

COFFER CORPSE

CREATURE 3

UNCOMMON

CE

MEDIUM

UNDEAD

Converted by VaranSL

Perception +10; darkvision

Languages Common, Osirian


Skills Athletics +9 (+11 to Grab), Intimidation +9, Stealth +8

Str +4, **Dex** +1, **Con** +2, **Int** -2, **Wis** +3, **Cha** +2

AC 18; **Fort** +7, **Ref** +6, **Will** +12

HP 39 (negative healing); **Immunities** death effects, disease, paralyze, poison, sleep;

Resistances 3 piercing, 3 slashing

Deceiving Death  If the coffer corpse takes 5 or more damage in a single round, it slumps to the ground, seemingly destroyed. If it was grabbing a creature, they are immediately released. At the start of its next turn, it stands up as a free action and all creatures are subjected to its Fearful Rise ability. Creatures can see through this ruse with a successful DC 18 Perception check to Sense Motive. Necromancers and creatures with the negative healing trait gain a +1 circumstance bonus to this check.

Speed 15 feet

Melee  slam +11 [+6/+1], **Damage** 1d8+6 bludgeoning plus Grab

Constrict  1d8+6 bludgeoning, DC 21

Fearful Rise (emotion, fear, mental, visual) If the coffer corpse uses its Deceiving Death ability, upon standing all creatures within 30 feet that can see it must attempt a DC 19 Will save.

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and fleeing for 1 round.

Strangle While a creature is grabbed by the coffer corpse, the creature is being strangled. The creature is suffocating and can't speak as long as it's strangled. This prevents it from casting spells with a verbal component or activating items with a command component.

This undead creature looks like a zombie, though is far more clever. It seeks its final rest, attacking any living creature that might disturb its lair where it was part of an incomplete death ritual, like a funeral pyre never set to flame or a tomb never completed.