

Myconid Sprout

Small, Plant (Fungus), Neutral

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ARMOR CLASS

11

HIT POINTS

5 (2d6 - 2)

CHALLENGE

0 | 10 XP

PROFICIENCY

+2

Speed Walk 20 ft.

Initiative +0

Saving Throws N/A

Skills N/A

Damage Vulnerabilities Fire

Condition Immunities Blinded, Deafened

Senses Darkvision 60 ft.; Passive Perception 10

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Languages Understands quiet fungal impulses but cannot speak

STR

5
-3

DEX

10
+0

CON

8
-1

INT

5
-3

WIS

11
+0

CHA

6
-2

Traits

Fungal Colony Sense. The sprout can sense the presence of other friendly fungus creatures within 30 feet if they are not behind total cover.

Soft Bodied. The sprout has Disadvantage on saving throws against being pushed, knocked Prone, or moved by strong wind.

Actions

Spore Puff. Constitution Saving Throw: one creature within 5 feet. Failure: 2 (1d4) Poison damage. Success: No damage.

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