

Corruption Corpse

CR 2

NE Medium Undead

Initiative: +1; **Senses:** Darkvision 60 ft.

Defense

AC: 16, **Flat-Footed:** 15, **Touch:** 11

(+1 DEX, +5 natural.)

HP: 26 (4d12)

DR: 5/Slashing

Fort: +1, **Ref:** +2, **Will:** +5

SR: None

Resistances: Turn Resistance +1

Immunities: Death effects, disease, mind-affecting effects, paralysis, poison, *sleep* effects, and stunning

Defensive Abilities: None

Offense

Speed: 20 ft.

Melee: 2 Slams +5 (1d6+3)

Special Abilities: Death Burst, Mote of Corruption

Statistics

STR 16 (+3)

DEX 13 (+1)

CON --- (+---)

INT --- (+---)

WIS 12 (+1)

CHA 4 (-3)

Base Attack +2; **Grapple** +5; **Space/Reach** 5 ft. / 5 ft.

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: None

Skills: None

Languages: None

SQ: Rapid Decay, Undead Traits

Combat Gear: None

Other Gear: None

General Information

Environment: Any

Organization: Solitary, pair, gang (2-8)

Treasure: None

A heavily decayed corpse shambles towards you, dark energy crackles around its form.

Corruption corpses are the failed experiments of powerful necromancers. Unable to control the massive amounts of negative energy that composes themselves, corruption corpses are in a state of constant (and rapid) decay. In battle, corruption corpses have no qualms about tearing pieces of their own flesh from their bodies and throwing them at their foes.

Ability Information

Death Burst (Ex): When a corruption corpse is slain, all of its build up negative energy releases in a burst of terrifying power. All creatures within 30 feet of a slain corruption corpse take 1d6 points of negative energy damage (no save) and must succeed on a DC 12 fortitude save or take a -2 penalty to their wisdom score for 1 hour.

Mote of Corruption (Ex): The corruption corpse tears a piece of its foul form from its body and throws it at its opponent. A corruption corpse must make a successful ranged touch attack, and any creature hit by a mote of corruption takes 1d8 points of negative energy damage and must succeed on a DC 12 fortitude save or become fatigued. A mote of corruption has a range increment of 40 feet.

Rapid Decay (Ex): Any round in which a corruption corpse takes both a move and a standard action, it takes 1d4-1 (minimum 1) points of damage. This damage ignores the corruption corpses' damage reduction.

Lore

A successful knowledge (religion) check will reveal the following information about a corruption corpse:

DC 14 This is a corruption corpse, the failed experiment of a powerful necromancer. This reveals all undead traits.

DC 19 Corruption corpses are capable of hurling chunks of their own form at enemies, these motes of corruption are capable of causing fatigue.

DC 24 Corruption corpses have a nasty habit of exploding in bursts of negative energy upon death.