

BILE LORDS

The Bile Lords are an ancient race of strange humanoids. Withered with age, shrouded in foul vapors, the Bile Lords are best known for their long tenancy in Bile Mountain, on Pesh, where they were a legend until the upper levels of the mountain were breached by the Sword Emperor's companions. Even upon their release, the Bile Lords showed little interest in the outside world, preferring to maintain their lair and continue their experiments upon its denizens.

The original Bile Lords were destroyed by the Sword Empire and his companions, their king overthrown and their mountain cleansed of their influence and remade into the Bile Mountain Casino under the aegis of Emperess Sybele. Eventually, with the fall of the Sword Empire, the casino fell into disrepair and its keepers died or fled. Who knows what Bile Mountain now holds?

Mysterious and Foul: The Bile Lords and the monsters under their control are mysterious and foul. No cults or religions worship them; they see mortal beings as tools to be used or raw materials to be “improved” by their vile rituals. The Bile Lords seem to be functionally immortal, and all are male. Whatever their method of reproduction is, no one but the Bile Lords are aware of it, but their numbers do slowly increase over time. The sorcerer-king Lillamere once speculated that they might all somehow be imperfect copies of their Bile King, but there has also been evidence that some of them have made attempts to usurp the crown of their king, and the Sword Emperor and his companions slew the Bile Lords in existence at the beginning of his reign; nonetheless, a few more have appeared in the centuries since Bile Mountain's fall, from whence no one knows.

Unique Beings: Even in their earliest days, the Bile Lords are fantastically powerful, but as one grows and ages, it becomes ever more puissant and gains more and more unique abilities. Most Bile Lords delve deeply into one warped realm of magic or another; a few focus instead of more physical pursuits, often involving surgery or slow vivisections performed on conscious and unwilling victims. Still others expand their mental power into the realm of psionics. No Bile Lord worships a deity, nor does any have a good relationship with the primal spirits; the Bile Lords are anathema to nature.

Experiment on Creatures: The Bile Lords are notorious for experimenting on creatures, creating unlikely crossbreeds or infecting creatures with bile, changing them into agonized monstrosities that are constantly wracked with pain and illness, yet are hideously powerful. A few of their experiments have proven able to breed true, most notably bile beasts and vomit hounds, but even these hate their own existence.

Almost Lethal Farts: There is a Thulian idiom describing something as “stinkier than a dog's fart” which is meant to imply that the thing being described does not exist or has impossible properties. Unfortunately, bile monsters of all sorts are extremely prone to having horrific gas that is so awful that, in some cases, it actually rises to the level of a threat. This taints the area within and around a bile monster's home. At best, its lair will be filled with a malodorous stench; at worst, it might obscure vision and even poison creatures bold enough to venture into it.

Bile Monster Template

Elite Brute

XP Elite

A bile monster is a creature that has been tainted by exposure to bile. This template is one method of modeling such a creature- one of the more successful of the Bile Lords' experiments.

Most bile monsters are found where the Bile Lords' influence or work extends, but some, able to travel far distances, are rarely found elsewhere. Not all of the Bile Lords' creations are modeled with this template, but it is a highly useful way to represent an 'average' bile monster in their service.

A bile monster seems to seep bile from its pores and has a very distinctive, unpleasant odor. A creature that has encountered bile monsters once can usually tell when it enters the area surrounding a bile monster's lair due to the scent.

The bile mantichore sky hunter presented below is a sample bile monster, using the mantichore sky hunter (MV 199) as the base creature; likewise, the bile ogre dreadnought below uses the ogre dreadnought (MM3 159) as a base creature.

Origin and Type A bile monster's origin changes to aberrant. It can be any type except for an animate.
Hit Points + 10/level + Constitution score
Defenses -1 AC, +2 Fortitude, -1 Reflex

Resist 10/tier acid, 10/tier poison
Saving Throws +2
Action Points 1

TRAITS

Agonized Existence

If the bile monster starts its turn dazed, dominated, stunned or affected by a charm effect, it makes a basic melee attack as a free action. If that basic attack hits, it makes a saving throw to end each such effect.

STANDARD ACTIONS

Frenzied Attack * At Will

Effect: The bile monster makes two melee basic attacks.

(area) Spit Bile (acid, poison) * Encounter

Attack: Area burst 1 within 10 (each creature within burst); level +1 vs. Reflex.

Hit: 1d10+5 acid and poison damage, plus ongoing 5 acid and poison damage (save ends).

Level 11: 2d10+5 acid and poison damage, plus ongoing 10 acid and poison damage (save ends).

Level 21: 3d10+5 acid and poison damage, plus ongoing 15 acid and poison damage (save ends).

Miss: Half damage.

Skills A bile monster loses training in Stealth.

Con +4

Bile Monster Theme

Another way to model a monster as a bile creature is by adding the bile monster theme to it. Although this does not make it as tough as using the bile monster template does, it nonetheless probably increases the monster's power somewhat. All bile monsters should have the *agonized existence* trait, and you may want to give them one or more additional powers or traits from the list below. (Most should have at least one attack or utility power from the list, but a bile monster whose only trait is its *agonized existence* models an almost-failed bile monster experiment well.)

Origin and Type: This theme should not be added to an animate as a rule, though there may be specific exceptions to this general rule at the dm's judgment. A bile monster's origin changes to aberrant.

Skill Modifications: +2 bonus to Endurance checks. -2 penalty to Stealth checks.

TRAITS

Agonized Existence (*all bile monsters should have this trait*)

If the bile monster starts its turn dazed, dominated, stunned or affected by a charm effect, it makes a basic melee attack as a free action. If that basic attack hits, it makes a saving throw to end each such effect.

Bile Infusion

Any of the bile monster's attacks that deal damage with a keyword, such as psychic or fire, also deal acid and poison with that attack.

Resistance

The bile monster gains resist 5/tier acid and resist 5/tier poison.

ATTACK POWERS

STANDARD ACTIONS

(area) Spew Bile (acid, poison) * Encounter

Attack: Area burst 1 within 10 (each creature in the burst); level + 3 vs. Reflex.

Hit: 1d6 + level acid and poison damage, plus ongoing 5 acid and poison damage (save ends).

11th Level: 2d6 + ½ level acid and poison damage, plus ongoing 10 acid and poison damage (save ends).

21st Level: 2d8 + 1/3 level acid and poison damage, plus ongoing 15 acid and poison damage (save ends).

(ranged) Spit Bile (acid, poison) * At Will

Attack: Ranged 20 (one creature); level + 3 vs. Reflex.

Hit: 2d6 + level acid and poison damage.

TRIGGERED ACTIONS

(close) Bile Eruption (acid, poison) * **Encounter**

Trigger: The bile monster becomes bloodied.

Attack (No Action): Close blast 1 (the triggering creature); level +1 vs. Reflex.

Hit: 5/tier acid and poison damage, and the target is blinded (save ends).

UTILITY POWERS

MINOR ACTIONS

The Power of Pain * **Recharge 5, 6**

Effect: The bile monster makes a saving throw.

Bile Manticore Sky Hunter Level 13 Elite Brute (Leader)

Large aberrant magical beast

XP 1,600

HP 286; Bloodied 143

Initiative +14

AC 28; Fortitude 28; Reflex 25; Will 23

Perception +14

Speed 6, fly 8

Resist 20 acid, 20 poison

Saving Throws +2; Action Points 1

TRAITS

Shielding Wings * **Aura 1**

Allies gain a +2 bonus to AC and Reflex while in the aura.

Agonized Existence

If the bile monster starts its turn dazed, dominated, stunned or affected by a charm effect, it makes a basic melee attack as a free action. If that basic attack hits, it makes a saving throw to end each such effect.

STANDARD ACTIONS

(mbasic) Claw * **At Will**

Attack: Melee 1 (one creature); +18 vs.AC.

Hit: 2d10+10 damage, or 2d10+12 if the target is marked by the manticore.

(ranged) Tail Spike * **At Will**

Attack: Ranged 10 (one creature); +18 vs. AC.

Hit: 2d8+6 damage.

Frenzied Attack * **At Will**

Effect: The bile monster makes two melee basic attacks.

(area) Spit Bile (acid, poison) * **Encounter**

Attack: Area burst 1 within 10 (each creature within burst); level +1 vs. Reflex.

Hit: 2d10+5 acid and poison damage, plus ongoing 10 acid and poison damage (save ends).

Miss: Half damage.

MINOR ACTIONS

Threatening Roar (charm) * **At Will**

Effect: Close burst 1 (enemies in the burst). The manticore marks each target until the end of the manticore's next turn.

TRIGGERED ACTIONS

(ranged) Defender's Spike * **At Will**

Trigger: An enemy within 5 squares of the manticore and marked by the manticore makes an attack that doesn't include it as a target.

Effect (Immediate Reaction): The manticore uses *tail spike* against the triggering enemy. This attack does not provoke opportunity attacks.

Str 23 Dex 22 Wis 17

Con 22 Int 4 Cha 10

Alignment chaotic evil

Languages Common

Bile Ogre Dreadnought

Level 14 Elite Brute

Large aberrant humanoid

XP 2,000

HP 300; **Bloodied** 150

Initiative +12

AC 29; **Fortitude** 30; **Reflex** 23; **Will** 26

Perception +12

Speed 8

Resist 20 acid, 20 poison

Saving Throws +2; **Action Points** 1

TRAITS

Agonized Existence

If the bile monster starts its turn dazed, dominated, stunned or affected by a charm effect, it makes a basic melee attack as a free action. If that basic attack hits, it makes a saving throw to end each such effect.

Threatening Reach

The dreadnought can make opportunity attacks against all enemies within 2 squares of it.
Effect.

STANDARD ACTIONS

(mbasic) Greatsword (weapon) * At Will

Attack: Melee 2 (one creature); +19 vs. AC.

Hit: 1d12+16 damage, and the target is immobilized until the end of the dreadnought's next turn.

Frenzied Attack * At Will

Effect: The bile monster makes two melee basic attacks.

(area) Spit Bile (acid, poison) * Encounter

Attack: Area burst 1 within 10 (each creature within burst); level +1 vs. Reflex.

Hit: 2d10+5 acid and poison damage, plus ongoing 10 acid and poison damage (save ends).

Miss: Half damage.

TRIGGERED ACTIONS

Dreadnought Resolve * Recharge 4 5 6

Trigger: The dreadnought fails a saving throw.

Effect (No Action): The dreadnought rerolls the saving throw with a +2 bonus.

Skills Athletics +19

Str 24 **Dex** 16 **Wis** 20

Con 24 **Int** 8 **Cha** 23

Alignment chaotic evil

Languages Common, Giant

Equipment plate armor, greatsword

Failed Bile Serpent

Level 15 Skirmisher

Large aberrant beast

XP 1,200

A failed bile serpent is an example of a failed experiment by the Bile Lords. Although it is not up to the standards of the Bile Lords, it is nonetheless a very dangerous monster. Failed Bile Lord experiments often do not survive their generation, and those that do rarely survive for more than a few weeks. Even those that can survive frequently choose death over the constant agony and horror of their unnatural transformation.

It is impossible to determine what sort of venomous snake was the original stock for the failed bile serpent, but in its new form, ragged, wet groups of scales constantly hang from the serpent as if it is shedding its skin. Brown and yellow bile leak from the thing's body, and it looks sickly.

HP 144; **Bloodied** 72

Initiative +13

AC 29; **Fortitude** 27; **Reflex** 28; **Will** 26

Perception +10

Speed 7

TRAITS

Horrible Pain

Because the failed bile serpent is in constant horrible pain, it gains a +4 bonus to its defenses against attacks with the charm or fear keywords.

STANDARD ACTIONS

(mbasic) Fanged Strike (poison) * At Will

Attack: Melee 2 (one creature); +20 vs. AC.

Hit: 2d10+5 damage, plus ongoing 10 damage and the target loses a move action each round (save ends both).

(melee) Slithering Strike * At Will

Effect: The failed bile serpent shifts up to 3 squares and makes the following attack at any point during that shift.

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 3d10+7 damage.

TRIGGERED ACTIONS

Bile Reply (acid, poison) * Encounter

Trigger: The failed bile serpent is hit by a ranged attack.

Attack (Immediate Reaction): Ranged 10 (the triggering creature); +18 vs. Reflex.

Hit: 4d8+5 acid and poison damage.

Str 23 **Dex** 19 **Wis** 16

Con 16 **Int** 2 **Cha** 9

Alignment unaligned

Languages -

Bile Beast

Level 19 Solo Brute

Huge aberrant magical beast

XP 12,000

A bile beast is a terrible monster created by the Bile Lords. It is quadrupedal, though it is impossible to ascertain what the base stock from which it was created was. A bile beast has a long, thick tail that trails behind it for balance, like that of a large reptile.

HP 900; **Bloodied** 450

Initiative +12

AC 30; **Fortitude** 35; **Reflex** 29; **Will** 31

Perception +15

Speed 6, swim 5

Darkvision

Resist 20 acid, 20 poison

Saving Throws +5; **Action Points** 2

TRAITS

Agonized Existence

If the bile beast starts its turn dazed, dominated, stunned or affected by a charm effect, it makes a basic melee attack as a free action. If that basic attack hits, it makes a saving throw to end each such effect.

STANDARD ACTIONS

(mbasic) Rancid Bite (acid, poison) * At Will

Attack: Melee 2 (one creature); +24 vs. AC.

Hit: 4d8+6 damage, plus ongoing 15 acid and poison damage (save ends).

Frenzied Attack * At Will

Effect: The bile beast uses *bite* up to four times, no more than twice against a single opponent.

(close) Bile Breath (acid, poison) * Recharge 5, 6

Attack: Close blast 5 (each creature in blast); +20 vs. Reflex.

Hit: 4d12+4 acid and poison damage, plus ongoing 15 acid and poison damage (save ends).

MOVE ACTIONS

Inescapable Rage * At Will

Requirement: The bile beast must be bloodied.

Effect: The bile beast moves up to 9 squares to a space within 2 squares of an enemy.

MINOR ACTIONS

Wracking Bile * At Will

Effect: The bile beast takes 50 points of damage and ends all conditions affecting it.

TRIGGERED ACTIONS

(melee) Foul Eruption (acid, poison) * **At Will**

Requirement: The bile beast must be bloodied.

Trigger: The bile beast takes damage.

Attack (Immediate Reaction): Melee 1 (one creature); +22 vs. Reflex.

Hit: 4d6+16 acid and poison damage, plus ongoing 10 acid damage (save ends). (This does not stack with ongoing acid and poison damage.)

Skills Endurance +21

Str 26 **Dex** 16 **Wis** 22

Con 25 **Int** 8 **Cha** 15

Alignment chaotic evil

Languages understands Giant

Bile Lord Neophyte

Level 21 Controller

Large aberrant humanoid

XP 3,200

A Bile Lord is a tall, yellow-skinned humanoid that looms well over 12' tall. Usually highly gaunt and frail in appearance, Bile Lords are actually very tough. A Bile Lord is surrounded by a haze of stinking yellowish vapors. Bile Lords always appear extremely ancient and all are male; the only female entity known to have a strong connection to the Bile Lords was the Queen of Guts.

HP 200; **Bloodied** 100

Initiative +13

AC 35; **Fortitude** 35; **Reflex** 31; **Will** 34

Perception +16

Speed 8

Darkvision

Resist 20 acid, 20 poison

TRAITS

Aged Reek * **Aura** 3

Non-bile creatures in the aura suffer a -2 penalty to defenses and saving throws.

STANDARD ACTIONS

(mbasic) Claw (acid, poison) * **At Will**

Attack: Melee 2 (one creature); +26 vs. AC.

Hit: 4d6+10 damage, plus ongoing 10 acid and poison damage and the target is slowed (save ends both).

(ranged) Psychic Assault (psychic) * **Recharges** when no creature is affected by this power

Attack: Ranged 20 (one creature); +24 vs. Will.

Hit: 3d10+13 psychic damage, and the target is dazed (save ends).

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

(area) Bile Burst (acid, poison) * **Encounter**

Attack: Burst 2 within 20 (each creature in burst); +23 vs. Reflex.

Hit: 3d8+5 acid and poison damage, plus ongoing 15 acid and poison damage (save ends).

MINOR ACTIONS

Parasitic Healing (healing) * **Encounter**

Effect: The Bile Lord chooses one or more allies within a close burst 3. Each chosen ally takes 25 points of damage that cannot be prevented or redirected. For each ally targeted, the Bile Lord regains 20 hit points.

Skills Arcana +23

Str 21 **Dex** 17 **Wis** 22

Con 24 **Int** 26 **Cha** 26

Alignment evil

Languages Giant

Bile Beast Guardian

Level 21 Elite Soldier

Huge aberrant magical beast

XP 6,400

HP 402; **Bloodied** 201

Initiative +15

AC 35; **Fortitude** 36; **Reflex** 31; **Will** 33

Perception +22

Speed 6, swim 5
Resist 20 acid, 20 poison
Saving Throws +2; **Action Points** 1

Darkvision

TRAITS

Agonized Existence

If the bile beast starts its turn dazed, dominated, stunned or affected by a charm effect, it makes a basic melee attack as a free action. If that basic attack hits, it makes a saving throw to end each such effect.

STANDARD ACTIONS

(mbasic) Rancid Bite (acid, poison) * At Will

Attack: Melee 2 (one or two creatures); +26 vs. AC.

Hit: 4d8+4 damage, plus ongoing 15 acid and poison damage and the target is slowed (save ends both).

(ranged) Thick Spew (acid, poison) * Encounter

Attack: Range 10 (one creature or two adjacent creatures); +24 vs. Reflex.

Hit: 3d10+10 acid and poison damage, plus ongoing 10 acid and poison damage and the target is immobilized (save ends both).

Aftersave: The target is slowed (save ends).

MOVE ACTIONS

(melee) Overbear * At Will

Effect: The bile beast moves up to 3 squares to a space adjacent to at least one slowed or immobilized creature.

Attack: Melee 1 (one slowed or immobilized creature); +26 vs. Fortitude.

Hit: The target falls prone and suffers a -2 penalty to saving throws until it starts its turn standing.

TRIGGERED ACTIONS

(close) Bile-Filled Wound (acid, poison) * Recharges when first bloodied

Trigger: The bile beast takes at least 20 points of damage from a single attack.

Attack (Immediate Reaction): Close blast 2 (each creature in the blast); +22 vs. Reflex.

Hit: The target falls prone and takes ongoing 10 acid and poison damage (save ends).

Skills Endurance +22

Str 27 **Dex** 16 **Wis** 24

Con 25 **Int** 8 **Cha** 15

Alignment chaotic evil

Languages understands Giant

Spitting Bile Beast

Huge aberrant magical beast

Level 21 Elite Artillery

XP 6,400

HP 314; **Bloodied** 157

AC 33; **Fortitude** 36; **Reflex** 31; **Will** 33

Speed 6, swim 5

Resist 20 acid, 20 poison

Saving Throws +2; **Action Points** 1

Initiative +13

Perception +22

Darkvision

TRAITS

Agonized Existence

If the bile beast starts its turn dazed, dominated, stunned or affected by a charm effect, it makes a basic melee attack as a free action. If that basic attack hits, it makes a saving throw to end each such effect.

STANDARD ACTIONS

(mbasic) Rancid Bite (acid, poison) * At Will

Attack: Melee 2 (one or two creatures); +26 vs. AC.

Hit: 4d8+4 damage, plus ongoing 10 acid and poison damage (save ends).

(rbasic) Spit Bile (acid, poison) * At Will

Attack: Range 20 (one creature); +26 vs. Reflex.

Hit: 2d10+10 acid and poison damage plus ongoing 10 acid and poison damage (save ends).

Double Attack * At Will

Effect: The bile beast makes two basic attacks.

TRIGGERED ACTIONS

Angry Attention * Recharges when first bloodied

Trigger: The bile beast becomes marked or affected by a defender aura.

Effect (Immediate Reaction): The bile beast makes a basic attack against the creature marking it or whose defender aura affects it.

Frothing Ferocity * Encounter

Trigger: The bile beast becomes bloodied.

Effect (Immediate Reaction): The bile beast moves up to 4 squares. It can move through enemies' spaces during this movement. Each enemy whose space it enters during this movement falls prone. At the end of this movement, the bile beast pushes each enemy with whom its space overlaps to the nearest unoccupied space.

Skills Endurance +22

Str 27 **Dex** 16 **Wis** 24

Con 25 **Int** 8 **Cha** 15

Alignment chaotic evil

Languages understands Giant

Bile Lord

Level 27 Elite Controller

Large aberrant humanoid

XP 22,000

HP 506; **Bloodied** 253

Initiative +21

AC 40; **Fortitude** 42; **Reflex** 37; **Will** 40

Perception +21

Speed 8

Darkvision

Immune disease; **Resist** 30 acid, 30 poison

Saving Throws +2; **Action Points** 1

TRAITS

Aged Reek * Aura 4

Non-bile creatures in the aura suffer a -2 penalty to defenses and saving throws.

STANDARD ACTIONS

(mbasic) Claw (acid, poison) * **At Will**

Attack: Melee 2 (one creature); +32 vs. AC.

Hit: 4d6+13 damage, plus ongoing 15 acid and poison damage and the target is slowed (save ends both).

(ranged) Psychic Assault (psychic) * **Recharges** when no creature is affected by this power

Attack: Ranged 20 (one creature); +30 vs. Will.

Hit: 4d10+13 psychic damage, and the target is dazed (save ends).

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

(area) Bile Burst (acid, poison) * **Recharges** when first bloodied

Attack: Burst 2 within 20 (each creature in burst); +28 vs. Reflex.

Hit: 3d8+5 acid and poison damage, plus ongoing 25 acid and poison damage (save ends).

MINOR ACTIONS

Swift Assault * At Will 1/round

Effect: The Bile Lord uses *claw* or *psychic assault*.

Parasitic Healing (healing) * **Encounter**

Effect: The Bile Lord chooses one or more allies within a close burst 3. Each chosen ally takes 50 points of damage that cannot be prevented or redirected. For each ally targeted, the Bile Lord regains 40 hit points and makes a saving throw.

TRIGGERED ACTIONS

(close) Sickening Exhalation * Encounter

Trigger: The Bile Lord is damaged by a melee attack.

Attack (Immediate Reaction): Close blast 2, which must include the triggering creature (each creature in the blast); +28 vs. Fortitude.

Hit: 2d8+9 poison damage.

Effect: The Bile Lord shifts 1 square.

Skills Arcana +31, History +28

Str 24 **Dex** 26 **Wis** 26

Con 29 **Int** 30 **Cha** 30

Alignment evil

Languages Giant, Ancient Giant

Elder Bile Beast

Level 28 Solo Brute

Huge aberrant magical beast

XP 12,000

HP 1272; **Bloodied** 636

Initiative +20

AC 39; **Fortitude** 44; **Reflex** 38; **Will** 40

Perception +22

Speed 6, swim 5

Darkvision

Resist 30 acid, 30 poison

Saving Throws +5; **Action Points** 2

TRAITS

Agonized Existence

If the bile beast starts its turn dazed, dominated, stunned or affected by a charm effect, it makes a basic melee attack as a free action. If that basic attack hits, it makes a saving throw to end each such effect.

STANDARD ACTIONS

(mbasic) Rancid Bite (acid, poison) * At Will

Attack: Melee 2 (one creature); +33 vs. AC.

Hit: 6d8+9 damage, plus ongoing 20 acid and poison damage (save ends).

Frenzied Attack * At Will

Effect: The bile beast uses *bite* up to four times.

(close) Bile Breath (acid, poison) * Recharge 5, 6

Attack: Close blast 5 (each creature in blast); +29 vs. Reflex.

Hit: 4d12+11 acid and poison damage, plus ongoing 15 acid and poison damage (save ends).

MOVE ACTIONS

Inescapable Rage * At Will

Requirement: The bile beast must be bloodied.

Effect: The bile beast moves up to 9 squares to a space within 2 squares of an enemy.

MINOR ACTIONS

Wracking Bile * At Will

Effect: The bile beast takes 75 points of damage and ends all conditions affecting it.

TRIGGERED ACTIONS

(melee) Foul Eruption (acid, poison) * At Will

Requirement: The bile beast must be bloodied.

Trigger: The bile beast takes damage.

Attack (Immediate Reaction): Melee 1 (one creature); +31 vs. Reflex.

Hit: 6d6+18 acid and poison damage, plus ongoing 10 acid damage (save ends). (This does not stack with ongoing acid and poison damage.)

Skills Endurance +28

Str 33 **Dex** 22 **Wis** 27

Con 28 **Int** 8 **Cha** 15

Alignment chaotic evil

Languages understands Giant

Bile Lord Sorcerer

Level 29 Elite Artillery

Large aberrant humanoid

XP 30,000

HP 408; **Bloodied** 204

Initiative +22

AC 40; **Fortitude** 43; **Reflex** 40; **Will** 42

Perception +21

Speed 8

Darkvision

Immune disease; **Resist** 30 acid, 30 poison

Saving Throws +2; **Action Points** 1

TRAITS

Aged Reek * **Aura** 4

Non-bile creatures in the aura suffer a -2 penalty to defenses and saving throws.

STANDARD ACTIONS

(mbasic) Claw (acid, poison) * **At Will**

Attack: Melee 2 (one creature); +34 vs. AC.

Hit: 4d6+13 damage, plus ongoing 15 acid and poison damage and the target is slowed (save ends both).

(ranged) Bile Bolt (acid, poison) * **At Will**

Attack: Range 20 (one creature); +36 vs. Fortitude.

Hit: 6d8+10 acid and poison damage.

Effect: The Bile Lord repeats the attack once on the same target or a creature within 4 squares of the target.

(close) Thunderous Force (force, thunder) * **Encounter**

Requirement: The Bile Lord must be bloodied.

Attack: Close burst 3 (each creature in the burst); +32 vs. Fortitude.

Hit: 6d10 force and thunder damage and the Bile Lord pushes the target up to 5 squares and knocks it prone.

Miss: Half damage and the target chooses: the target falls prone or the Bile Lord pushes the target up to 3 squares.

(area) Bile Burst (acid, poison) * **Recharges** when first bloodied

Attack: Burst 2 within 20 (each creature in burst); +32 vs. Reflex.

Hit: 3d8+5 acid and poison damage, plus ongoing 25 acid and poison damage (save ends).

MINOR ACTIONS

Parasitic Healing (healing) * **Encounter**

Effect: The Bile Lord chooses one or more allies within a close burst 3. Each chosen ally takes 60 points of damage that cannot be prevented or redirected. For each ally targeted, the Bile Lord regains 45 hit points and makes a saving throw.

TRIGGERED ACTIONS

(close) Sickening Exhalation * **Encounter**

Trigger: The Bile Lord is damaged by a melee attack.

Attack (Immediate Reaction): Close blast 2, which must include the triggering creature (each creature in the blast); +32 vs. Fortitude.

Hit: 3d8+8 poison damage.

Effect: The Bile Lord shifts 1 square.

Skills Arcana +32

Str 24 **Dex** 26 **Wis** 26

Con 29 **Int** 30 **Cha** 31

Alignment evil

Languages Giant, Ancient Giant