

WALTER, THE FLESH MOUND

Large undead, unaligned

Armor Class 15 (Natural Armor)

Hit Points 119 (14d10 + 42)

Speed 20ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	5 (-3)

Condition Immunities Blinded, Deafened, Exhaustion

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

Languages None

Challenge 3 (700 XP)

Innocent Heart. Walter's infant corpse lies at the heart of the Flesh Mound, crying and afraid. So long as a creature remains engulfed within the Flesh Mound, they are entrapped within the central cavity where Walter's corpse dwells.

This "Heart" is encased by a thick shell of white bone and pulsating veins that extend throughout the mound. The Heart has an AC of 10 and 5 HP; if the Heart's hit points are reduced to 0, the Flesh Mound is reduced to 0 hit points and dissolves into a pile of liquid gore.

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a creature, the Flesh Mound can grapple it (escape DC 14) instead of dealing the bludgeoning damage.

Engulf. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* The Flesh Mound engulfs a Medium or smaller creature grappled by it. The engulfed target is restrained, and must succeed on a DC 14 Constitution saving throw at the start of each of its turns, taking 3 (1d4) bludgeoning damage on a failure. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

Una vez que un PJ ha visto o se ha enterado de la existencia de Walter, si ese PJ es consciente de las circunstancias del nacimiento y la muerte de Walter, ese PJ puede hacer una prueba de Inteligencia CD 15 (Arcanos) o Inteligencia CD 15 (Religión) para descubrir la fuente de la maldición sobre la Casa de la Muerte. Un PJ que tenga éxito en esta prueba descubre que el espíritu de un niño asesinado, no querido por sus padres, puede incitar una poderosa maldición sobre su familia, atormentando a sus asesinos y encadenando sus almas al lugar de su muerte. La única forma de eliminar la maldición sobre la Casa de la Muerte, descubre este PJ, es enterrar el cadáver de Walter al amanecer bajo el umbral de la vivienda.