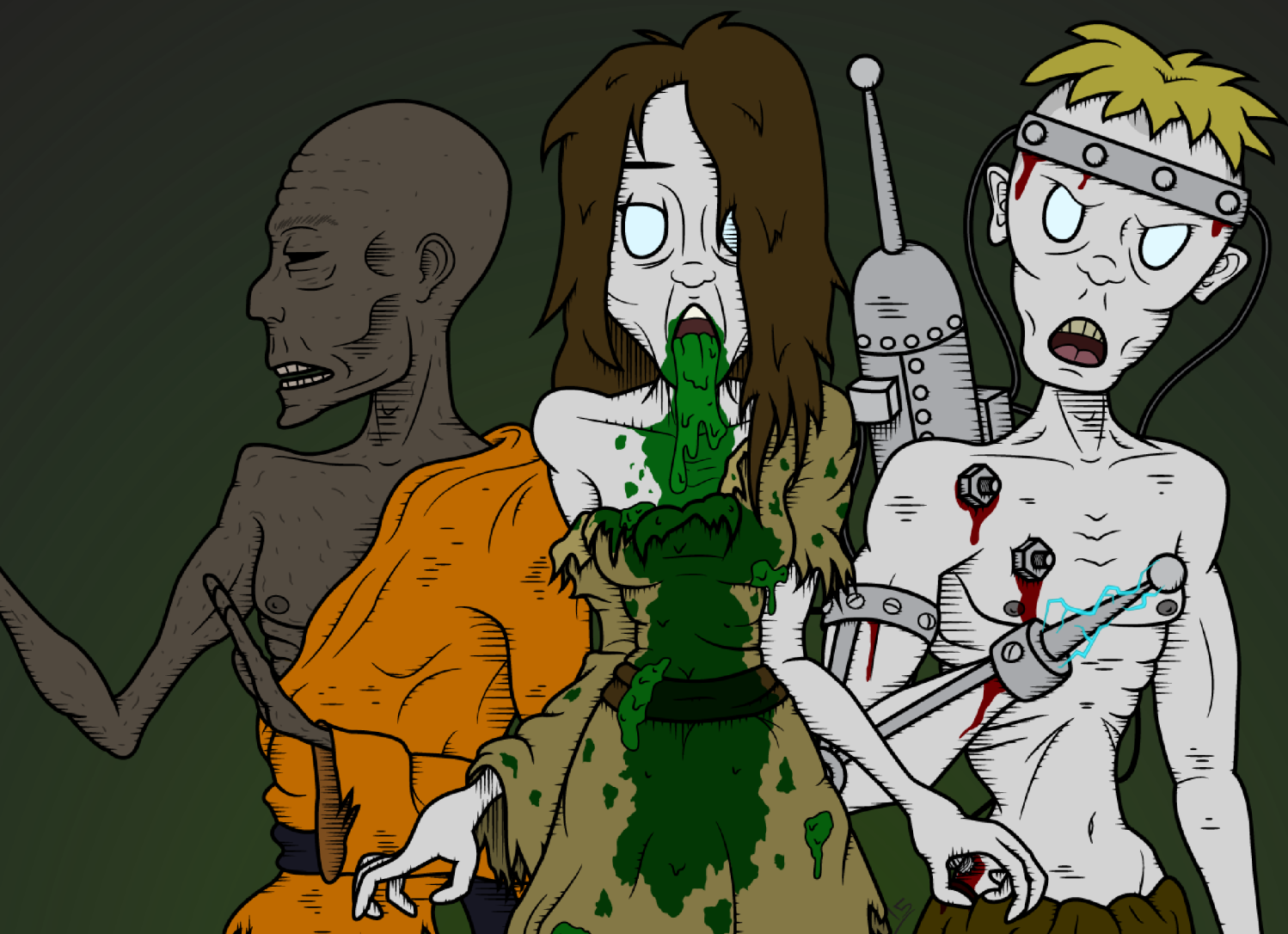


10 ALL-NEW

# UNDEAD MONSTERS

Dungeonous  Octopus



Creatures from the Crypt for The Pathfinder Roleplaying Game



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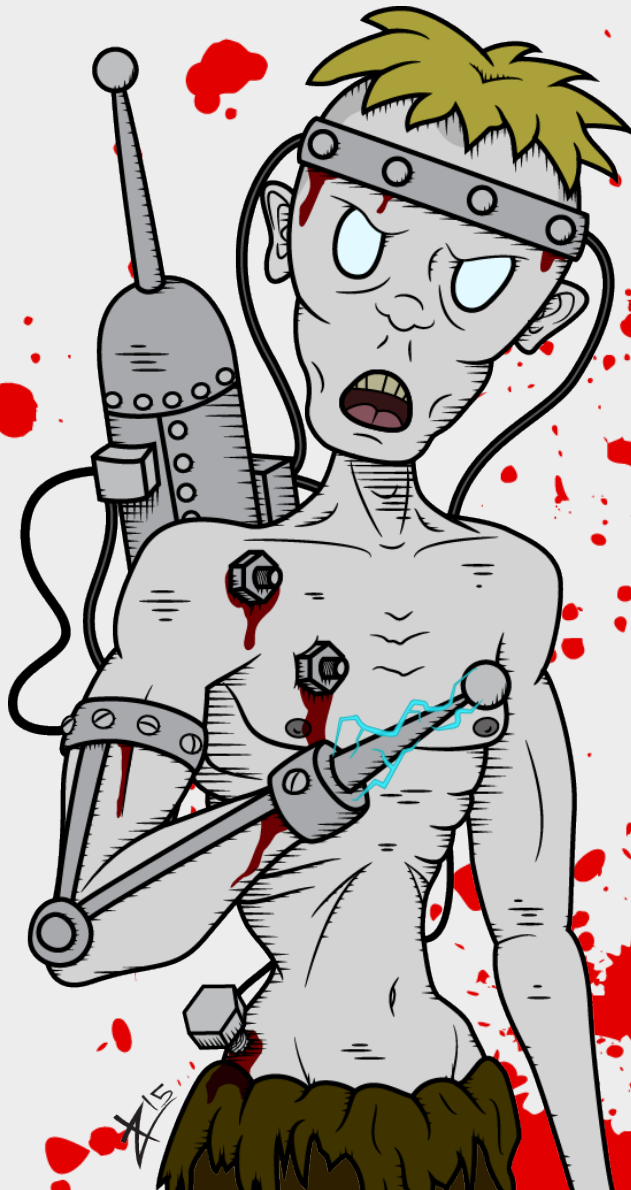


10 All-New

# Undead Monsters

Creatures from the Crypt for The Pathfinder Roleplaying Game

## Dungeonous ctopus



# “10 All-New Undead Monsters”

Another unconventional product from



EST. 2013

Notice: This book contains references to, and depictions of fantasy violence, gore, and spooky skeletons. Although you probably expected that.

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Written, Edited, & Illustrated by Z Gosck “*The Gentleman Bard*”  
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# CRAWLING TONGUE, GIANT

*This wriggling abomination's existence defies common decency.*

## GIANT CRAWLING TONGUE

**CR 3**

NE Medium undead

**XP 800**

**Init:** +6 | **Senses:** blindsense 30 ft., darkvision 60 ft.; Perception +7

### DEFENSE

**AC:** 13 | **touch:** 12 | **flat-footed:** 11

**Modifiers:** +2 Dex, +1 natural

**hp:** 42 (5d8+20)

**Fort:** +4 | **Ref:** +5 | **Will:** +6

**Immune:** precision damage, undead traits

### OFFENSE

**Speed:** 30 ft., swim 40 ft.

**Melee:** slam +5 (2d4+3 plus grab)

**Space:** 5 ft. | **Reach:** 5 ft.

**Special Attacks:** constrict (2d4+4)

### STATISTICS

**Str:** 14 | **Dex:** 15 | **Con:** — | **Int:** 1 | **Wis:** 14 | **Cha:** 16

**Base Atk:** +3 | **CMB:** +5 (+9 to grapple) | **CMD:** 17 (cannot be tripped)

**Feats:** Improved Initiative, Lightning Reflexes, Toughness

**Skills:** Climb +7, Intimidate +7, Perception +7, Swim +10

**Racial Modifiers:** Swim +8

**SQ:** grotesque (DC 15, 6 rounds [1d3 rounds])\*

### ECOLOGY

**Environment:** any, usually underground or aquatic

**Organization:** solitary or lick (3-5)

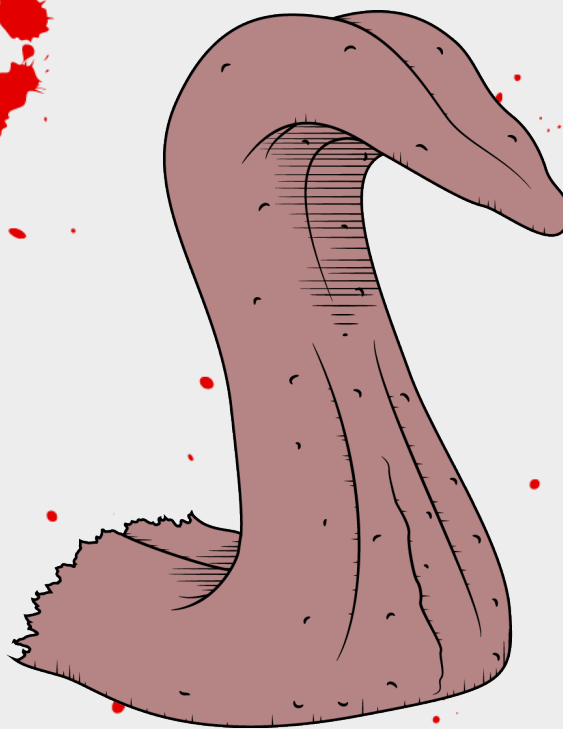
**Frequency:** very rare (creation)

**Treasure:** none

\*See tar zombie entry for the grotesque special quality

It's a little-known fact of nature that when creatures of significant size die their bodies are almost immediately swarmed by necromancers, harvesting useful parts like gigantic eyes and hands for use in their dark magics. The tongue is usually one of the last pieces to be harvested—unless it's taken with the head—and is often the only piece that can be obtained by the smaller and weaker necromancers.

When animated, is an adequate—although generally not *desirable*—minion. While a giant crawling tongue's combat prowess is limited, its true power lies in its sickeningly grotesque appearance that can unsettle even the hardest of adventurers.



# CRAWLING TONGUE SWARM

*Thousands of severed tongues crawl around in a sickening display.*

## CRAWLING TONGUE SWARM

**CR 1**

NE Diminutive undead (swarm)

**XP 400**

**Init:** +3 | **Senses:** tremorsense 30 ft., darkvision 60 ft.; Perception –1

### DEFENSE

**AC:** 17 | **touch:** 17 | **flat-footed:** 14

**Modifiers:** +3 Dex, +4 size

**hp:** 9 (2d8)

**Fort:** +0 | **Ref:** +3 | **Will:** +2

**Defensive Abilities:** swarm traits

**Immune:** undead traits, weapon damage

### OFFENSE

**Speed:** 20 ft., swim 20 ft.

**Melee:** swarm (1d6 negative energy plus distraction)

**Space:** 10 ft. | **Reach:** 0 ft.

**Special Attacks:** distraction (DC 12)

### STATISTICS

**Str:** 1 | **Dex:** 17 | **Con:** — | **Int:** 1 | **Wis:** 8 | **Cha:** 10

**Base Atk:** +1 | **CMB:** — | **CMD:** —

**Feats:** Ability Focus (distraction)

**Skills:** Stealth +19, Swim +4 | **Racial Modifiers:** Swim +8

**SQ:** grotesque (DC 11, 2 rounds [1 round])

### ECOLOGY

**Environment:** any underground or aquatic

**Organization:** solitary or tangle (3-6 swarms)

**Frequency:** very rare (creation)

**Treasure:** none

A crawling tongue swarm is made of around 1,500 animated tongues. Each tongue must be individually harvested and prepared and then raised as a single creature. As such, all but the most dedicated—or obsessive—of necromancers don't bother creating such creatures.

Note: Statistics for a single crawling tongue can be found under insignificant monsters.

# MUMMY, SOKUSHINBUTSU

*Clad in monks' robes, this withered humanoid moves with power and agility far beyond what would be expected of its frail body.*

## SOKUSHINBUTSU MUMMY

**CR 8**

LN Medium undead (lawful)

**XP 4,800**
**Init:** +4 | **Senses:** darkvision 60 ft. ; Perception +15

### DEFENSE

**AC:** 23 | **touch:** 21 | **flat-footed:** 18

**Modifiers:** +4 Dex, +1 dodge, +2 monk, +2 natural, +4 Wis

**hp:** 85 (10d8+40)

**Fort:** +7 | **Ref:** +9 | **Will:** +11

**Defensive Abilities:** improved evasion, slow fall 50 ft.

**DR:** 5/— | **Immune:** electricity, negative energy, positive energy, undead traits

**Weaknesses:** vulnerable to fire

### OFFENSE

**Speed:** 60 ft.

**Melee:** unarmed strike +11/+6 (1d10+3), or flurry of blows +12/+12/+7/+7 (1d10+3)

**Space:** 5 ft. | **Reach:** 5 ft.

**Special Attacks:** flurry of blows, ki leech (DC 19), stunning fist (6/day, DC 19), terrifying fist

### STATISTICS

**Str:** 17 | **Dex:** 18 | **Con:** — | **Int:** 15 | **Wis:** 19 | **Cha:** 12

**Base Atk:** +7 | **CMB:** +13 | **CMD:** 30

**Feats:** Deflect Arrows<sup>B</sup>, Dodge<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Lightning Reflexes, Medusa's Wrath<sup>B</sup>, Mobility<sup>B</sup>, Snatch Arrows, Spring Attack, Stunning Fist<sup>B</sup>, Weapon Focus (unarmed strike), Whirlwind Attack

**Skills:** Acrobatics +12 (+22 to jump), Climb +11, Diplomacy +6, Heal +10, Knowledge (arcana, history, nature, and religion) +11, Perception +15, Sense Motive +14, Stealth +12

**Languages:** Common, +3 additional

**SQ:** ki animation

### ECOLOGY

**Environment:** almost always monasteries

**Organization:** solitary

**Frequency:** very rare

**Treasure:** none

### SPECIAL ABILITIES

**Ki Leech (Su):** As a touch attack, a sokushinbutsu mummy can attempt to leech ki from a target. If the target possesses a ki pool, it loses 2 ki points and the sokushinbutsu mummy regains a number of hit points equal to its hit dice total, if the target does not possess a ki pool it instead takes 2d6 nonlethal damage with the mummy healing an equal amount. A DC 19 Fortitude save negates. Save DC is Wisdom-based.

**Ki Animation (Su):** A sokushinbutsu mummy is animated by ki, rather than negative energy, as such it uses its Wisdom—rather than Charisma—in place of Constitution. Additionally it is neither healed nor harmed by positive or negative energy.

**Monk Abilities:** In addition to those detailed below, a sokushinbutsu mummy possesses the following monk class features: AC bonus, bonus feats, fast movement, maneuver training, slow fall, high jump, and improved evasion. For all monk class features a sokushinbutsu mummy treats its racial hit dice total as its monk level.

**Stunning Fist (Ex):** a sokushinbutsu mummy possesses the stunning fist ability of an 10th-level monk. It may only use the ability a number of times per day equal to its Wisdom modifier plus 1 for every 4 hit dice possessed—6/day.

**Terrifying Fist (Su):** When making a stunning fist attempt, a sokushinbutsu mummy can instead make the target panicked for 1 round. This is a mind-affecting fear effect.

**Unarmed Undead (Su):** A sokushinbutsu mummy possesses the unarmed strike and flurry of blows abilities of a 10th-level monk. Additionally, its unarmed strikes are treated as magic and lawful for the purpose of overcoming damage reduction.

In a rarely practiced ritual, a monk will enter a deep meditative state which they will not break even to eat or drink. To the uninformed observer this seems to result in the monk's death; however, the truth is that the monk has transcended to a higher state of enlightenment.

While most never return from this state, if the monk senses a powerful need for them they will return to their body, becoming a sokushinbutsu mummy. While a monk must be of lawful-neutral alignment to achieve this state, once they have reanimated they may be persuaded to change their alignment just as any other creature—although they must always retain their lawful alignment.



# PHANTASMAGORIA

*This mass of indistinct iridescent forms possess as eerie beauty all its own, along with an unsettling impression of pure dread.*

## PHANTASMAGORIA

**CR 7**

CE Tiny undead (Incorporeal, swarm)

**XP 3,200**
**Init:** +6 | **Senses:** darkvision 60 ft.; Perception +15

**Aura:** dread (60 ft.)

### DEFENSE

**AC:** 16 | **touch:** 16 | **flat-footed:** 14

**Modifiers:** +2 deflection, +2 Dex, +2 size

**hp:** 60 (8d8+24)

**Fort:** +4 | **Ref:** +4 | **Will:** +7

**Defensive Abilities:** incorporeal swarm traits, invisibility

**Immune:** undead traits

### OFFENSE

**Speed:** fly 30 ft. (perfect+)

**Melee:** corrupting swarm (2d6 plus visions of horror)

**Space:** 10 ft. | **Reach:** 0 ft.

**Special Attacks:** Ghost Lantern (DC 17), visions of horror (DC 17)

### STATISTICS

**Str:** — | **Dex:** 14 | **Con:** — | **Int:** 8 | **Wis:** 13 | **Cha:** 15

**Base Atk:** +6 | **CMB:** — | **CMD:** —

**Feats:** Ability Focus (ghost lantern), Ability Focus (visions of horror), Improved Initiative, Toughness

**Skills:** Bluff +8, Fly +20, Intimidate +10, Perception +15, Sense Motive +10, Stealth +22

**Racial Modifiers:** Perception +8, Stealth +8

**Languages:** Common (only capable of speech through ghost lantern)

### ECOLOGY

**Environment:** any

**Organization:** solitary

**Frequency:** very rare

**Treasure:** none

### SPECIAL ABILITIES

**Corrupting Swarm (Su):** This ability functions as a normal swarm attack—dealing automatic damage to all that share the phantasmagoria's space at the end of its move—except that it only affects living creatures and bypasses all damage reduction, other than that provided by a force effect or armor with the ghost touch ability. Damage from this ability is caused by supernatural aging—as per the corrupting touch ghost ability—and as such, creatures immune to magical aging are immune to this damage; however, they are still affected by the phantasmagoria's visions of horror ability.

**Dread Aura (Su):** All living creatures within 60 feet of a phantasmagoria take a –2 penalty to Will saves versus fear effects. Creatures who are immune to fear effects lose their immunity, but gain a +10 bonus to Will saves versus fear effects. The effects of this ability can be negated by remove fear for the spell's duration. This is a mind-affecting fear effect.

**Ghost Lantern (Su):** A phantasmagoria can create illusions as per the major image spell at-will. All illusions created with this ability have a ghostly quality, images are transparent, sounds seem distant and distorted, smells are indistinct, etc. Due to the ghostly nature of the illusions, interaction does not necessarily grant a Will save to disbelieve. Effective caster level 8, Will save DC 17, save DC is Charisma-based.

**Incorporeal Swarm Traits (Ex):** A phantasmagoria possesses all the defensive abilities granted by the swarm and incorporeal subtypes. As such, a phantasmagoria is immune to all non-magical attacks, and takes 25% damage from magic slashing and bludgeoning weapons—50% if the weapon possesses the ghost touch ability. Spells and effects that target an area deal 75% percent damage. Holy water, channeled positive energy, and area spells modified with the Ectoplasmic Spell feat deal 150% normal damage.

**Invisibility (Su):** A phantasmagoria is naturally invisible, it involuntarily becomes visible for 1 round when it uses its corrupting swarm ability, or at-will as a free action.

**Rejuvenation (Su):** Like most ghosts, a phantasmagoria will return 2d4 days after it is destroyed; however, individual phantoms restore at different times—and often in different places—making it highly unlikely that the phantasmagoria will reform. There will however lead to a significant increase in the number of phantoms in the surrounding area for several weeks..

**Visions of Horror (Su):** Any living creature damaged by a phantasmagoria's corrupting swarm ability is subject to horrifying visions of their deepest fears. The target must make a DC 17 Will save or become shaken for 1d4 rounds. If the save is failed by 5 or more, the target is frightened for the first round. This is a mind-affecting phantasm fear effect, Save DC is Charisma-based.

A phantasmagoria is a whirling mass of more than 100 tiny ghostly entities—individually known as phantoms. Each of these indistinct glowing orbs were originally full-fledged ghosts, but have since lost most their memories and power over centuries of unlife.

While phantoms are usually content to wander aimlessly, they are sometimes drawn to sources of strong spiritual energy such as hauntings, sights of numerous recent deaths, or powerful necromantic magics. Once a sufficient number of phantoms have gathered, they will be instinctively drawn together to form a phantasmagoria.

A phantasmagoria possesses a single mind formed from the fragments of memories possessed by its component parts. Unlike most hive-minds that function as unified whole, the hundreds of fractured personalities combine into a highly unstable entity. Phantasmagorias can often be inquisitive and playful—although their specific take on “playful” often involves terrorizing the living with their ghost lantern—but are just as likely to be violent and hateful, and are likely to switch between the two without cause or warning.

Once a phantasmagoria is “destroyed,” the individual phantoms will begin reforming over the course of the following week. The phantoms feel no compulsion to reform the phantasmagoria and will generally just wander off. While some may stick around, phantom activity will generally return to normal within a month's time.

Note: Statistics for a single phantom can be found under insignificant monsters.

# PHANTOM LIMB

*This translucent floating limb gives off a soft glow as it moves about in a pained and unnatural manner.*

## PHANTOM LIMB (ARM)

CR 1

NE Small undead (incorporeal)

XP 400

**Init:** +0 | **Senses:** darkvision 60 ft. ; Perception +3

### DEFENSE

**AC:** 12 | **touch:** 12 | **flat-footed:** 12

**Modifiers:** +1 deflection, +1 size

**hp:** 11 (2d8+2)

**Fort:** +1 | **Ref:** +0 | **Will:** +2

**Defensive Abilities:** channel resistance +4, incorporeal, lesser rejuvenation | **Immune:** undead traits

### OFFENSE

**Speed:** fly 30 ft. (perfect)

**Melee:** corrupting touch +2 (1d6, DC 12)

**Space:** 5 ft. | **Reach:** 5 ft.

**Special Attacks:** limb possession (DC 12)

### STATISTICS

**Str:** — | **Dex:** 10 | **Con:** — | **Int:** — | **Wis:** 8 | **Cha:** 13

**Base Atk:** +1 | **CMB:** +1 | **CMD:** 12

**Skills:** Fly +10, Perception +3, Stealth +12

**Racial Modifiers:** Perception +4, Stealth +8

### ECOLOGY

**Environment:** any

**Organization:** 1–6

**Frequency:** rare

**Treasure:** none

### SPECIAL ABILITIES

**Limb Possession (Su):** As a standard action, a phantom limb may attempt to possess the limb of an adjacent creature. A DC 12 Will save negates for constructs, undead, and living creatures; dead or unconscious creatures get no save. A creature who succeeds on their save is immune to possession by the same phantom limb for 24 hours. While possessing a limb, a phantom limb takes only half damage from positive energy.

A possessed limb is fully under the control of the phantom limb, using its Base Attack, CMB, and CMD; and the possessed creature's Strength and Dexterity scores. The possessed limb can attack with any held weapons or natural attacks the limb possesses, and gains a slam attack dealing damage appropriate for the possessed creature's size. Additionally, the possessed limb can do anything else that the creature's limb would normally be capable of—e.g. drawing weapons, removing armor, covering the creature's eyes, pulling random items out of pouches, hampering movement, etc.—the specifics of these actions is up to the GM's discretion. A possessed limb cannot use any spells, spell-like, or supernatural abilities, or magic items possessed by the creature unless they activate automatically as part of an action the possessed limb is capable of. If a possessed limb is severed—either before or after being possessed—it gains a move speed of 10 ft. Save DC is Charisma-based.

**Lesser Rejuvenation (Su):** When a phantom limb is “destroyed” it will attempt to rejoin with the soul of its previous owner. If the owner is still alive, has had its soul imprisoned or destroyed, or is a ghost itself, the phantom limb will reappear fully restored in 2d4 days.

## PHANTOM LIMB (LEG)

CR 1/3

NE Small undead (incorporeal)

XP 135

**Init:** +0 | **Senses:** darkvision 60 ft. ; Perception +2

### DEFENSE

**AC:** 12 | **touch:** 12 | **flat-footed:** 12

**Modifiers:** +1 deflection, +1 size

**hp:** 4 (1d8)

**Fort:** +0 | **Ref:** +0 | **Will:** +0

**Defensive Abilities:** channel resistance +4, incorporeal, lesser rejuvenation | **Immune:** undead traits

### OFFENSE

**Speed:** fly 30 ft. (perfect)

**Melee:** corrupting touch +1 (1d4, DC 10)

**Space:** 5 ft. | **Reach:** 5 ft.

**Special Attacks:** limb possession (DC 10)

### STATISTICS

**Str:** — | **Dex:** 10 | **Con:** — | **Int:** — | **Wis:** 7 | **Cha:** 11

**Base Atk:** +0 | **CMB:** –1 | **CMD:** 9

**Skills:** Fly +10, Perception +2, Stealth +12

**Racial Modifiers:** Perception +4, Stealth +8

### ECOLOGY

**Environment:** any

**Organization:** 1–6

**Frequency:** rare

**Treasure:** none

### SPECIAL ABILITIES

**Limb Possession (Su):** This functions as the phantom arm's ability except that the phantom leg is restricted to actions a leg could reasonably perform. Additionally, a phantom leg gains a +5 bonus on trip attempts against targets whose leg it possesses.

Phantom limbs are the spirits of limbs lost in battle. Having no mind of their own, phantom limbs know only the actions they performed shortly before their severing. This leads phantom limbs to wander aimlessly, seeking opponents to face in their everlasting battle.

Compelled by a desire to once again be complete, phantom limbs sometimes possess the limbs of living—or dead—creatures. While this can certainly be annoying for the limb's owner, it is also quite dangerous, as the phantom limb will usually attempt to kill the limb's owner so that it can take over the entire body—which, incidentally, it cannot actually do.

Note: At the GM's discretion, a phantom limb may possess other limb-like objects—e.g. tree branches or table legs. For such possessed objects, use the small animated object stats. If possessed objects are used, they should be added into the total encounter XP.

# SKELETON, SHRIEKING CRYPT

*This lanky humanoid skeleton lets loose an ear-piercing shriek.*

## SHRIEKING CRYPT SKELETON

**CR 6**

NE Medium undead

**XP 2,400**
**Init:** +6 | **Senses:** cryptsense, darkvision 60 ft.; Per. +16

### DEFENSE

**AC:** 17 | **touch:** 14 | **flat-footed:** 14

**Modifiers:** +2 Dex, +1 dodge, +4 natural

**hp:** 58 (9d8+18)

**Fort:** +5 | **Ref:** +5 | **Will:** +7

**DR:** 5/bludgeoning | **Immune:** cold, sonic, undead traits

### OFFENSE

**Speed:** 30 ft.

**Melee:** 2 claws +7 (1d4+1)

**Space:** 5 ft. | **Reach:** 5 ft.

**Special Attacks:** shrieking blast, wailing shriek

**Spell-Like Abilities:** CL 6; concentration +12

 At-will—*shatter* (DC 14)

 1/1d4 rounds—*discordant blast* (CMB +8)

### STATISTICS

**Str:** 13 | **Dex:** 14 | **Con:** — | **Int:** 8 | **Wis:** 12 | **Cha:** 14

**Base Atk:** +6 | **CMB:** +7 | **CMD:** 19

**Feats:** Ability Focus (shrieking blast), Combat Casting, Dodge, Improved Initiative, Skill Focus (Perception)

**Skills:** Intimidate +11, Knowledge (arcana and religion) +5, Perception +16, Spellcraft +5, Stealth +12

**Racial Modifiers:** Intimidate +4

**Languages:** Common, Necril (cannot speak)

### ECOLOGY

**Environment:** crypts and undead lairs

**Organization:** solitary

**Frequency:** very rare

**Treasure:** none

### SPECIAL ABILITIES

**Cryptsense (Su):** A shrieking crypt skeleton always belongs to a specified crypt—a single room, generally no larger than 100×100 feet in size—and is automatically aware when living creatures enter its crypt. The skeleton can determine the number of living creatures in its crypt, but not their locations. This ability generally ignores creatures of tiny size or smaller, although it can detect them if the skeleton so wishes.

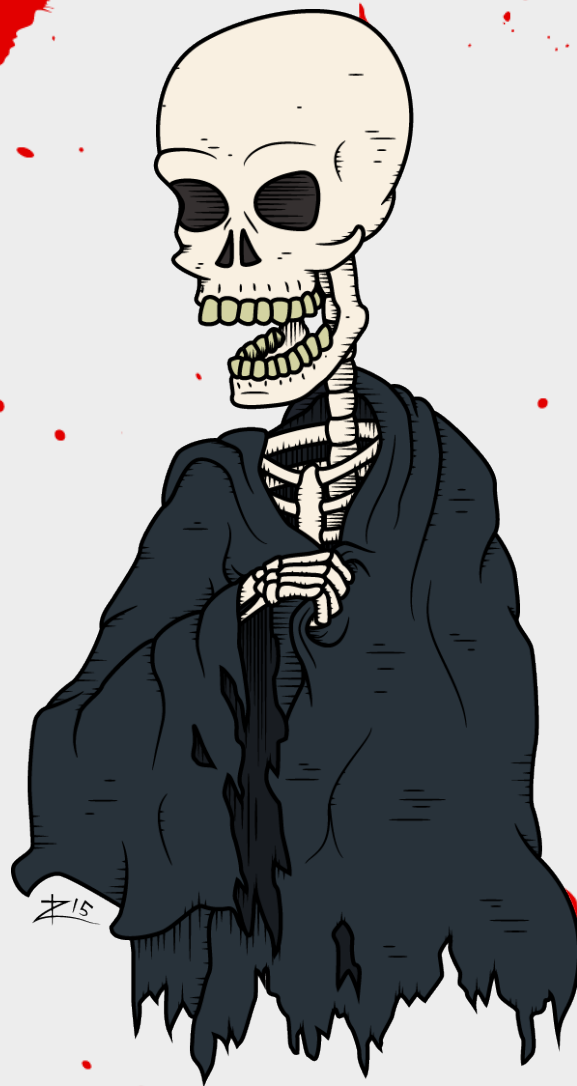
**Shrieking Blast (Su):** As a standard action, a shrieking crypt skeleton can let out a directed blast of sonic force in a 15-foot cone. All creatures in the area take 3d4 sonic damage, DC 18 Reflex save for half damage. On a natural roll of 1, the target takes an additional 1d4 damage and is knocked prone. Save DC is Charisma-based.

**Wailing Shriek (Su):** As a standard action, a shrieking crypt skeleton can emit an ear-piercing shriek, all creatures within 30 feet must make a DC 16 Fortitude save or suffer hearing loss for 1d4 hours—multiple failed saves do not compound this time, but override the previous duration if longer. Each round after, the skeleton can maintain the wailing shriek as a free action, although it must end the effect to use its shrieking blast or spell-like abilities. As long as the wailing shriek is active

all creatures within 60 feet of the skeleton are effectively deafened. The sound of a wailing shriek can be heard up to 1,000 feet away, although caverns and stone corridors can carry the sound even further. Save DC is Charisma-based.

Shrieking crypt skeletons appear as a normal human skeleton, with the exception of standing over seven feet tall. Due to their ability to sense and incapacitate intruders—as well as alert others with their wailing shriek—shrieking crypt skeletons are often used as sentries in crypts and undead lairs.

A shrieking crypt skeleton will relentlessly attack any living creatures who dares enter its crypt, but will not pursue them if they leave—unless self-preservation requires them to do so.



## HEARING LOSS

Hearing loss is a less severe form of deafened, representing only partial loss of hearing. A creature with hearing damage takes a –2 penalty to initiative checks and a –4 penalty on sound-based Perception and Sense Motive checks. Like deafness, long-term hearing loss can eventually be adjusted to.

# VISCERAL CREEPER

*What appears at first to be a snake or oversized worm is in reality something far less pleasant.*

## VISCERAL CREEPER

CR 1/2

NE Small undead

XP 200

**Init:** +2 | **Senses:** darkvision 60 ft. ; Perception -4

### DEFENSE

**AC:** 13 | **touch:** 13 | **flat-footed:** 11

**Modifiers:** +2 Dex, +1 size

**hp:** 10 (2d8+1)

**Fort:** -1 | **Ref:** +2 | **Will:** -1

**Immune:** undead traits

### OFFENSE

**Speed:** 20 ft., climb 20 ft.

**Melee:** slam +1 (1d4-1 plus 1d3 acid)

**Space:** 5 ft. | **Reach:** 5 ft.

**Special Attacks:** acid spray, strangle, wrap

### STATISTICS

**Str:** 9 | **Dex:** 14 | **Con:** — | **Int:** — | **Wis:** 2 | **Cha:** 8

**Base Atk:** +1 | **CMB:** -1 (+3 to grapple) | **CMD:** 11 (13

versus escape attempts)

**Feats:** Toughness<sup>B</sup>

**Skills:** Stealth +14 | **Racial Modifiers:** Stealth +8

**SQ:** grotesque\* (DC 10, 1 round)

### ECOLOGY

**Environment:** any

**Organization:** solitary or embowelment (2-12)

**Frequency:** rare

**Treasure:** none

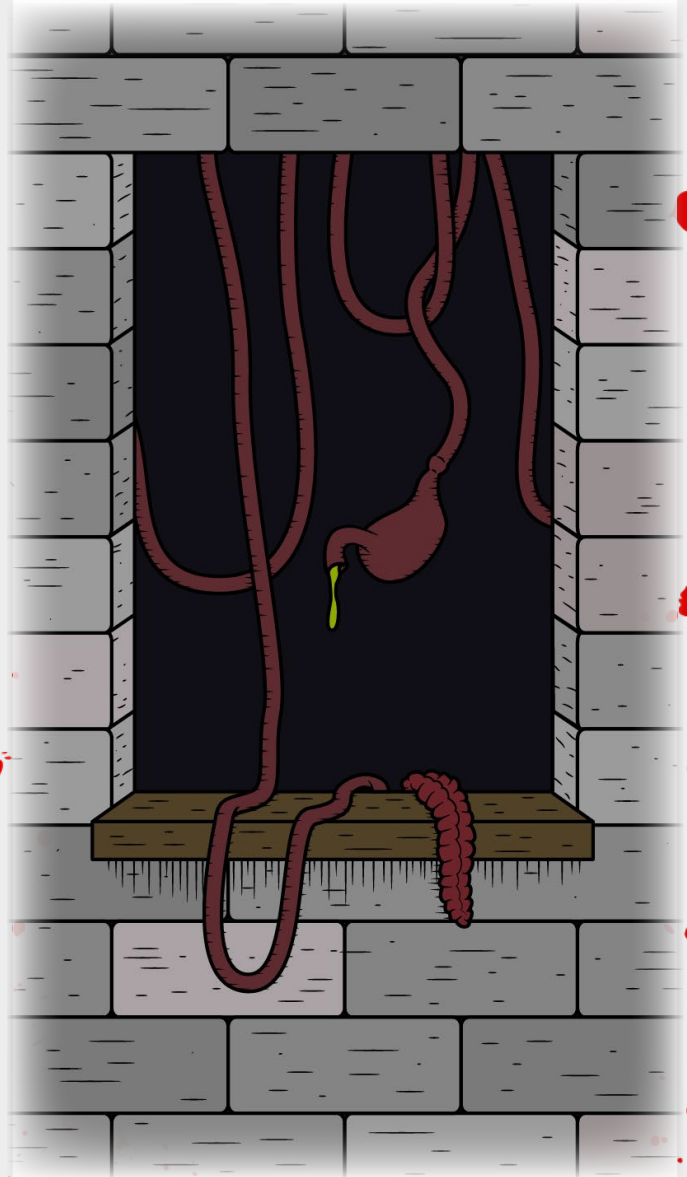
### SPECIAL ABILITIES

**Acid Spray (Ex):** As a standard action, a visceral creeper can spray digestive acid in a 5-foot cone, creatures in the area take 2d3 acid damage, DC 10 Reflex save for half damage. Save DC is Charisma-based.

**Strangle (Ex):** Against a creature that it has already wrapped around, a visceral creeper can make a grapple check to wrap itself around the target's throat. If successful, the target cannot breath, speak, or cast spells with verbal components until the grapple is broken. The creeper must make a successful grapple check each round to maintain its stranglehold. The creeper can use this ability on a creature of up to medium size.

**Wrap (Ex):** When a visceral creeper hits with its slam attack it can attempt a free grapple maneuver without provoking. If the grapple is successful, the creeper enters the target's space as it wraps itself around them, the creeper gains the grappled condition but the target is only entangled. As long as the creeper is wrapped around the target attacks made against the creeper by other creatures have a chance of hitting the target instead, this chance is 50% for ranged attacks and 20% for melee. This miss chance can be negated by taking a -4 penalty to the attack roll. The creeper can automatically maintain the grapple as a full-round action. The creeper can use this ability on a creature of up to large size.

**Visceral Animation (Su):** 1d6 hours after death, the digestive tract of a creature slain by a visceral creeper will detach and crawl out of its former owner's mouth as a new visceral creeper.



A visceral creeper is the extracted gastrointestinal tract—stomach and intestines—of a medium creature animated into what could be best describes as a gore worm. Fully stretched out, a visceral creeper can measure more than 25 feet long, but only 1.5–2.5 inches wide. They use this considerable length to wrap around their victims like a living rope, eventually strangling them. Due to their small size, stealthy capabilities, and general disposability, visceral creepers make excellent assassins—although their reproductive abilities can sometimes create more havoc than was intended. While mindless on their own, a controlled visceral creeper is more than capable of scaling walls and sneaking into the windows of sleeping victims.

**Note:** Visceral creepers can be created with animate dead and lesser animate dead. When calculating cost and number of controllable undead, a visceral creeper counts as a creature of its hit dice total -1.

\*See tar zombie entry for the grotesque special quality

# ZOMBIE, ELECTRIC

*This augmented walking corpse crackles with electrical energy.*

## ELECTRIC ZOMBIE

**CR 2**

NE Medium undead

**XP 600**
**Init:** -1 | **Senses:** darkvision 60 ft.; Perception +0

**Aura:** shock (5 ft.)

### DEFENSE

**AC:** 12 | **touch:** 9 | **flat-footed:** 12

**Modifiers:** -1 Dex, +3 natural

**hp:** 22 (4d8+4)

**Fort:** +2 | **Ref:** +2 | **Will:** +4

**Defensive Abilities:** electric absorption | **DR:** 5/slashing

**Immune:** electricity, undead traits

### OFFENSE

**Speed:** 20 ft.

**Melee:** slam +4 (1d6+1 plus 1d4 electricity)

**Space:** 5 ft. | **Reach:** 5 ft.

**Special Attacks:** arc, discharge (DC 15, 2d6 electricity)

### STATISTICS

**Str:** 13 | **Dex:** 8 | **Con:** — | **Int:** — | **Wis:** 10 | **Cha:** 12

**Base Atk:** +3 | **CMB:** +4 | **CMD:** 13

**Feats:** Lightning Reflexes<sup>b</sup>
**SQ:** conductivity, lightning rod

### ECOLOGY

**Environment:** any

**Organization:** any

**Frequency:** rare (creation)

**Treasure:** none

### SPECIAL ABILITIES

**Arc (Su):** As a standard action, an electric zombie can fire a bolt of electricity at a target within 10 feet dealing 2d4 electricity damage—DC 13 reflex save for half damage. Alternatively, this attack can be made as a melee touch attack, using this ability this way does not allow the target a Reflex save for half damage.

**Conductivity (Ex):** Creatures wearing metal armor, wielding metal weapons, or made of metal or liquid—including oozes—take a -2 penalty to Reflex saves versus an electric zombie's arc and discharge abilities.

**Discharge (Su):** As a full-round action, an electric zombie can create a large electrical discharge within a 15-foot diameter dome. All creatures in the area take 2d6 electricity damage—DC 13 reflex save for half damage. An electric zombie can use this ability once every 2d3 rounds and is staggered for 1 round after its use. This ability can be used while grappled, if the grappling creature does not release the electric zombie, it forgoes its Reflex save. Save DC is Charisma-based.

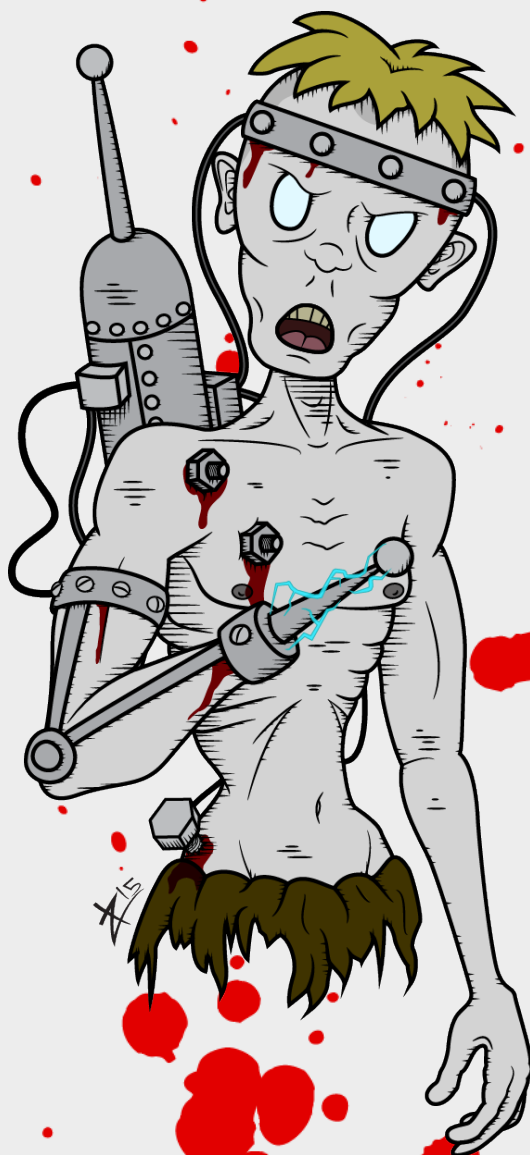
**Electric Absorption (Su):** Whenever an electric zombie is subject to an effect that deals electricity damage it regains 1 hit point for each 4 points of electricity damage—minimum 1—and recharges its discharge ability—ending the staggered condition if applicable. An electric zombie cannot in any way gain the benefits of this ability from its own electricity powers.

**Lightning Rod (Ex):** Whenever a ranged attack dealing electricity damage passes within 10 feet of an electric zombie there is a 50% chance that it will target the electric zombie instead of its intended target. This includes both natural, and magically created lightning strikes. This is an involuntary free action.

**Shock Aura (Su):** Any time a creature wearing metal armor or made of metal starts their turn adjacent to an electric zombie there is a 50% chance that they will be struck by a stray arc of electricity dealing 1d4 electricity damage. This extends to all adjacent creatures if they and the electric zombie are standing in at least 2 inches of water.

Seen by most necromancers as an overly-complicated zombie, and by golem crafters as an overly-simplified flesh golem, an electric zombie combines science and magic in a way many consider impractical. Prior to animation, an electric zombie's body must be outfitted with several specialized components for storing and distributing electricity through its body.

For those willing to put forth the effort, electric zombies can make a valuable—albeit unpredictable—addition to any undead hoard due to their ranged and area attack capabilities.



# ZOMBIE, RAGE (CADAVER LANTERN)

*The vacant eye sockets of this hollowed-out corpse burn with unholy fire and rage.*

## CADAVER LANTERN (RAGE ZOMBIE) CR 10

CE Medium undead (chaotic, evil)

XP 9,600

**Init:** +2 | **Senses:** darkvision 60 ft., lifesense; Perception +10

### DEFENSE

**AC:** 17 | **touch:** 12 | **flat-footed:** 15

**Modifiers:** +2 Dex, +5 natural

**Hp:** 112 (15d8+45)

**Fort:** +7 | **Ref:** +7 | **Will:** +7

**DR:** 10/good or law | **Immune:** control, undead traits

**SR:** 21

### OFFENSE

**Speed:** 30 ft.

**Melee:** 2 slams +16 (1d10+14 plus 2d6 negative energy)

**Space:** 5 ft. | **Reach:** 5 ft.

**Special Attacks:** murderous gaze (10 ft., DC 19)

### STATISTICS

**Str:** 26 | **Dex:** 14 | **Con:** — | **Int:** — | **Wis:** 7 | **Cha:** 15

**Base Atk:** +11 | **CMB:** +19 | **CMD:** 31

**Feats:** Power Attack<sup>B</sup>, Toughness<sup>B</sup>

**Skills:** Perception +10 | **Racial Modifiers:** Perception +12

**SQ:** grotesque\* (DC 19, 10 rounds [1d4 rounds])

### ECOLOGY

**Environment:** any

**Organization:** solitary

**Frequency:** very rare (creation)

**Treasure:** none

### SPECIAL ABILITIES

**Control Immunity (Su):** A cadaver lantern is immune to any effect that would give another creature control over its actions—e.g. command/turn undead.

**Horri-fying Cry (Su):** Once per day as a standard action, a cadaver lantern can let out a pained, otherworldly cry, all living creatures within 30 feet who can hear the cry must make a DC 19 Will save or become shaken for 1d6 rounds. Creatures already shaken by the cadaver lantern's grotesque quality are instead frightened. This is a mind-affecting fear effect, save DC is Charisma-based.

**Murderous Gaze (Su):** Any living creature who looks in a cadaver lantern's eyes must make a DC 19 Will save<sup>1</sup> or be affected by the cadaver lantern's murderous rage for 5 rounds. This is a mind-affecting compulsion effect, save DC is Charisma-based.

**Murderous Rage (Su):** Each round an affected creature has a 50% chance of becoming consumed by murderous rage, with the following effects:

- +2 profane bonus to Strength and Constitution.
- +1 profane bonus to Will saves.
- -2 penalty to AC.
- Treated as if of chaotic evil alignment.
- Cannot willingly be targeted by any spell or spell-like ability.
- Compelled to attack nearest living creature.

The creature cannot use any spells or class abilities<sup>2</sup>—although they may use any racial abilities they possess—only attacking with whatever weapons they may have—including improvised weapons and unarmed strikes if no other weapons are available—although they will instinctively discard any good or law-aligned weapons.

**Temporary Death (Ex):** If there are no living creatures within 60 feet, a cadaver lantern can—and often will—enter an inactive state. During this time, the cadaver lantern is completely unaware of its surroundings and is functionally a normal—albeit mutilated—corpse, losing the use of all of its abilities other than lifesense and its unnatural aura. The cadaver lantern immediately regains awareness when a living creature enters the area of its lifesense, and becomes fully active in 1d3 rounds.

<sup>1</sup>Paladins gain a +2 bonus to this save, and may make an additional save to end the effect whenever they are compelled to attack a good or lawful-aligned creature.

<sup>2</sup>Antipaladins retain all spells and class features during murderous rage.

\*See tar zombie entry for the grotesque special quality

Cadaver lanterns are among the strongest and most destructive of zombies. However, their lack of discretion in their destruction makes them just as likely to torn on their creators as their intended enemies.

A cadaver lantern can only be created from the remains of an executed murderer. The preparation ritual is long and involved, first the body and head cavities are hollowed out and the mandible removed. After that, a candle is made from the body's fat and infused with necromantic energy. Finally, the candle is placed inside the skull cavity and lit, within a few minutes will animate and begin indiscriminately attacking any creature it sees.

Cadaver lanterns possess a powerful hunger for flesh, but lacking a working mouth or stomach to fill they are unable to even partially satiate their hunger. This insatiable hunger drives the cadaver lantern into a blind rage compelling it to destroy all living creatures—and having a burning candle in its skull probably doesn't help matters.

The cadaver lantern's essence is contained within its candle, as long as the candle exists the cadaver lantern will continue to reanimate each time it is defeated. Once removed from the skull, the candle can be destroyed as easily as any other magic item.

# ZOMBIE, SLIME-VOMITING

*Green slime dribbles from the mouth of this staggering zombie, leaving a horrid trail wherever it goes.*

## SLIME-VOMITING ZOMBIE

**CR 2**

NE Medium undead

**XP 600**
**Init:** +1 | **Senses:** darkvision 60 ft.; Perception +0

### DEFENSE

**AC:** 13 | **touch:** 11 | **flat-footed:** 12

**Modifiers:** +1 Dex, +2 natural

**hp:** 19 (3d8+6)

**Fort:** +3 | **Ref:** +2 | **Will:** +3

**DR:** 5/slashing | **Immune:** undead traits

### OFFENSE

**Speed:** 20 ft.

**Melee:** slam +4 (1d6+3)

**Space:** 5 ft. | **Reach:** 5 ft.

**Special Attacks:** corpse kiss, vomit slime (5-ft. cone, DC 13, 2d4 acid plus slimed)

### STATISTICS

**Str:** 14 | **Dex:** 12 | **Con:** — | **Int:** — | **Wis:** 10 | **Cha:** 15

**Base Atk:** +2 | **CMB:** +4 | **CMD:** 15

### ECOLOGY

**Environment:** any

**Organization:** 1–4

**Frequency:** rare

**Treasure:** none

### SPECIAL ABILITIES

**Corpse Kiss (Su):** As a full-round action, a slime-vomiting zombie can vomit slime directly into the mouth of a helpless or grappled target dealing 2d8 acid damage and subjecting the target to its zombie slime—A DC 13 Fortitude save halves damage and negates zombie slime.

**Zombie Slime:** Corpse Kiss—forced ingestion; **save** Fort DC 13; **frequency** 1/round until cured; **effect** 1 Con; **cure** 1 save; **special** A creature who is slain by zombie slime will rise as a slime-vomiting zombie in 2d6 hours.

This ability functions against deceased creatures—including ones who die while suffering from—but not directly as the result of—zombie slime, such creature rise when their Constitution score reaches 0—using Con score as of time of death. Against creatures immune to acid, this ability functions as the nereid's drowning kiss ability. Save DC is Charisma-based.

**Slime Eruption (Ex):** When a slime-vomiting zombie sustains a critical hit with a bludgeoning weapon it automatically uses its vomit slime ability against the attacker as an immediate action. This ability does not function if the attacker is specifically targeting a part of the slime-vomiting zombie's anatomy other than its torso.

**Vomit Slime (Su):** As a standard action, a slime-vomiting zombie can vomit slime in a 5-foot cone. Creatures in the cone's area must make a DC 13 Reflex save or take 2d4 acid damage and gain the slimed condition. As long as the target is slimed, it takes an additional 1d4 acid damage each round. Save DC is Charisma-based.

A slime-vomiting zombie—as one may assume—is a zombie capable of vomiting a corrosive, viscous slime on its victims. The slime not only disables and damages its victims, but is also the catalyst for creating more slime-vomiting zombies. Upon creation, a slime-vomiting zombie's organs dissolve to create the cavity in which it produces and stores its slime. The slime is produced continuously within the body cavity, providing the zombie with an endless supply.



## SLIMED CONDITION

Slimed is a new condition, a creature who is slimed has been covered with some form of viscous fluid. The following effects affect a slimed creature.

- –4 penalty to grapple checks, Climb, and Stealth checks.
- –2 penalty to CMD versus bull rush, disarm, and trip.
- +2 bonus to CMD versus grapple and Escape Artist checks.
- DC 10 Acrobatics check required to move faster than half speed, DC 15 to run.

Creatures remain slimed until they—or another creature—spend a full-round action to remove the slime or are doused with at least 2 gallons of water. Oozes, creatures with sliming abilities, and slimy creatures—e.g. giant slugs—are immune to the slimed condition unless otherwise noted.

*Putrid melting flesh drips from the body of this oozing humanoid.*

## TAR ZOMBIE

**CR 4**

CE Medium undead

**XP 1,200**
**Init:** −1 | **Senses:** darkvision 60 ft.; Perception +6

### DEFENSE

**AC:** 14 | **touch:** 9 | **flat-footed:** 14

**Modifiers:** −1 Dex, +5 natural

**Hp:** 47 (5d8+25)

**Fort:** +5 | **Ref:** +0 | **Will:** +2

**Defensive Abilities:** acid absorption | **DR:** 5/slashing

**Immune:** acid, undead traits

### OFFENSE

**Speed:** 40 ft.

**Melee:** bite +8 (1d4+8 plus 1d4 acid plus disease), slam +8 (1d6+8 plus 1d6 acid plus grab)

**Space:** 5 ft. | **Reach:** 5 ft.

**Special Attacks:** flesh feast

### STATISTICS

**Str:** 23 | **Dex:** 8 | **Con:** — | **Int:** — | **Wis:** 6 | **Cha:** 19

**Base Atk:** +3 | **CMB:** +9 (+13 to grapple) | **CMD:** 18

**Feats:** Power Attack<sup>B</sup>, Toughness<sup>B</sup>
**Skills:** Perception +6 | **Racial Modifiers:** Perception +8

**SQ:** grotesque (DC 16, 8 rounds [4 rounds])

### ECOLOGY

**Environment:** any

**Organization:** solitary

**Frequency:** very rare

**Treasure:** none

### SPECIAL ABILITIES

**Acid Absorption (Su):** Any time a tar zombie would be subject to acid damage, it regains 1d4 hit points for each 4 points of acid damage—minimum 1 hit point.

**Disease (Su):** A tar zombie's bite attack can transmit melting flesh plague to its target.

**Melting Flesh Plague:** Bite—injury; *save* Fort DC 16; *onset* 1d4 days; *frequency* 1/day; *effect* 1d3 Con and Cha; *cure* 2 consecutive saves; *special* A creature who dies from—or while under the effects of—melting flesh plague will immediately rise as a tar zombie. However, they will not gain their additional acid damage for 1d3 hours.

**Flesh Feast (Ex):** Whenever a melting zombie starts its turn with a creature grappled it can make a free bite attack against the grappled creature.

**Meltdown (Ex):** When a tar zombie is reduced to 0 hit points their body melts into a puddle which occupies their space. For 2d4 rounds this space is difficult terrain and any creature who enters takes 1d8 acid damage and must make a DC 12 fortitude save or contract melting flesh plague. The melted tar zombie will melt through organic materials—such as wood flooring—at a rate of 1 inch per round.

Tar zombies are a highly aggressive breed of undead creature compelled by an all-consuming desire to feed on the flesh of the living. The tar zombie's flesh is melted mass of putrid, dark, acidic slime, with an appearance very similar to that of tar—a quality that has led many to believe tar zombies to be a type of humanoid ooze.

In combat, tar zombies surprisingly fast and relentless fighters. However, they are also rather single-minded and will largely disregard other creatures once they have subdued a target—even those who attack it. Once a creature is dead, the tar zombie will loose interest and seek a new victim. When a tar zombie is destroyed, their acid immunity ceases to function and their body melts itself into a lumpy black puddle.

Perhaps the worst of the tar zombie's abilities is their ability to transmit melting flesh plague, which can provide a painful drawn-out death. Sufferers of melting flesh plague first suffer a fever, but soon begin to break out in large boils that expel acidic puss when ruptured. As the disease continues, the victim's flesh becomes swollen, easily torn, and takes on a black color as they begin to rot while still alive. Any creature who dies from melting flesh plague immediately rises as tar zombie.

## GROTESQUE QUALITY

The following special quality appears on multiple monsters in this book, it has been provided here in universal monster rule format for ease of reference and applying to other monsters. As undead, all monsters in this book us their Charisma modifier in place of Constitution when calculating their grotesque save DC.

**Grotesque (Ex):** A creature with the grotesque special quality has such a disturbing appearance that even seasoned adventurers may be overcome with disgust when they see it. Upon viewing a grotesque creature, any intelligent living creature must make a Will save—DC 10 + 1/2 the grotesque creature's racial hit dice + the grotesque creature's Constitution modifier—or be sickened for a number of rounds—usually twice the creature's CR. If a creature fails their save by 5 or more, they become nauseated for a number of rounds—indicated in brackets after initial rounds—and then sickened for the remainder of the duration. Rolling a natural 1 on the save results in the target being dazed for 1 round before suffering the remaining effects.

Creatures who successfully save are immune to the grotesque quality of the same kind of creature for 24 hours. At the GM's discretion, creatures may build up a resistance or immunity to a specific kind of creature's grotesqueness with repeated encounters. Additionally, the GM may—and is encouraged to if applicable—award bonuses or immunities based on character-specific factors such as alignment, personal history, or profession. This is a sight-based fear effect.

**Format:** grotesque (DC 15, 5 rounds [1d2 rounds])

**Location:** Special Qualities.

# SPOOKY BONUS CONTENT

## INSIGNIFICANT MONSTERS

### CRAWLING TONGUE

CR 1/8

CE Diminutive undead

XP 50

**Init:** +3 | **Senses:** tremorsense 10 ft., darkvision 60 ft.; Perception –4

#### DEFENSE

**AC:** 17 | **touch:** 17 | **flat-footed:** 14

**Modifiers:** +3 Dex, +4 size

**hp:** 2 (1d8–2)

**Fort:** –2 | **Ref:** +3 | **Will:** 1

**Immune:** undead traits

#### OFFENSE

**Speed:** 20 ft., swim 20 ft.

**Melee:** slam +7 (1d1–5)

**Space:** 1 ft. | **Reach:** 0 ft.

#### STATISTICS

**Str:** 1 | **Dex:** 17 | **Con:** — | **Int:** 1 | **Wis:** 8 | **Cha:** 7

**Base Atk:** +0 | **CMB:** –9 | **CMD:** 4

**Feats:** Weapon Finesse

**Skills:** Perception +3, Stealth +15, Swim +3

**Racial Modifiers:** Swim +8

**SQ:** grotesque (DC 8, 1d3 rounds, cannot nauseate or daze)

#### ECOLOGY

**Environment:** any underground or aquatic

**Organization:** solitary, lick (3–12), or swarm (1,000–2,000)

**Frequency:** very rare

**Treasure:** none

#### FAMILIAR

A crawling tongue can serve as a familiar to an evil-aligned necromancer granting its master a +3 bonus on Intimidate checks.

### PHANTOMET

CR 1

NE Tiny undead (incorporeal)

XP 400

**Init:** 5 | **Senses:** darkvision 60 ft.; Perception +13

#### DEFENSE

**AC:** 14 | **touch:** 14 | **flat-footed:** 13

**Modifiers:** +1 deflection, +1 Dex, +2 size

**hp:** 11 (2d8+2)

**Fort:** +1 | **Ref:** +1 | **Will:** +3

**Defensive Abilities:** incorporeal | **Immune:** undead traits

#### OFFENSE

**Speed:** fly 30 ft. (perfect)

**Melee:** corrupting flight +4 (1d6 plus dread)

**Space:** 2.5 ft. | **Reach:** 0 ft.

**Special Attacks:** dread (DC 13)

#### STATISTICS

**Str:** — | **Dex:** 12 | **Con:** — | **Int:** 7 | **Wis:** 11 | **Cha:** 13

**Base Atk:** +1 | **CMB:** 0 | **CMD:** 10

**Feats:** Ability Focus (dread), Improved Initiative<sup>®</sup>

**Skills:** Fly +17, Perception +13, Stealth +21

**Racial Modifiers:** Perception +8, Stealth +8

#### ECOLOGY

**Environment:** any

**Organization:** haunting (1–20), or phantasmagoria (100+)

**Frequency:** rare

**Treasure:** none

#### SPECIAL ABILITIES

**Corrupting Flight (Su):** As a standard action a phantomet can move half its speed, making an incorporeal touch attack against each living creature whose space it moves through—including its starting and ending spaces—each affected creature takes 1d6 damage—DC 12 Fortitude save for half—and must make a DC 13 Will save or be affected by dread—as per the phantasmagoria's dread aura ability—for 1d4 rounds. Save DC is Charisma-based.

**Invisibility (Su):** A phantomet is naturally invisible, it involuntarily becomes visible for 1 round when it uses its corrupting flight ability, or at-will as a free action.

## NEW FEATS

### Terrifying Fist

*You channel the essence of pure fear through your fist.*

**Prerequisites:** Stunning Fist, BAB +10 or monk 10, undead or ability to cast spells or manifest powers with the fear descriptor.

**Benefit:** Once per day, when making a stunning fist attempt you can instead choose to make the target panicked for 1 round. A missed attack does not expend the daily use of this ability, and may be used again on further stunning fist attempts. This is a mind-affecting fear effect.

### Terrifying Fist, Improved

*Your fists are a tool of absolute fear.*

**Prerequisites:** Stunning Fist, Terrifying Fist, evil-aligned or undead.

**Benefit:** You are no longer restricted in your daily uses of the Terrifying Fist feat.

### Toughen Up

*Terrifying isn't so bad once you get used to it.*

**Prerequisites:** Wisdom 13.

**Benefit:** Every time you fail a save versus a fear effect you gain a cumulative +1 bonus to saves versus fear effects. This bonus remains until your next rest. You cannot gain the benefits of this feat from any effect you willingly submit to.

### Undead Expertise

*Some call it an "obsession", but you prefer to think of it as a specialty.*

**Prerequisites:** Knowledge (arcana) 3 ranks, Knowledge (religion) 3 ranks, Spellcraft 3 ranks.

**Benefits:** You gain a +5 bonus to Knowledge (arcana), Knowledge (religion), and spellcraft checks related to undead creatures and spells that create, control, or specifically target undead. If you have 10 or more ranks in the specific skill, this bonus increases to +8. These bonuses stack with those from Skill Focus.

## NEW SPELLS

### PHANTOM BEACON

**School:** necromancy | **Level:** necromancer 5, sorcerer/wizard 6, witch 6

**Casting Time:** 10 minutes

**Components:** V, S, F (A crystal orb worth 200 gp)

**Target:** held crystal orb

**Duration:** 1 day/level (D)

**Saving Throw:** Will save negates | **Spell Resistance:** no

This spell places an enchantment on a small crystal orb causing it to attract phantoms, which are then drawn into the crystal. After 1d6 days—2d4 days if traveling—enough phantoms will be gathered to form a phantasmagoria within the crystal. As long as the crystal holds a phantasmagoria, the caster may use the phantasmagoria's ghost lantern ability as an at-will spell-like ability—using this spell's save DC. When the spell's duration expires—or is dismissed—the trapped phantasmagoria will be released, at which point it will behave as any other phantasmagoria. If the spell is ended prior to forming a phantasmagoria, all phantoms will be released—1d6 will remain in the general area, the rest will disperse. If the crystal orb is destroyed, the spell will immediately end.

**Special:** Phantoms receive a Will save to prevent being drawn to the crystal, this save should only be given to phantoms that PCs are—or may be—fighting.

### SLIME BLAST

**School:** conjuration (creation) | **Level:** inquisitor 2, sorcerer/wizard 2, witch 2

**Casting Time:** 1 standard action

**Components:** V, S, M (small vial of slime)

**Range:** 30 feet

**Area:** cone-shaped burst

**Duration:** 1 round/level

**Saving Throw:** Reflex negates | **Spell Resistance:** no

This spell allows the caster to shoot a torrent of slime from their hand targeting all creatures within a 30-foot cone. Creatures within the area must make a Reflex save or gain the slimed condition for the spell's duration. This spell does not function underwater.

### VOMIT SLIME

**School:** conjuration (creation) [acid] | **Level:** alchemist 1, bloodrager 1, witch 1

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** 5 ft.

**Area:** cone-shaped burst

**Duration:** 1 round/level

**Saving Throw:** Reflex negates | **Spell Resistance:** no

After casting this spell, the caster may vomit acidic slime in a 5-foot cone as a free action—that does not provoke—once before the end of their next turn. Creatures within the area must make a Reflex save or take 1d4 acid damage—plus 1d4 for each 4 levels beyond 1st—and gain the slimed condition. As long as the target is slimed they take an additional 1d4 acid damage at the start of their turn.

**Special:** Range increases to 15 feet at 5th level.

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