

Skullshuckers

These strange molluscs look like spiked cannon balls and have a nasty and unique method of hunting. They plummet downwards in swarms, with their thick armor and sphere of spikes ensuring that, at terminal velocity, they will tear through anything short of a draft horse. After impaling their prey, the spikes split open violently, making the target explode outwards. Their immense weight makes gaining height impossible without the help of a large flying animal. They rest in the moist crannies of dragons like parasitic ticks, drinking blood to sustain them. This itches the dragon, so they happily fly over heavily populated areas to encourage the skullshuckers to let go.

SKULLSHUCKER SWARM

DIFFICULTY 10

Size 2 Animal (swarm)

Perception 12 (+2)

Defense 18; **Health** 50

Strength 8 (-2), **Agility** 10 (+0), **Intellect** 4 (-6), **Will** 12 (+2)

Speed 2; climber

Immune charmed, dazed, frightened, prone, stunned

Multitude A swarm takes half damage from attacks that use an attack roll and double damage from effects that require it to make a challenge roll.

Spawn When injured, the swarm becomes 6d6 individual skullshuckers, with Health 5 each.

ATTACK OPTIONS

Natural Weapon (melee) +2 (1d6 + Pierce on attack roll 20+)

Pierce The spike that has pierced the flesh splits outwards doing 4d6 damage

SPECIAL ATTACKS

Death From Above A swarm will drop down from a flying dragon over living targets, covering an area twenty yards in diameter. They will only drop if fifty feet or more above their target. Any creatures in the area must make an Agility challenge test or be struck for 5d6 damage. On a roll of 0 or less, the skullshucker strikes the brain, dealing the creature damage equal to its Health. If they are less than a fifty feet off the ground, they cannot perform this attack.