

NAME Mudling RACE Elemental SIZE 1 HEIGHT ??? WEIGHT 250lbs HL 1 EL 0

CON	<u>2</u>	AGI	<u>2</u>	INT	<u>1</u>	STR	<u>2</u>	WILL	<u>2</u>	CHA	<u>1</u>
Hit Points	<u>30</u> / <u>30</u>	Initiative	<u>4</u>	C. Mastery	<u>2</u>	Armor	<u>4</u>	SP Armor	<u>4</u>	Song Effect	<u>2</u>
Vitality	<u>60</u> / <u>60</u>	Speed	<u>4</u>	H. Mastery	<u>2</u>	MAD	<u>4</u>	M. Mastery	<u>4</u>	M. Speed	<u>2</u>
		RAD	<u>4</u>	SP Mastery	<u>2</u>					M. Damage	<u>2</u>

ATTACK # 1

Description: Punch

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 14 Crit DMG: 18 | SP-DMG: Crit SP-DMG:

Other: _____

ATTACK # 2

Description: Mud Fling

Type: N. Ranged Weapon Range: 4 Accuracy: 4/5/6DMG: 14 Crit DMG: 18 | SP-DMG: Crit SP-DMG:

Other: _____

ABILITIES

Name: Black-Mud Blast	Description: Target creature within 5 spaces tests AGI 5	DPD: Blind	& Knockback
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Name: Hydro Jet	Description: Target creature within 5 spaces tests STR 5	DPD: 5 SP-DMG & Knockback
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Name: Poison Breath	Description: Target creature within 5 spaces tests CON 5	DPD: 5 SP-DMG & Poison
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Name: _____ **Description:** _____ **DPD:** _____ **&** _____

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Dissolve, Poison, Slow, Stun, Wounds

Vulnerabilities: _____

Traits: _____

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

LORE

Mudlings are simple-minded elementals made out of mud and are usually controlled by shamans. These creatures are used as basic sentries to deter intruders from attacking tribal camps, witch huts, and even elven sanctuaries.

These elementals have a diet for insects and are usually found in swampy areas, or any area where there is at least a little bit of mud and water. They're usually formed by fallen creatures, typically deceased guards that wish to continue serving in another lifetime.

Mudlings are mindless, yet well rounded creatures. Their bodies are able to shapeshift into any kind of form that they desire, and since these creatures are made out of 100% mud, they're immune to Dissolve, Poison, Slow, Stun, and Wounds.

APPEARANCE

Mudlings may take many shapes, from a simple blob to a strong, detailed humanoid. While they can take just about any shape, they typically prefer to take on humanoid appearances. These creatures are 100% mud and have no organs, except for a pair of dirtballs for eyes.

As for weapons, Mudlings punch, strike, slam, and slap their opponents with mud for melee attacks, and fling hardened chunks of mud at their enemies for ranged attacks. They're able to shoot blasts of pressurized water, poison breaths, and can even invoke explosions of black, blinding mud.

COMBAT BEHAVIOR

Mudlings are normal enemies when it comes to combat. They move towards enemies, and use melee attacks, ranged attacks, and abilities where necessary.