



CORSE

I beheld the wretch — the miserable monster whom I had created. He held up the curtain of the bed; and his eyes, if eyes they may be called, were fixed on me. His jaws opened, and he muttered some inarticulate sounds, while a grin wrinkled his cheeks. He might have spoken, but I did not hear; one hand was stretched out, seemingly to detain me, but I escaped and rushed downstairs ...

— *Frankenstein, or The Modern Prometheus*, by Mary Wollstonecraft Shelley

Corses are constructed from the body parts of a collection of cadavers and brought back to life through magical and alchemical means. Unlike most constructs, Corses can tap into the memories of their former lives, enabling them to speak and to form new thoughts and opinions of their own. While they do not have spirits or souls, this mental autonomy has led some to believe they are a new life form.

These rare constructs are typically created as a companion for reclusive magic users who want more than a simple automaton to assist with their work. Due to the extreme expense and difficulty to control, they are typically solitary creatures. Eager for knowledge but with a lack of emotional understanding and empathy, they usually shy away from civilization.

Living Magic. Magic courses like blood through the veins of a corse, both giving it life and protection. This magic is constantly repairing any damage that it receives.

Diseased Flesh. The living flesh of a corse is rife with bacteria and disease. While its magic makes it immune to the effects, its strikes can pass along debilitating and deadly viruses.

Independent Guardians. A corse is fiercely protective of its creator out of an innate sense of loyalty. However, each is created with the express purpose of independent thought, and their creators do not have the same control as they would over a mindless construct, and a mistreated corse will turn on its creator.

CORSE

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+1)	10 (+0)	8 (-1)	6 (-2)

Saving Throws Str +4, Con +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Common, the languages of its creator

Challenge 3 (700 XP)

Proficiency Bonus: +2

Immutable Form. The Corse is immune to any spell or effect that would alter its form.

Magic Resistance. The Corse has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Corse's weapon attacks are magical.

Regeneration. The Corse regains 10 hit points at the start of its turn. If the Corse takes acid or fire damage, this trait doesn't function at the start of the Corse's next turn. The Corse dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The Corse makes two Slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

ART CREDIT: SHUTTERSTOCK