



# ASAI

Tiny Plant, Neutral

Armor Class 11 (natural armor)  
Hit Points 7 (2d4 + 2)  
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	10 (+0)	12 (+1)	10 (+0)	12 (+1)	7 (-2)

Senses Passive Perception 11  
Languages understands Gloamish but can't speak it  
Challenge 1/8 (25 XP)

**Camouflage.** The asai bears a striking resemblance to the yellow buttoncap, a mushroom that grows in abundance around the lakes and ponds they call home. When hiding amongst the clusters of mushrooms, the asai are treated as having rolled a 20 on their Stealth check.

**Medicinal Essence.** The body of the asai, when prepared properly, is highly prized as a universal antidote for non-magical poisons. Further, their spores are in high demand for their hallucinogenic qualities. (see Flora and Fauna)

## ACTIONS

**Calming Spores.** The asai targets one adjacent creature with a cloud of spores, forcing it to make a DC 11 Charisma saving throw. On a failed save, the target creature begins having euphoric hallucinations and is incapacitated for 1 minute. At the end of each of its turns, the target may repeat the Charisma saving throw to end the effect.

