

The Crimson Corpse



Crimson Corpses is a horrifying undead abomination, resembling a zombie but with grotesque, blood-red blotches across its decayed flesh. These blotches glow brighter after it feeds, a sickening reminder of its unnatural hunger for the living.

These foul undead are drawn to life with a desire to consume it.

History

It is believed the first Crimson Corpse arose when a blood mage by the name of Korrath Morvayne, conducted a ritual for everlasting life and power, but their

demon-god (which one is not known) was displeased with him, and gave him what he wanted, but not in the way he wanted it.

Lairs

Crimson Corpses hate the sunlight and so hunt at night, leaving their underground lairs only when darkness falls. Their lairs usually consist of small caves or large animal burrows, or in a section of a dungeon close to a food source.

Ecology

Crimson Corpses, like all undead, are not part of the natural world and so don't have a place in it. However, they often feed on animals of all types as well as people.

Companion Monsters

Crimson Corpses are often found with other undead, especially zombies and ghouls, although they can fight the latter for flesh.

They have also been found in the employ of necromancers as bodyguards or stronger troops. It is not unusual to see them at the head of zombie hoards.

In wilderness locations, Crimson Corpses can also be found in symbiotic relationships with various carnivorous plants.



The Crimson Corpse for OSE

Crimson Corpse

Medium Undead

No. Appearing: 1D6 (2D8)

Alignment: Chaotic

Armor Class: 7 [12]

Hit Dice: 2 (1D12 per HD)

Attacks: 1 (claw or bite)

Damage: 1D4 or 1D6

Save: F2

Morale: 12

Movement: 90' (30')

XP: 75

Special Abilities

Undead Mind: Immune to charm, sleep, and other mind-affecting magic.

Undead Resilience: Crimson Corpses use a D12 for Hit Dice, making them tougher than typical undead. They are turned as Ghouls.

Thirst: Driven by an insatiable hunger for flesh, Crimson Corpses never check morale and will fight to the death. However, if an opponent falls in combat, there is a 60% chance the Crimson Corpse will begin feeding on the fallen instead of attacking a new target. If attacked while feeding, it will immediately retaliate.

Infection: Anyone bitten or clawed for 3 or more damage by a Crimson Corpse must make a saving throw vs. death or be infected with a magical disease. Infected

individuals will turn into a Crimson Corpse within 1D6 days.

Consumption: For every 2 rounds spent feeding on a living creature, a Crimson Corpse gains +1D12 Hit Dice and +1 to attack and damage rolls, up to a maximum of +3d12 HD and +3 to attack and damage. These bonuses last for:

- 1 day with light or no activity
- 1 hour if performing strenuous activity
- 1 minute in combat.

Once the bonus duration ends, the bonuses diminish by 1 step for each subsequent time period.

Hidden Treasure: There is a 30% chance a Crimson Corpse has a small piece of treasure in its gullet (See Treasure Table below).



The Crimson Corpse for D&D 3.0

Crimson Corpse

Medium Undead

Hit Dice: 2D12 (13 hp)

Initiative: +0

Speed: 30 ft.

Armor Class: 12 (+2 natural), touch 10, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Bite +4 melee (1D6+1) *or* Slam +2 melee (1D4+1)

Full Attack: Bite +4 melee (1D6+1), 2 x Slam +2 melee (1D4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Consumption

Special Qualities: Undead traits, Thirst, Undead Resilience, Hidden Treasure

Saves: Fort +0, Ref +0, Will +3

Abilities: Str 13, Dex 10, Con —, Int 3, Wis 10, Cha 12

Skills: Spot +3, Listen +3

Feats: Toughness

Environment: Any

Organization: Solitary, pair, or pack (3-6)

Challenge Rating: 2

Treasure: 30% chance of treasure in gullet (roll on Treasure Table, below).

Alignment: Always chaotic evil

Advancement: 3-6 HD (Medium)



Description

Crimson Corpses are undead monstrosities with rotting flesh marked by grotesque, blood-red blotches that glow brighter after they feed. They are relentless in their pursuit of the living, driven by an insatiable hunger.

Special Attacks and Qualities

Undead Traits: Crimson Corpses are immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, and death effects. They are not subject to critical hits, nonlethal damage, ability drain, or energy drain.

Infection: Anyone bitten or clawed by a Crimson Corpse must make a Fortitude save (DC 12) or be infected with a magical disease. Infected individuals will turn into a Crimson Corpse within 1D6 days.

Thirst: Crimson Corpses are driven solely by their hunger. They are immune to morale effects and always fight to the death. If a creature is reduced to 0 or fewer hit points, there is a 60% chance the Crimson Corpse will stop attacking to feed on the downed creature. Feeding consumes its action for the round. If attacked while feeding, it resumes combat.

Consumption (Su): For every 2 rounds a Crimson Corpse spends feeding on a living creature, it gains +1D12 temporary hit points and a +1 enhancement bonus to attack and damage rolls. These bonuses last for:

- 1 day if performing light or no activity.
- 1 hour if performing strenuous activity.
- 1 minute in combat.

These bonuses stack up to a maximum of +3D12 temporary hit points and +3 to attack and damage. When the duration ends, the bonuses diminish by 1 step per subsequent time period.

Hidden Treasure: Crimson Corpses occasionally consume valuable objects with their victims. There is a 30% chance of finding treasure within their remains (roll on Treasure Table).

Numbers Encountered

Roll on the Encounter Table below when encountering a Crimson Corpse as a random encounter.

Encounter Table

D6	Number Encountered
1-3	Solitary
4-5	Pair
6	Pack (1D4+2)

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Treasure Table for a Crimson Corpse

D20	Treasure
1	1D4 gold coins
2	2D6 silver coins
3	A small, cracked gemstone worth 10 gp
4	1D4 copper coins
5	A tarnished silver ring worth 15 gp
6	A tiny brass locket with an engraved design (5 gp)
7	A polished bone button with an inlaid design (2 gp)
8	A bloodstone worth 25 gp
9	A dented but intact copper brooch (3 gp)
10	A gold tooth worth 10 gp
11	A tiny vial of perfume (5 gp, 3 uses left)
12	A single platinum coin
13	A small pearl worth 30 gp
14	A brass key of unknown origin
15	A small magical potion bottle
16	A fragment of a broken dagger hilt
17	A simple iron ring with a faint magical aura
18	A minor magical trinket
19	A fine silver chain worth 40 gp
20	A minor magic item