

# BULLA

BULLAS ARE SHORT, SUBTERRANEAN HUMANOIDS with bulbous stomachs and rubbery, icterine skin. They live in communities that shun outsiders with such passion that they are invariably hostile when encountered.

Related to the scant food resources of their environment bullas have a remarkable digestive capacity that permits them to eat just about anything, including ground stone and minerals. However, the gastric acid is highly unstable and bursts when exposed to air. Consequently, when cut or pierced bullas will violently explode.

When hit with a sharp-edged or piercing weapon the bulla must make a constitution saving throw or burst. Any opponent in range is showered with a mixture of bulla chum and highly potent acid. Any other bulla caught in the blast will automatically explode as an immediate reaction, potentially setting off a chain reaction.

Due to their unique vulnerability special precautions are wedded into their social regimens. Their communities prohibit the use of sharp or pointed tools and weapons, instead relying exclusively on blunt instruments. Priests go so far as to extract their nails and teeth as a sign of solidarity with their condition. Bulla lairs are devoid of corners or sharp edges, and the most prized treasures are smooth and supple, such as wool, fur blankets, and soft hides.

The sight of a party armed with piercing and cutting weapons will send bullas into a near panic. Archers above all are loathed and will be prioritized targets. Bullas in turn fight with hammers, clubs, and polished sling stones. They avoid fighting close to each other as they are mindful of chain reaction popping (see Bulla Burst reaction below). When defending their lair they fight with greater determination and designated bulla "Sacrificers" will attempt to burst themselves on their enemies, for example, by charging at an attacker's spear.

## BULLA WARRIOR

Bulla Warrior		Level 1 Skirmisher
Small humanoid		XP 100
<b>Initiative</b> +5	<b>Senses</b> Perception +3; low-light vision	
<b>HP</b> 25; <b>Bloodied</b> 12		
<b>AC</b> 14; <b>Fortitude</b> 12, <b>Reflex</b> 14, <b>Will</b> 14		
<b>Speed</b> 6		
⊕ <b>Club</b> (standard; at-will) ♦ <b>Weapon</b>		
+5 vs. AC; 1d6+2 damage.		
↗ <b>Sling</b> (standard; at-will) ♦ <b>Weapon</b>		
Range 12/24; +4 vs. AC; 1d6+1 damage		
⚡ <b>Bulla Burst</b> (immediate reaction when pierced or cut; once per life) ♦ <b>Zone</b>		
Close blast 2; automatic hit; melee opponents take 2d6 acid damage; additional creatures in blast take 1d6 acid damage; the bulla dies. Triggered when either (1) hit by a sharp-edged or piercing weapon and a failed constitution check; or (2) caught in the blast of another bulla		
<b>Alignment</b> Neutral	<b>Languages</b> Common, Deep Speech	
<b>Skills</b> Stealth +3		
<b>Str</b> 8 (-1)	<b>Dex</b> 13 (+1)	<b>Wis</b> 12 (+1)
<b>Con</b> 10 (+0)	<b>Int</b> 11 (+0)	<b>Cha</b> 8 (-1)

## BULLA CHIEFTAIN

Bulla clans have one ruling leader which can be male or female. The chieftain gets the biggest share of the treasure, bosses around the weaker clansmen but avoids angering the stronger bulla as a permanent strategy of conflict avoidance. For a throne the bulla chieftain typically sits in a large, pillowy nest made of the softest materials in the clans possession.

**Bulla Cheiftan****Level 3 Leader**

Small humanoid

XP 160

**Initiative** +5    **Senses** Perception +3; low-light vision**HP** 38; **Bloodied** 14**AC** 16; **Fortitude** 13, **Reflex** 14, **Will** 14**Speed** 6⊕ **Bulla Warclub** (standard; at-will) ♦ **Weapon**

+6 vs. AC; 1d8+4 damage.

✈ **Sling** (standard; at-will) ♦ **Weapon**

Range 12/24; +4 vs. AC; 1d6+1 damage

⚡ **Bulla Burst** (immediate reaction when pierced or cut; once per life) ♦ **Zone**

Close blast 2; automatic hit; melee opponents take 2d6 acid damage; additional creatures in blast take 1d6 acid damage; the bulla dies. Triggered when either (1) hit by a sharp-edged or piercing weapon and a failed constitution check; or (2) caught in the blast of another bulla

✨ **Bulla War Cry** (minor; encounter) ♦ **Zone**

Area burst 1 with 10 squares; all bulla within the burst, gain immunity to bulla burst for two turns, and +2 to hit and damage for the remainder of the encounter.

**Alignment** Neutral**Languages** Common, Deep Speech**Skills** Stealth +3**Str** 10 (+1)**Dex** 14 (+2)**Wis** 14 (+2)**Con** 11 (+1)**Int** 13 (+2)**Cha** 15 (+3)