

STITCH HORROR

Stitch horrors are ooze-like creatures created from random bits of flesh sewn together then reanimated. The most famous instance of a stitch horror occurred during the excavation of the Crypt of the Obsidian Hound by the Antronec Guild.

The thing consumed six porters and nearly killed Paola Antronec himself before it was put down by Xon'chee of Osgowic.

To date, no one knows how or why these things were created. Of course, many point towards fingers Xenem's necromancers. Xenem will not confirm or deny the claim.

STITCH HORROR

Large ooze, chaotic evil

Armor Class 8

Hit Points 152 (16d10 + 64)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	18 (+4)	2 (-4)	10 (+0)	-2 (-4)

Damage Vulnerabilities necrotic

Condition Immunities blinded, charmed, deafened, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages does not understand any languages but can speak through the use of its Mimicry trait

Challenge 4 (1,100 XP)

Stench. Any creature that starts its turn within 10 feet of the horror must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the horror's Stench for 24 hours.

Grasping Threads. The horror grabs with its loose threads. The threads can be attacked (AC 12; 5 hit points; immunity to poison and psychic damage). Cutting threads deals no damage to the stitch horror, which can extrude replacements on its next turn. Threads can be broken if a creature takes an action and succeeds on a DC 12 Strength check against it.

Mimicry. The horror can mimic the voice of any creature it has absorbed,

typically repeating whatever its last words were (screams, begs for mercy, etc.) A creature that hears the voices can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Thread. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. *Hit:* 12 (4d4 + 2) piercing damage, and if the target is a Medium or smaller creature it is grappled (escape DC 12).

Engulf. The horror moves up to its speed. While doing so, it can enter a Medium or smaller creatures' spaces. Whenever the horror enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

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

On a failed save, the horror enters the creature's space and the creature takes 13 (3d8) necrotic damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 27 (6d8) necrotic damage at the start of each of the horror's turns. From then on, the creature's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the horror 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. A humanoid slain in this way becomes part of the stitch horror, and can only be revived via a *true resurrection* or *wish* spell.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the horror.