

## **Pillar Killer**

**(350 Points)**

**Type: Monstrosity**

**Sub Type: Pillar Killer**

**Size: Large**

**Move: 2"**

**Vigor Bonus: +70**

**B 50, A 5, E 50, M 5, S 10,**

**C 5, L 5**

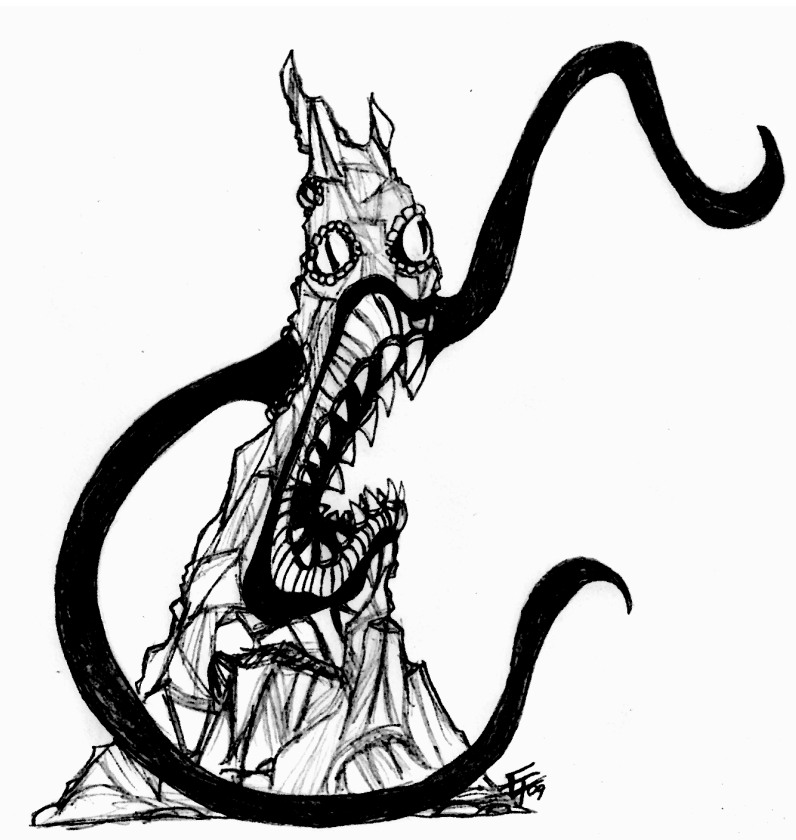
**PRSB +10**

**MRSB +2**

**DefB (+30); MCB (+55**

**Tentacles, +56 Bite) /**

**RCB (+5) / IM+5**



### **Special Abilities /**

**Attacks:** Rock Hide, 360

Vision, Razor and Crushing Bite, Crushing Tentacles, Toppling Blow, Death Blow, Dungeon Eyes, Sneaky, Immune to Poison, Immune to Mental Attacks and Effects, Swallow Attack

**Skills:** Stealth 30, Climb 10, Observe 25, Survival 10

**Gear:** none

**Treasure Rating:** Haphazard (not counting Digestive Gemstones)

**Lore Rating:** +30 Remote

**Talents:** **Rock Hide (20)** (Pillar Killers are Immune to Non-Magical Attacks and add the Rock Hide rating to its Defense Bonus); **360 Vision** (Pillar Killers are Immune to Gang Up Attacks); **Razored Attack: Bite** (Creatures Bite Attack Counts as ARMOR PIERCING); **Crushing Attack: Bite and Tentacles** (Creatures Bite and Tentacle Attacks

Counts as CRUSHING); **Extended Reach (5): Tentacles; Powerful Brawn Talent; Toppling Blow Talent; Death Blow Talent; Dungeon Eyes (24")** (This gives the monstrosity Night Eyes up to its rating); **Tough Bones (20); Sneaky Talent; Immune to Poison; Immune to Mental Attacks and Effects; Swallow Attack; (Sp) Pillar Form** (base Move 2" Immune to Toppling Blows and Sweep Attacks); **Adhesive Base** (the Pillar Killer may adhere its base to any surface it moves over and spends no action to do so.)

**Templates:** none

**Max Core Ability Caps: B 55, A 5, E 55, M 10, S 20, C 10, L 20 / VB 110** (These are the maximum values that you may increase the creature using Build Points)

**Description:** Pillar Killers are stoney in texture and color. They have ferocious maws filled with razor sharp teeth and two tentacles that come off of the side of

its base. Numerous yellow eyes are clustered about the peak-like head of the creature.

**Environment:** Any Underground or Ruin

**Personality / Behavior:** Pillar Killers prefer to hang upside down in wait of food to ambush.

**Tactics:** Pillar Killers are anything but bright. Most have minds equivalent to human toddler, though they are cunning and use ambush tactics, waiting to attack any living creature, though they prefer to engage lone or small groups they will try and attack the last member in a sizable party if very hungry. A Pillar Killer's main form of attack is to whip out its tentacles, slap or grapple the opponent and then shovel it into its waiting mouth. If the victim struggles, squeeze it till it stops moving and then shovel it into its mouth.

**Treasure:** They have little use for treasure and only acquire it from what victims drop when they are being attacked. Though they have digestive gemstones, formed over time to aid in the breakdown of foodstuffs. Each Pillar Killer has an equal value of Digestive Gemstones to their Build Point total. These can only be acquired after the creature's death, from inside its stomach pouch. Survival 10 to extract the stones. Treat each stone as a Sky Diamond (value 10EP each)