

BLOODBLOATER OOZE SWARM Level 5 Soldier

Medium natural beast (aquatic, blind, ooze, swarm) XP 200

HP 64; **Bloodied** 32

Initiative +6

AC 20; **Fortitude** 19; **Reflex** 17; **Will** 17

Perception +4

Speed 3, swim 6

Tremorsense 12

Immune blind, prone; **Resist** half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks; see also *flinch from flame*

TRAITS

Swarm Attack * Aura 1

Any enemy that starts its turn in the aura takes 5 damage and is slowed until the end of its turn. If it is suffering untyped ongoing damage, it instead takes 10 damage and is slowed until the end of its turn.

Aquatic

The bloodbloater ooze swarm can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Ooze

While squeezing, the bloodbloater ooze swarm moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The bloodbloater ooze swarm cannot be knocked prone.

Swarm

The bloodbloater ooze swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The bloodbloater ooze swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

Flinch from Flame

When the bloodbloater ooze swarm takes fire damage, it is also pushed 1 square, 2 if bloodied.

STANDARD ACTIONS

(mbasic) Bloodsucking Swarm * Usage

Attack: Melee 1 (one creature); +8 vs. Fortitude.

Hit: 1d10 damage and ongoing 5 damage (save ends).

Str 18 **Dex** 15 **Wis** 15

Con 16 **Int** 1 **Cha** 1

Alignment unaligned

Languages -

LONE BLOODBLOATER Level 5 Minion Controller

Small natural beast (blind, ooze) XP 50

HP 1; a missed attack never damages a minion

Initiative +8

AC 19; **Fortitude** 18; **Reflex** 17; **Will** 16

Perception +4

Speed 3, swim 6

Tremorsense 12

Immune blind, prone

TRAITS

Aquatic

The bloodbloater ooze swarm can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Ooze

While squeezing, the bloodbloater ooze swarm moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The bloodbloater ooze swarm cannot be knocked prone.

STANDARD ACTIONS

(mbasic) Sticky Tendril * At Will

Requirement: The lone bloodbloater cannot be attached to another creature.

Attack: Melee 1 (one creature); +10 vs. AC.

Hit: 6 damage and the lone bloodbloater attaches itself to the target (save ends). While attached to the target, the lone bloodbloater shares its space and moves with it whenever the target moves. Neither the lone bloodbloater nor the creature it is attached to provoke opportunity attacks while it is attached.

(m) Bloodsucker * At Will

Attack: Melee 1 (one creature that the lone bloodbloater is attached to); +9 vs. Fortitude.

Hit: 5 damage plus ongoing 3 damage (save ends). If the target is already taking untyped ongoing damage, it instead suffers a -2 penalty on saving throws to end the ongoing damage until the end of its next turn.

Str 8 Dex 18 Wis 14

Con 14 Int 1 Cha 1

Alignment unaligned

Languages -

MUTANT BLOODBLOATER Level 12 Soldier

Medium natural beast (aquatic, blind, ooze)

XP 700

HP 125; Bloodied 62

Initiative +11

AC 27; Fortitude 26; Reflex 22; Will 21

Perception +10

Speed 3, swim 6

Tremorsense 12

Immune blind, prone; **Vulnerable** fire (see *flinch from flame*)

TRAITS

Aquatic

The mutant bloodbloater can breathe water and gets a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

Ooze

While squeezing, the mutant bloodbloater ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing. The mutant bloodbloater cannot be knocked prone.

Flinch from Flame

When the mutant bloodbloater takes fire damage, it is also pushed 1 square, 2 if bloodied.

STANDARD ACTIONS

(mbasic) Bloodsucking Tendril * At Will

Attack: Melee 1 (one creature); +17 vs. AC.

Hit: 2d6+8 damage plus ongoing 10 damage and the target is slowed (save ends both).

TRIGGERED ACTIONS

(c) Bloody Spray (acid, fire) * Encounter

Trigger: The mutant bloodbloater becomes bloodied.

Attack (Immediate Reaction): Close burst 2 (each creature in burst); +13 vs. Reflex.

Hit: 4d8+7 acid and fire damage.

Miss: Half damage.

Str 24 Dex 16 Wis 19

Con 21 Int 2 Cha 2