

# PLAGUE WALKER

CR 3

hp 42 (6 HD)

CE Medium undead

Init -2; **Senses** darkvision 60 ft.; Listen +10, Spot +1

**Languages** —

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**AC** 12, touch 8, flat-footed 12; bloated target

**Immune** undead immunities

**Fort** +2, **Ref** +0, **Will** +6

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**Speed** 20 ft. (4 squares)

**Melee** 2 claws +8 each (1d6+4 plus diseased touch)

**Base Atk** +3; **Grp** +7

**Special Actions** putrid burst

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**Abilities** Str 18, Dex 6, Con —, Int 4, Wis 13, Cha 3

**SQ** undead traits

**Feats** Skill Focus (Listen), Toughness, Weapon Focus (claws)

**Skills** Climb +7, Listen +10, Spot +1

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**Bloated Target (Ex)** The -4 penalty for firing into melee does not apply to foes making ranged attacks made against a plague walker.

**Diseased Touch (Su)** Any living creature struck by a plague walker's claws must succeed on a DC 13 Fortitude save or be overcome with racking pain and mild nausea, causing that creature to become sickened for 1 minute. Creatures that have immunity to disease are not affected by this ability.

**Putrid Burst (Ex)** When reduced to one-quarter or fewer of its full normal hit points, a plague walker can use a swift action to explode. This burst has a 30-foot radius and deals 3d6 points of damage to everything in the area. All living creatures in the area are nauseated for 1 round; a successful DC 15 Reflex save halves the damage and negates the nauseated effect. If reduced to 0 hit points before it can activate its putrid burst, a plague walker dissolves into a pile of rotting flesh.