



“Verminator” by William Church, © Kenzer and Co.

[So this one went through some workshopping. The above creature is called the “verminator” in the Hacklopedias, but I don’t like that name, in part because vermin is usually used in D&D 3.x to refer to giant insects, and in part because it’s clearly a vermin-gator. There’s also a nearly-identical monster less than fifteen pages away, the acid weasel. So I added the acid weasel’s spit attack to the verminator’s picture, and then changed the name.]

Nutriagator

This creature looks something like a reptilian rodent, with a scaly hide and webbed digits.

One of the many magical hybrids found the world over, nutriagators combine the rapid reproduction of a nutria with the scaled hide of an alligator. Originally bred with an eye for the leather trade, they escaped captivity due to an emergent property found in neither parent species—nutriagators have acidic saliva, which they can spray in a line and use to chew through iron bars.

Most nutriagators live in swamps and other wetlands, but due to their acid-proof hides, they can survive in toxic seeps, mine drainages or other incredibly hazardous environments. Nutriagators are omnivores with a taste for meat. They usually target mostly prey of their own size or smaller, but will cooperate with each other in order to tackle man-sized creatures. They have few natural predators, but some unnatural ones. Black dragons find them delicious, and many will go out of their way to hunt nutriagators.

Nutriagator CR 1

XP 400

N Small magical beast

Init +2; **Senses** darkvision 60 ft., Perception +4, scent

Defense

AC 14, touch 13, flat-footed 12 (+1 size, +2 Dex, +1 natural)

hp 13 (2d10+2)

Fort +4, **Ref** +5, **Will** +0

Immune acid

Offense

Speed 30 ft., swim 20 ft.

Melee bite +5 (1d6-1 plus 1 acid)

Special Attacks breath weapon (15 ft. line, Reflex DC 12, 1d6 acid), gnaw, pack attack

Statistics

Str 8, **Dex** 14, **Con** 12, **Int** 2, **Wis** 10, **Cha** 7

Base Atk +2; **CMB** +0; **CMD** 12 (16 vs. trip)

Feats Weapon Finesse

Skills Perception +4, Stealth +10, Swim +7

SQ hold breath

Ecology

Environment any marshes

Organization solitary, pack (2-12) or infestation (13-36)

Treasure incidental

Special Abilities

Gnaw (Ex) A nutriagator ignores the first 10 points of hardness when it attacks an object with its bite attack.

Pack Attack (Ex) Two nutriagators can share the same space without penalty. If two nutriagators in the same square attack the same opponent, they are considered to be flanking that foe.