

BUBBLE

Medium-Size Aberration

Hit Dice: 1/2d8 (2 hp)

Initiative: +1 (Dex)

Speed: Swim 30 ft, fly 10 ft (poor)

AC: 11 (+1 Dex)

Attacks: Slam +1 melee

Damage: Slam 1d4-1 and paralysis

Face/Reach: 5 ft. by 5 ft./5 ft

Special Attacks: Paralysis, engulf

Special Qualities: Immunities, reform

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 8, Dex 13, Con 10, Int –, Wis 10, Cha 8

Feats: Weapon Finesse (touch)

Climate/Terrain: Any aquatic

Organization: Swarm (3–18)

Challenge Rating: 1/4

Treasure: Standard

Alignment: Always neutral

Advancement: 1 HD (Medium-size)

Bubbles are giant air pockets that have been given life and intelligence by unknown means. These strange creatures dwell in lakes, ponds, and other large bodies of water.

Bubbles only form when there is a disturbance in their water, at which time small air pockets form out of the oxygen in the water. These smaller air pockets jostle each other, joining and progressively forming larger and larger ones until a full-size bubble is created and floats to the surface. Once a disturbance starts 3d6 bubbles will begin to form taking 2d4 rounds to do so.

Once formed, these creatures can fly short distances to reach opponents on shore.

COMBAT

A bubble's only means of attack is to float to the surface of the body of water in which it resides, and touching any creature near the water. The outer surface of the bubble has a slight acidic quality to it.

Paralysis (Su): Those hit by a bubble's slam attack must succeed at a Fortitude save (DC 10) or be paralyzed for 1d4 minutes.

Engulf (Su): If a bubble successfully paralyzes an opponent of up to Medium-size, it will engulf that opponent if the victim fell into the water after being paralyzed (30% chance). An engulfed victim will begin taking drowning damage (see the rules for drowning on page 85 of the DMG). If the bubble is slain or if the victim drowns, the bubble will expel the body, rise to the surface and attack again. The body, unless armored, will float to the surface.

Immunities (Ex): A bubble is immune to damage from any bludgeoning or crushing attack. Their body simply deforms around the weapon and takes no damage. Although they have a rudimentary intelligence, they have no real brain and are thus immune to all mind-influencing spells and effects.

Reform (Ex): A bubble, once destroyed, will reform into 2 more bubbles in 6 hours, unless the water it inhabits is drained onto an open flat area and then dried or absorbed into something such as cloth,

earth, etc.

Feats: Bubbles receive the Weapon Finesse (touch) feat for free.