

GIANT SUNDEW

Large natural animate (plant)

HP 80; **Bloodied** 40

AC 24; **Fortitude** 24; **Reflex** 21; **Will** 21

Speed 4

Level 10 Lurker

XP 500

Initiative +12

Perception +9

Tremorsense 15

STANDARD ACTIONS

(mbasic) Sticky Tendril (acid) * At Will

Requirement: The giant sundew may not have more than 12 creatures grabbed.

Attack: Melee 4 (one creature); +13 vs. Reflex.

Hit: 2d6+7 damage plus 1d8 acid damage, and the target is grabbed (until escape).

(m) Final Resting Place (acid) * At Will

Attack: Melee 1 (one grabbed creature); +13 vs. Reflex.

Hit: 3d8+9 acid damage, and the target is restrained (until escape). While restrained, the target takes ongoing 10 acid damage.

MINOR ACTIONS

(m) Relentless Ensnarement * At Will 1/round

Attack: Melee 4 (each creature grabbed by the giant sundew); +13 vs. Fortitude.

Hit: The target is pulled 2 squares.

TRIGGERED ACTIONS

(m) Reaching Tendril * At Will

Trigger: An enemy moves within 4 squares of the giant sundew.

Attack (Opportunity Action): Melee 4 (the triggering creature); +13 vs. Reflex.

Hit: The target is grabbed (until escape).

Str 22 **Dex** 17 **Wis** 18

Con 14 **Int** 4 **Cha** 11

Alignment unaligned

Languages -