

CRAWLING APOCALYPSE

Source: 3e *Sandstorm*.

A crawling apocalypse is a relic of an ancient era. Found in what are now desert wastes, crawling apocalypses are self-impelled weapons from ancient wars fought eons ago. Now bereft of purpose, some of these things have gone mad, while others still seek to destroy long-vanished adversaries, annihilating whatever crosses their path.

A crawling apocalypse appears to be a nest of withered, desiccated tentacles topped by a barrel-like body surmounted by two huge staring orbs. Ancient cerements caked with desert dirt and sand swath a crawling apocalypse's form.

Decrepit Crawling Apocalypse Level 10 Soldier

Huge elemental magical beast (undead)

XP 500

HP 102; **Bloodied** 51

Initiative +7

AC 25; **Fortitude** 23; **Reflex** 20; **Will** 22

Perception +10

Speed 6, burrow 5 (tunneling)

Resist 10 necrotic; **Vulnerable** 10 fire

TRAITS

Despair (fear) * **Aura** 4

Living creatures in the aura suffer a -2 penalty on attack rolls.

Regeneration

The crawling apocalypse regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the crawling apocalypse takes fire damage, its regeneration does not function on its next turn.

STANDARD ACTIONS

(mbasic) Barbed Tentacles * **At Will**

Attack: Melee 3 (one creature); +15 vs. AC.

Hit: 2d10+7 damage, and the target takes ongoing 5 damage and is marked by the crawling apocalypse (save ends both).

(close) Storm of Tentacles * **Recharge 5 6**

Attack: Close burst 2 (each enemy in burst); +15 vs. AC.

Hit: 2d6+4 damage and the target falls prone.

Str 22 **Dex** 10 **Wis** 20

Con 14 **Int** 18 **Cha** 20

Alignment unaligned

Languages usually one or more extinct languages

Crawling Apocalypse Destroyer Level 18 Soldier

Huge elemental magical beast (undead)

XP 8,000

HP 170; **Bloodied** 85

Initiative +11

AC 33; **Fortitude** 31; **Reflex** 28; **Will** 30

Perception +15

Speed 6, burrow 5 (tunneling)

Resist 15 necrotic; **Vulnerable** 10 fire

TRAITS

Despair (fear) * **Aura** 4

Living creatures in the aura suffer a -2 penalty on attack rolls.

Regeneration

The crawling apocalypse regains 10 hit points whenever it starts its turn and has at least 1 hit point. When the crawling apocalypse takes fire damage, its regeneration does not function on its next turn.

STANDARD ACTIONS

(mbasic) Barbed Tentacles (necrotic) * **At Will**

Attack: Melee 3 (one creature); +23 vs. AC.

Hit: 3d10+6 damage, and the target takes ongoing 10 necrotic damage and is marked by the crawling apocalypse (save ends both).

(close) Wrathful Spasm * Recharge 6

Attack: Close burst 2 (each creature in burst); +23 vs. AC.

Hit: 3d10+8 damage, and the target falls prone.

TRIGGERED ACTIONS

Rotting Wound (necrotic) * **At Will**

Trigger: An enemy marked by the crawling apocalypse moves or shifts.

Effect (Opportunity Action): The triggering enemy takes 10 necrotic damage.

Str 27 **Dex** 10 **Wis** 23

Con 18 **Int** 23 **Cha** 23

Alignment unaligned

Languages usually one or more extinct languages