

SHAMBLING SPORE

Spore Ambulation. The shambling spore is actually the seed of the ithaqua tree, most often found in tropical climates. The seed pod drops from the tree, and slowly opens over the course of several hours. Once fully opened, the shambling spore begins to move away from the parent tree, seeking life to feed upon so that it can gain energy to plant itself and sprout a new ithaqua tree.

Carrion Fields. As a shambling spore feeds upon forest life, travelers, and random adventurers, the bodies tend to build up. The area where the spore will plant itself tends to be littered with slowly moldering corpses, and reeks with the stench of decay. Because shambling spores require the life of other creatures in order to grow into a tree, they have no interest in feeding on creatures such as undead or constructs, or other creatures that have no flesh and blood.



plant sprouting from the earth. The spore may be identified on a DC 16 Intelligence (Nature) check. Otherwise, a DC 18 Wisdom (Perception) check lets a viewer know that something is off about the strange plant.

SHAMBLING SPORE

Medium plant, unaligned

Armor Class 16 (natural armor)

Hit Points 85 (10d8+40)

Speed 20 ft.

STR 17 (+3)

DEX 9 (-1)

CON 18 (+4)

INT 5 (-3)

WIS 10 (+0)

CHA 6 (-2)

Damage Resistances bludgeoning, piercing and slashing from non-magical weapons

Damage Immunities psychic

Condition Immunities charmed, exhausted, frightened

Damage Vulnerabilities fire

Senses tremorsense 60 ft., passive Perception 10

Languages -

Challenge 8 (3,900 XP)

Camouflage. If encountered while it travels from the parent ithaqua tree, a shambling spore is quite noticeable as it shuffles onward. However, if it is stumbled upon after it chooses a new planting ground, the spore may have partially buried itself, camouflaging itself and appearing only as an odd

ACTIONS

Multiattack. The shambling spore makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+3) slashing damage. On a successful hit, the target must succeed on a DC 16 Constitution (vs poison) or become paralyzed for 1 minute. The target may make a save at the end of their turn to end this effect.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 23 (3d12+3) bludgeoning damage. On a successful hit, the target becomes grappled. It may take an action on its turn to attempt to escape (DC 16).

Eat Face. If a creature is grappled, the shambling spore may make a tendril attack, dealing 8 (2d4+3) piercing and 27 (6d8) necrotic damage. The spore regains half the amount of hit points it deals in necrotic damage.

Confusing Spores (Recharge 5-6). The shambling spore exhales a cloud of poisonous spores in a 15 ft radius from the sac on its back. All creatures within the area of effect must make a DC 16 Constitution saving throw. Creatures who fail suffer from the effects of *confusion*. Creatures may make a save at the end of their turn to end this effect.