

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%).