CAVE MORAY

Medium-Size Vermin

Hit Dice: 4d8+4 (22 hp)
Initiative: +3 (Dex)
Speed: 5 ft
AC: 18 (+3 Dex, +5 natural)
Attacks: Bite +7 melee
Damage: Bite 1d6+3
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Ambush, charge
Special Qualities: Tremorsense, darkvision 60 ft
Saves: Fort +5, Ref +4 Will +2
Abilities: Str 14, Dex 17, Con 13, Int 2, Wis 13, Cha 10
Skills: Hide +6*, Intuit Direction +4, Listen +5

Climate/Terrain: Any underground
Organization: Cluster (4-6) or Colony (7-16)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Medium-size); 9-12 HD (Large)

These slug-like creatures can be found underground living in small cyst-like burrows in the walls.

The cave moray resembles a slug made of brownish-gray rock. Its head is knobby and splotched with two dull brown eyes.

A cave moray is about 1 foot in diameter and 5 feet long.

COMBAT

A cave moray’s favored tactic is to lie in wait in its cyst-like burrow in the wall and attack whenever prey passes nearby. Two or more will strike in unison, one from each side of a passage. After an attack, a cave moray will recoil into its cyst before striking again.

Ambush (Ex): If a cave moray surprises its opponent, it gains a +4 conditional bonus to its attack roll for that round.

Charge (Ex): A cave moray’s attack is always considered a charge attack since it recoils into its cyst after an attack to lunge at its opponent again. The statistics block above includes the +2 attack bonus for the charge attack.

Tremorsense (Ex): Cave morays can automatically sense the location of anything within 60 feet that is in contact with the ground.

Skills: A cave moray receives a +4 bonus to Hide skills when in rocky or stony surroundings due to its coloration.

The Cave Moray first appeared in module S4 (Gary Gygax, 1982).