

Worse Than Death



BY TRAVIS LEGGE

SLARECIAN
-VAULT-

Worse Than Death



AN UNDEAD CREATURE COLLECTION FOR SCARRED LANDS SE
BY TRAVIS LEGGE

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ACID SHAMBLER

Acid shamblers are unfortunate humanoids who have been reanimated due to exposure to the dark energies of a bane cloud. Their brief existences are filled with rage and agony. They lash out mindlessly at any creatures they encounter and fight with no sense of self-preservation.

ACID SHAMBLER

Medium undead, neutral evil

Armor Class 10

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	16 (+3)	6 (-2)	6 (-2)	15 (+2)

Saving Throws WIS +0

Skills Intimidation +7, Perception +4

Damage Immunities acid, fire, poison

Condition Immunities charmed, exhaustion, incapacitated, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 8

Languages Understands the languages it knew in life but can't speak

Challenge 1/2 (100 XP)

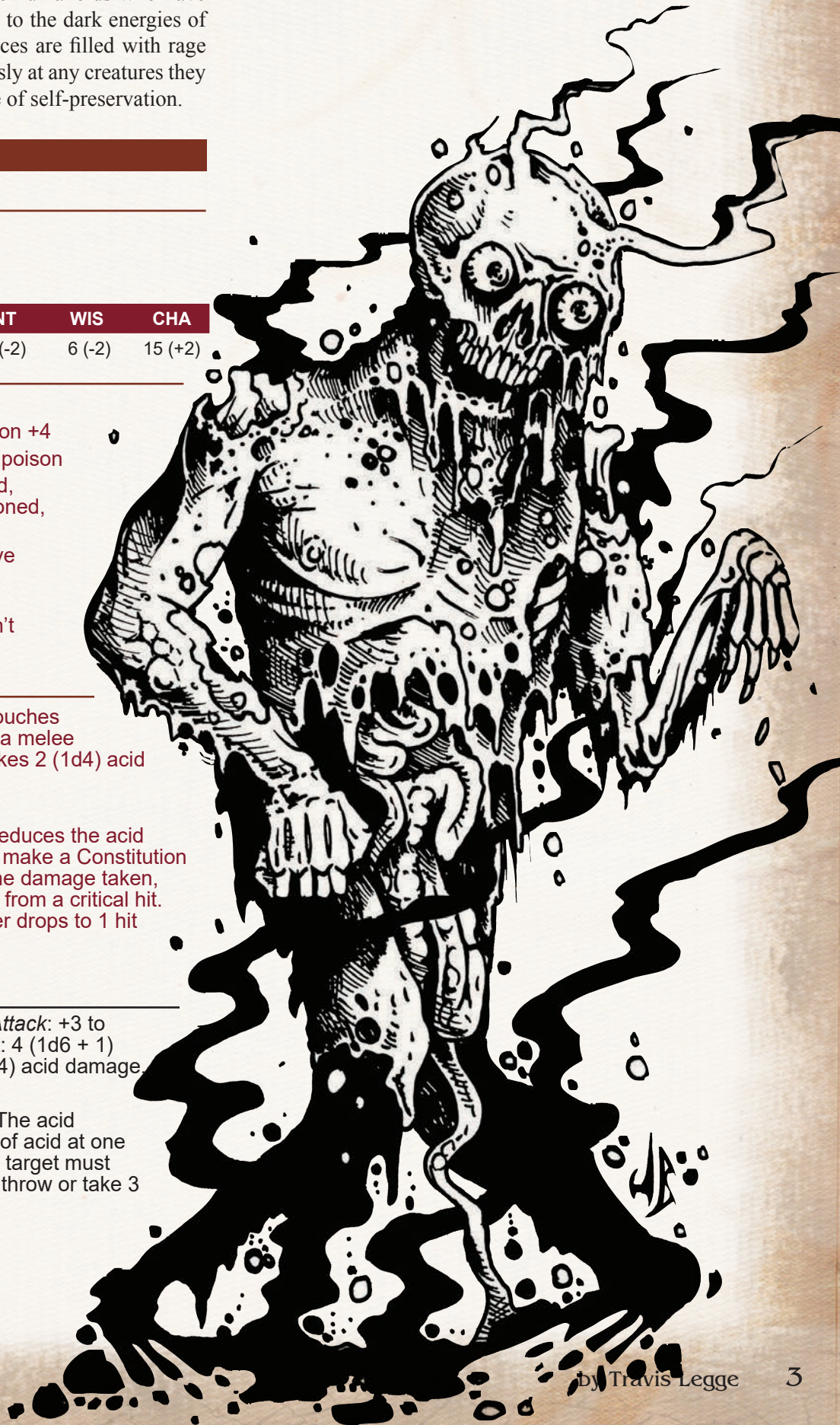
Acidic Body. A creature that touches the acid shambler or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage.

Undead Fortitude. If damage reduces the acid shambler to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the acid shambler drops to 1 hit point instead.

ACTIONS

Acidic Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) bludgeoning damage and 2 (1d4) acid damage.

Acidic Vomit (Recharge 5-6.) The acid shambler vomits forth a stream of acid at one creature within 15 feet of it. The target must make a DC 13 Dexterity saving throw or take 3 (1d6) acid damage.



ALLEY REAPER

The alley reaper is an undead spirit created when an assassin or murderer dies with the blood of a victim on their hands. Each alley reaper wears a tattered black cloak, giving it the semblance of life and shape. If its cloak is removed it drops 1d6 trinkets (stolen from the corpses of its victims) and begins attacking viciously until it can re-inhabit its cloak and collect its trinkets. When the sun rises, the alley reaper dissipates, leaving its pile of trinkets and cloak in its wake. If these items are separated, the alley reaper will reform by the cloak and then begin hunting anyone who holds one of its trinkets. If the trinkets and cloak are destroyed, the alley reaper will manifest on the following sunset at the location where the cloak was destroyed. In such a case, the alley reaper seeks vengeance on those who destroyed its cloak, not resting until the offender is dead.

ALLEY REAPER

Medium undead, neutral evil

Armor Class 12

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)	12 (+1)

Saving Throws WIS +4, CHA +3

Skills Intimidation +3, Stealth +4

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Any languages it knew in life

Challenge 2 (450 XP)

Locate Trinkets. The alley reaper has 1d6 trinkets associated with its previous victims. The alley reaper always knows the direction and distance to these trinkets with respect to its current location. No magic short of a wish spell can prevent an alley reaper from sensing its trinkets.

Nocturnal. The alley reaper is only active at night, appearing at sunset near its pile of trinkets on the material plane. At dawn, the alley reaper disappears, becoming immune to all forms of detection and damage. The alley reaper cannot act upon any creature or object while the sun is up, nor can it

be affected by any entity on the material or ethereal plane while in this state.

Semi-incorporeal Movement. If the alley reaper removes its cloak and drops its possessions, it can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. While wearing its cloak and carrying its trinkets, the alley reaper does not benefit from this feature.

ACTIONS

Spectral Blades. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 2) slashing damage and 10 (2d6+2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the alley reaper that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this alley reaper's Horrifying Visage for the next 24 hours.



ASHCLOUD

Ashclouds are the angry, flaming spirits of those who died by fire in the Titanswar, due to religious persecution, or from some other malevolent burning. Those killed by accident do not rise as ashclouds. Ashclouds stalk hot, dry areas seeking living creatures to consume, adding the ash of their victims to their burning mass.

ASHCLOUD

Large undead, neutral evil

Armor Class 13

Hit Points 66 (12d10)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	10 (+0)	13 (+1)	16 (+3)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses blindsight 120 ft., passive Perception 11

Languages -

Challenge 7 (2,900 XP)

Gaseous Form. The ashcloud takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the ashcloud's Engulf and has disadvantage on the saving throw.

The ashcloud can enter and occupy the space of another creature via its engulf action, and it has advantage on Strength, Dexterity, and Constitution saving throws. The ashcloud can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The ashcloud can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

The ashcloud can't talk or manipulate objects.

Creatures and objects inside the ashcloud can be seen but are considered lightly obscured.

A creature within 5 feet of the ashcloud can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 15 Strength check, and the creature making the attempt takes 32 (9d6) fire damage.

The ashcloud can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

ACTIONS

Burning Swat. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. Hit: 21 (6d6) fire damage.

Engulf. The ashcloud moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ashcloud enters a creature's space, the creature must make a DC 15 Dexterity saving throw.

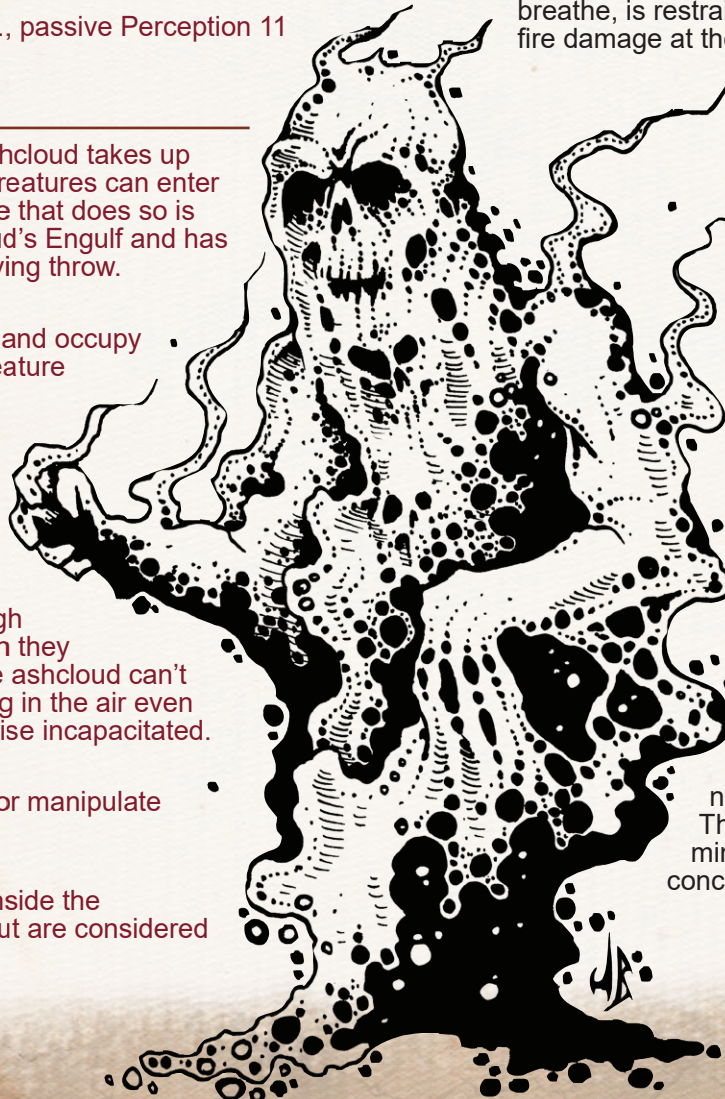
On a successful save, the creature can choose to move 5 feet back or to the side of the ashcloud. A creature that chooses not to move suffers the consequences of a failed saving throw.

On a failed save, the ashcloud enters the creature's space, and the creature takes 32 (9d6) fire damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 42 (12d6) fire damage at the start of each of the

ashcloud's turns. When the ashcloud moves, the engulfed creature does not move with it.

An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ashcloud.

Subsume Corpse. If the ashcloud begins its turn with a medium sized creature's corpse, or two small corpses within its space and engulfed, the ashcloud may use its action to cast the enlarge effect of enlarge/reduce on itself with no need for spell components. This effect lasts for one minute and does not require concentration.



BLOOD ZOMBIE

Blood zombies are created when sailors and pirates die violently on the Blood Sea, often as a result of blood barnacle attacks. Unlike other zombies, blood zombie bodies are bloated with briny saltwater and bloody ichor.

BLOOD ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws WIS +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Understands any languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Rage. Upon suffering hit point damage from any source the blood zombie enters a rage. While enraged, the blood zombie gains the following bonuses:

- The blood zombie has advantage on Strength checks and Strength saving throws.
- When the blood zombie makes a melee weapon attack using Strength, it gains a +2 bonus to damage.
- The blood zombie has resistance to bludgeoning, piercing, and slashing damage.

The blood zombie's rage lasts for one minute. Once a blood zombie uses this feature, it cannot do so again until the following sunset.

Undead Fortitude. If damage reduces the blood zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

Destroy Wood. The blood zombie touches one nonmagical wooden object. If the object is being held or used by a creature, the zombie must succeed at a melee weapon attack against the creature. The object splinters, cracks and breaks, becoming useless. If this ability is used on an object larger than 5 ft. by 5 ft., than a 5 ft. by 5 ft. area, centered on where the zombie touched the object begins to splinter, crack and break. If used on a wooden door, this renders the door useless. If used on a sailing ship at sea, this ability can prove devastating.



BONEWING

Bonewings are bizarre skeletal raptors with paper-thin wing membranes and a stinger-tipped tail. These undead beasts haunt the skies over the Hornsaw forest, the Gluttonous Caves, and any region under the sway of vampires, liches, or other powerful undead.

BONEWING

Large undead, neutral

Armor Class 15 (Natural Armor)

Hit Points 82 (11d10 + 22)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	8 (-1)

Saving Throws WIS +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 11

Languages -

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The bonewing makes two attacks: one with its bite and one with its talons.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage.

Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) slashing damage.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save or half as much on a successful one.



BURNED ONES

Death Clerics who revere Vangal the Ravager brook no betrayal or sacrilege among their order. If a Cleric of Vangal is found to have betrayed the teachings, the wretched traitor is hunted down and subjected to a horrific ritual that transforms them into a burning, suffering undead. These burned ones are then either used as servants and foot soldiers or released to carry out their tortured existence in the wastelands.

BURNED ONES

Medium undead, lawful evil

Armor Class 18 (Natural Armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	7 (-2)	16 (+3)	14 (+2)

Saving Throws WIS +5, CHA +4

Skills Intimidation +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Any languages it knew in life

Challenge 4 (1,100 XP)

Hellfire. The burned one can cause a wreath of flames to surround its hands at will. While this feature is active the burned one deals an additional (7) 2d6 fire damage with all melee attacks. While this feature is active, the burned one suffers disadvantage on attack rolls due to agony from the fire. This feature remains active until the burned one is killed or dismisses the flames as a bonus action..

ACTIONS

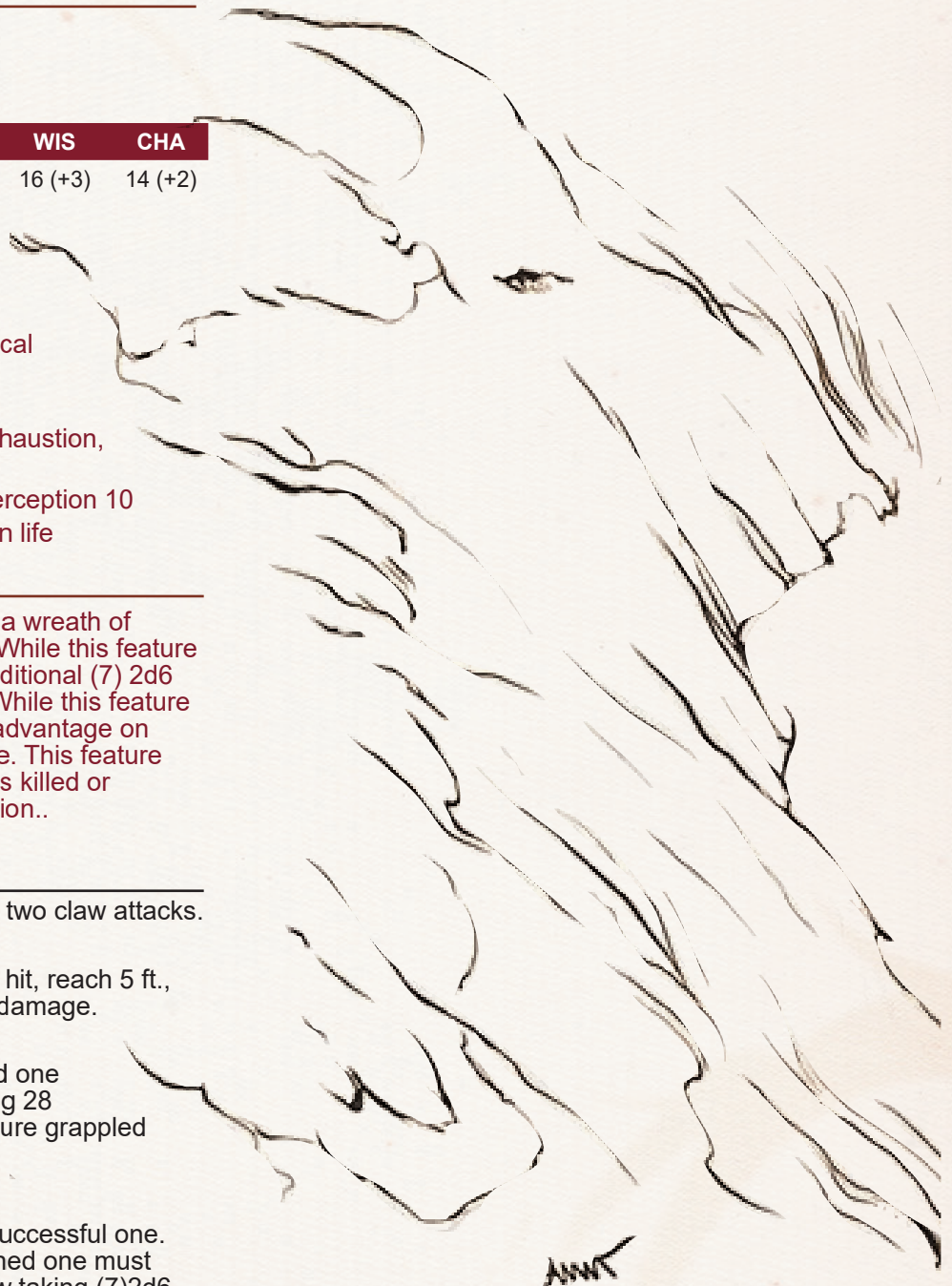
Multiattack. The burned one makes two claw attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage.

Immolation. As an action the burned one can choose to immolate itself, dealing 28 (8d6) fire damage to itself. Any creature grappled by the burned one must make a DC 16 Constitution saving throw, taking 28 (8d6) fire damage on a failed save, or half as much on a successful one. Any creature within 5 feet of the burned one must make a DC 16 Dexterity saving throw taking (7)2d6

fire damage on a failed save, or half as much on a successful one.

A humanoid slain by this attack rises 24 hours later as a burning one, unless the humanoid is restored to life or its body is consecrated via a protection from evil and good, remove curse, or gentle repose spell, or some similar blessing.



BUTCHER SPIRIT

Butcher spirits are the ghostly remnants of animals who were sacrificed to satiate the hunger of the titan Gaurak. In an attempt to undermine Gaurak (and bring ruin upon followers of the Glutton) Denev anchored these spirits to the material plane, allowing them to attack their tormentors. Butcher spirits can generally be found in temple ruins or slaughterhouses that were (or are) dedicated to the worship of Gaurak.

BUTCHER SPIRIT

Small undead, neutral evil

Armor Class 14

Hit Points 39 (6d6 + 18)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	10 (+0)	9 (-1)	18 (+4)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 12

Languages Any languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The butcher spirit can move through other creatures and objects as if they were difficult terrain. If the butcher spirit passes through a creature, that creature must succeed on a DC 20 Wisdom saving throw or become frightened for one minute. The butcher spirit takes 5 (1d10) force damage if it ends its turn inside an object.

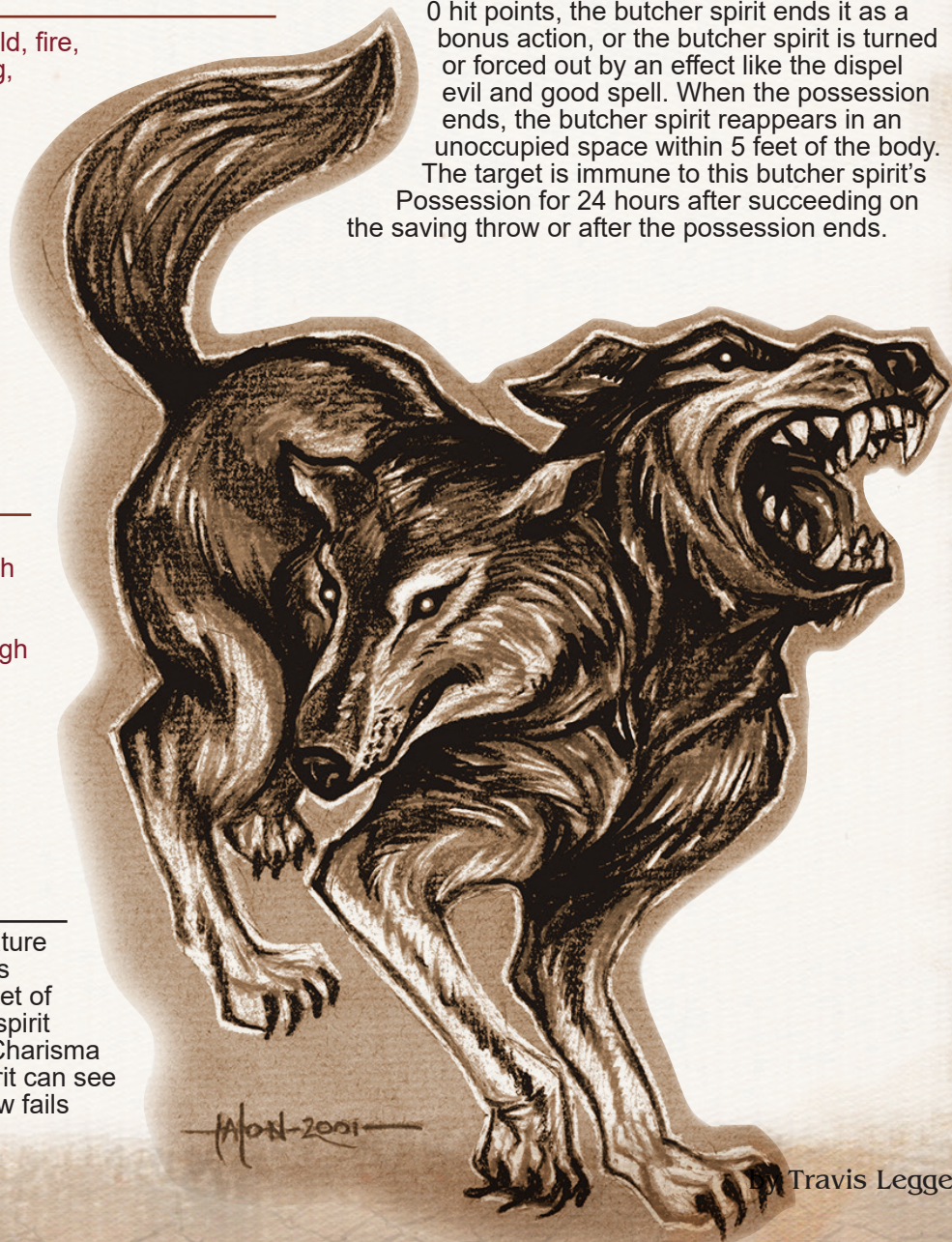
ACTIONS

Petrifying Gaze. When a creature that can see the butcher spirit's eyes starts its turn within 30 feet of the butcher spirit, the butcher spirit can force it to make a DC 20 Charisma saving throw if the butcher spirit can see the creature. If the saving throw fails

the creature is stunned. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the butcher spirit until the start of its next turn, when it can avert its eyes again. If the creature looks at the butcher spirit in the meantime, it must immediately make the save.

Possession (Recharge 6.) One humanoid that the butcher spirit can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the butcher spirit; the butcher spirit then disappears, and the target is incapacitated and loses control of its body. The butcher spirit now controls the body but doesn't deprive the target of awareness. The butcher spirit can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the butcher spirit ends it as a bonus action, or the butcher spirit is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the butcher spirit reappears in an unoccupied space within 5 feet of the body. The target is immune to this butcher spirit's Possession for 24 hours after succeeding on the saving throw or after the possession ends.



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