



COBALT **CRAWLER**

Inhabiting the crystal fields of distant deserts,
this shocking hunter waits to strike.

COBALT CRAWLER

Vast deserts can stretch on for miles untold with very little in the way of life on first glance. These barren lands are inhospitable to most creatures and only those that have adapted to these harsh conditions stand any chance of survival amongst the cacti and rolling dunes. Within these arid wastelands lie intriguing anomalies known as crystal dunes. Through time, pressure, and with the right spark of electricity from a passing storm, magical pockets of massive crystals can spire up from under the sands forming vast fields of deep blue. It is said that the wild magics stored within these crystals can mutate the wildlife around them, sometimes causing scorpions to undergo transformations into Cobalt Crawlers.

Hulking forms in their own right, many would seek to flee from these beasts, but there are those who have sought to hunt them for their unique properties. These creatures lack the standard vitae that one may find in most creatures, and are instead seemingly kept alive by the electricity that flows through their extremities. In this way, it could be thought

that the very essence of their life is electricity. Though there is some debate over if these creatures could be considered elementals due to that fact, most seem to have settled on them being mutated beasts rather than a true new variant of elemental.

The stingers of Cobalt Crawlers in particular pack a lightning infused punch that few can survive for long terms. Some particularly daring adventurers have even sought out the creatures to pluck their stingers from their tail and turn them to weapons for their own purposes. Many have also met their demise while staring down the barrel of this ambushing prowler.

Cobalt Crawlers are known to wait in ambush for prey for long periods of time. Their lack of movement allows them to conserve energy as they bury themselves in the sand amongst the crystal fields that they call home. They can wait for weeks on end buried and waiting for something to walk by. When a creature gets too close to where the crawler has hidden itself, it will often strike fast enough that

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CREATURE 12

N **HUGE** **BEAST**

Perception +25

Skills Athletics +25, Stealth +28

Str +8, **Dex** +4, **Con** +7, **Int** -3, **Wis** +5, **Cha** -3

Crystalline Appearance While the crawler remains motionless in a crystalline environment, it is nearly indistinguishable from natural crystals. It gains a +2 circumstance bonus on Stealth checks made to Hide amongst crystals.

AC 33; **Fort** +25, **Ref** +22, **Will** +19

HP 216; **Resistances** electricity 12

Burrow ➤ **Trigger** The crawler is hit by a critical strike. **Effect** The crawler burrows into the ground and moves up to its burrowing speed.

Speed 35 feet, burrow 30 feet, climb 30 feet

Melee ♦ pincher +24 (agile, reach 15 feet), **Damage** 3d8+12 slashing plus Grab

Melee ♦ tail swipe +24 (reach 15 feet), **Damage** 3d10+14 bludgeoning

Melee ♦ shocking sting +24 (**reach 15 feet**), **Damage** 3d8+12 electricity damage plus Charged Blood

Charged Blood (poison); **Saving Throw** DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d10 electricity damage, clumsy 2, slowed 1 (1 round); **Stage 2** 4d10 electricity damage, clumsy 4, slowed 2 (1 round)

Charged Sweep ♦♦ (electricity); **Frequency** twice per minute; **Effect** The crawler spins its tail, sweeping it low and charging it with static energy from its crystals. Creatures within a 20 foot emanation of the crawler must attempt a DC 29 Reflex saving throw.

Critical Success The creature is unaffected

Success The creature takes half 13d6 electricity damage

Failure The creature takes 13d6 electricity damage and is dazzled until the end of its next turn

Critical Failure As failure, but the creature is also Stunned 2.

the creature has little time to react before it is skewed by the crawler's stinger and clasped within its massive claws. If you intend to pass through areas of crystalline desert, its wise to stay attentive and watch for crystals that may sway or move unnaturally. Avoidance is the best way to survive after all.

One unusual behavior of Cobalt Crawlers is that they have been seen climbing to high points and thrusting their stingers into the air during rare storms that may pass over their desert environments. It's thought that the crawlers may be drawn so much to electricity, that the very clouds that pass above and deliver lightning to ground may draw the creatures from hiding. Perhaps electricity infused magics could be used to pull the creatures from their slumber.

TACTICS

Cobalt Crawlers are ambushers by nature. Their high stealth and ability to disguise themselves in their native environment make them especially dangerous to an unaware party.

- Setting the Cobalt Crawler in spaces outside of their usual home can be the cause of a faster than expected fight. I recommend using this creature only if you're looking for a fight in a crystal field. Without it, they're not as able to get the upper hand. That said, another option could be putting one in an open desert and having the party approach to investigate the crystal.
- This is a burrowing creature and it will use its abilities to burrow to escape pressure from particularly strong combatants.
- Its sweep can be a great disengage tool to buy the crawler some time to get away if things are going poorly.
- Charged blood is a particularly nasty poison that deals high damage and hinders players for quite a time if they fail their saves or if it progresses. Use it early.

SUGGESTED PAIRINGS

Cobalt Crawlers are mostly at home in arid environments and I would recommend pairing with desert creatures.

- Giant Scorpions could be a precursor to coming up against a Cobalt Crawler as they are a much easier alternative creature.
- Cobalt Crawlers don't need to eat their prey to survive, instead feasting on electrical essence in their victims. This means Giant Vultures often hang around them waiting for the meaty meals left behind.



TELSKEAN

ITEM 12

RARE **ELECTRICAL** **MAGICAL**

Price 1,950 gp

Usage held in 1 hand; **Bulk** L

The crystalline blade of this *+2 greater striking shock dagger* dances and sparkles with deep blue facets covering the face of the blade. The handle itself is a well wrapped leather made to feel comfortable in the hand. Running your fingers along the blade produces a light crackling sound and causes small arcs of electricity to dance from the edge to your finger and holding it close to your ear produces a low and staticy buzzing sound like dozens of bees.

Activate ♦ electricity, envision; **Frequency** Twice per day; **Requirement** Your previous action was a Strike against a creature that critically succeeded; **Effect** You bury the blade deeper and attempt to electrically charge the creature's blood dealing 6d12 electricity damage. It must attempt a DC 30 Fortitude saving throw:

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and becomes clumsy 2 and slowed 1 for 6 rounds

Critical Failure As failure, but the creature becomes clumsy 4 and slowed 2 for 6 rounds.

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