

SHAMBLING MOUND

Large plant, unaligned

- **Armor Class** 15 (natural armor)
- **Hit Points** 136 (16d10 + 48)
- **Speed** 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

- **Skills** Stealth +2
- **Damage Resistance** cold, fire
- **Damage Immunities** lightning
- **Condition Immunities** blinded, deafened, exhaustion
- **Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10
- **Challenge** 5 (1,800 XP)
- **Lightning Absorption.** Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

ACTIONS

- **Multiattack.** The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled, escape DC 14, and the shambling mound uses its Engulf on it.
- **Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* (2d8 + 4) bludgeoning damage.
- **Engulf.** The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.