

Carrion Crawler

Grade D

Aberrant Monster

Defense 13, **AR** 3

Health 35, **Speed** 6, Wall Crawler

+0 Communication

+3 Constitution

-3 Cunning

+3 Dexterity (Tentacles)

+1 Magic

+3 Perception

+3 Strength

+1 Willpower (Morale)

Melee Bite +3 (2d6+3), Tentacle +5 (3*)

Favored Stunts: Lightning Attack and Skirmish.

Powers

Touch Attack [Paralyze]: Those hit by the tentacle must test [**Constitution(Stamina)** : TN 12] or be paralyzed for 1d3+1 rounds.

Carrion Crawlers are aberrations reportedly created by rampant magical experimentation in the distant past. They are unintelligent creatures that scour deserted ruins for food. When they happen upon living creatures, they often attempt to paralyze them and kill them once immobile. They not only consume most any type of organic matter to live, but will turn large amounts of corpses and other waste into nests for their eggs.

