Creatures D6 / Bilemaw (Lavapool Dwelling A



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

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

Special Abilities

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

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

Acidic Spit: Bilemaw can spit acidic bile at any target within 5m, this bile does 4D damage.

Move: 8
Orneriness: 2D+1

Description: Bilemaws were large quadrupedal creatures that lived on the planet of Koboh. They were covered in a hard exterior, which makes them resistant to most conventional attacks. Additionally, bilemaws could regurgitate acidic spit, known as "bile," to any enemies within their way. Bilemaws made their homes in the many crags, caves, and crevices on the surface of Koboh. They had a notoriously bad temper, leading to rampages that would trample, crush, or pulverize those caught in their way.
Some bilemaws would frequently lounge in pools of volcanic mud that bubbled up through fissures from deep beneath the surface of Koboh. The creatures would get coated in the substance, which would harden into a second skin, reminiscent of the basalt columns where the pools were found.

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