

MUDMAN

Source: 2e *Monstrous Manual*.

A mudman is a stocky, vaguely-humanoid creature composed entirely of mud. A typical mudman stands anywhere from 3' to 7' in height and its coloration might vary from a clay red to tarry black. Often, a mudman will have small twigs and bits of grass or gravel caught up within it, and some even have bugs or worms within their bodies.

Born of Enchanted Waters: Mudmen are created where enchanted waters (even mildly enchanted ones, such as a stream eroding an enchanted structure) collect and evaporate. The dweomer becomes concentrated, and slowly a population of mudmen is born. Most of the time, the mudmen are a part of the pool from which they formed and are quiescent. However, when the pool is disturbed, the mudmen awaken, forming bodies and emerging to defend it.

All Across the Planes: Mudmen can form anywhere the conditions are right, from the gutters and trash heaps of Gloomwrought to the Feywild's bogs to the Elemental Chaos. Thus, a mudman might be encountered almost anywhere. In some places where the magical waters are especially potent, mudmen with unique or unusual powers might be born.

Bog Mudman

Level 1 Controller

Small natural animate (earth, water)

XP 100

HP 23; **Bloodied** 11

Initiative -1

AC 15; **Fortitude** 14; **Reflex** 11; **Will** 12

Perception +0

Speed 4 (swamp walk)

Tremorsense 6

Resist weapons 5

STANDARD ACTIONS

(mbasic) Mud Bludgeon * At Will

Attack: Melee 1 (one creature); +5 vs. AC.

Hit: 1d8+4 damage and the target is slowed (save ends).

(rbasic) Mud Ball * At Will

Attack: Ranged 10 (one creature); +4 vs. Reflex.

Hit: 1d6+5 damage, and the target is slowed (save ends).

First Failed Save: The target is instead immobilized (save ends).

Second Failed Save: The target is instead restrained. This condition persists until either the target or a creature adjacent to it makes an Athletics check, DC19, as a move action to free the target.

Str 17 **Dex** 8 **Wis** 10

Con 15 **Int** 2 **Cha** 1

Alignment unaligned

Languages -

Plodding Mudman

Level 1 Minion Controller

Small natural animate (earth, water)

XP 25

HP 1; a missed attack never damages a minion

Initiative -1

AC 15; **Fortitude** 14; **Reflex** 11; **Will** 12

Perception +0

Speed 4 (swamp walk)

Tremorsense 6

Resist weapons 3

STANDARD ACTIONS

(mbasic) Muddy Slam * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 3 damage and the target is slowed until the end of its next turn.

(rbasic) Hurl Mud * At Will

Attack: Ranged 10 (one creature); +4 vs. Reflex.

Hit: 3 damage and the target is slowed until the end of its next turn.

Str 17 **Dex** 8 **Wis** 10

Con 15 Int 2 Cha 1

Alignment unaligned

Languages -

Boiling Mudman

Level 7 Controller

Medium elemental animate (earth, fire, water)

XP 300

HP 59; Bloodied 29

Initiative +2

AC 21; Fortitude 20; Reflex 16; Will 19

Perception +4

Speed 4 (swamp walk)

Tremorsense 6

Resist 10 fire, 5 weapons

STANDARD ACTIONS

(mbasic) Boiling Mud Bludgeon (fire) * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 1d6+4 damage plus 8 fire damage and the target is slowed (save ends).

(rbasic) Boiling Mud Ball (fire) * At Will

Attack: Ranged 10 (one creature); +10 vs. Reflex.

Hit: 2d6+5 fire damage plus ongoing 10 fire damage and the target is slowed (save ends both).

First Failed Save: The target instead takes ongoing 5 fire damage and is immobilized (save ends

both).

Str 20 Dex 8 Wis 13

Con 15 Int 2 Cha 1

Alignment unaligned

Languages -

Feymarsh Mudman

Level 11 Controller

Small fey animate (earth, water)

XP 600

Many of the waters in the Feywild can have bewitching effects on the minds of creatures that drink from them. A feymarsh mudman is a mudman formed from such waters on the Feywild. Unlike the plodding, sticky mudmen from the material world, however, feymarsh mudmen are relatively quick and slippery. They retain a vestige of the power of their source water.

HP 87; Bloodied 43

Initiative +7

AC 25; Fortitude 23; Reflex 23; Will 23

Perception +8

Speed 6 (swamp walk)

Tremorsense 6

Resist 5 weapons

STANDARD ACTIONS

(mbasic) Muddy Slam * At Will

Attack: Melee 1 (one creature); +16 vs. AC.

Hit: 2d10+8 damage and the target falls prone.

(melee) Bewitching Blow (charm) * Encounter

Attack: Melee 1 (one creature); +14 vs. Will.

Hit: 5 damage, and the mudman slides the target up to 2 squares. The target then makes a basic attack against a target of the mudman's choice as a free action.

(area) Mud Slick (zone) * Encounter

Effect: Area burst 1 within 10 squares; the burst becomes a muddy zone until the end of the encounter.

Any creature without swamp walk that ends its turn in the zone falls prone.

TRIGGERED ACTIONS

Slippery * At Will

Trigger: The feymarsh mudman becomes grabbed.

Effect (Immediate Reaction): The grab ends.

Str 15 Dex 14 Wis 17

Con 20 Int 2 Cha 11

Alignment unaligned

Languages -

Oozing Mudman

Medium elemental animate (earth, water)

Level 20 Minion Brute

XP 700

An oozing mudman is spawned from the Slime Pits of Juiblex, on Shedaklah, one of the planes of the Abyss. Tainted by the demon prince of oozes, slimes and jellies, an oozing mudman

HP 1; a missed attack never damages a minion

Initiative +11

AC 32; **Fortitude** 34; **Reflex** 30; **Will** 32

Perception +16

Speed 4 (swamp walk)

Tremorsense 6

Resist 10 acid, 10 weapons

STANDARD ACTIONS

(mbasic) Oozing Slam (acid) * **At Will**

Attack: Melee 1 (one creature); +25 vs. AC.

Hit: 14 damage plus ongoing 10 acid damage (save ends).

(ranged) Acidic Glob (acid) * **At Will**

Attack: Ranged 10 (one creature); +23 vs. Reflex.

Hit: Ongoing 20 acid damage (save ends).

Str 23 **Dex** 13 **Wis** 22

Con 26 **Int** 1 **Cha** 7

Alignment unaligned

Languages -