



LUMINOUS BRISTLE-MAW

No. Enc.: 1d4 (3d4)

Alignment: Chaotic (Evil)

Movement: 10' (10')

Swim: 120' (40')

Armor Class: 5[14]

Hit Dice: 3+1

Attacks: 1

Damage: 3d4

Save: F4

Morale: 5

Hoard Class: 1d6 bits of random junk might be fished-out of their watery lair, if you have the time, patience, and don't mind extra wandering monster checks.

XP: Somewhere between a Giant Crab or Crocodile, depending on how you run them.

Mostly transparent, these aquatic horrors exude an oily luminosity that extends out to around 30', making it next to impossible for the things to sneak-up on anyone...unless, of course, you're distracted and paying too much attention to the pretty lights and not watching out for the creature itself.

Their gaping maws are filled with stiff bristles, tiny mandibles and pedipalps that are used to vigorously abrade and lacerate their victims in order to feed off of their precious bodily fluids.

Those wearing leather, cloth, chitin or similarly 'soft' armor types can opt to have their armor class reduced by one place instead of taking damage from a Luminous Bristle-Maw's attack, however doing so means that the armor is ruined and cannot be repaired. Armor can only be reduced to AC 9[10] at which point it is totally destroyed.

Text is declared Open Game Content. Artwork Copyright 2014, Garrisonjames.

Hereticwerks.blogspot.com