

SLAUGHTERHOUSE HORRORS

In a civilized, modern society, good bodies are hard to come by. With graveyard raiding or making humanoid corpses 'fresh' often out of the reach of low-budget necromancers, more creative solutions must be found- and a city's slaughterhouses are a fitting alternative. Stitched together from the leftover scraps of swine, cows, even poultry that are in abundance in any butcher's shop or meat packing warehouse and infused with the remnants of a bestial intelligence, these Slaughterhouse Horrors are cheap, easy to make... and just as dangerous as any other undead.

Mockery of Life. Given they're constructs made from the leftover scraps of slaughtered animals, no two Slaughterhouse Horrors are exactly alike. A patchwork of various animal parts with only the most basic aesthetic consideration behind their malignant purpose, these cheap, disposable constructs need only to be able to follow commands. With the more dextrous or delicate work of other undead minions out of the question, these creatures are suited only to one thing: Destruction.

SWINE DREG

The Swine Dreg is little more than a misshapen lump of animate pig flesh given violent purpose. Made from the rejected parts of other horrors, pieces too rotted or misshapen even for such simplistic constructs, it would be a pitiable thing, if not for its horrid intent. With limbs and maw stitched together in the most basic asymmetry and with a body built upon bones too gelatinous and rotted to stand, the Swine Dreg drags itself towards its foes with a throatless agony, driven only by the urging of its dark master.

Suggested Tactics

Swine Dreg will swarm characters to hinder them with their Obstructing Mass ability. If they find themselves in second row, they will use their Bile attack.

Swine Dreg might be not high in offense, but their obstructing nature will make them tempting targets for players to prioritize over bigger threats.



Artwork by DM Tuz

SWINE DREG

Medium undead, chaotic evil

Armor Class 9

Hit Points 11 (2d6 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	15 (+2)	2 (-4)	11 (0)	6 (-2)

Proficiency +2

Damage Resistances bludgeoning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Challenge 1/8 (25 XP)

Keen Smell. The Swine Dreg has advantage on Wisdom (Perception) checks that rely on smell.

Obstructing Mass. A creature that starts its turn within 5 ft. of at least two Swine Dreg must succeed on a DC 12 Strength saving throw. On a failed save the creature's movement speed is halved until the beginning of its next turn. A creature makes a single save against all Swine Dregs' Obstructing Mass ability per turn. [Constitution Based]

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Bile. *Ranged Weapon Attack:* +1 to hit, range 10/20 ft., one target. *Hit:* 2 (2d4) acid damage.

ZOMPIG

Medium undead, chaotic evil

Armor Class 10 (natural armor)

Hit Points 25 (3d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+1)	11 (0)	18 (+4)	3 (-4)	11 (0)	6 (-2)

Proficiency +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Challenge 1 (200 XP)

Keen Smell. The Zompig has advantage on Wisdom (Perception) checks that rely on smell.

Undead Fortitude. If damage reduces the Zompig to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Zompig drops to 1 hit point instead.

ACTIONS

Multiattack. The Zompig makes 2 attacks, one with its cleaver and one with its claw.

Cleaver. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Lash Out. When the Zompig takes damage from an attack of a creature it can see, it moves up to its speed towards the creature that damaged it. If the triggering creature is within reach, the Zompig will make a bite attack against the creature instead.



Artwork by DM Tuz

ZOMPIG

Though a construct built from slaughtered animal parts is little more than a substitute for a humanoid undead, there are some enterprising necromancers who attempt to bridge the gap. Walking upright in a crude facsimile of a human gain, the Zompig is an aggressive brute of a creature, a violent, aggressive berserker with crude weapons stitched onto limbs that could not carry them otherwise. This pig in the shape of a man is unfeeling, unwavering in its fury, and though the notion of such a creature may seem laughable in theory, in practice it is a nigh-unstoppable monstrosity, for whom the loss of parts and infliction of what should be mortal wounds is not an obstacle.

Suggested Tactics

Zompigs will act aggressively and make use of Lash Out whenever possible to close the gap, or to make another bite attack.

Zompigs are monsters with a high staying power thanks to Undead Fortitude and high Constitution scores, allowing them to stick to targets with disregard of self preservation. They are straight-forward brutes that pressure characters to deal with them.

MANY-TROTTER

Large undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	2 (-4)	13 (+1)	6 (-2)

Proficiency +2

Skills Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Challenge 3 (700 XP)

Keen Smell. The Many-Trotter has advantage on Wisdom (Perception) checks that rely on smell.

Ambusher. The Many-Trotter has advantage on attack rolls against any creature it has surprised.

Overwhelm. When the Many-Trotter hits a creature with a bite attack made with advantage, it can make one Constrict attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) damage if the attack is made with advantage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the creature is Medium size or smaller it is grappled, escape DC 16 Until this grapple ends, the creature is restrained, and the Many-Trotter can't constrict another target. [Strength Based]



Artwork by DM Tuz

MANY-TROTTER

A creature made from segments of many porcine bodies stitched together to form a sort of pseudo-centipede, this beast is long and disturbingly flexible both physically and mentally. Large- given it consists of often dozens of pig corpses- yet disturbingly lithe, it possesses a predatory intelligence, able to lie in wait and ambush prospective prey. Driven more by a force than a thinking mind, this beast is shockingly destructive in its intended role, unwavering and unreasonable in its drive to hunt, to seek, to kill.

Suggested Tactics

The Many-Trotter will use it's Stealth skill to make use of its Ambusher and Overwhelm ability in the first round of combat. Once the first round passed or the Many-Trotter failed to ambush it will attempt to first constrict a character and then attack it with Bite to deal the most damage.

The Many-Trotter is an assassin-type monster that has the potential to take down a character in the first round of combat, if able to ambush. Before using one, make sure that your players will not be outright killed by it's first round of damage (averaging at 31 damage).

BILE BOMBER

Medium undead, chaotic evil

Armor Class 9

Hit Points 26 (4d8 + 8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	7 (-2)	15 (+2)	2 (-4)	11 (0)	6 (-2)

Proficiency +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Challenge 1 (200 XP)

Keen Smell. The Bile Bomber has advantage on Wisdom (Perception) checks that rely on smell.

Impeded Movement. The Bile Bomber is unable to dash and standing up from being knocked prone costs all of its movement.

Death Throes. When a Bile Bomber is reduced to 0 hit points, it explodes in a spread of acidic bile and dies. Each creature within 5 ft. of the Bile Bomber must make a DC 12 Dexterity saving throw taking 10 (4d4) acid damage on a failed save and half as much on a successful one. The explosion leaves behind a 15-foot square puddle of acid centered on the position of the Bile Bomber. A creature takes 10 (4d4) acid damage when it enters the puddle for the first time on a turn or ends its turn there. The puddle remains for one minute unless removed or washed away. [Constitution Based]

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 2 (1d4) acid damage.

Bile. *Ranged Weapon Attack:* +4 to hit, range 40/60 ft., one target. *Hit:* 10 (4d4) acid damage. [Constitution Based]



Artwork by DM Tuz

BILE BOMBER

This reanimated pig carcass is bloated and distended with gangrenous organs, dragging its bulbous gut into battle as bile leaks from its slack jaw. Though it is slow moving, forced to all fours by the weight of its decaying mass, it can spit disgusting bodily fluids at foes, or be utilized as a stationary, deadly trap. Upon death, the barely-contained rot within this abomination is released in a spray of gore and bile, and anyone unwary enough to be caught in the blast is sure to find themselves in grave danger.

Suggested Tactics

Bile Bombers will try to stay out of reach of approaching creatures, trying to make as many Bile attacks as possible before they are forced into combat. Once in combat they will attack creatures with their bite attack and attempt to affect as many creatures with their Death Throe as possible.

Bile Bombers can be deployed as pseudo traps because of their death throe effect, as well as artillery-type monsters thanks to their ranged weapon attacks.

FRENZY FEATHER

Tiny undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 10 (4d4)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (0)	2 (-4)	6 (-2)	6 (-2)

Proficiency +2

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 8

Challenge 1/2 (100 XP)

Clumsy Flight. If the Frenzy Feather ends its turn in the air, it begins to fall. The Frenzy Feather takes no falling damage if it can use its wings to break the fall.

Evade. If an effect would force the Frenzy Feather to make a Dexterity saving throw and deal half damage on a successful one, it takes no damage instead.

Unpredictable. Opportunity attacks against the Frenzy Feather are made with disadvantage.

ACTIONS

Multiattack. The Frenzy Feather makes one Frenzy attack against each creature within 5 ft. of it.

Frenzy. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.



Artwork by DM Tuz

FRENZY FEATHER

Little more than an amalgamation of dangerous edged instruments, saw blades, and chains affixed to the body of a reanimated chicken, this simple construct flails and thrashes with uncontrollable abandon. Little more than a mobile knife rack, the Headless Chicken isn't meant so much to be controlled as it is to be let loose in the vague direction of the enemy, throwing itself around in unpredictable patterns and inflicting as much damage as possible before it succumbs to its wounds. Even then, it often takes outright destruction of the beast to end its threat, as every synapse is primed to keep twitching until they can be made to twitch no longer.

Suggested Tactics

Not much tactic is needed. A frenzy feather will always move to the closest available enemy targets and attack anything that is within range without discrimination until destroyed.

SLAUGHTERHOUSE ABOMINATION

Large undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (0)	16 (+3)	3 (-4)	10 (0)	6 (-2)

Proficiency +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Challenge 4 (1,100 XP)

Brute. A melee weapon deals one extra die of its damage when the Slaughterhouse Abomination hits with it (included in the attack).

Stench. Any creature that starts its turn within 5 feet of the Slaughterhouse Abomination must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all Slaughterhouse Abominations for 1 hour.

ACTIONS

Multiattack. The Slaughterhouse Abomination makes 2 attacks; one with its hook and one with its cleaver.

Hook. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. The reach of this attack is 15 ft. if the target is a creature grappled by the hook.

Cleaver. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Hook (Thrown). *Ranged Weapon Attack:* +6 to hit, range 15 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. The target is grappled, escape DC 14, and pulled 10 ft. straight towards the Abomination. Until the grapple ends, the target is restrained and the Abomination can't use its hook against another target. The chain can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). The chain can be burst if a creature takes an action and succeeds on a DC 20 Strength check against it. Once the chain is broken, the Abomination can't throw its hook anymore until it is repaired. [Strength Based]



Artwork by DM Tuz

SLAUGHTERHOUSE ABOMINATION

Perhaps the most... coherent of its kind, the Slaughterhouse Abomination is an amalgam of the best slaughterhouse parts a necromancer can find. A combination of porcine and bovine parts made to walk upright, this wall of beef and fury resembles a minotaur, if such a creature was pasted together from parts that mostly fit- and which were most ideal as murderous implements. Unlike many abominations, this resilient creature is tougher than most, and serves most often as a guardian and quite literal meat shield.

Suggested Tactics

The Slaughter House Abomination will attempt to engage as many creatures in combat as possible, to force them to make saving throws against its stench, while also forcing far reached targets within 5 ft. of itself with its Hook.

If the Slaughter House Abomination is deployed with vulnerable targets it is charged to protect, it will keep foes away from said target by using its Hook.

Unbound Monsters: Slaughterhouse Horrors

LUMP OF SWINE

The fevered creation of a cornered necromancer, this mound of animate flesh is little more than the embodiment of last-ditch desperation. Made up of dozens, even hundreds of pig carcasses brought together in only the slightest facsimile of cohesion, this mountain of meat knows only hatred. With the same dark and terrible magic that keeps it alive granting it the ability to melt and subsume other living beings into itself, and even the pieces chopped from its multitudinous hide able to reanimate as swinelings themselves, this horrific collective is as dangerous as the frantic will that brought it to life.



LUMP OF SWINE

Huge undead, chaotic evil

Armor Class 9 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	19 (+4)	3 (-4)	13 (+1)	6 (-2)

Proficiency +3

Saving Throws Str +6, Con +7

Skills Perception +4

Damage Resistances bludgeoning, necrotic

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned, prone

Senses darkvision 60 ft., tremorsense 30 ft., passive

Perception 14

Challenge 8 (3,900 XP)

Legendary Resistance (1/Day). If the Lump of Swine fails a saving throw, it can choose to succeed instead.

Massive. The Lump of Swine can't dash. Effects that would push the Lump of Swine only push it half as far. Additionally the Lump of Swine can have up to 8 creatures grappled at a time.

Flesh Forming. A creature that starts its turn being grappled by the Lump of Swine must make a DC 15 Constitution saving throw. On a failed save a creature takes 9 (2d8) necrotic damage. A creature that dies while being grappled by the Lump of Swine dissolves and becomes absorbed into its body at the start of the Lump of Swine's turn. The Lump of Swine regains 13 (3d8) hit points when it absorbs a small sized or larger creature. [Constitution Based]

ACTIONS

Multiattack. The Lump of Swine makes 2 Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target the Lump of Swine has not grappled. *Hit:* 10 (2d6 + 3) bludgeoning damage and the target is grappled, escape DC 15. [Constitution Based]

Embrace. A creature grappled by the Lump of Swine must make a DC 15 Strength saving throw. On a failed save it takes 10 (2d6+3) bludgeoning damage and is restrained until the grapple ends. On a successful save a creature takes half as much damage and is not restrained. [Constitution Based]

Erupting Bile (Recharge 5-6). The Lump of Swine spews acidic Bile at a point within 60 ft. of itself where it forms a 10-foot puddle, which becomes difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a DC 15 Dexterity saving throw or takes 25 (10d4) acid damage. The puddle remains for one minute or until washed away. [Constitution Based]

LEGENDARY ACTIONS

The Lump of Swine can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Lump of Swine regains spent legendary actions at the start of its turn.

Pseudopod. The Lump of Swine makes a Pseudopod attack.

Embrace. The Lump of Swine uses Embrace.

Consume (2 Actions). A creature restrained by the Lump of Swine must make a DC 15 Constitution saving throw. On a failed save a creature takes 22 (5d8) necrotic damage and the Lump of Swine regains half as many hit points. On a successful save a creature takes half as much damage and the Lump of Swine regains no hit points. [Constitution Based]