

Unstable Mass		Level 20 Brute
Large aberrant beast (swarm)		XP 2,800
HP 232; Bloodied 116		Initiative +12
AC 32; Fortitude 36; Reflex 31; Will 32		Perception +20
Speed 6		
Traits		
⚙ Swarm Attack • Aura 3		
Any enemy that starts its turn within the aura takes 5 damage plus 5 extra damage for each unstable mass adjacent to it.		
Standard Actions		
⬇ Caustic Slam (acid) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +23 vs. Reflex		
<i>Hit:</i> 2d8 + 15 acid damage, and ongoing 10 acid damage (save ends).		
↩ Corrosive Wave (acid) • Recharge ⏏ ⏏		
<i>Attack:</i> Close blast 5 (creatures in the blast); +23 vs. Reflex		
<i>Hit:</i> 3d8 + 15 acid damage, and ongoing 10 acid damage (save ends).		
<i>Miss:</i> Half damage, and ongoing 5 acid damage (save ends).		
Triggered Actions		
Split Mass		
<i>Trigger:</i> Trigger: The guardian is first bloodied.		
<i>Effect (No Action):</i> The unstable mass splits into two creatures, each with 58 hit points. Both creatures act on the original creature's initiative count. Effects applied to the original unstable mass do not apply to the second one. The second mass appears adjacent to the original creature or in the nearest unoccupied space. After the split, each creature uses corrosive wave as a free action.		
Skills Athletics +23		
Str 26 (+18)	Dex 14 (+12)	Wis 20 (+15)
Con 23 (+16)	Int 7 (+8)	Cha 3 (+6)
Languages —		