

## CADAVER CONVERTS

## CREATURE 3

**CE****SMALL****UNDEAD****CALIGNI**

Converted by VaranSL

**Perception** +7; greater darkvision, light blindness

**Languages** Caligni

**Skills** Acrobatics +6, Athletics +8, Stealth +8, Thievery +6

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

**Items** dagger

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**AC** 20; **Fort** +10, **Ref** +10, **Will** +7

**HP** 54 (death throes, negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

**Death Throes** (negative) When the cadaver convert dies, their body disintegrates in a burst of negative energy. All creatures in a 10-foot emanation take 4d6 negative damage (basic DC 20 Fortitude save). The convert's gear and treasure are left in a pile where they died.

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**Speed** 25 feet

**Melee** ♦ dagger +12 [+8/+4] (agile, finesse, versatile S), **Damage** 1d4+7 piercing

**Melee** ♦ slam +12 [+7/+2], **Damage** 1d8+7 bludgeoning

**Ranged** ♦ dagger +12 [+8/+4] (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+7 piercing

**Occult Innate Spells** DC 17, attack +9 ; **2nd** *darkness* (at will); **cantrips (2nd)** *detect magic*