

A species of fungi that only grows whilst in a parasitic relationship with a creatures brain matter. Spores of a flowering crop of mushrooms (Usually a result of a severe rejection to the funguses mind control, leading to the mushroom killing the host and immediately moving to reproduce, sprouting spore bearing stalks out of the creatures head) when inhaled lead to an infected creature to have a growth of the fungus spread across the brain/sensory organs of the creature. The result is a boost of intelligence to lesser creatures, namely beasts and weaker monsters, while reducing more intelligent beings to a more primordial state. The parasitic fungus then spends nearly all consumed nutrients to go straight into muscle and bone development, leading to large increases in strength and constitution, and a reduction in dexterity. Creatures that manage to live an extended period of time without being killed will often begin to sprout hard fungal outcroppings, acting as an offensive set of natural weapons and armor. The fungus will only reproduce if the host is near death, unless the colony is well established, in which case the fungus may mutate and rapidly grow to encase the host, assuming a behemoth form as a last ditch effort to save itself.

## Shambling Human

*Medium Humanoid/Plant (Human), Unaligned*

**Armor Class** 10 (Can Vary)

**Hit Points** 14 (3d8 +2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	8 (-1)	6 (-2)	6 (-2)

**Skills** Stealth +2

**Senses** passive Perception 8,

**Languages** Understands any languages it knew but cannot speak

**Challenge** 1/4

**Dying Spore.** The fungus makes a last ditch effort to spread and kills the host. The human is now fully dead but a constitution saving throw is forced. Anything within 10 ft of the Shambling Human must make a DC 12 saving throw or be infected by *Carnata Toxis*.

## ACTIONS

**Dagger.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. Hit: 4(1d4+2) piercing damage.