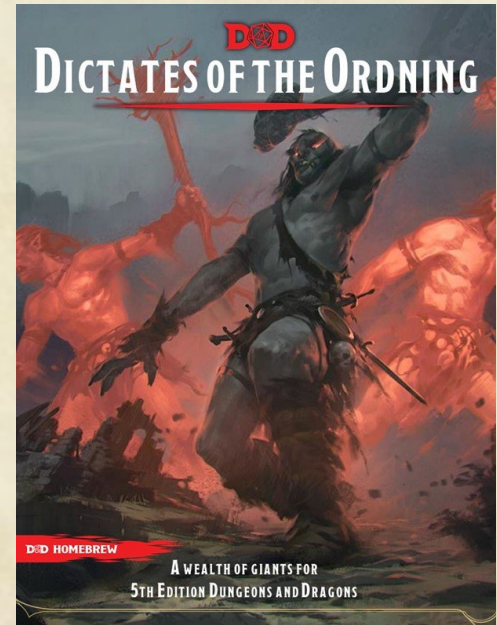
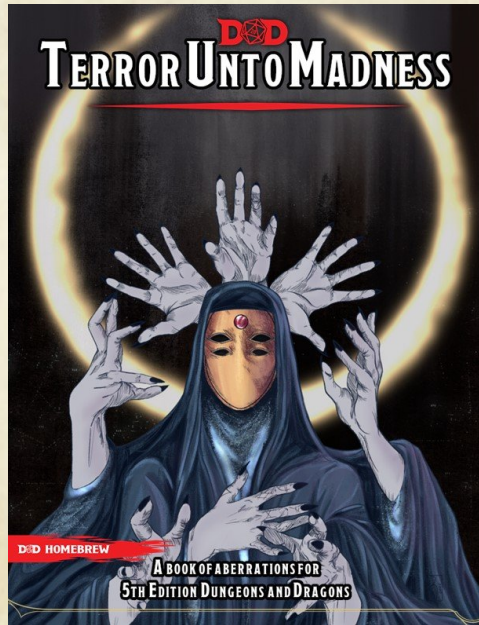
Stranglespore Gout (Recharge 5-6). When the basidirond uses its Cap Slam, sooty black spores are scattered in a 30 foot cone extending from the target.

Each creature in the area must succeed on a DC 14 Constitution saving throw or be unable to speak or breathe until the end of the basidirond's next turn.

ART CREDITS

- Basidiron by Kieran Yanner
- Bisk, Goblin King by [Rae Elderidge](#)

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A large illustration of a green goblin-like creature with a crown, sitting on a pile of gold coins. The creature is holding a glowing blue orb. Surrounding the creature are various items: a stack of gold coins, a pineapple, a bunch of grapes, a banana, a stack of books (one titled 'CONFLUX CREATURES' and another 'NASTY BOYS'), a small blue dragon, a small orange lion, and several scrolls. Multiple red buttons with the text 'Become a patron' and the Patreon logo are overlaid on the scene. One button is at the top left, one at the top right, one in the middle left, one in the middle right, and one at the bottom center. A large red button with the text 'Become a patron' is at the bottom center of the page.

