

HUSKS

NEW UNDEAD CREATURES FOR 5TH EDITION.

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HUSKS

Husks are the undead shell of a creature, animated skin and muscle of surprising strength that do the bidding of their creators. Many necromancers see these horrid creations as a two-for-one deal that does not waste a corpse's fleshy parts after animating a skeleton. Husks are loyal to the wielders of dark magic who create them, but sometimes these undead rise of their own accord in places where mass murder occurs. Husks without a master desire only the death of other creatures.

Created by Power. Only the most powerful necromancers and most atrocious acts of murder can create a husk. The creatures require a massive amount of dark energy to move without a skeleton. Having a husk servant is a point of pride for evil spellcasters. The larger the husk, the more dangerous the master.

Insatiable Desire to Kill. Even husks who are bound to masters have a strong desire to murder any living creatures they come across. A husk's master can feel this desire and only those necromancers with the strongest wills do not give into this temptation themselves. For many dark wizards giving into the temptation is not a problem at all.

Murder Victims Only. Husks can only be created from corpses that were murdered in cold blood. Many necromancers kidnap victims and murder them one at a time when they are learning the ritual required to create a husk. Husks that rise on their own usually do so in groups, and only in places of sorrow after a mass slaying has occurred. Beyond this requirement, any creature with skin and flesh may become a husk.

Size Matters. Most husks of a given size have the same abilities. A husk that was once a human and a husk that was once a panther are statistically the same, but they might move, smell, and sound very different from one another.

Undead Nature. A husk doesn't require air, food, drink, or sleep.

TINY HUSK

Tiny undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	6 (-2)	8 (-1)	5 (-3)

Damage Resistances bludgeoning

Damage Immunities poison; bludgeoning damage as a result of falling

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

Amorphous. The husk can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The husk makes two slam attacks.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Smother. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one Tiny or smaller creature. *Hit:* The creature is grappled (escape DC 11). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the husk can't smother target. In addition at the start of each of the target's turns, the target takes 4 (1d6 + 1) bludgeoning damage.

SMALL HUSK

Small undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 38 (7d6 + 14)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Resistances bludgeoning

Damage Immunities poison; bludgeoning damage as a result of falling

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 2 (450 XP)

Amorphous. The husk can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The husk makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Small or smaller creature. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the husk can't smother target. In addition at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

MEDIUM HUSK

Medium undead, chaotic evil

Armor Class 16 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	8 (-1)	5 (-3)

Damage Resistances bludgeoning
Damage Immunities poison; bludgeoning damage as a result of falling
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all the languages it knew in life but can't speak
Challenge 4 (1,100 XP)

Amorphous. The husk can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The husk makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Smother. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 14). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the husk can't smother target. In addition at the start of each of the target's turns, the target takes 15 (2d10 + 4) bludgeoning damage.

LARGE HUSK

Large undead, chaotic evil

Armor Class 17 (natural armor)
Hit Points 124 (13d10 + 52)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	6 (-2)	8 (-1)	5 (-3)

Damage Resistances bludgeoning
Damage Immunities poison; bludgeoning damage as a result of falling
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all the languages it knew in life but can't speak
Challenge 6 (2,300 XP)

Amorphous. The husk can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The husk makes three slam attacks.

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

Smother. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one Large or smaller creature. *Hit:* The creature is grappled (escape DC 16). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating. The husk can smother one Large, Medium, or Small creature and two Tiny creatures at a time. In addition at the start of each of the target's turns, the target takes 19 (4d6 + 5) bludgeoning damage.

HUGE HUSK

Huge undead, chaotic evil

Armor Class 18 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Resistances bludgeoning
Damage Immunities poison; bludgeoning damage as a result of falling
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 9
Languages understands all the languages it knew in life but can't speak
Challenge 8 (3,900 XP)

Amorphous. The husk can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The husk makes three slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Smother. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* The creature is grappled (escape DC 18). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating. The husk can smother one Huge or Large creature, two Small or Medium creatures and four Tiny creatures at a time. In addition at the start of each of the target's turns, the target takes 29 (4d10 + 7) bludgeoning damage.

GARGANTUAN HUSK

Gargantuan undead, chaotic evil

Armor Class 19 (natural armor)

Hit Points 232 (15d20 + 75)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	21 (+5)	6 (-2)	8 (-1)	5 (-3)

Damage Resistances bludgeoning

Damage Immunities poison; bludgeoning damage as a result of falling

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 9

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

Challenge 11 (7,200 XP)

Amorphous. The husk can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The husk makes three slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 22 (2d12 + 9) bludgeoning damage.

Smother. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one Gargantuan or smaller creature. *Hit:* The creature is grappled (escape DC 21). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating. The husk can smother one Gargantuan or Huge creature, two Large creatures, four Medium or Small creatures, and eight Tiny creatures at a time. In addition at the start of each of the target's turns, the target takes 35 (4d12 + 9) bludgeoning damage.