

NAME Carnival of Organs RACE Abomination SIZE 4 HEIGHT 12'0" WEIGHT 3,500lbs HL 2 EL 0

CON	<u>6</u>	AGI	<u>2</u>	INT	<u>5</u>	STR	<u>5</u>	WILL	<u>5</u>	CHA	<u>2</u>
Hit Points	<u>180</u> / <u>180</u>	Initiative	<u>4</u>	C. Mastery	<u>10</u>	Armor	<u>10</u>	SP Armor	<u>10</u>	Song Effect	<u>4</u>
Vitality	<u>360</u> / <u>360</u>	Speed	<u>4</u>	H. Mastery	<u>10</u>	MAD	<u>10</u>	M. Mastery	<u>10</u>	M. Speed	<u>4</u>
		RAD	<u>4</u>	SP Mastery	<u>10</u>					M. Damage	<u>4</u>

ATTACK # 1

Description: Intestinal Flail

Type: N. Melee Weapon **Range:** 1 **Accuracy:** 2/3/4/5/6

DMG: 25 **Crit DMG:** 35 | **SP-DMG:** **Crit SP-DMG:**

Other: Dissolve 2

ATTACK # 2

Description: Bile Shot
Type: S.N. Ranged Weapon Range: 5 Accuracy: 3/4/5/6
DMG: Crit DMG: | SP-DMG: 25 Crit SP-DMG: 35
Other: Dissolve 2

ABILITIES

Name: <u>Acid Reflux</u>	Description: <u>Target creature within 5 spaces tests AGI 7.</u>	DPD: <u>Dissolve</u> & <u>5 SP-DMG</u>
Name: <u>Brainstorm</u>	Description: <u>All adjacent targets test AGI 7.</u>	DPD: <u>Stun</u> & <u>5 DMG</u>
Name: <u>Entangling Intestines</u>	Description: <u>Target creature within 5 spaces tests STR 7.</u>	DPD: <u>Slow</u> & <u>5 DMG</u>
Name: _____	Description: _____	DPD: _____ & _____
Name: _____	Description: _____	DPD: _____ & _____

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Blind, Stun, Dissolve, Wounds Vulnerabilities: Almighty Damage, Poison

Traits: Boss, Elemental Attacks (Dissolve), Size Change (2x2), Unholy Health, Vulnerability

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

LORE

The Carnival of Organs is a sinister horror crafted by some of the foulest cultists. Amassing a large heap of various organs (*mostly human*), cultists utilize flesh magic to bring this creature to life. Once crafted, it is then possessed and animated by an unholy ritual.

This heaping pile of organs floats a few feet in the air, tethered together by both sinew and sin. A combination of exhaling lungs and grappling intestines mobilize this mass, thrusting it forward in sick fashion. The Carnival of Organs hunts living creatures, adding their organs to its own mass. Upon collecting enough volume, this creature can evolve into a Carnival of Sin; A larger, more vile creature.

Since the Carnival of Organs can regrow, shift, and replace their organs with backups, they shrug off Wounds, Stun, and Blind. By covering themselves with a unique combination of stomach acids, they both resist the ill effects of Dissolve and apply it to their very own attacks. However, consisting of nothing but vital organs naturally causes this creature to become vulnerable to Poison.

APPEARANCE

The Carnival of Organs is a floating mass of numerous organs, loosely tied together with muscle fibers and intestines. It's greased and dripping with a combination of blood and acid. While there's typically no organization to the mass, some brains will gravitate towards the top.

As for weapons, the Carnival of Organs uses a makeshift flail out of intestines and a rib cage (*or sometimes a skull*) as their Natural Melee Weapon. Alternatively, the intestinal flail may be used more like a whip. They're also able to exhale blobs of bile as their Supernatural Ranged Weapon.

Their Acid Reflux ability is quite simple and consists of an esophagus spewing acid towards its target. Their Brainstorm ability involves a bunch of electrified brains swirling around itself, in a fast, crackling motion. Lastly, they shoot giant, wide reaching wads of intestines at their targets to slow and constrict them with their Entangling Intestines ability.

COMBAT BEHAVIOR

The Carnival of Organs is a flexible and intelligent boss (*it has multiple brains*) and will do whatever it takes to be most efficient in combat. It will focus on the most threatening opponents and position itself to maximize the effect of its brainstorm ability. When stressed, its Acid Reflux and Entangling Intestines abilities may target additional targets.