Creatures D6 / Glottsamcrab (Solitary Mollusc



Name: Glottsamcrab
Classification: Mollusc
Skin color: Blue, Red
Eye color: Black
Point of origin: Koboh
Habitat: Swamp

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

Special Abilities
Claws: Str+1D damage
Makeshift Shell: Glottsamcrab construct a shell out of discorded items, this shell gives them a bonus +1D to resist damage.

Move: 10

Description: Glottsamcrabs were a type of solitary mollusc that lived in the mired swamps of the planet Koboh, using whatever they could make a makeshift shell from as a home. In 9 BBY, the fisherman Skoova Stev caught a glottsamcrab in Koboh's Viscid Bog for the aquarium at Pyloon's Saloon.

Biology and appearance
Despite their name, glottsamcrabs were a type of mollusc that lived a solitary lifestyle in the mired swamps of the planet Koboh, a habitat where most fish failed to adapt and survive. The molluscs had blue carapace with four red-tipped legs and two red-tipped claws. Their black eyes were on raised stalks with spiked protrusions at the tip. Glottsamcrabs made a home of whatever they could use as a makeshift shell, including discarded items, broken machinery, and the shells of other, long-dead molluscs.

History
During the fisher Skoova Stev's time serving aboard fishing vessel known as the Grapnel, he witnessed a crewmate try and catch a glottsamcrab amongst seafoam. However, the mollusc hooked the crewmate by her nostril and pulled her overboard into the water.

In 9 BBY, the fisherman Skoova Stev caught a glottsamcrab that was using the head of a B1-series battle droid as a shell in the Viscid Bog on Koboh as the Jedi Knight Cal Kestis watched. Stev then told Kestis about his crewmate's enco

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