

BANEMAW DEVOURER

Banemaw Devourer **Level 18 Brute**
Large Magical Beast (Banemaw)

Initiative: +13 **Perception** +18
HP 210; **Bloodied** 105
AC 30; **Fortitude** 31; **Reflex** 30; **Will** 28
Speed 6

Traits

Spit Tainted Blood

While the banemaw is taking ongoing fire, cold, poison, acid, or lightning damage, their threefold bite does an additional 5 damage of that type..

Standard Actions

⊕ **Threefold Bite** ✦ **At-Will**

Attack: Melee Basic 2 (one creature) +18 vs. AC, Reflex, and Fortitude

Hit: 2d10+10 damage, and for each defence hit past the first, add 1d10 to the damage. Additionally, if fortitude is hit the target is pushed 3, and if reflex is hit, the target is knocked prone.

⊕ **Devour** ✦ **At-Will**

Attack: Melee 2 (one creature) +18 vs. AC

Special: If the target is smaller than medium size, the attack is vs their Fortitude or Reflex, whichever is higher.

Hit: 1d10+10 damage. The target is grabbed, and while the grab remains, the baneman can only attack them, but is always counted as hitting at least one defence, regardless of the attack, roll.

Skills Endurance +18 Athletics +21,
Intimidate +14, Nature +13, Stealth +17

Str 25(+16); **Dex** 19(+13); **Wis** 19(+13)
Con 19(+13); **Int** 6(+7); **Cha** 19(+13)

Alignment Unaligned

The Banemaw is a hideous creature, who's bizarre appearance might lead you to dismiss it as myth, were it not charging towards you. The creature is heavily built, moving low to the ground on four thick limbs who's short talons dig into the ground, giving it additional leverage as it snaps and gnashes at it's prey. It is a heavy creature of mainly reptilian appearance, it's entire body seemingly designed to hold up and project forward it's thick-skulled head, and the weapon it that bears it's name.

Blood vessels pump into the muscles around the head, and the creature's saliva is red with it's own blood, as the huge muscles strain against the surrounding tissue. The Banemaw is named for it's massive mouth a three-segmented mandible which clamps around the creature's prey with vicious relish, chewing and gnashing three independent sets of teeth in the same horrific maw.

The maw is a dizzying set of interlocking fangs. An outer layer sports four protective tusks, two rising up from the jaw, and two projecting from the snout. Articulated by an outer sleeve of muscle, these tusks slide past one another, trapping anything within the devourer's mouth like the bars of a cage.

The middle layer is the jaw proper- a thick structure lined with razor sharp teeth. Within the jaw lies what, in another creature might be a tongue- but the Banemaw has it's place a short, sharp bladeliike structure, which can project forward from the mouth, or lash sideways against the teeth to cut into whatever they're clamped down upon.

Banemaw Devourers are vicious creatures who have grown large enough that they no longer fear any other creature, leading it to a feeding frenzy that can depopulate entire regions. Devourers sometimes forgo their hunting instincts, pausing to chew on a victim, trying to devour them even as the battle rages around them.

Lore

Nature DC 20: All the info in the introduction.

Nature DC 25: Hints about the location of a lair, and the size of the Banemaw population in the area.

For use with the 4th Edition

DUNGEONS
& DRAGONS
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,[®] Monster Manual,[®] and Dungeon Master's Guide[®] Player's Handbook[®] 2, Monster Manual[®] 2, Adventurer's Vault[™] core rulebooks, available from Wizards of the Coast, LLC

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TACTICS

Banemaws are unintelligent beasts who are either hunting the pcs as food, or under the control of another entity, either through magic, or some kind of domestication. When hunting, Banemaw Devourers are often accompanied by others of their kind, in various stages of the life cycle. When controlled by an intelligent creature, Banemaws are effective only if given a purpose suiting their talents. Intelligent masters often take advantage of their ability to vent toxins and other agitants out of their blood-stream and into their mouth, by blanketing part of the battlefield with a mild fire or poison.

In either case, Banemaw Devourers fight well in conjunction with a partner, particularly a skirmisher who can quickly move to flank the enemy, and draw fire from the foe. Solder is can keep a Devourer from being focused as well, but their mark punishment power would have to compliment the Banemaw's efforts- the basic mark penalty is not going to be enough to deter heroes from striking at the low AC of a brute. Finally, Devourers can use their devour attack to sustain damage, even if risking lock-down. With a for grabbed, they're able to deal damage turn after turn, at least until their prey pulls free- assuming they ever do.

Encounters

Encounters with Banemaws are either hunting packs ravaging the countryside, or an intelligent master deploying a favorite pet. When fighting as a pack, Banemaws surround their enemies, picking off smaller prey while knocking more powerful foes aside. When fighting for their master, the Banemaw's role depends very much on the creature who controls them- but their role is of course, unrestrained, destructive, and hungry.

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