

Jelly Bean Sugar Elemental (150 XP) Level 3 Brute

Monster

Medium elemental beast (sugar, swarm)

Size / Type / Race

Level / Role

6

Speed

AC
15FORT
16REF
15WILL
15

HP / Blood: 57 / 29

Perception: +1

Vulnerability 5 water

Traits**Rolling Underfoot • Aura 1**

The elemental makes a basic attack as a free action against each enemy that begins its turn in the aura.

Swarm

The elemental can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The elemental 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 jelly bean.

Standard Actions**Wave of Beans • At-Will**

+8 vs. AC; 1d6 + 3 damage, and the elemental makes a secondary attack against the target. *Secondary Attack*: +9 vs. Fortitude; the target takes ongoing 5 damage (save ends).

Triggered Actions**Scatter • Encounter**

Trigger: The elemental is reduced to 0 hit points.

Effect (Immediate Interrupt): Close burst 2; creates a zone of difficult terrain that persists until the end of the encounter.

Initiative: 11**Candy Floss Sugar Elemental (50 XP) Level 5 Minion Lurker**

Monster

Small elemental beast (sugar)

Size / Type / Race

Level / Role

2, fly 8

Speed

AC
19FORT
17REF
18WILL
17

HP / Blood: 1; a missed attack never damages a minion

Perception: +3

Vulnerability 5 water

Standard Actions**Cloying Sweetness (Poison) • At-Will**

+14 vs. AC; 7 damage, and ongoing 5 **poison** damage (save ends).

Minor Actions**Drift on the Wind • At-Will**

Effect: The elemental shifts 1 square.

Initiative: 20**Salt Water Taffy Elemental (1,500 XP) Level 7 Solo Skirmisher**

Monster

Medium elemental beast (sugar)

Size / Type / Race

Level / Role

5

Speed

AC
21FORT
19REF
20WILL
19

HP / Blood: 308 / 154

Perception: +4

Vulnerability 5 water; Saving Throws +5; Action Points 2

Traits**Past the Sell by Date**

At the start of its turn the taffy elemental deals ongoing 5 poison damage (save ends) to any creature it has grabbed.

Sticky Situation

Creatures trying to break a grab from the elemental suffer a -5 penalty. The elemental may maintain multiple grabs at the same time.

Standard Actions**Wrap • At-Will**

+12 vs. AC; 1d6 + 5 damage, and the target is grabbed.

Crush (Poison) • At-Will (must have a grab)

(one grabbed creature); +12 vs. AC; 2d6 + 5 **poison** damage.

Move Actions**Pull • At-Will**

Effect: The elemental moves its speed, pulling any grabbed creature(s) by it. Any grabbed creature that is pulled more than one square suffers 1d6 damage. In addition grabbed creatures remain grabbed and the elemental does not provoke an attack of opportunity from grabbed creatures.

Initiative: 19**Lost Sock Collector (800 XP) Level 9 Elite Lurker**

Monster

Small fey humanoid (gnome)

Size / Type / Race

Level / Role

6

Speed

AC
23FORT
21REF
22WILL
21

HP / Blood: 148 / 74

Perception: +6; Low-light vision

Saving Throws +2; Action Points 1

Traits**Reactive Stealth**

If the collector has cover or concealment when she rolls initiative at the start of an encounter, she can make a Stealth check to become hidden.

Trip Up

If the collector is hidden from the target of her attack and the attack hits, the target is also knocked prone.

Standard Actions**Quick Little Knife (Weapon) • At-Will**

+14 vs. AC; 1d10 + 7 damage.

Knock Your Socks Off (Weapon) • At-Will

(One prone target); +12 vs. Reflex; 1d10 + 7 damage, and the target is dazed. Effect: If the target still has any socks, the collector steals one. On a critical hit, the collector steals all socks from the target.

Move Actions**Shoes off the Floor • Recharge 5, 6**

The collector shifts her speed and attacks each enemy she passes during this movement; +12 vs. Reflex; target is knocked prone and immobilized (save ends).

Triggered Actions**Fade Away (Illusion) • Encounter**

Effect (Immediate Interrupt): The collector becomes invisible until after she hits or misses with an attack or until the end of her next turn.

Initiative: 23