

# SCRAB

Challenge Novice, 4<sup>th</sup> Circle



|     |   |            |    |                 |    |
|-----|---|------------|----|-----------------|----|
| Dex | 6 | Initiative | 6  | Unconsciousness | 30 |
| Str | 4 | PD         | 10 | Death Rating    | 36 |
| Tou | 6 | MD         | 11 | Wound Threshold | 10 |
| Per | 6 | SD         | 5  | Knockdown       | 6  |
| Wil | 4 | PA         | 8  | Recovery Tests  | 3  |
| Cha | 3 | MA         | 4  |                 |    |

Movement Land 10, Water 10

Actions 1; Mandibles 8 (10, Poison), Proboscis 10 (8)\*

Ambush (5)

Hardened Armor

Swimming (10)

Poison (8), Debilitation (GMG 172)

Astral Sight (10)

## Special Maneuvers

Defang (GMG 251)

*\*After a successful hit with the Proboscis damage is automatically applied each round that ignores armor. Until the prey can break free with a Unarmed or melee attack that beats the Proboscis original attack number.*

The Scrab is an abomination against nature that inhabits the edges of the Mist Swamps. They are highly aggressive carnivores and, once tasting Name-Giver flesh is, prone to seek it out above all others. Before the Scourge, these creatures, known simply as Snail Crabs, were gentle marsh-dwelling creatures susceptible to Astral energy. During the Scourge, the Astral taint began to corrupt them into the horrific creatures they are today.

Scrabs average two feet in length and weigh about 25lbs. Their shells can be of any color, but they tend to be more earthy and dark in color. The visible flesh appears to be a mottled brown and green with occasional yellow veins throughout. Their two assisting mandibles located to either side of their mouth are a bone white. These mandibles drip with viscous red liquid that aids in them capturing larger prey.

Laying in wait and ambushing prey is their usual method of hunting. The Scrabs can magically sustain themselves on land or underwater for indefinite periods. The exact techniques of such are still in the study by scholars around Barsaive.

The Scrab will wait for its intended prey to be sleeping before pouncing and injecting them with the toxin in their mandibles, that paralysis and slowly begins the digestion process. Then they will shoot forth a proboscis and start sucking out the slowly liquefying insides.

If caught before they can attempt to begin feeding, the Scrab will attempt to flee. While they are not hardy creatures, their iron-infused shell can withstand all but the most vigorous blows. Scrabs have been known to hunt in groups of up to a dozen for the largest of their precious Name-Giver prey.

The shell of a Scrab can be sold for 20 silver and is worth legend points.