

IRRADIATED DEAD

CREATURE 9

RARE

NE

MEDIUM

UNDEAD

GHOUL

TECH

Perception +17; darkvision

Languages Common

Skills Acrobatics +19, Athletics +19 (+21 to Grapple), Stealth +19, Survival +17

Str +6, **Dex** +6, **Con** +3, **Int** +1, **Wis** +4, **Cha** +4

AC 28; **Fort** +16, **Ref** +21, **Will** +17

HP 150 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious;

Resistances positive 10

Radioactive (radiation) Any attempts to Grab the irradiated dead afflicts the attacking creature with Medium Intensity Radiation

Tear Flesh ➤ **Trigger** A creature grabbed by the irradiated dead critically fails a skill check to Escape; **Effect** The irradiated dead makes a claw Strike against the triggering creature.

Speed 25 feet

Melee ♦ jaws +21 (finesse), **Damage** 2d10+10 piercing plus Medium Intensity Radiation

Melee ♦ claw +21 (agile, finesse), **Damage** 2d6+10 bludgeoning plus Medium Intensity Radiation

Radioactive Spew ♦♦ (concentrate, radiation[^], tech) The irradiated dead spews a 30-foot cone of irradiated viscera from its mouth that deals 10d6 acid damage (DC 27 basic Reflex save), Creatures that take any damage from this are subjected to Medium Intensity Radiation. The irradiated dead can't use Radioactive Spew again for 1d4 rounds.

Consume Flesh ♦ (manipulate); **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour. **Effect** The ghoul devours a chunk of the corpse and regains 5d6 Hit Points. It can regain Hit Points from any given corpse only once.

Medium Intensity Radiation (radiation, tech[^]) Any creature that makes physical contact with the irradiated dead must attempt a DC 25 Fortitude save or become drained 2 and be inflicted with Radiation Poisoning that immediately progresses to stage 2 after the onset period.

Radiation Poisoning (poison, radiation); **Saving Throw** DC 25 Fortitude; **Onset** 1 day; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2 (1 day); **Stage 3** enfeebled 3 (1 day); **Stage 4** enfeebled 4 (1 day); **Stage 5** 12d10 poison damage and enfeebled 5 (1 day)