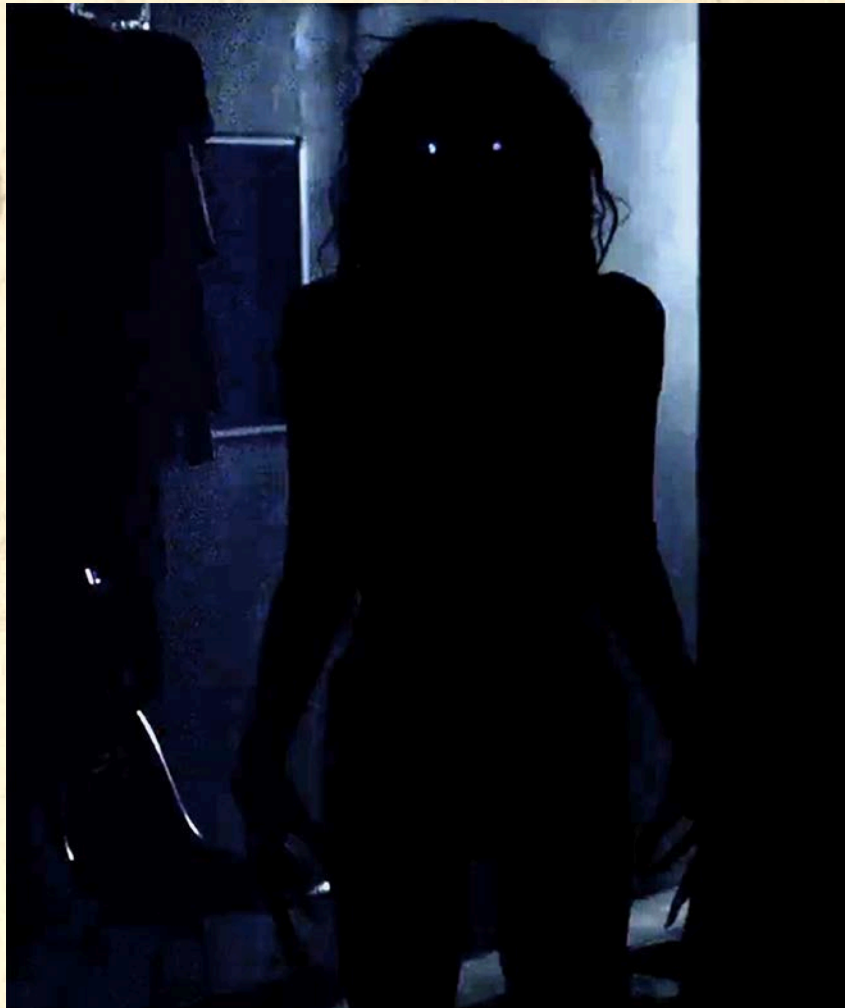


THE WANDERER'S CREATURE FEATURE

SCORCHED SOUL

*Stats for Diana
from Lights Out*



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Scorched Soul

SCORCHED SOUL

A shadow lurking within the shadows, the scorched soul stalks its prey, feeding upon their life force and fear. Its horribly scarred and burnt form is hidden in the darkness, the only place it can manifest.

Horrific Origins. The first known scorched soul was a poor girl known only as Diana. In life, she suffered from a debilitating sensitivity to bright light that would leave her skin blistered and burned. Undergoing a radical treatment by physicians, her body was destroyed by the intense light they subjected her to. Her soul, however, was released and now prowls the dark, insane and seeking vengeance...and someone to share her lonely existence.

Parasitic Bond. A scorched soul cannot manifest without energy. It gains this power by bonding with a living creature, usually a loved one or a trusted friend during its life, and slowly draws on that being's life force in order to solidify its existence on the Material Plane. The creature it bonds too becomes lethargic, and will slowly become unable to live an active life, lying about or sleeping for most of the day. Should this bonded creature die, the scorched soul loses its ability to manifest until it has bonded with another creature on the Material Plane.

SCORCHED SOUL

Medium undead, chaotic evil

Armor Class 13
Hit Points 48 (12d8)
Speed 30 ft., etc

STR 19 (+4)
DEX 16 (+3)
CON 11 (+0)
INT 15 (+2)
WIS 13 (+1)
CHA 14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons; cold, thunder
Damage Immunities poison
Condition Immunities poisoned
Damage Vulnerabilities radiant
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP)

A Part of the Darkness. A scorched soul cannot be seen while in even the dimmest of light. It is as though it simply ceases to exist. Indeed, it cannot affect its surroundings while exposed to light, though it can move at its normal rate. When in shadow or darkness, the scorched soul can freely interact with its surroundings, and can be seen by those who can see in the dark.

Burning Light. While in darkness or shadow, light that does not fully illuminate the scorched soul causes it damage. Even light that would not do other creatures harm will deal 1d8 points of damage to a scorched soul when the creature is fully formed in the shadows.

Cannot Hide From Me. Those with truesight are able to see a scorched soul, even in full illumination, though they are no more able to affect it during this time than someone who cannot see it. For spell effects that require a target be in line of site, this would allow the caster to target the scorched soul.

ACTIONS

Multiattack. The scorched soul makes two claw attacks.

Claw. *Melee Weapon Attack* : +7 to hit, reach 5 ft., one target. *Hit* : 10 (1d12+4) slashing damage.

Slam. *Melee Weapon Attack* : +7 to hit, reach 5 ft., one target. *Hit* : 17 (2d12+4) bludgeoning damage, and the target must succeed on a Strength saving throw (DC 15) or be knocked back 10 feet and fall prone.

BLACK LIGHT

In the film, *Lights Out*, Diana was visible when exposed to black lights, lights in the UV spectrum. Since there is not an item that does so in the current rules for 5E, the DM is welcome to introduce something similar. Perhaps a crystal or fungus that emits UV light, or a magic item designed to do so. Perhaps this magic item is what Diana was originally exposed to, which made her a scorched soul. This light does not harm the creature as other sources of light, however.