

Name: Swampfire

One-line Introduction: Swampfire is the Omnitrix's DNA sample of a Methanosian from the planet Methanos.

Appearance: Swampfire is a humanoid, plant-like alien with an overall green and black colored body encrusted with muck, mostly with a red flame-patterned head and root-like feet, seemingly holding black rocks. His eyes are oval-shaped with points at each end with pupils copying the shape but are smaller. Also, his shoulders and head have red petals and his elbows and legs have green frills sticking out. Swampfire is taller than an average human and has a distinct rotten stench that worsens with heat. In Alien Force and Ultimate Alien, Swampfire wore the original Omnitrix/Ultimatrix symbol on his chest. In Omniverse, Swampfire's first design was similar to his previous appearance, except for having five fingers on his hands. Swampfire's skin was olive green, and his arms were larger. The red petals on his shoulders, along with the green thorns on his body, were thinner and longer. His torso design changed, splitting the black parts on his waist into two. The Omnitrix symbol also moved from his chest to his stomach. Swampfire's first stage of "blossoming" was more muscular than his earlier design. He also lost his pupils, one of his red petals on each shoulder, and a green frill from each leg. The lines on his neck thinned and the lines on his chest moved upward and into a pointed down angle. His green color was also a shade lighter than his olive green. Swampfire's second stage of "blossoming" had more muscle with the black lines being removed from his chest entirely. His red petals formed into a red thorn shape, with two being on each arm. The necklines were triangular and his shade of green was lime green. His face resembled his fully matured form except that instead of orange surrounding the eyes, there was black surrounding them. As of Charmed, I'm Sure, Swampfire's second appearance, or his "blossomed"/"matured" form, is plant-like, but with major changes. He looks more muscular and taller, his skin color is now light green, his face is now colored yellow, red, and orange, his pupils are gone and his chin is more visible. His hands are now colored black, with four yellow claws (with spikes on the knuckles), and yellow holes in the palms, used to unleash his fire powers. He has six red horns with yellow spots (aesthetically resembling flames); two on each forearm, and one on each shoulder, as well as a green horn on each foot, knee, and elbow. He now has a large collar raised up around his neck, which is yellow on the inside. The Omnitrix symbol is still on his stomach. The Naljian Destructor's version of Swampfire looked like Ben's Swampfire in Alien Force and Ultimate Alien, but with glowing light green eyes and a glowing Omnitrix symbol. Negative Swampfire looked exactly like Ben's Swampfire in Alien Force and Ultimate Alien, except his eyes and Ultimatrix symbol were recolored red. Anur-Mirrored Swampfire looks exactly like Ben's Swampfire during his second stage of "blossoming", except his green body was recolored grey.

History: Swampfire first appeared in Ben 10 Returns: Part 1, where he defeated some DNAliens, Forever Knights, and Kevin. In Everybody Talks About the Weather, Swampfire battled some DNAliens, gave Alan advice on flying, and destroyed the Highbreed Weather Array with the latter's help. In Plumbers' Helpers, Swampfire escaped the Null Void and defeated Manny and Helen. In Paradox, Swampfire found and met Professor Paradox and briefly chased him around Los Soledad. In X = Ben + 2, Swampfire defeated SevenSeven and some Incurseans and stopped Princess Attea from destroying Earth. In Alone Together, Swampfire defeated a large group of Dasypodidae. Later, Swampfire healed Reinrassig III's detached hand, making his arm a partial Methanosian arm. In Good Copy, Bad Copy, Swampfire defeated Negative Humungousaur, but was defeated himself by Negative Big Chill, so he switched into Brainstorm. In Undercover, Swampfire saved the team from an exploding Teleporter Pod. In Grounded, Swampfire was defeated by a Highbreed. In Pet Project, Swampfire fought Ship, who was being controlled by Dr. Joseph Chadwick and the Forever Knights. In War of the Worlds: Part 1, Swampfire battled an army of DNAliens before switching into Murk Upchuck. In War of the Worlds: Part 2, Swampfire defeated the Highbreed Earth Commander. In Vengeance of Vilgax: Part 2, Swampfire fought and recaptured the escaped Goop. The same scene reoccurred on TV during Will Harangue's news report in Fame. In Simple, Swampfire captured the Blue and Red Leaders and forced them to work out a peace treaty. In Singlehanded, Swampfire, with no left hand, battled some Vulpimancers in the Null Void. He scared them and two kids away with a fire blast. In If All Else Fails, Swampfire took over the Failsafe in order to free Max. In Trade-Off!, Swampfire was defeated and almost had his powers drained by Darkstar, but was

saved and got his powers back due to Kevin's intervention. The same scene reoccurred in a flashback in Absolute Power: Part 1. In Ghost Town, Swampfire protected a young Chimera Sui Generis girl from some Ectonurites. In Busy Box, Swampfire fought the Vreadle Brothers. In The Final Battle: Part 1, Negative Swampfire defeated and captured Gwen. In The Final Battle: Part 2, Swampfire was used by Vilgax's Bioids to try and kill Ben and his team before the Omnitrix self-destructed, thus reverting them. Later, Ben as Swampfire fought Vilgax before using the Ultimatrix to go Ultimate. In Fame, Swampfire made a cameo on TV. In Hit 'Em Where They Live, Swampfire battled Zombozo, Vulkanus, and Charmcaster. In Video Games, Swampfire was scanned by Oliver Thompson for the Stalker off-screen. Later, he failed to defeat the Stalker, so he switched into Jetray. In Andreas' Fault, Swampfire saved Andreas from Sir Dagonet and the Forever Knights. In Ultimate Aggregor, Swampfire went Ultimate to fight the Aggrebots that were patrolling Los Soledad. In Perplexahedron, Swampfire thawed Gwen out of some ice. In The Forge of Creation, Swampfire went Ultimate to battle Ultimate Aggregor. In Eye of the Beholder, Swampfire went Ultimate to fight the Sentinels of Monawk. Swampfire appeared again later when he was changing back to Ben. In The Big Story, Swampfire fought the Plant Alien but failed to defeat it before going Ultimate. Swampfire appeared again later when he was changing back to Ben. In Ben 10,000 Returns, Swampfire went Ultimate to fight Eon only to be destroyed by the latter's time ray. After Eon was defeated, however, Swampfire was restored by Ben 10,000. In The Creature From Beyond, Swampfire disarmed two Forever Knights and Sir Cyrus before battling the Lucubra. In Basic Training, Swampfire destroyed a shooting target in the Plumbers' Academy. In Prisoner Number 775 is Missing, Swampfire lit a campfire. In Simian Says, Swampfire battled some Arachnachimp DNAliens and cured DNAlien Eunice. In Catch a Falling Star, Swampfire, with a broken arm, broke into the dog pound with Gwen. In The Eggman Cometh, Swampfire was defeated by some pterodactyls. In Night of the Living Nightmare, Swampfire defeated Albedo, who was disguised as Gwen, before switching into Fasttrack in a dream. In Have I Got a Deal for You, Swampfire failed to stop the Screegit. In Return to Forever, Swampfire tried to break out of a force field, but was reverted by the Forever Knights' DNA scanner. In Charmed, I'm Sure, Swampfire was used four times. Firstly, he appeared when Charmcaster teleported to Ben. The other three times, Swampfire battled Magical Pumpkin, Anur-Mirrored Ben, and Charmcaster in her Alpha Rune Armor, all while he was slowly maturing into his blossomed form. Also, Anur-Mirrored Swampfire was destroyed by the real Swampfire. In Weapon XI: Part 2, Swampfire was defeated by Mutant Kevin. In A New Dawn, Swampfire appeared for a short time when Ben was cycling through his aliens. In Time Heals, Swampfire battled Charmcaster and her Rock Monsters and defeated Hex. In A Blast From the Past, Swampfire fought DNAliens. In The Past is the Key to the Future, Swampfire spotted a bomb, that was planted by DNAliens. In Beauty and the Ben, Swampfire burned the stage at the Bellwood Beauty Contest. In Give & Get, Swampfire fought Overlord's Robot Drones. In Double Trouble, Albedo transformed into Swampfire to fight Ben as Big Chill, but failed. In Target Rath, Swampfire fought Kraab and SixSix. In What Lies Ben-eath, Swampfire fought the Shadow Monster, and chased him away.

**Weaknesses:** Swampfire's fire attacks can be cancelled out by fire extinguishers and water generated by Orishan. His flame-based attacks in general are useless against anything that can withstand or absorb fire, such as the Magical Pumpkin. Unlike Heatblast, Swampfire cannot absorb fire to reduce the amount of collateral damage his fire causes. If he finds himself in an area filled with flammable gas, he can unintentionally cause a massive explosion. Swampfire is ill-suited for stealth, having a strong putrid stench similar to Stinkfly and incredibly high body temperature that allows enemies to easily detect him. Swampfire can be harmed by electricity, such as that generated by a Conductoid. Swampfire's seed vines can be killed by using acid, as demonstrated by the Stalker. If Ben turns into Swampfire with a broken limb, his limb will be twisted and shriveled, and he will feel pain from it. Swampfire is unable to control sapient plants, such as the Plant Clones.

**Powers and Abilities:** Swampfire has a high degree of chlorokinesis, being able to telepathically interface with plant life and manipulate their growth. Some plants have a brief green aura when he influences them. After "blossoming", he was able to easily grow plants from the ground by simply raising his hand. Aside from Earth plants, Swampfire can use his telepathic plant interface with alien plant life, which was what allowed him to free Max from the Failsafe. He could also control the plants on Vilgaxia. In his "blossomed" form, his telepathic influence over plants has extended to

sentient plant life, such as the Magical Pumpkin from Anur Transyl. Swampfire's body produces large amounts of highly flammable methane gas, which he has the ability to ignite in his palms similar to a flamethrower. This allows him to spew out a steady stream of fire that can melt steel and blow up a train car. He can create fireballs that allow him to disperse a large group of enemies and harm more powerful beings like Vaxasaurians, Highbreed, and Tetramands. Swampfire can also expel fire from his mouth, as demonstrated by Swamps. Swampfire is capable of limited flight through means of launching fire from his palms as jet propulsion, much like Heatblast. Swampfire can generate seeds from his body that phase into or pierce into any ground or flooring before turning to vine tentacles strong enough to restrain a Highbreed and a Chimera Sui Generis. He can also spawn similar structures on his body in a form of vine tentacles. After "blossoming", Swampfire gains the ability to grow vines with a flame tip from his hands and use them as whips, which are able to slice the plasma generated by Ball Weevil's species. Swampfire's body structure allows him to walk straight through thin spaces such as the gaps between iron bars. When he was crushed under a large container, his body deformed into vines that burrowed through and then out of the ground to reform him instantly. In the same instance, Kevin punched Swampfire in the torso, resulting in his fist getting stuck in it until Swampfire punched him back. Additionally, Swampfire is nearly impervious to physical harm and appears to be immune to laser bolts, as they simply passed right through him and seemed to tickle him. Swampfire is capable of regenerating and regrowing any damaged or destroyed body parts, allowing him to grow back lost limbs, holes in his body, or even his head. He was even able to regrow and reform his body from remains when it got splattered to pieces. Another method of regeneration involves reattaching detached or severed body parts. This is accomplished by manipulating his vine-like "veins" and tentacles to reach out and meld with the insides of the detached limb and return them to the body, allowing him to reconstitute automatically if damaged. He can also "stitch" wounds of other creatures using this method, allowing him to reattach Reinrassig III's severed forearm. Swampfire is able to extend his fingers and feet into long roots that can dig through rock. Similar to Wildvine, Swampfire can also stretch his arms to grab objects outside his normal reach. Swampfire has enhanced strength, being able to push over a Highbreed Weather Array using leverage by turning his feet into roots running deep into the ground. He was even hold his own against Vilgax with his bare fists. However, he is physically weaker than Crystalsapiens, Tetramands, and Vaxasaurians. Swampfire is capable of jumping exceptionally high, as well as performing acrobatics while in the air, as seen during his fight with Negative Humungousaur. Swampfire is immune to the lethal toxins in Methanos' atmosphere. Swampfire, despite being a humanoid plant, is resistant to cold temperatures. Swampfire's methane has a very pungent smell that is intolerable to some species like the Incurseans, which will make them retch and faint. By spraying methane point-blank, he can render humans unconscious. Swampfire's body can generate a type of mud that sticks to everything but him, which he used to blind Negative Humungousaur, as the latter could not pull it off his eyes and had to change into Negative Big Chill to get rid of it.

Personality: Not mentioned.