This sentient mass of plant growth lumbers through the muck, looking for anything to capture and drain for nourishment.

As its name suggests, a shambling mound doesn’t have a predictable form. Each one takes on roughly the same shape over and over, but two individuals can look vastly different. One might stand upright on two leglike stumps; another could just be a ball-shaped mass of foliage with flailing tentacles.

Heaps of muck and vegetation can be found all over in a swamp, and any one of them could be a shambling mound. The creatures are especially difficult to detect since they spend much of their time in a sort of dormancy or hibernation, awakening only when they sense potential victims nearby. Then they lash out with their powerful, ropelike arms to drag in prey.

Beasts of the Wetlands: Shambling mounds inhabit swamps and bogs, birthed from rotting vegetation. They submerge themselves just below the surfaces of fetid pools to wait for prey. Most swamp creatures avoid the beasts or anything resembling them, but some intelligent swamp-dwellers know how to take advantage of them. Lizardfolk in particular memorize the location of the mounds’ hunting...
Shambling Mound

**Level 9 Brute**

Large natural animate (plant) | XP 400
---|---
HP 100; Bloodied 50 | Initiative +5
AC 21, Fortitude 23, Reflex 20, Will 19 | Perception +4
Speed 4 (swamp walk) | Darkvision
Immune lightning

**Traits**

**Regeneration**

The shambling mound regains 5 hit points whenever it starts its turn and has at least 1 hit point.

**Standard Actions**

**Tendrils** ✪ **At-Will**

*Attack:* Melee 2 (one creature); +14 vs. AC
*Hit:* 2d8 + 6 damage.

**Enveloping Double Attack** (healing) ✪ **At-Will**

*Effect:* The shambling mound uses tendrils twice. If both attacks hit the same target, the shambling mound makes a secondary attack against the target.
*Secondary Attack:* +12 vs. Fortitude
*Requirement:* The shambling mound must not have two creatures removed from play.

*Hit:* The shambling mound pulls the target into its space, and the target is removed from play (save ends). While the target is removed from play, at the start of each of the shambling mound’s turns the target takes 10 damage and the shambling mound regains 10 hit points. When the target saves, it reappears in a square of its choice adjacent to the shambling mound.

**Triggered Actions**

**Lightning Affinity** (healing) ✪ **At-Will**

*Trigger:* A lightning effect deals damage to the shambling mound.
*Effect (Immediate Reaction):* The shambling mound regains 10 hit points.

Skills Stealth +10

| Str 22 (+10) | Dex 12 (+5) | Wis 10 (+4) |
| Con 20 (+9) | Int 5 (+1) | Cha 10 (+4) |

Alignment unaligned

Languages –

Stormrage Shambler

**Level 11 Elite Controller**

Large natural animate (plant) | XP 1,200
---|---
HP 198; Bloodied 99 | Initiative +6
AC 25, Fortitude 25, Reflex 20, Will 23 | Perception +8
Speed 8 (swamp walk) | Darkvision
Immune lightning

**Saving Throws:** +2; **Action Points:** 1

**Traits**

**Lightning Aura** (lightning) ✪ **Aura 2**

Any enemy that ends its turn in the aura takes 5 lightning damage.

**Regeneration**

The stormrage shambler regains 10 hit points whenever it starts its turn and has at least 1 hit point.

**Standard Actions**

**Tendrils** (lightning) ✪ **At-Will**

*Attack:* Melee 2 (one creature); +16 vs. AC
*Hit:* 2d8 + 6 damage plus 1d8 lightning damage (3d8 lightning damage if the stormrage shambler is bloodied).

**Double Attack** ✪ **At-Will**

*Effect:* The stormrage shambler uses tendrils twice.

**Lightning Blast** (lightning) ✪ **Encounter**

*Attack:* Close blast 3 (creatures in the blast); +14 vs. Reflex
*Hit:* 3d8 + 13 lightning damage.
*Miss:* Half damage.

**Triggered Actions**

**Lightning Affinity** (healing) ✪ **At-Will**

*Trigger:* A lightning effect deals damage to the stormrage shambler.
*Effect (Immediate Reaction):* The stormrage shambler regains 10 hit points.

Skills Stealth +11

| Str 20 (+10) | Dex 12 (+6) | Wis 16 (+8) |
| Con 23 (+11) | Int 5 (+2) | Cha 7 (+3) |

Alignment unaligned

Languages –

The creation of shambling mounds has something to do with lightning, but the details of the process are unknown. Records show that the creatures have risen up en masse after great thunderstorms. Some scholars believe this genesis is caused only by storms of magical origin, while others propose that a specific type of plant is transformed by the lightning to become sentient. A folk tale attributes grounds so they can chase quarry or misdirect pursuers into danger.

**Feed on Blood:** When a shambling mound grabs a creature, it pulls the victim into its mass. There, tiny rootlets snake out from the heart of the mound to pierce the victim’s flesh and drain its blood. The rest of the creature’s body remains within the mound, along with anything it was carrying. Bones, coin purses, magic items, and even full suits of armor have been found in the pile of sludge left after a shambling mound dies.

A shambling mound goes after the biggest creature it can find that isn’t larger than itself. It can subsist on rats and snakes, but it prefers to feed on human-sized creatures, which contain plentiful sustenance. Halflings and gnomes aren’t big enough to be satisfying, but a mound will settle for such a meal if it can’t get anything better.

**Born of Lightning:** The creation of shambling mounds has something to do with lightning, but the details of the process are unknown. Records show that the creatures have risen up en masse after great thunderstorms. Some scholars believe this genesis is caused only by storms of magical origin, while others propose that a specific type of plant is transformed by the lightning to become sentient. A folk tale attributes

“The rain got worse and thunder crashed in the sky, but we were winning. We smashed the plant-beast to a pile of mulch! It could barely move, and we were just about to finish it off. Then my bad luck caught up with us again. An honest-to-Kord lightning bolt struck the thing, and it wriggled back to life!”

—Ghilesh of Loudwater
the monsters’ creation to a mad wizard named Ser-endipius, who was ultimately devoured by a shambling mound.

All mounds draw sustenance from lightning, but a stormrage shambler can store the electricity to discharge later. Other shambling mounds are attracted to stormrage shamblers—and to anyone who wields lightning.

About the Author
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