

Carrion Crawler, Enormous

CR 10

TN Huge Aberration

Initiative: +6; **Senses:** Darkvision 60 ft., Scent

Defense

AC: 32, **Flat-Footed:** 30, **Touch:** 10

(+2 DEX, +22 natural, -2 size)

HP: 153 (18d8+72)

DR: None

Fort: +9, **Ref:** +7, **Will:** +13

SR: None

Resistances: None

Immunities: None

Defensive Abilities: None

Offense

Speed: 30 ft., climb 15 ft.

Melee: 8 Tentacles +15 (1d8+3 plus Paralysis) and Bite +12 (1d6+3)

Special Abilities: Paralysis, Tentacle Flurry

Statistics

STR 16 (+3)

DEX 15 (+2)

CON 18 (+4)

INT 1 (-5)

WIS 15 (+2)

CHA 6 (-2)

Base Attack +13; **Grapple** +24; **Space/Reach** 15 ft. / 10 ft.

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Paralysis), Alertness^B, Combat Reflexes,

Improved Initiative, Improved Natural Attack (Tentacle), Multiattack,

Track, Weapon Focus (Tentacle)

Skills: Climb +32 (+21 ranks, +8 racial, +3 str), Listen +4 (+2 wis, +2 feat), Spot +4 (+2 wis, +2 feat)

Languages: None

SQ: None

Combat Gear: None

Other Gear: None

Flavor

Environment: Underground

Organization: Solitary, pair, or cluster (2d4 carrion crawlers plus 1d3 enormous carrion crawlers)

Treasure: None

Long tentacles dangle from the waiting maw of the massive carrion crawler that slithers in your direction. As it approaches, the stench of rotting meat and vegetable matter stings your sinuses.

Carrion crawlers of exceptional life span over time grow into these monstrosities. Unlike a normal carrion crawler, the enormous carrion crawler's tentacles are roughly ten feet long and the massive beast weighs in at nearly two-thousand pounds.

Enormous carrion crawlers fight much like their smaller kind, they rush towards any prospect of food and should living creatures be encountered they attempt to paralyze as many as possible before beginning to feed. There have been rumors of enormous carrion crawlers devouring some types of large monsters; the most common story is that of an enormous carrion crawler paralyzing and devouring a mated pair of bulette.

Ability Information

Paralysis (Ex): Those hit by an enormous carrion crawler's tentacles must succeed on a DC 17 fortitude save or be paralyzed for 2d4 rounds. The save DC is constitution based. The save DC of this ability is increased by 2 due to the enormous carrion crawler's possession of the Ability Focus (Paralysis) feat.

Tentacle Flurry (Ex): As full-round action the enormous carrion crawler may make a single tentacle attack against all opponents within 15 feet.

Lore

A successful knowledge (dungeoneering) check will reveal the following information about an enormous carrion crawler:

DC 28 This is an enormous carrion crawler, a massive member of its species. This reveals all aberration traits.

DC 33 Like a typical member of its species, the carrion crawler sports a large number of paralyzing tentacles. However, in addition to this, it is capable performing a flurry of attacks with its tentacles that is capable of striking all nearby enemies.