

# Monster: Rust Plant

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## Monster: Rust Plant

A rust plant is similar to a rust monster in that has 5-foot long antennae which are capable of rusting metal on contact. However, the plant is stationary with no intelligence. It also has the unique ability to create a rust cloud which acts to blind its victim and to corrode any nearby metal.

The main part of the rust plant is a large bulb that rests on the ground. The bulb is nestled in a ring of large fern-like leaves that assist in convulsing the bulb and circulating the rust cloud when it is released. Extending from the base of the plant are 5 to 8 antennae which lay in wait along the ground giving the appearance of roots. These antennae secrete a special rust-inducing enzyme like the rust monster which causes metal to rust immediately...

The rust cloud originates from the plant's bulb and is really small spores covered in a rust-inducing enzyme. When the enzyme comes in contact with iron of any kind, rust, or iron oxide, is created. When any metal becomes rusted, it falls to the ground where it is absorbed through the roots of the plant. The rust plant has difficulty ingesting oxygen through its tough outer skin but is able to extract the oxygen easily from the rust. This process leaves a good portion of iron in the plant itself.

Rust plants are usually a reddish-brown which comes from the large amount of iron found in the plant. This iron also increases the defences of the plant, making it harder to destroy.

These plants are usually found in upper levels of caves where they can have access to fresh air. Although they prefer the darkness, they have been known to exist in well-lit cave entrances. Rust plants cannot survive in direct sunlight.

## Combat

Whenever a rust plant detects movement or sound within a 10-ft radius, it first releases a rust-colored cloud containing small, enzyme-covered spores in order to blind and confuse its victim. In the second round it attacks with its tentacles, flailing about in the direction of the movement or sound. Up to three antennae can attack at a time.

## Rust Cloud (Ex)

The cloud is not magical and only has a radius of 20 ft. The spores settle to the ground within 1d6+4 rounds. The enzyme eventually becomes inactive when exposed to air and will last 3d6+3 rounds.

Similar to a fog cloud, the rust cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). These penalties reduce by half when the cloud is half dispersed.

Anyone within the rust cloud for 2 rounds or more must roll a fortitude check (DC 12) or become nauseous for 1d4 rounds.

Also, any metal objects exposed to the rust cloud starts to rust on the third round. Because the rust is caused by a cloud and not a tentacle, it is less efficient and damage is not immediate. A sword would take 3 rounds to rust completely. A magical item takes an additional round. A DM must make a judgement call on the usability of any item depending on the proximity to the plant and the duration of exposure.

### Rust Plant CR 2

N Medium plant

Init -4 Senses Low-light vision

AC 13; touch 10, flat-footed 13 (-2 Dex, +5 natural)

Hp 13( 2d8+6)

Fort +6, Ref -1, Will +0

Spd 0 ft

Melee 3 tentacles +3 (1d6 + rust)

Space 5 ft; Reach 5 ft

Base Atk +3

Special Action Rust cloud

Abilities Str 13, Dex 6, Con 16, Int Ø, Wis 8, Cha 7

Environment Near caves entrances, upper levels of caves

Organization Solitary, patch (2-4)

Monster: DDA01

Supported Systems: D20

Plant artwork by Greytale,dDemonicAngels

dDemonicAngels is the online identity of Bil White, a freelance writer from Montreal. Bil was inspired by his rusting Mazda Protege which sits in his driveway, unused. He has indicated that the car is for sale and is entertaining any serious offers. Please!