

# BLOODY BONES

**B**loody bones are the undead, animated corpses of evil criminals cursed to continue their horrid trade long after they should have died. They look like bloody skeletons with a few shreds of flesh hanging on the bones. In fact, they resemble corpses left hanging on gibbets (a traditional punishment for criminals). Bloody bones lair in hidden caves or deep concealed pits. They venture forth only to kill and rob victims.

**Superstitious Tales** In many lands, parents have used tales of bloody bones to frighten children away from dangerous ponds or to keep them from misbehaving, especially at night. They revel in creating fear in their victims, using their natural stealth to haunt and frighten a creature for hours or even days before revealing themselves. However, bloody bones are also said to live in old, dark cupboards, and perhaps most frighteningly, under stairs. The story goes that if you peek between your ankles into the space between stairs, especially stairs leading into a basement but any open stairs will do, you will see the monster, his head scalped and blood running down, sitting on a pile of bloody bones. If he sees you, you're done for.

**Horrid Tormentors** A bloody bones is adept at wreaking havoc on local settlements. The inhabitants of a region plagued by a bloody bones often have no idea of the true nature of the creature that menaces them, which only furthers the urban legends and frightening stories that rise in the wake of these violent, undead monstrosities.



## BLOODY BONES

*Medium undead, neutral evil*

**Armor Class** 19  
**Hit Points** 19 (3d8+6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Skills** Stealth +4  
**Damage Vulnerabilities** bludgeoning  
**Damage Immunities** poison  
**Condition Immunities** exhaustion, poisoned  
**Senses** darkvision 60 ft., passive Perception 9  
**Languages** understands all languages it knew in life but can't speak

### Challenge 1 (200 XP)

**Horrifying Visage:** Each non-undead creature within 60 feet of the bloody bones that can see it must succeed on a DC 13 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 bloody bone's Horrifying Visage for the next 24 hours.

### Actions

**Shortsword:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.  
**Shortbow:** *Ranged Weapon Attack:* +4 to hit, 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.