

## Giant River Eel – Tainted by Chaos

<u>Characteristics</u>	<u>1D20</u>	<u>Hit Location</u>	<u>AP/HP</u>
STR	25	1-6	Tail 6/8
CON	15	7-14	Body 6/10
SIZ	25	15-20	Head 6/8
INT	2		
POW	11		
DEX	13		

**Total HP: 20**

**Damage Modifier:** +1D10

**Movement:** 3 yards on Land, 8 yards in Water

**Strike Rank:** +10

### **Abilities:**

Excellent Swimmer

Sense Movement 60%: Submerged river eels can detect movement in nearby water, up to about 5 yards distant. By comparison, their eyes are rather weak, especially out of the water.

Skills: Athletics 85%, Evade 45% (+20% in water), Persistence 43%, Resilience 43%, Spot 30%, Stealth 75%

<u>Type</u>	<u>To hit</u>	<u>Reach</u>	<u>Damage</u>	<u>Special</u>
<b>Projectile Bite</b>	60%	2	1d6+1d10	Grip and Drag
<b>Greater Bite</b>	*	0	+1d6	--

\* If a projectile bite gains a special success, the eel establishes a grip with its extendable jaws, and may roll STR vs. STR each turn to maintain it. If the target wins, she may withdraw from the grip. If the eel wins, it drags the target into reach of its Greater Bite, which adds +1d6 to the Projectile Bite damage on a successful attack.

**Tactics:** Preferring muddy water and overhanging riverbanks or vegetation, river eel is a stealthy hunter, lying in wait for passing prey, then extending a set of wicked inner jaws up to five yards in a Projectile Bite to trap prey and drag it into the main jaw for a Greater Bite. In the murky water a river eel favors, its inner jaws may be mistaken for the attack of a much smaller creature by its prey.

**Chaos Feature:** Chaos corruption from nearby Ogre Island has caused this river eel to grow to a size that equals the crocodile that frequent the banks of the River of Cradles.