**Grumples the Mushroom**

*Small Plant, Lawful Neutral*

**Armour Class** 12 (Natural Armor)

**Hit Points** 9 (2d8)

**Speed** 10ft.

**STR DEX CON INT WIS CHA**

10(0) 10(0) 12(+1) 10(0) 13(+1) 15(+2)

**Skills** Stealth +3

**Damage Immunities** Acid, Posion

**Senses** Darkvision 120ft, Passive Perception 10

**Challenge** ½ (100 XP)

**Traits**

***Distress Spores*** When a Grumple takes damage, all other Grumples within 240 ft can sense its pain and will come over to investigate. If they conclude the pain was caused purposefully, they will attack.

**Alarm Call** If a Grumple is not surprised at the beginning of combat, all Grumples within 240 ft are also unable to be surprised.

***Innate Spellcasting*** Grumples are innately magical creatures (spell save DC 12, +4 to hit with spell attacks), they can cast the following spells with no material components:

At will: *Poison Spray, Animal Friendship, Druidcraft*

One day each: *Natures Binding, Fog cloud, Barkskin*

**Actions**

***Fist*** *Melee Weapon Attack:* +2 to hit, 5ft reach, one target. *Hit*: 5 (2d4 bludgeoning damage plus 5 (2d4) poison damage.

***Rapport Spores*** A 20 ft range of spores extends from the Grumple, these spores can go around corners and affect creatures of 2 Intelligence and above (not including undead or elementals) Affected creatures can communicate telepathically within 30 feet of each other for 1 hour.

***Poison Spores*** These spores have a 30 ft circular range around the Grumple, each creature affected must succeed a DC 11 Dexterity saving throw or take 3 (1D6) poison damage at the start of each Grumples turn. The saving throw can be repeated at the end of each players turn (effects friend and foe).

**Reborn** At the point of their death, a Grumple with swell to three times its size, shooting spores outward in a circular 50ft radius. Players must do DC 10 saving throw or take 3 (1D6) physical damage. If all spores are not cleaned from the player, a group of Grumples will spawn over the next week. They will not be hostile towards the players and will operate as a new colony.

**Description**

Grumples come in several different varieties depending on the species of mushroom they originate from, however they all follow the same basic principles. The are small, sentient class and commonly found in woodlands and forests. They abhor violence and will only attack if provoked, rather they prefer to spend their time in the companies of others, they are often found with small animal companions such as snails and grasshoppers. Some Gumples have even been observed with larger companions protecting their colonies such as cats and dogs. One report even tells of a dragon that had made friends with an entire colony.

Related to the Myconids of the Underdark, they are also a peaceful race, and seek only to live quietly among the plants they cultivate. Like their underground cousins, they also exist in groups known as Melds. Melds are a form of communal meditation that allows groups of up to 50 Gumples to induce a shared dream state. This allows for entertainment, conversation, and the reaching of a higher state of intelligence and consciousness. Meld groups of more than 25 individuals can be considered to have an intelligence of 20.