Creatures D6 / Vile Bilemaw (Lava Pool Dwell



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.

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