

CRAWLING HEAD

Source: 3e Fiend Folio.

Spawned from the severed head of a giant, a crawling head is a horrific undead monstrosity that resembles a huge, bloated head grown to enormous size, with a seething mass of arteries, veins and viscera depending from the wound of its neck. Just beneath the surface of its translucent skin, the crawling head contains many sacs that bulge with the severed heads it had devoured.

Created by Mortals: Because of their immense power and their origination from giants, which might lead one to think that crawling heads were creations of the primordials or beings of similar nature. In truth, however, they are the creation of a series of powerful mortal necromancers that dwelt in the City of Skulls that surrounded the Bleak Academy. The first crawling head destroyed its creator, but was brought under control by the vampiric headmistress of the academy. The secrets to creating these mostrosities have since spread, but the enigma of how to control them remains.

Deadly Headhunters: Crawling heads leave a trail of mangled bodies behind, but always eat the heads of their victims. These heads are then stored in the many bulging sacs half-visible beneath the skin of the crawling head, where they wail, producing the crawling head's cacophany aura. Over time, older heads gradually dissolve away, consumed by the crawling head for sustenance.

Insane but Intelligent: Although crawling heads are insane and often have no real ambition or goal other than the consumption of victims' heads, they are brilliant. Some grow bored and carry out intricate plots for their amusement; such plots always involve spreading misery and death and the devourment of many heads. Crawling heads, while not prone to ally with living creatures, sometimes do so for short periods in order to amuse themselves or spread confusion, but such alliances usually end in disaster for the living partners.

Crawling Head Wailer

Level 24 Artillery

Huge elemental beast (giant, undead)

XP 6,050

HP 178; **Bloodied** 89

Initiative +10

AC 35; **Fortitude** 38; **Reflex** 34; **Will** 37

Perception +16

Speed 5

Darkvision

Immune disease; **Resist** 15 necrotic, 20 poison

TRAITS

Cacophany (fear) * **Aura** 5

Living creatures that end their turn in the aura grant combat advantage until the end of their next turn.

Flinch from the Light

When a crawling head wailer takes radiant damage, it takes a -2 penalty to melee and ranged attacks until the end of its next turn.

STANDARD ACTIONS

(mbasic) Bite * **At Will**

Attack: Melee 2 (one creature); +29 vs. AC.

Hit: 4d8+16 damage.

(ranged) Terrifying Scream (fear, psychic) * **At Will**

Attack: Ranged 10 (one creature); +29 vs. Will.

Hit: 4d6+18 psychic damage and the target takes 10 points of psychic damage whenever it is subjected to a fear effect (save ends).

(close) Banshee Wail (fear, necrotic, psychic) * **Recharge** when first bloodied

Attack: Close blast 5 (each creature in blast); +26 vs. Will.

Hit: 4d10+10 necrotic and psychic damage, plus ongoing 15 necrotic and psychic damage (save ends).

First Failed Save: The ongoing damage increases to 25.

Second Failed Save: The target dies.

Miss: Half damage and ongoing 10 necrotic and psychic damage (save ends).

Str 20 **Dex** 7 **Wis** 19

Con 28 Int 20 Cha 24
Alignment chaotic evil

Languages Common, Giant

Ravenous Crawling Head

Level 24 Brute

Huge elemental beast (giant, undead)

XP 6,050

HP 278; Bloodied 139

Initiative +10

AC 36; Fortitude 38; Reflex 33; Will 37

Perception +16

Speed 5

Darkvision

Immune disease; **Resist 15** necrotic, 20 poison

TRAITS

Cacophany (fear) * **Aura 5**

Living creatures that end their turn in the aura grant combat advantage until the end of their next turn.

Cringe from the Light

When a ravenous crawling head takes radiant damage, it grants combat advantage until the start of its next turn.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +29 vs. AC.

Hit: 5d10+13 damage (5d12+63 on a critical hit).

(melee) Vorpal Bite * Encounter

Attack: Melee 2 (one creature); +29 vs. AC.

Hit: 8d12+8 damage (5d12+104 on a critical hit) and the target is dazed (save ends).

Miss: Half damage.

Effect: If this damage reduces a creature to 0 hit points or below, the crawling head decapitates the target and swallows its head. (In many cases, this will slay the target.)

(close) Visceral Grasp * Recharge 6

Attack: Close blast 3 (each creature in blast); +25 vs. Reflex.

Hit: 3d10+14 damage and the target is pulled up to 2 squares and grabbed (escape DC x).

Str 20 Dex 7 Wis 19

Con 28 Int 20 Cha 24

Alignment chaotic evil

Languages Common, Giant