



Image by Thomas Baxa, © Wizards of the Coast, accessed from the [Libris Mortis Art Gallery](#)

[Not all of the creatures in Libris Mortis were undead. For some reason, I have a fondness for these stupid, stupid rat creatures]

Carcass Eater

A beast that resembles a cross between a rat and a dog scurries forth, although neither of these animals has nearly so many jagged, forward facing teeth.

Carcass eaters are a strain of monstrous carnivorous rodents. They are lazy predators, preferring to steal kills from other hunters or scavenge from corpses. Unlike most animals, they find undead flesh as palatable as any other kind, and can keep lesser undead such as zombies and ghouls away from the cemeteries they haunt. Not that this arrangement is any safer for members of communities hosting carcass eaters: the foul creatures are as likely to eat mourners as they are to dig up corpses. A carcass eater grows to three feet long and weighs 20 pounds.

Carcass Eater CR ½

XP 200

N Small animal

Init +1; **Senses** darkvision 60 ft., Perception +6, scent

Defense

AC 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 natural)

hp 10 (1d8+6)

Fort +5 (+7 vs. disease, sickness and nausea), **Ref** +3, **Will** +0

Defensive Qualities iron gut

Offense

Speed 30 ft., burrow 10 ft.

Melee bite +2 (1d8-1)

Special Attacks blood rage

Statistics

Str 8, **Dex** 13, **Con** 16, **Int** 2, **Wis** 11, **Cha** 7

Base Atk +0; **CMB** -2; **CMD** 8

Feats Toughness (B), Weapon Finesse

Skills Perception +6, Stealth +7, Survival +2; Racial Modifiers +2 Perception, +2 Stealth, +2 Survival

Ecology

Environment underground and urban

Organization solitary, pair or throng (3-9)

Treasure incidental

Special Abilities

Blood Rage (Ex) When a carcass eater is injured, it can fly into a rage as a free action on its next turn. It gains a +2 to its Strength and Constitution scores and takes a -2 penalty to AC. This rage lasts for 1 minute or until the combat is over, whichever comes first. A carcass eater cannot end this rage voluntarily.

Iron Gut (Ex) A carcass eater gains a +2 bonus on all Fortitude saves made against disease and the sickened and nauseated conditions.

Carcass Eater Animal Companions

Starting Statistics: Size Small; **Speed** 30 feet; **AC** +1 natural armor; **Attack** bite (1d8); **Ability Scores** Str 8, Dex 13, Con 18, Int 2, Wis 11, Cha 7; **Special Qualities** low-light vision, iron gut, scent

4th-Level Advancement: **Ability Scores** Str +2, Con +2, blood rage