

Vinegaroon Daemon

The giant vinegaroon is dangerous enough simply for its size, roughly that of a horse, and its aggressive nature. Add to that the acid that it can spray from its tail, its powerful pedipalps, and its habit of attacking nearly anything that moves, and you have a true terror. But this creature is a demon in the shape of a giant vinegaroon, with intellect enough to match many an adventurer. It's preferred hunting method has yielded many a fine meal – and there is no telling what sort of adventuring gear might lie at the bottom of its lair.

		Location	Melee	Ranged	Armour	Hit Points
STR	33	R. Hind Leg 1	1	1	8	9
CON	17	R. Hind Leg 2	2	2	8	9
SIZ	36	R. Hind Leg 3	3	3	8	9
DEX	20	Tail	4-6	4	8	11
INT	12	L. Hind Leg 1	7	5	8	9
POW	12	L. Hind Leg 2	8	6	8	9
Actions	3	L. Hind Leg 3	9	7	8	9
Move	12	Body	10-14	8-15	10	20
SR	20	R. Foreclaw	15-16	16-17	9	13
HP	26	L. Foreclaw	17-18	17-18	9	13
		Head	19-20	19-20	9	14

Note: Primitive Nervous System: Damage to Hind Legs does not reduce total Hit Points. Each leg brought to Zero or below reduces Move and DEX by 2. If the vinegaroon survives, it regrows the limb over several weeks' time.

Skills: Athletics 80%, Brawn 60%, Perception 45%, Persistence 49%, Resilience 88%

Attacks	Reach	Attack	Damage	Maneuver
Claw	3	65%	1d10+2d8	Grind and Feed
Grind and Feed	0	-	1d8+1d8	Destroys 2 AP each time
Tail Spray	-	60%	2d8	Acidic

- **Claw:** The vinegaroon may attack with either claw, and may impale if it hits well.
- **Grind and Feed:** If the vinegaroon gains a level of success with its claw, it will Grind and Feed on its next Action by pulling the victim close to the body and grinding away with the upper parts of its pedipalps. A gripped victim may roll DEXx3 or STRx3 to break free as an Action, OR may forgo this [and suffer automatic damage from the next Grind and Feed] to gain +20% to hit and a Hit Location roll of 1d10+10. If it does not escape, the target is still gripped and will be damaged automatically when the Grind and Feed action takes place. Each time the Grind occurs, the AP of the target is reduced by 2 as armor destroyed.
- **Tail Spray: Acid** - The tail of the Vinegaroon can spray a potent acid [that, incidentally smells overwhelmingly of vinegar] in any direction and up to 10 yards distant. It will not do this if it hopes to feed. Once it has sustained a wound however, it will begin to spray once per round. The acid dissolves whatever it hits for 2d8 hits of damage. Armor Points are consumed, as are Hit Points and locations struck. The spray can target 3 contiguous squares. Each targeted creature may attempt to Evade the Spray.
- **Demonic trait: Lampbulb Eyes** - The eight eyes of this vinegaroon burn like hellfire. In addition to being startling, and making stealth all but impossible, the eyes grant the vinegaroon an ability to perceive the heat that a creature's body gives off.

