

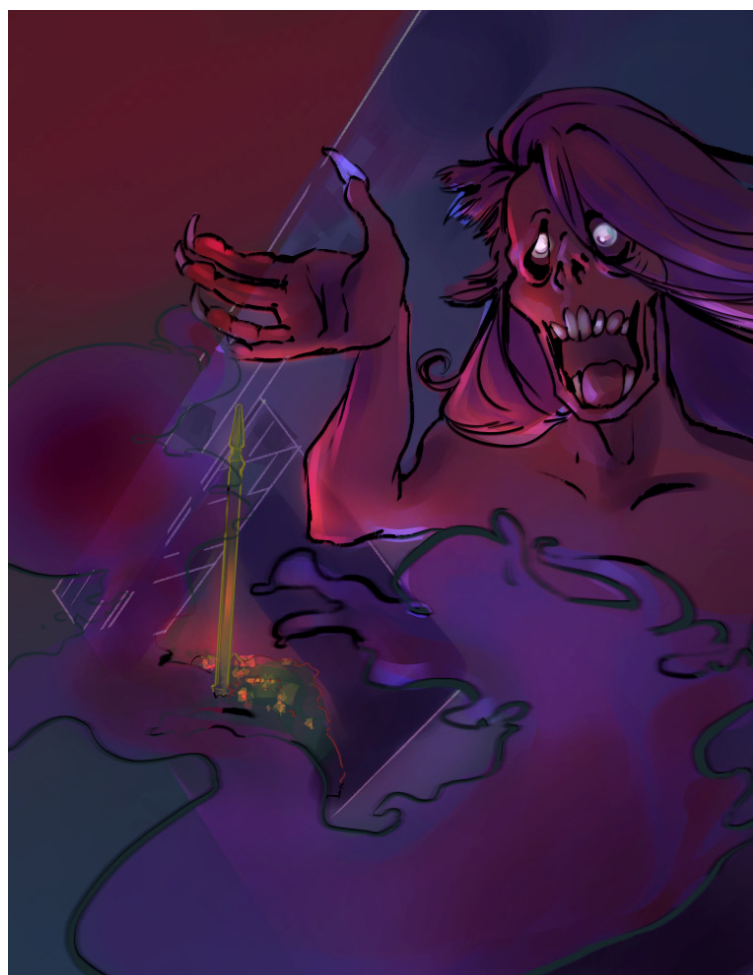
# MONSTROUS MENAGERIE

# STRANGE

# DEAD

**M**ONSTROUS MENAGERIE presents new and fantastic creatures with which Game Masters of all levels of experience can populate their campaign worlds. The creatures found within these pages may be beneficent or malign, horrific or wondrous, but all are sure to astound your players.

These horrific creatures emphasize the insidious nature of the dead that refuse to die, corrupting those whom they once held dear in life. The horror of these undead only begins with their origins as living beings. They take no sustenance from food or comfort from mortal company, but they are compelled to seek out both. Whether this compulsion is a lingering echo of their mortal lives or simply another facet of their undead curse, the dead gain no respite from sharing their suffering with the living.



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## CARROW

*A large, dog-like creature raw sniffs the air eagerly. Its raw, fleshy body seems to suffer from a terrible mange, but its human-like face betrays its true origins. It begins to gibber and giggle in a childlike voice, and it becomes clear that this abomination is not a dog, but a human corpse twisted into a horrific form.*

Carrows are the deformed kin of the graveborn ghouls that haunt so many crypts in these dark times. Although their exact origins are unknown, many believe they are the souls of twisted and cruel humans come back from the Abyss to spread misery and suffering. Their bodies are twisted into a strange mockery of a loyal dog and they feast on the flesh of the innocent dead. These curse hounds seem to take great pleasure in tormenting the living by desecrating the remains of their loved ones. More powerful undead sometimes use carrow packs as bloodhounds and guard dogs.

Carrows have an uncanny ability to mimic the voices of those they consume, and their powers of invisibility make it particularly difficult for quarry to lose them as pursuers.

Carrows are most often encountered in graveyards or on battlefields during the new moon, when their powers of invisibility cannot

be foiled by the silver touch of moonlight. They are not harmed by sunlight, but usually remain in their burrows and crypts during the day. After battles they take a perverse pleasure in mimicking the voices of the fallen and wounded in hopes of luring in new victims.

**Hunger for Suffering.** While their unnatural hunger drives them to feast on the dead, an unwholesome desire to cause suffering moves them to haunt the relatives and loved ones of their carrion meals. Carrows leave gnawed bones and other putrid refuse on the doorsteps of those that once knew their victims in life, perhaps in hopes of driving them to greater grief, then luring such grief-stricken victims to their doom through their powers of mimicry and invisibility.

**Curse Hounds.** The carrow were born of a virulent demonic curse; a nest of carrows always grows larger as they claim fresh victims. Thanks to their cursed nature, carrows possess the ability to sense when someone suffers from a curse, to track them without fail, and to sniff them out regardless of disguise or artifice. Curses give off an aroma that both excites and entices these creatures, goading them to hunt those that bear such afflictions.



### Open Game Content

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## Carrow

Medium undead (ghoul), neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	9 (-1)	13 (+1)	12 (+1)

**Skills** Deception +4, Stealth +6, Survival +4

**Damage Vulnerabilities** radiant; bludgeoning, slashing, and piercing damage from silvered weapons

**Damage Resistances** cold

**Damage Immunities** poison, necrotic

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 120 ft., curse sense 60 ft.

**Languages** Any when mimicking voices

**Challenge** 3 (700 XP)

**Curse Sense.** A carrow can unerringly track any cursed individual, regardless of the curse's origin. Also, it can sense cursed creatures unerringly out to 60 feet as if it had true sight.

**Flesh Memory.** After consuming a portion of a corpse, a carrow gains a rudimentary understanding of its meal's life and can use this knowledge to track or identify their relatives or loved ones.

**Forgiving Tongue.** If removed from its body, a carrow's tongue can be dragged across a creature or object to remove any one curse afflicting it, as if it were the target of a *remove curse* spell. After this

power has been used or three days have passed since it was removed from the carrow's body, the tongue shrivels and its magic fades.

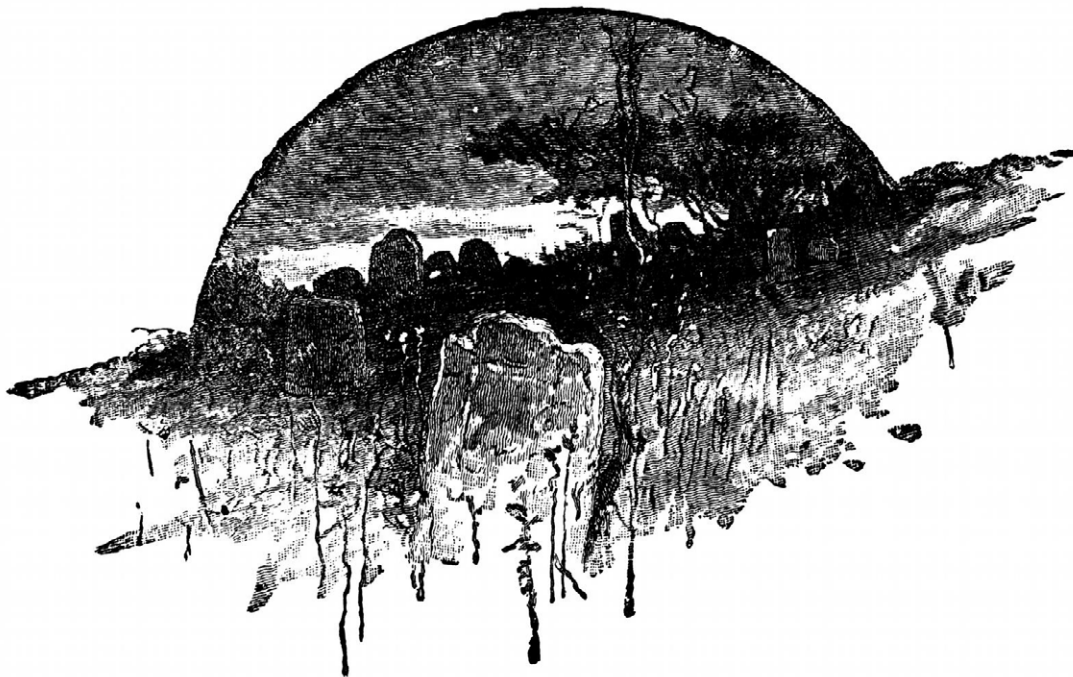
**Mimicry.** A carrow can perfectly imitate the voice of any creature whose flesh it has consumed. A successful DC 15 Wisdom (Insight) check reveals that the voice is mimicry; creatures that knew the original possessor of the voice in life have disadvantage on this check.

**Strange Skin.** After feeding upon a corpse, a carrow gains the ability to turn invisible as an action for 24 hours. This invisibility fades when it attacks and is also dispelled by the light of the moon.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a living creature other than an elf, it must succeed on a DC 12 Constitution saving throw or be cursed indefinitely. If the target dies while under the effects of this curse, they arise as a carrow after 1d4 days. A remove curse spell or similar magic is the most common way to break this curse.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage. If the target is a living creature other than an elf, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## THUULL

A swirling cloud of hot ash bursts from the cellar door, moving of its own unholy volition. The sinister effluvia radiates unnatural heat, singing hair and trailing scorch marks on the floor beneath it. The ash composes itself into a crude humanoid shape and congeals into the form of a burnt corpse, its skeletal body covered in fire crisped skin, beetle black and glossy except for the raw red meat that glistens between its joints.

Some vampires are driven by a bloodlust so powerful, even the pyre cannot keep them from seeking to satiate it. A thuull is one such vampire, their undead body destroyed by fire or sunlight but somehow capable of reanimating their burnt remains to terrorize the living yet again. While not as cunning or powerful as a full-fledged vampire, the thuull often makes up for this with their unbridled savagery and insatiable need to consume every scrap of life that falls into their grasp. Although sunlight still burns a thuull, it cannot destroy them. During the day, a thuull collapses into a pile of ash and remains in its resting place, but if holy water is poured on these remains, it is utterly destroyed.

**Unliving Pain.** A hungry thuull shrieks and screams as if the fires that destroyed it still lived within the seams of its dead flesh. Only consuming the flesh and blood of the living soothes the thuull, as its new body is in constant agony. Their wounds of sun and fire continue to sear into their soul and drive them to insanity, a madness only relieved temporarily by consuming the life force of their victims. While they prefer to ambush solitary prey, thuull are not above setting a house on fire and picking off escaping stragglers.

**Rebirth Denied.** Thuull seem to believe that they can regain their old forms and powers by gorging themselves on the living, but no credible tale of such a transformation has ever been recorded by scholars. Nevertheless, they are driven by the unfounded hope that they can reclaim their lost majesty as a lord of the undead.

## Thuull

Medium undead (vampire), chaotic evil

Armor Class 16 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

**Saving Throws** DEX +5, WIS +4

**Skills** Perception +8

**Damage Resistances** necrotic, bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft.

**Languages** the languages they knew in life

**Challenge** 6 (2,300 XP)

**False Visage.** A thuull that has recently fed on a living being can use its action to cast *disguise self*, transforming into a form resembling its unburnt self for up to 1 hour. Attacking spoils the disguise and the thuull must feed again to resume it.

**Regeneration.** The thuull regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the thuull takes radiant damage or damage from holy water, this trait doesn't function at the start of its next turn.

**Spider Climb.** The thuull can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Vampire Weaknesses.** The thuull has the following flaws:

*Forbiddance.* The thuull can't enter a residence without an invitation from one of the occupants.

*Harmed by Running Water.* The thuull takes 20 acid damage when it ends its turn in running water.

*Holy Water.* The thuull is destroyed if holy water is poured on its ashes while in its resting place.

*Sunlight Hypersensitivity.* The thuull takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks. If a thuull is reduced to 0 hit points by this damage it reverts to a pile of ash but is not destroyed. An hour after sunset it regains 1 hit point and reverts back to its true form.

**Shapechanger.** If the thuull isn't in sun light or running water, it can use its action to polymorph into a cloud of burning ash. While in ash cloud form, the thuull can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the cloud can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all non-magical damage, except the damage it takes from sunlight. A creature in the thuull's ash cloud takes 5 (1d8) fire damage must make a Constitution saving throw DC 13 or be blinded for 1 turn. A creature that fails this save on two or more consecutive turns becomes blinded for 1 turn and gains a level of exhaustion.

#### ACTIONS

**Multiattack.** The thuull makes two attacks, only one of which can be a bite attack.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the thuull, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the thuull regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the thuull can grapple the target. 