

# 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.

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**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.

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**Str** 27    **Dex** 23    **Wis** 12

**Con** 16    **Int** 11    **Cha** 23

**Alignment** unaligned

**Languages** Elven