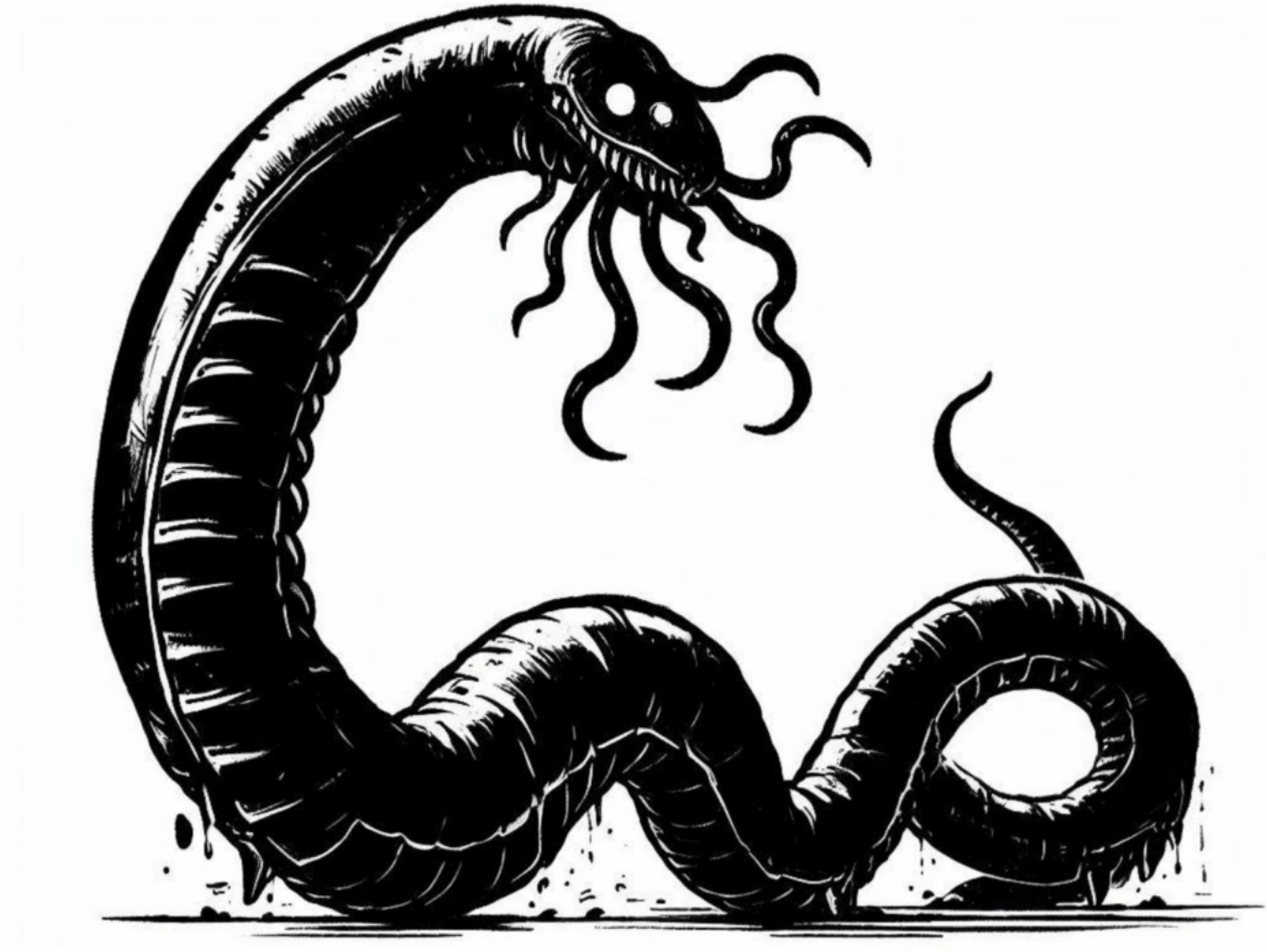
Corpse Cleaner

written by CresthavenRPG Guru | November 20, 2014



Uncommon | Large | Neutral | Magical Beast

This scavenger is a 9‘ long, 3’ high many legged worm. It can move equally well on a floor, wall, or ceiling. Its small mouth is surrounded by 8 tentacles, each 2‘ long, and ending in a suction cup paddle.

Armor Class	Hit Points	Move
13	12 *(3 Hit Dice)*	walk 120 ft

Appearing	1d4
Habitat	Underground
Negotiation	no
Morale DC	2
Challenge	1.4 (420 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
2	1	2	-3	-1	-3

Combat

Has 8 attacks. Hit Bonus +3. Damage damage

Special Attacks

Paralysis. A successful attack causes paralysis on a failed Constitution DC 12 save.

Treasure

Individual: None

Lair: 1d8×1,000 cp (50%); 1d6×1,000 sp (25%);1d3×1,000 gp (25%); 1d8 gems (30%); 1d4 jewelry (20%); 1 sword, armor, or misc. weapon (20%).