

# MUDMAW

A mudmaw is a crocodile-like monster which has a rubbery green tentacle growing from each corner of its mouth. These tentacles flail about and grab enemies, drawing them into the mudmaw's mouth. Like a crocodile, a mudmaw is an ambush hunter, disguising itself as a floating log to get close to prey.

## MUDMAW AMBUSER

## Level 8 Lurker

Large natural beast (reptile)

XP 350

HP x; **Bloodied** x

**Initiative** +11

AC 22; **Fortitude** 22; **Reflex** 20; **Will** 19

**Perception** +5

**Speed** 5, swim 6

### TRAITS

#### Threatening Reach

A mudmaw can make opportunity attacks against creatures within 4 squares of it.

### STANDARD ACTIONS

#### (mbasic) Tentacle \* At Will

*Requirement:* The mudmaw may not have two targets grabbed.

*Attack:* Melee 4 (one creature); +11 vs. Reflex.

*Hit:* 1d10+9 damage and the target is grabbed (escape ends).

#### (m) Bite \* At Will

*Attack:* Melee 1 (one creature grabbed by the mudmaw); +13 vs. AC; 4d8+11 damage.

### MINOR ACTIONS

#### (m) Reel in the Prey \* At Will (special)

*Special:* The mudmaw may use this attack against each grabbed creature once per round.

*Attack:* Melee 4 (one creature grabbed by the mudmaw); +11 vs. Reflex; the mudmaw pulls the target 2 squares.

### TRIGGERED ACTIONS

#### (m) Sudden Frenzy \* Encounter

*Trigger:* The mudmaw first becomes bloodied.

*Effect (Immediate Reaction):* The mudmaw ambusher releases any grabbed creatures, then makes a tentacle attack on each creature within 2 squares of it.

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**Skills** Stealth +12

**Str** 20    **Dex** 17    **Wis** 12

**Con** 17    **Int** 3    **Cha** 16

**Alignment** unaligned

**Languages** -

## RAVENOUS MUDMAW

## Level 9 Brute

Large natural beast (reptile)

XP 400

HP 118; **Bloodied** 59

**Initiative** +6

AC 21; **Fortitude** 23; **Reflex** 20; **Will** 19

**Perception** +6

**Speed** 5, swim 6

### STANDARD ACTIONS

#### (mbasic) Tentacle Rake \* At Will

*Attack:* Melee 4 (one creature); +12 vs. AC.

*Hit:* 1d8+6 damage.

#### (m) Tentacle Flurry \* At Will

*Effect:* The ravenous mudmaw makes two *tentacle rake* attacks.

#### (m) Bite \* At Will

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

*Hit:* 4d6+7 damage, and the ravenous mudmaw gains a +2 bonus to speed and attack rolls until the end of its next turn.

## TRIGGERED ACTIONS

### Ravenous Pursuit \* At Will

*Trigger:* The ravenous mudmaw starts its turn without an adjacent enemy.

*Effect (Free Action):* The ravenous mudmaw shifts 2 squares. It must end this shift adjacent to an enemy if possible; otherwise, it must end this shift closer to the nearest enemy.

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**Skills** Stealth +11

**Str** 22    **Dex** 15    **Wis** 14

**Con** 18    **Int** 3    **Cha** 10

**Alignment** unaligned

**Languages** -