|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Size** | **XP Rating** |
| Glowing Gulper | Mutant | Huge | 6 (95 XP) |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Strength** | 10 (+5) |  | **Armor Class** | 6 | | **Action Points** | 6 |
| **Perception** | 5 (+0) |  | **Avg. Hit Points** | 82 | | **Hit Dice** | 8d12 + 24 |
| **Endurance** | 8 (+3) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 6 (+1) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

|  |  |
| --- | --- |
| **Special Traits** | **Special Actions** |
| **Glowing.** When the gulper takes radiation damage, it instead regains a number of hit points equal to the damage dealt.  **Hold Breath.** The gulper can hold its breath for 1 hour.  **Regeneration.** The gulper regains 1d12 hit points at the start of its turn. If it takes cold or fire damage, this trait doesn’t function at the start of the gulper’s next turn.  **Slippery.** The gulper has advantage on ability checks and saving throws made to escape a grapple.  **Swift.** The gulper moves 40 feet when it uses the Move action. | **Swallow (5 AP).** The gulper makes one unarmed strike against a Large or smaller creature in reach. If the attack hits the target is swallowed, leaving it *restrained* and *blinded* to anything outside. It also has full cover against anything outside the gulper.  The gulper can only have one target swallowed at a time; this creature takes 4d6 radiation damage at the start of each of the gulper’s turns. If the gulper takes 10 or more damage in a turn it spits out the swallowed creature, which falls *prone* in an adjacent space. If the gulper dies, a swallowed creature is no longer *restrained* and can escape from the corpse using the Move action, exiting *prone*. |

|  |
| --- |
| **Description** |
| Ambush predators that lie in wait partially or wholly submerged in the brackish swamp water they call home. When they spot a creature, they burst out of the water to charge it with blinding speed. They then attempt to swallow the creature whole and, if successful, will flee the scene as quickly as they arrived to return to some safe place where their stomach acids can break down the catch.  **Angler Rivalry.** Anglers and gulpers constantly battle over territory, with anglers known to attack gulpers on sight. This is because they will "poach" an angler's prey. Gulpers have no ability to lure creatures in like anglers do, so they will often hide amongst the same lure weeds as an angler or even just follow an angler to its ambush spot. When the time is right, the gulper springs out from its nearby hiding place and steals any potential food the angler has lured in. |