

MUDMAW

Source: 3e *Monster Manual II*.

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 71; **Bloodied** 35

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.

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.

Skills Stealth +11

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

Con 18 **Int** 3 **Cha** 10

Alignment unaligned

Languages -