

The Shambler

“They are the ones we expected. The ones we thought we understood. The ones we thought we could handle. But it is not just their hunger that makes them terrifying. It is their numbers.”

Shamblers are the most common form of [Blightborn](#) encountered in [Faulmoor](#). Older field notes sometimes call them the **Hollowed Dead**, but *Shambler* is the name most travelers, soldiers, and survivors use.



Appearance

A Shambler is recognizably the corpse of the person it once was. Clothing, tools, old wounds, and signs of occupation often survive long after identity has been lost. Decay varies widely. Some are gray and waterlogged, while others are desiccated, burned, partially skeletal, or swollen by exposure.

Their movement is usually slow and badly coordinated. Limbs drag, feet catch on roots and broken stone, and individual bodies often look more pitiful than dangerous. That impression becomes less useful once several are moving together.

Behavior

Shamblers display little of the deception or specialized behavior associated with rarer Blightborn. They wander, collect around movement and noise, and press toward living creatures once roused. Their danger comes less from individual strength than from persistence and numbers.

The practical terror is accumulation. One slow corpse can be avoided; several can block a street; enough of them can turn noise, a narrow doorway, or one bad retreat into a disaster.

A lone Shambler often indicates that more are nearby. Roads, abandoned settlements, failed quarantine sites, battlefields, and places where bodies were never properly cleared can hold large concentrations.

Not every Blighted corpse moves at the same pace. Survivor accounts occasionally describe faster individuals breaking from a larger mass, but these differences are usually treated as variation among Shamblers rather than a separate named form.

Field Knowledge

Shamblers have given rise to many of the basic survival practices associated with the Blighted. Noise discipline matters because a small disturbance can gather more bodies than travelers can safely fight. Open ground gives warning and room to withdraw. Tight interiors, alleys, and collapsed structures can turn a handful of slow corpses into a trap.

[Silver](#) remains the most trusted means of permanently dealing with Blighted creatures. Fire is also widely used in corpse disposal and containment, though survivors distinguish burning a body from the certainty associated with silver.

See Also

- [Rotmire Blight](#)
 - [Silver and its Importance](#)
 - [Faulmoor](#)
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