

Creatures D6 / Vile Bilemaw (Lava Pool)

Name: Vile Bilemaw
Skin color: Green, Orange
Distinctions: Bony back
Point of origin: Koboh

Dexterity: 2D
Perception: 2D
Strength: 3D

Special Abilities

Sharp Teeth: Vile Bilemaw have a mouth full of sharp teeth and are capable of a dangerous bite (Str+1D damage).

Heat Resistance: Vile Bilemaw due to their natural environment are more resistant to heat, adding 2D to their Stamina to avoid the effects of heat exposure, and +1D to their Strength to resist heat damage.

Armor Plates: Vile Bilemaw are covered with armored plates which are often made stronger when covered with volcanic mud, this adds +2D to resist damage.

Acidic Spit: Vile Bilemaw can spit acidic bile at any target within 10m, this bile does 5D damage.

Move: 8
Orneriness: 3D+1

Description: The vile bilemaw was a creature found on Koboh. It was similar in most ways to a normal bilemaw, but had bile far more acidic than the average bilemaw and is even said to be able to melt through ferrocrete.



Stats by FreddyB, Descriptive Text from WookieePedia.

Image copyright LucasArts.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).