



GRUMLING

Grumplings are fey creatures that roam the dark forests of the shadow faerelam. They have lithe fox-like bodies with fur in various mottled gray and brown shades. They always appear to be frowning—earning their names—and have two short horns and fangs, all hinting at their devilish natures.

Grumplings have the innate ability to fly and cast spells, and they use them to cause mischief constantly. Some of the shadow fey see them as nuisances for their trickery, while others have bonded with them as familiars, making them a common sight in urban areas of the shadow faerelam—if they can catch them.

Stealthy. Masters of stealth, grumplings are challenging to see in their forest homes and almost impossible to grab ahold of when they evade capture.

Paralyzing Bite. A grumpling's bite has a brief paralyzing effect that it uses as another way to escape capture.

VARIANT: FAMILIAR

The grumpling can serve another creature as a familiar, forming a magic, Telepathic Bond with that willing companion. While the two are bonded, the companion can sense what the grumpling senses as long as they are within 1 mile of each other. While the grumpling is within 10 feet of its companion, the companion shares the grumpling's Magic Resistance trait. At any time and for any reason, the grumpling can end its service as a familiar, ending the Telepathic Bond.

GRUMLING

Tiny fey, neutral evil

Armor Class 14
Hit Points 25 (10d4)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	9 (-1)	12 (+1)	14 (+2)

Saving Throws Dex +6, Cha +4
Skills Perception +3, Stealth +8
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Draconic, Sylvan
Challenge 1 (200 XP) **Proficiency Bonus:** +2

Forest Camouflage. The grumpling has advantage on Dexterity (Stealth) checks made to hide in forests, woodlands, or other terrain of abundant foliage.

Innate Spellcasting. The grumpling's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*
 3/day: *expeditious retreat*

Keen Senses. The grumpling has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell

Magic Resistance. The grumpling has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. *Hit:* 3 (1d6) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be paralyzed until the start of the grumpling's next turn.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.