

Grabby, the Two-headed Dragonsnail

		Location	Melee	Ranged	Armour	Hit Points
STR	26	Shell	1-7	1-9	8	12
CON	15	Body	8-12	10-14	4	12
SIZ	26	Head 1	13-16	15-17	4	10
DEX	7	Head 2	17-20	18-20	4	10
INT	2					
POW	12					
Move	2					
SR	4					
HP	26					

Chaotic Mutations: Energy Projection (Fire), Bone Spurs on Shell, Tentacular Body.

Skills: Perception 25%

Attacks	Range/Reach	Attack	Damage	Special	Fumble
Fire Projection	10 yards	40%	3d6 fire	+1d6 Fire	Off target
Bite	1	40%	1d6+1d12	Swallow	
Tentacular body	4	40%	1d4+1d12	Grip	

Bone Spurs: Anyone striking Grabby in melee with a location of Shell, must Evade successfully or suffer a 1d10 damage hit to a single location.

Fumble result: Off target – Grabby is not always precise in his fire projection and on a fumble he hits a fellow gang member instead of one of their prey.

Swallow: If a bite does sufficient damage to bring a limb or head to -6, the head that inflicted the damage is busy next turn as the bitten location is severed and swallowed.

Grip: Grabby may forego one or both of his head attacks to grab with a tentacle, He mostly flails powerfully, but does establish a Grip on a Special, which can be escaped with a STR contest vs the tentacle strength of 16. Until escape is managed, the gripped location is immobilized. Grabby's bites against Gripped targets are at +20% to hit.

This monstrosity is slow, but deadly. With a heavy spiral shell covered in long and deadly spines, it is a danger to be near even discounting the nest of tentacles sprouting from its body, or the pair of wyvern-like heads on long necks capable of attacking in just about any direction. In combat, Grabby can project fire or bite once per round with each head. Generally, it prefers to attack different opponents in the hopes of eating more, and generally likes to bite rather than burn. Having said that, he does not mind cooked food and has become a terrible mooch around the Gang's campfires.