# 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

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