

GREENVISE

Source: 3e *Monster Manual II*.

A greenvise is a larger version of the Venus flytrap, able to easily consume creatures of human size. Being ambulatory, it is more dangerous than most carnivorous plants. A greenvise often haunts the fringes of humanoid settlements, preying on solitary travelers or assaulting small groups on the outskirts.

Greenvise Fogger

Large natural animate (blind, plant)

HP 104; **Bloodied** 52

AC 24; **Fortitude** 24; **Reflex** 20; **Will** 22

Speed 3

Resist 10 acid

Level 10 Controller

XP 500

Initiative +9

Perception +6

Tremorsense 10

STANDARD ACTIONS

(mbasic) Tendril Strike * At Will

Requirement: The greenvise may not have more than one target grabbed.

Attack: Melee 2 (one creature); +15 vs. AC.

Hit: 2d8+5 damage, and the greenvise pulls the target 1 and grabs the target (escape DC 18).

(melee) Bite * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 3d8+5 damage, and the greenvise grabs the target in its mouth (escape DC 22). While it has a creature grabbed in its mouth, it can use this attack only against that creature.

(melee) Swallow Whole * At Will

Requirement: The greenvise may not have a creature restrained.

Attack: Melee 1 (one creature grabbed in the greenvise's mouth); +14 vs. Fortitude.

Hit: The target is restrained (escape DC 26). While restrained, the target suffers ongoing 15 acid damage and has line of sight and line of effect only to the greenvise, although other creatures have line of sight and line of effect to the target.

MINOR ACTIONS

(close) Death Fog (acid, zone) * Encounter

Effect: The greenvise fogger emits a thick fog in a close burst 3 that becomes a zone that lasts until the end of the greenvise's next turn. The zone counts as difficult terrain for creatures other than the greenvise and blocks line of sight past one square; creatures and objects one square away have concealment. Whenever a creature other than the greenvise starts its turn in the zone,

Attack: Close burst 3 (each creature in burst); +12 vs. Fortitude.

Hit: 1d8+5 acid damage.

Sustain Minor: The zone persists until the end of the greenvise's next turn.

Str 22 **Dex** 18 **Wis** 12

Con 16 **Int** 3 **Cha** 8

Alignment unaligned

Languages -

Verdant Greenvise

Large natural animate (blind, plant)

HP 192; **Bloodied** 96

AC 35; **Fortitude** 35; **Reflex** 30; **Will** 33

Speed 3

Resist 20 acid

Level 21 Controller

XP 3,200

Initiative +16

Perception +11

Tremorsense 20

STANDARD ACTIONS

(mbasic) Tendril Strike * At Will

Requirement: The greenvise may not have more than one target grabbed.

Attack: Melee 3 (one creature); +26 vs. AC.

Hit: 4d8+7 damage, and the greenvise pulls the target 1 and grabs the target (escape DC 26).

(melee) Bite * At Will

Attack: Melee 1 (one creature); +26 vs. AC.

Hit: 5d8+7 damage, and the greenwise grabs the target in its mouth (escape DC 30). While it has a creature grabbed in its mouth, it can use this attack only against that creature.

(melee) Swallow Whole * At Will

Requirement: The greenwise may not have a creature restrained.

Attack: Melee 1 (one creature grabbed in the greenwise's mouth); +25 vs. Fortitude.

Hit: The target is restrained (escape DC 35). While restrained, the target suffers ongoing 25 acid damage and has line of sight and line of effect only to the greenwise, although other creatures have line of sight and line of effect to the target.

MINOR ACTIONS

(close) Death Fog (acid, zone) * Encounter

Effect: The greenwise fogger emits a thick fog in a close burst 3 that becomes a zone that lasts until the end of the greenwise's next turn. The zone counts as difficult terrain for creatures other than the greenwise and blocks line of sight past one square; creatures and objects one square away have concealment. Whenever a creature other than the greenwise starts its turn in the zone,

Attack: Close burst 3 (each creature in burst); +23 vs. Fortitude.

Hit: 2d10+4 acid damage.

Sustain Minor: The zone persists until the end of the greenwise's next turn.

(ranged) Fey Lure * Encounter

Attack: Ranged 20 (one creature); +25 vs. Will.

Hit: The greenwise pulls the target its speed.

Str 27 Dex 23 Wis 12

Con 16 Int 11 Cha 23

Alignment unaligned

Languages Elven