Crevice Eel

Type: Burrowing predator

Size: 3-6 meters long

Behavior: Lives in Deep Roads and twilight belt crevices. Ambushes prey by erupting from stone. Excellent tremor sense. Solitary and territorial.

Abilities:

- Stone-boring (creates new tunnels)
- Tremor sense (detects movement through rock)
- Crushing bite (armored jaws)
- Slime secretion (acidic, aids tunneling)

Vulnerabilities:

- Sonic weapons (disorients tremor sense)
- Predictable (always attacks from below)
- Slow outside tunnels

Encounter Notes: Major threat in Deep Roads. Deepkin map known eel territories. Leave tremor-dampening markers to avoid attracting them. Slime is valuable for industrial applications.

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