

# Charlie the Creeper

Charlie the Creeper was the name given to a friendly creeper spotted in the wild. As a result of a glitch in the creeper's AI, the creeper would roam around not targeting anyone. He was originally spotted in the first version of PCB's survival map by players NekTM and Melatron on the 9th of April, 2011. Unfortunately due to a player hitting Charlie, the creeper's AI reactivated before shortly blowing up. A gravestone was erected in spawn near the busiest walkway.

The original PCB survival map was later temporarily uploaded onto the server, when suddenly another friendly creeper was spotted next to Charlie's grave.



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Revision #1

Created 19 September 2022 09:57:48 by TheOctopus

Updated 19 September 2022 10:00:44 by TheOctopus