



BENEOS TOKENS

UNDEAD PIKEMAN



D&D HOMEBREW



A Beneos Tokens homebrew creature statblock
for the world's greatest roleplaying game

UNDEAD PIKEMAN

Hushed voices tell of the Burial Host, an endless column of shambling undead pressed into service by a council of necromancers, fleshgrafters and carnal artisans. Heralded by the buzzing of bloated flies, the Burial Host descends upon cities or countryside alike, overwhelming even the sturdiest defenses in an unending onslaught of rotten flesh and rusted blades. Gaps within the ranks of the host are quickly filled, as the war machinery grinds forward, a self-serving and self-sustaining perpetuum mobile of death and rebirth. Undead Pikemen form the front rows of the Host, forcing their enemies into exasperating wars of attrition.

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This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

UNDEAD PIKEMAN

Medium undead, neutral evil

Armor Class 15 (Tattered armor, shield)

Hit Points 32 (4d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	5 (-3)	6 (-2)	4 (-3)

Saving Throws CON +5

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities Poisoned, Frightened, Exhaustion

Senses Darkvision 60 ft., passive Perception 8

Language Understands the languages it spoke in life but can't speak

Challenge 1

Undead Vigour. If damage reduces the Undead Pikeman 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 fire. On a success, the Pikeman drops to 1 hit point instead.

Dour Duty (2/ Day). If an Undead Pikeman is reduced to 0 hit points and is not saved by **Unholy Vigour**, do not remove it from the Initiative order. At the start of each of its turns, roll a d6. On

a roll of 4 or higher, the Undead Pikeman regains 11 (2d8+2) hit points and comes back to un-life. This feature can't be used when the Pikeman got reduced to 0 hit points by fire or radiant damage or if there is no body left to reanimate. After the Undead Pikeman gained hit points twice using this ability, it rapidly decays and can't resurrect again.

ACTIONS

Pike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target.

Hit: 8 (1d10 + 2) piercing damage.

Bite. *Ranged Weapon Attack:* +4 to hit, reach 5 ft., one targets.

Hit: 6 (1d6+2) piercing damage and the target creature must make a DC 11 saving throw. On a failed save, the target creature is diseased. At the start of each of its turns, the diseased creature takes 3 (1d4) necrotic damage. If the creature is reduced 0 hit points while diseased, it makes death saving throws with disadvantage. The infected creature can repeat the saving throw at the end of each of its turn, ending the effect on a success.

REACTIONS

Wilting Flesh. When the Undead Pikeman takes damage, it can use its reaction to roll a d8 and reduce the damage by the result.



HOW TO RUN UNDEAD PIKEMEN

1. OFFENSIVELY.

- Run several and clog the encounter area with them. With only one attack and hitting with a +4, their offensive potential won't amount to much, except of course against very low level parties.
- Their **Bite** attack is nasty on lower levels, offering an inherent risk and danger, without relying purely on damage.

2. DEFENSIVELY.

- Here lies the real (albeit spoiled) meat of the Pikeman, as it is both hard to kill and just won't stay dead.
- They are best used as a means for your party so get some damage out of their system, waste resources and for you to establish a horror theme, as the Pikemen start off shrugging hits each turn (**Wilting Flesh**), will not go down, even after being "killed" (**Undead Vigour**) and then just come back after some time to keep the assault/defense going (**Dour Duty**).

