

ASSASSIN VINE

Source: 3e *Monster Manual*.

An assassin vine is a long vine that grows both above and beneath the ground. It requires blood to survive, and is able to animate in an attempt to seize prey. The subterranean variety is darker in color than the aboveground.

Often Parasitic: An assassin vine often wraps itself around another tree, eventually crushing it much like ivy does. Others choose pillars, statues, or even walls as their host, but an assassin vine grows better and remains healthier without blood for a longer period if it can sap the life of another plant.

Heady Wine: The assassin vine produces purple berries that are widely believed to be poisonous. In any event, they are bitter and unnutritious. Nonetheless, a heady wine is made from these berries by some particularly brave tribes of goblins and gnomes.

Guardian Creature: Clever humanoids, hags and groups of druids occasionally plant assassin vines as guardians, since the vines prefer to remain at rest unless actively following retreating prey. By ensuring that the vines get enough to eat, such a group can maintain a guardian over an area.

Assassin Vine

Level 3 Lurker

Large natural animate (blind, plant)

XP 150

HP 38; **Bloodied** 19

Initiative +8

AC 16; **Fortitude** 17; **Reflex** 16; **Will** 15

Perception +3

Speed 4

Tremorsense 10

Vulnerable 5 fire

TRAITS

Lashing Foliage * **Aura** 3

Creatures other than plants must spend 1 extra square of movement to enter any space within the aura that the assassin vine has line of effect to. (This does not count as difficult terrain and stacks with the penalty for entering difficult terrain, but not with other *lashing foliage* auras.)

STANDARD ACTIONS

(mbasic) Vine Lash * **At Will**

Attack: Melee 3 (one creature); +8 vs. AC.

Hit: 2d6+4 damage.

(melee) Grasping Vine * **At Will**

Requirement: The assassin vine may not have more than three creatures grabbed.

Attack: Melee 3 (one or two creatures); +6 vs. Reflex.

Hit: The target is grabbed (escape DC 15) and the assassin vine pulls the target 1 square.

Sustain Minor: The assassin vine sustains all of its grabs.

(melee) Strangle * **At Will**

Attack: Melee 2 (one creature grabbed by the assassin vine); +6 vs. Fortitude.

Hit: 2d10+5 damage.

Str 18 **Dex** 16 **Wis** 14

Con 14 **Int** 1 **Cha** 5

Alignment unaligned

Languages -

Assassin Vine Copse Guardian Level 15 Minion Soldier

Large natural animate (blind, plant)

XP 300

HP 1; a missed attack never damages a minion

Initiative +12

AC 30; **Fortitude** 28; **Reflex** 28; **Will** 26

Perception +9

Speed 4

Tremorsense 10

TRAITS

Lashing Foliage * **Aura** 3

Creatures other than plants must spend 1 extra square of movement to enter any space within the aura that the assassin vine has line of effect to. (This does not count as difficult terrain and stacks with the penalty for entering difficult terrain, but not with other *lashing foliage* auras.)

STANDARD ACTIONS

(mbasic) Strangling Vine * At Will

Attack: Melee 3 (one creature); +20 vs. AC.

Hit: 11 damage and the assassin vine grabs the target (escape DC 15).

Sustain Standard: The assassin vine makes the following secondary attack against the target.

Secondary Attack: Melee 3 (one grabbed creature); +20 vs. Fortitude.

Hit: 15 damage, and the assassin vine sustains the grab.

Miss: The target may make an escape attempt against the assassin vine's grab as an immediate reaction.

Str 18 **Dex** 16 **Wis** 14

Con 14 **Int** 1 **Cha** 5

Alignment unaligned

Languages -