

Bloodknuckles (Stage 1)		Level 3 Boss Skirmisher
Large natural humanoid (ogre)		XP -
HP 68	Initiative +5	
AC 17; Fortitude 16; Reflex 15; Will 14	Perception +1	
Speed 7		
Saving Throws +5; Action Points 1		
Traits		
Threatening Reach		
Bloodknuckles can make opportunity attacks against all enemies within 2 squares of him with his greatclub		
Immovable		
When an effect forces Bloodknuckles to move through a push, a pull, or a slide, Bloodknuckles moves 1 square less than the effect specifies.		
Standard Actions		
⬇ Greatclub (weapon) • At-Will		
Attack: Melee 2 (one creature); +8 vs. AC		
Hit: 2d6 + 3 damage.		
⬇ Stomp and Kick • At-Will		
Attack: Melee 1 (one prone creature); +6 vs. Reflex		
Hit: 2d6 + 6 damage and the target is pushed 1 square.		
⬇ Brutal Onslaught • At-Will		
Effect: Bloodknuckles makes a melee basic attack, shifts 1 square, and makes another melee basic attack.		
Move Actions		
⬅ Wild Flailing • At-Will		
Attack: Close burst 1 (each creature in burst); +6 vs. AC		
Hit: 1d6 + 5 damage.		
Effect: Bloodknuckles stands up if he is prone. He is no longer immobilized, restrained, or grabbed.		
Minor Actions		
⬇ Body Slam • At-Will		
Attack: Melee 1 (one creature); +6 vs. Fortitude		
Hit: 2d4 + 3 damage and the target is pushed 1 square and knocked prone.		
Triggered Actions		
Thick Headed • At-Will		
Trigger: Bloodknuckles becomes dazed, dominated, or stunned.		
Effect (No Action): Bloodknuckles makes an immediate saving throw with his normal +5 bonus. If the save succeeds, the triggering condition ends immediately even if it cannot normally be ended by a save.		
⬇ Dodge and Throw • At-Will		
Trigger: Bloodknuckles is missed by a melee attack		
Attack (Immediate Reaction): Melee 1 (the triggering creature); +6 vs. Reflex		
Hit: Bloodknuckles slides the target 1 square and the target is knocked prone.		
Effect: Bloodknuckles shifts 1 square.		
Rampage • Encounter		
Trigger: When Bloodknuckles is reduced to 0 HP or fewer.		
Special: Bloodknuckles can use this action even if a condition exists that would prevent him from doing so.		
Effect (No Action): Bloodknuckles moves 7 squares without provoking opportunity actions. He may enter an enemy's square during this movement. If Bloodknuckles enters an enemy's square, he makes the following attack against that enemy.		
Attack: +8 vs. AC		
Hit: 2d6 + 5 damage and the target is knocked prone.		
Effect: Bloodknuckles slides the target 2 squares.		
After the movement and all attacks are fully resolved, Bloodknuckles is removed from the battlefield and replaced with Furious Bloodknuckles. Furious Bloodknuckles rolls initiative and fights normally as a new creature.		
Skills Endurance +10, Intimidate +5		
Str 19 (+5)	Dex 14 (+3)	Wis 11 (+1)
Con 19 (+5)	Int 6 (-1)	Cha 8 (+0)
Alignment chaotic evil Languages Common, Giant		

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Furious Bloodknuckles (Stage 2)		Level 3 Boss Skirmisher
Large natural humanoid (ogre)		XP -
HP 68	Initiative +5	
AC 17; Fortitude 16; Reflex 15; Will 14	Perception +1	
Speed 7		
Saving Throws +5; Action Points 1		
Traits		
Threatening Reach		
Bloodknuckles can make opportunity attacks against all enemies within 2 squares of him with his greatclub		
Immovable		
When an effect forces Bloodknuckles to move through a push, a pull, or a slide, Bloodknuckles moves 1 square less than the effect specifies.		
Furious Momentum		
If, on his turn, Bloodknuckles has moved more than 4 squares from his starting point prior to making any attack, he deals 1d6 extra damage on his next melee attack this turn		
Standard Actions		
⬇ Greatclub (weapon) • At-Will		
Attack: Melee 2 (one creature); +8 vs. AC		
Hit: 2d6 + 3 damage.		
⬇ Trample • At-Will		
Attack: Melee 1 (one prone creature); +6 vs. Reflex		
Hit: 2d6 + 6 damage.		
⬇ Rampage • At-Will		
Effect: Bloodknuckles moves up to his speed. He may make up to three melee basic attacks at any point during this movement. Each attack must target a different creature. This movement does not provoke opportunity attacks.		
Move Actions		
⬅ Wild Flailing • At-Will		
Attack: Close burst 1 (each creature in burst); +6 vs. AC		
Hit: 1d6 + 5 damage.		
Effect: Bloodknuckles stands up if he is prone. He is no longer immobilized, restrained, or grabbed.		
Minor Actions		
⬇ Body Slam • At-Will		
Attack: Melee 1 (one creature); +6 vs. Fortitude		
Hit: 2d4 + 3 damage and the target is pushed 2 squares and knocked prone.		
Triggered Actions		
Thick Headed • At-Will		
Trigger: Bloodknuckles becomes dazed, dominated, or stunned.		
Effect (No Action): Bloodknuckles makes an immediate saving throw with his normal +5 bonus. If the save succeeds, the triggering condition ends immediately even if it cannot normally be ended by a save.		
⬇ Dodge and Throw • At-Will		
Trigger: Bloodknuckles is missed by a melee attack		
Attack (Immediate Reaction): Melee 1 (the triggering creature); +6 vs. Reflex		
Hit: Bloodknuckles slides the target 1 square and the target is knocked prone.		
Effect: Bloodknuckles shifts 1 square.		
⬅ Wild Swing (weapon) • Encounter		
Trigger: When Bloodknuckles is reduced to 0 or fewer HP.		
Special: Bloodknuckles can use this action even if a condition exists that would prevent him from doing so.		
Attack (No Action): Close burst 2 (All creatures in burst); +6 vs. AC		
Hit: 2d6 + 5 damage and the target is knocked prone and pushed 2 squares		
Miss: The target is pushed 1 square		
Effect: After this attack is resolved, Bloodknuckles is removed from the battlefield and replaced with Bloody Bloodknuckles. Bloody Bloodknuckles rolls initiative and fights normally as a new creature.		
Skills Endurance +10, Intimidate +5		
Str 19 (+5)	Dex 14 (+3)	Wis 11 (+1)
Con 19 (+5)	Int 6 (-1)	Cha 8 (+0)
Alignment chaotic evil Languages Common, Giant		

Bloody Bloodknuckles (Stage 3)		Level 3 Boss Skirmisher
Large natural humanoid (ogre)		XP 750
HP 68	Initiative +5	
AC 17; Fortitude 16; Reflex 15; Will 14	Perception +1	
Speed 5		
Saving Throws +5; Action Points 1		
Traits		
Threatening Reach		
Bloodknuckles can make opportunity attacks against all enemies within 2 squares of him with his greatclub		
Bloodied		
Bloodknuckles is considered bloodied for all purposes, regardless of his hit point total		
Standard Actions		
⬇ Greatclub (weapon) • At-Will		
Attack: Melee 2 (one creature); +8 vs. AC		
Hit: 2d6 + 6 damage.		
⬇ Flatten (weapon) • At-Will		
Attack: Melee 2 (one prone creature); +8 vs. AC		
Hit: 2d6 + 6 damage and the target is dazed (save ends).		
⬅ Wild Sweep (weapon) • At-Will		
Attack: Close burst 2 (creatures in burst); +6 vs. AC		
Hit: 2d6 + 3 damage and the target is pushed 1 square.		
⬅ Stumble Forward • Encounter		
Attack: Close blast 3 (creatures in blast); +4 vs. Reflex		
Hit: 2d6 + 5 damage and the target is knocked prone.		
Effect: The target is pushed 2 squares. Bloodknuckles shifts 2 squares and becomes prone.		
Move Actions		
⬅ Flail Around • At-Will		
Attack: Close burst 1 (Each creature in burst); +4 vs. Reflex		
Hit: 1d6 + 5 damage.		
Effect: Bloodknuckles stands up if he is prone. He is no longer immobilized, restrained, or grabbed.		
Minor Actions		
⬇ Body Slam • At-Will		
Attack: Melee 1 (one creature); +6 vs. Fortitude		
Hit: 2d4 + 3 damage and the target is pushed 1 square and knocked prone.		
Triggered Actions		
⬇ Hit Them Back (weapon) • At-Will		
Trigger: Bloodknuckles is hit by a melee attack.		
Attack (Immediate Reaction): Melee 2 (the triggering creature); +8 vs. AC		
Hit: 2d6 + 6.		
Final Lurch • At-Will		
Trigger: When Bloodknuckles is reduced to 0 or fewer HP.		
Effect (Free): Bloodknuckle's Stumble Forward power recharges, and Bloodknuckles uses it immediately and then dies.		
Skills Endurance +10, Intimidate +5		
Str 19 (+5)	Dex 14 (+3)	Wis 11 (+1)
Con 19 (+5)	Int 6 (-1)	Cha 8 (+0)
Alignment chaotic evil Languages Common, Giant		

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