



WANDERING MUSHBERTS

LORE DUMP & STAT BLOCKS



Mushberts are curious creatures - not in that they exhibit curiosity, but rather in that they are odd. They resemble a cross between a crab and a mushroom and are so named for their dialect, which seems to consist entirely of the word 'bert'.

PHYSIOLOGY

Although they have mouths, these don't connect to a stomach or any other internal organs, so they don't need to eat, drink, or breathe in the same way a natural creature would. Instead, all of their functioning organs are replaced by mild magical transactions, and they drain any nutrients they require directly from their surroundings.

ORIGINS

Mushberts are assumed to have originated in the fey realms, where nutrients and magical energies are in abundance. However, when found on the mortal plane, they quickly exhaust the nutrients of their surroundings, resulting in withered and brittle trees and plants that crumble away in the wind. This is amplified by the size of the colony, which forces them to be slow and constantly on the move.

Soil is also directly drained of nutrients, as are any small creatures living below the surface. Even rocks will begin to be drained of their minerals if the Mushberts linger too long in one place.

Such is the devastation left behind that the soil is too poor to support the regrowth of plants or even grass, until time and the decomposition of stray leaves and other organic matter replenish the area. This may take years without agricultural intervention.

Designer Note: Over time, this document may be updated and/or added to as more Wandering Mushberts models become available. Be sure to sign up to our newsletter to keep up to date.

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BEHAVIOR

Although they gather in large colonies, Mushberts do not appear to be particularly social creatures. Generally, their only interactions with one another consist of those at the rear of the colony clambering over their brethren to reach more nutrient-dense areas.

Many of the Mushberts appear to suffer from boredom, and as such, small fights often break out, forming the most common type of amusement within the colonies. Unfortunately, this behaviour has evolved into war-like tendencies for some colonies.

Directionlessly travelling to war helps give purpose to the Mushberts - they strive to fight anything that they come across. Mushberts are not particularly adept fighters, but getting into a good scrap is quite often the most interesting - albeit, usually the last - thing that a Mushbert will ever do.

Those who do survive, however, gain the right to stay at the front of the colony, growing physically larger with the fresher supply of nutrients, becoming champions and even Funglords.

PRACTICAL USES

It has been discovered that Mushberts share a similar flavour profile to mushrooms and are generally considered delicious. Due to their feeding habits, they are incredibly rich in nutrients and serve as a hearty meal. They do, however, spoil very quickly and are inedible after roughly an hour, when they deflate into a mucousy, goo-like substance.

There has been some attempt to domesticate Mushberts, however, the sheer mass of 'food' required (by which refers to the vegetables, fruits, and plants that were dumped in their pen for them to absorb), was unsustainable. One recount also details that the wood used to make the pen and the adjoining house had been completely sapped of any remaining nutrients and had collapsed.

In another instance, a farmer, disgruntled by the success of the neighbouring farm, hired trappers to capture and then release a small number of Mushberts onto the far end of his neighbors land. The small colony rapidly grew in size on the fertile land, completely depleting both farms - as well as the rest of the fiefdom - of its nutrients, resulting in a mass exodus of the entire territory.

Many see the Mushberts as having no practical uses, and consider them a plague that should be removed, root and stem, at all costs.



MUSHBERT MILITARY RANKS

Mushberts don't usually see more than one major battle - partly due to their insuitability to war, but also due to their slow marching speeds and short life-spans. Those that do survive naturally climb the hierarchy, gaining better nutrition and increasing their life expectancy.

SPORELINGS

All new or non-distinguished Mushberts are known as Sporelings. They are largely inept, but not unwilling to charge into battle. They use their claws to nip at their foes, although these are not quite as effective as you might initially think - the claws more closely resemble the spongy texture of a mushroom rather than the hard chitin of a crab.

Some Sporelings try to stand out by bringing special trinkets into battle, which surprisingly

do a great deal to embolden their comrades. These may be fancy leaves and/or flowers that they have grabbed along the way (which others rally behind like a battle standard), or peculiar instruments that seem to create the basis of their battle songs. However, with each Sporeling singing a different song simultaneously, and where the only lyric ever being used is 'bert', this cacophonous din is largely incoherent.

While constantly travelling, Mushberts will commonly develop allergies to their new surroundings, despite their lack of any kind of sinus system.

This often leads to unexpected benefits to the Mushberts, as the resultant sudden explosion of a spore cloud sneeze can be quite toxic to most creatures. As such, bringing along a Sporeling with a bad case of the sniffles is seen as a good omen for battle.

SPORELING CHAMPIONS

Sporeling Champions have seen a battle or two, and as a result, have had access to a richer nutrient supply when travelling. This usually leads to their dominant claw becoming stronger, firmer, and oversized. They are still more eager than skilled, and often charge into battle while 'berting' loudly.

FUNGLORDS

Funglords are much bigger than regular Sporelings, and as a result, can drain the surrounding nutrients much more quickly. This often leads to a bloated figure and a far more resilient body.

Funglords generally only live as long as they do because they have learned to lead from the back, allowing the Sporelings to wear out their enemies before joining the fray.

SPORELING

Small fey (mushbert), chaotic neutral

Armor Class 9
Hit Points 9 (2d6 + 2)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	13 (+1)	7 (-2)	7 (-2)	8 (-1)

Senses passive Perception 8
Languages Bert
Challenge 1/8 (25 XP)

Special Trinkets For every 4 Mushberts in the group, 1 may have a Special Trinket. While holding a Special Trinket, a Mushbert will not attack. Special Trinkets affect all friendly Mushberts within 20 ft.

Fancy Leaf. Advantage on saving throws.
Instrument. Advantage on attacks.

Actions

Nipper. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 +1) bludgeoning damage.

Spore Cloud Sneeze. A spore cloud bursts from the Mushbert to fill a 10-foot-radius sphere for 1 round. All non-Mushbert creatures that start their turn or move within the spore cloud must pass a DC 11 Constitution save or take 1d6 poison damage. In addition, all attacks by non-Mushbert creatures made into or out of the spore cloud are made at disadvantage.

SPORELING CHAMPION

Small fey (mushbert), chaotic neutral

Armor Class 11
Hit Points 17 (3d6 + 6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	7 (-2)	7 (-2)	10 (+0)

Senses passive Perception 8
Languages Bert
Challenge 1/2 (100 XP)

Actions

Multiattack. The Sporeling Champion makes one attack with its Big Nipper and one attack with its Little Nipper.

Big Nipper. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 +2) bludgeoning damage, and the target is grappled (escape DC 12).

Little Nipper. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 +2) bludgeoning damage.



FUNGLORD

Medium fey (mushbert), chaotic neutral

Armor Class 12 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	8 (-1)	9 (-1)	12 (+1)

Senses passive Perception 9
Languages Bert
Challenge 1 (200 XP)

Essence Drain. The ground around the Funglord visibly begins to wither, sapping nutrients from its surroundings. At the start of its turn, all non-Mushbert creatures within 10 feet and touching the same surface as the Funglord must make a Constitution save (DC 11). A creature takes 2d6 necrotic damage on a failed save, or half as much damage on a successful one. A creature currently grappled by the Funglord's Giant Nipper takes an additional 2d6 necrotic damage. For every 2 damage dealt, the Funglord regains 1 health.

Actions

Giant Nipper. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 +3) bludgeoning damage, and the target is grappled (escape DC 13).

MUSHBERT BEASTIARY

Mushbert warbands have been seen goading mushroom-like beasts into battle with them. This seems to be only a recent occurrence, and it is not fully understood where these beasts originated from.

TRUFFLE SHARKS

Truffle Sharks are voracious, shark-like creatures that appear to swim through the air between one and three feet off the ground. They can jump - or 'breach' - past

this three-foot layer, although they lack the ability to 'fly' beyond it.

Truffle Sharks bite and gnash at their foes with large teeth, but like other Mushberts, they lack the anatomy to swallow food. Rather, all of the nutrients wither out of whatever they hold in their jaws, and the rest crumbles to dust when it is dropped.

To say that the Sporelings are 'riding' the Truffle Sharks seems academically inaccurate, as it would be more apt to say that they are simply 'holding on'.

GRIMSTONE SNORTLES

Grimstone Snortles are hulking beasts as big as an ogre and resemble a bipedal tortoise. Although their thought capacity seems dull, they are incredibly strong, and can wrench huge rocks from the ground and hurl them at their foes.

While they are hulking brutes on the battlefield, they appear far more demure when travelling with the colony, constantly watching their footing to avoid standing on Sporelings.

TRUFFLE SHARK CAVALRY

Medium fey (mushbert), chaotic neutral

Armor Class 12
Hit Points 22 (4d8 + 4)
Speed 40 ft. Hover

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Acrobatics +6, Perception +4
Senses passive Perception 14
Languages Bert
Challenge 1/2 (100 XP)

Blood Sense. A Truffle Shark has advantage on Perception checks against any creature that doesn't have all of its hit points.

Pack Frenzy. A Truffle Shark can make a bite attack as a free action against a creature if at least one other allied Truffle Shark is within 5 feet of the creature and the ally isn't incapacitated.

Hover. Truffle Sharks hover roughly a foot off the ground and ignore low-lying difficult terrain.

Ridden Monster. The Truffle Shark Cavalry consists of both a Truffle Shark and a Sporeling, however, they share all information in this entry and treated as a single creature.

Actions

Multiattack. The Truffle Shark Cavalry makes one attack with its Bite and one attack with its Nipper.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 +2) piercing damage.

Nipper. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 +1) bludgeoning damage.

TRUFFLE SHARK CAVALRY CHAMPION

Medium fey (mushbert), chaotic neutral

Armor Class 12
Hit Points 31 (5d8 + 4)
Speed 40 ft. Hover

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	7 (-2)	11 (+0)	10 (+0)

Skills Acrobatics +6, Perception +4
Senses passive Perception 14
Languages Bert
Challenge 1 (200 XP)

Blood Sense. *See Truffle Shark Cavalry.*

Pack Frenzy. *See Truffle Shark Cavalry.*

Hover. *See Truffle Shark Cavalry.*

Ridden Monster. The Truffle Shark Cavalry Champion consists of both a Truffle Shark Bull and a Sporeling Champion, however, they share all information in this entry and treated as a single creature.

Actions

Multiattack. The Truffle Shark Cavalry Champion makes one attack with its Bite and one attack with its Big Nipper.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 +3) piercing damage.

Big Nipper. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 +2) bludgeoning damage, and the target is grappled (escape DC 12).

A Truffle Shark without a rider halves its remaining Hit Points, and reduces its Intelligence to 2. They may no longer use their Multiattack or Nipper actions, and can no longer speak the language 'Bert'.

GRIMSTONE SNORTLE

Large fey (mushbert), chaotic neutral

Armor Class 12 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	19 (+4)	5 (-3)	7 (-2)	7 (-2)

Senses passive Perception 8
Languages Bert
Challenge 3 (700 XP)

Actions

Multiattack. The Grimstone Snortle makes two attacks with its Claws and Fists.

Claws and Fists. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 +4) slashing or bludgeoning damage.

Rock. *Ranged Weapon Attack:* +6 to hit, range 25/50 ft., one target. *Hit:* 10 (1d12 +4) bludgeoning damage.



FUNGHIS KHAN

Funghis Khan is thought to be the oldest living Mushbert and is five or possibly even six years old, making him five or possibly even six times older than the average Sporeling.

During this time, Funghis Khan has been able to absorb enough magical energy from his surroundings, making him quite an adept spellcaster. He has been known to shake the earth, absorb elemental attacks, and even summon an eerie, dull light to sear his foes.

Funghis Khan is always accompanied by a small, brightly colored Truffle Shark (presumably named Bert), which has the tendency to harrass enemies with a toxic bite, setting them off balance. It is not known if the shark is able to teleport short distances, or if it is just very good at quickly darting back and forth across the battlefield.



FUNGHIS KHAN

Large fey (mushbert), chaotic neutral

Armor Class 12 (natural armor)

Hit Points 36 (4d10 + 12)

Speed 20 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 11 (+0) 16 (+3) 8 (-1) 9 (-1) 14 (+2)

Senses passive Perception 9

Languages Bert

Challenge 2 (450 XP)

Essence Drain. The ground around Funghis Khan visibly begins to wither, sapping nutrients from its surroundings. At the start of its turn, all non-Mushbert creatures within 10 feet and touching the same surface as Funghis Khan must make a Constitution save (DC 12). A creature takes 2d6 necrotic damage on a failed save, or half as much damage on a successful one. A creature currently grappled by Funghis Khan's Moon Nipper takes an additional 2d6 necrotic damage.

For every 2 damage dealt, Funghis Khan regains 1 health.

Spellcasting. Funghis Khan is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared: Cantrips (at will): **Infestation**, **Poison Spray**
1st level (3 slots): **Absorb Elements**, **Earth Tremor**
2nd level (1 slot): **Moonbeam**

Actions

Multiattack. The Truffle Shark Cavalry Champion makes one attack with its Moon Nipper and one attack with its Moon Shark Bite.

Moon Nipper. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 +3) bludgeoning damage, and the target is grappled (escape DC 13).

Moon Shark Bite. Cast **Infestation**.



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