

NAME Carriion Catapult RACE Abomination SIZE 1 HEIGHT 8'0" WEIGHT 800lbs HL 2 EL 0

CON	<u>5</u>	AGI	<u>2</u>	INT	<u>1</u>	STR	<u>3</u>	WILL	<u>3</u>	CHA	<u>1</u>
Hit Points	<u>75</u> / <u>75</u>	Initiative	<u>4</u>	C. Mastery	<u>2</u>	Armor	<u>6</u>	SP Armor	<u>6</u>	Song Effect	<u>2</u>
Vitality	<u>150</u> / <u>150</u>	Speed	<u>4</u>	H. Mastery	<u>2</u>	MAD	<u>6</u>	M. Mastery	<u>6</u>	M. Speed	<u>2</u>
		RAD	<u>4</u>	SP Mastery	<u>2</u>					M. Damage	<u>2</u>

## ATTACK # 1

**Description:** Bone Club, Bone Dagger

Type: N. Melee Attack Range: 1 Accuracy: 3/4/5/6DMG: 21 Crit DMG: 27 | SP-DMG:        Crit SP-DMG:       

Other: \_\_\_\_\_

## ATTACK # 2

**Description:** Bone Arrow, Bone Javelin, Corpse

Type: N. Ranged Weapon Range: 10 Accuracy: 4/5/6DMG: 19 Crit DMG: 23 | SP-DMG:        Crit SP-DMG:       

Other: \_\_\_\_\_

## ABILITIES

<b>Name:</b> <u>Exploding Corpse</u>	<b>Description:</b> <u>Target creature within 10 spaces tests AGI 6</u>	<b>DPD:</b> <u>Knockback &amp; 5 SP-DMG</u>
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<b>Name:</b> <b>Poison-Gas Corpse</b>	<b>Description:</b> <b>Target creature within 10 spaces tests CON 6</b>	<b>DPD:</b> <b>Poison</b>	<b>&amp; Lose 3 HP</b>
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**Name:** \_\_\_\_\_ **Description:** \_\_\_\_\_ **DPD:** \_\_\_\_\_ **&** \_\_\_\_\_

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## IMMUNITIES, VULNERABILITIES, & TRAITS

**Immunities:** **Blind, Stun, Wounds**

**Vulnerabilities:** \_\_\_\_\_

**Traits:** **Enhanced Range, Multi-Attacker, Siege Monster**

## EQUIPMENT, ITEMS, GOLD, &amp; LOOT (If any)

## LORE

Carrion Catapults are nasty organic devices used by cultists to spread fear and disease. These siege weapons are flesh-shifting creatures that are able to act on their own, and they usually take the form large, mindless hulks.

When it comes to comes to siege weaponry, there are few things more gruesome than a Carrion Catapult. Not only do these creatures resemble terrifying hulks, but they're able to shift into almost any gory catapult or ballista you can imagine. They typically use dead cows and humanoids for ammunition, but they're also loaded with plenty of their own bones to fling as well.

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*Carrion Catapults make great ranged-bombardiers. Their ability to grow, regrow, and shapeshift their flesh prevents them from being affected by Blind or Wounds. In addition, their small affinity with dark lightning prevents them from being dealt Stun.*

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## APPEARANCE

Carrion Catapults are large, fleshy humanoids that twist and contort their bodies into a variety of shapes; one of them being the shape of a traditional catapult. Another shape they might assume is the shape of a fleshly blob with bone spikes sticking out of them, while another one might burst their chest open to reveal a bunch of longbows made out of their own ribcage and sinew.

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*As for weapons, Carrion Catapults mostly attack with bones and corpses. For melee attacks, they might swing a corpse at an adjacent target, or stab them with a dagger made from bone. As for ranged attacks, they will either fling corpses, throw boney javelins, or shoot bone arrows. They're also able to launch loaded corpses that explode upon impact, spreading various gases.*

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## COMBAT BEHAVIOR

Carrion Catapults are Rangers when it comes to combat. They hardly ever move and prefer to use ranged attacks. Their abilities may target additional targets if stressed and the situation is right. Furthermore, as a GM, you may decide if you want to give your Carrion Catapults the Diseased trait (*GM Book, pg. 20.*)

Their Multi-Attacker trait allows the Carrion Catapult to attack with Repeat, but with a -1 accuracy penalty. Meaning, that for 1 action, they may make two melee attacks with an accuracy of 4/5/6, or two ranged attacks with an accuracy of 5/6. They will likely do the latter.

Their Siege Monster trait allows them to deal triple DMG/SP-DMG to stationary structures or creatures that cannot move (*Walls, buildings, gun turret minions, etc.*)