

YELLOW MUSK CREEPER

Source: 1e *Fiend Folio*.

The yellow musk creeper is a plant that reproduces by slaying living creatures and then planting a seed inside the corpse's brain. This causes the victim to animate as a yellow musk zombie, which does the bidding of the creeper that created it for several weeks. Meanwhile the new creeper grows, shooting tendrils throughout the body that hosts it. When the new creeper reaches its adult state, the yellow musk zombie walks several hours away from the parent plant and then collapses, serving the new creeper as mulch, and a new yellow musk creeper colony is established.

Yellow Musk Creeper

Level 7 Controller

Huge natural animate (blind, plant)

XP 300

HP 85; **Bloodied** 42

Initiative +6

AC 21; **Fortitude** 21; **Reflex** 19; **Will** 17

Perception +3

Speed 2

Tremorsense 10

STANDARD ACTIONS

(mbasic) Vine Lash * At Will

Attack: Melee 2 (one creature); +12 vs. AC.

Hit: 2d6+8 damage.

(melee) Consume Intelligence * At Will

Attack: Melee 2 (one dazed, stunned or helpless creature); +10 vs. Fortitude.

Hit: The yellow musk creeper begins inserting small tendrils into the target's brain, and the target is stunned (save ends).

First Failed Save: The target is instead immobilized and dominated (save ends both).

Second Failed Save: The target is instead under the yellow musk creeper's full control (save ends).

While under the creeper's full control, the target can't take actions. Instead, it takes a standard action and a move action of the creeper's choice on the target's turn. The creeper can make the target use any at will power. The target also grants combat advantage.

Third Failed Save: The target dies. In 24 hours, it rises as a yellow musk zombie.

(ranged) Yellow Musk Puff (poison) * At Will

Attack: Ranged 10 (one creature); +10 vs. Fortitude.

Hit: 2d8+6 poison damage, the target is dazed (save ends) and the creeper pulls the target up to 3 squares.

Miss: The creeper pulls the target 1 square.

(close) Yellow Musk Burst (poison) * Encounter

Attack: Close burst 3 (each creature in burst); +8 vs. Fortitude.

Hit: 3d8+5 poison damage, the target is dazed (save ends) and the target shifts its speed toward the creeper as a free action.

Miss: Half damage.

Str 10 **Dex** 16 **Wis** 10

Con 21 **Int** 1 **Cha** 9

Alignment unaligned

Languages -

Yellow Musk Zombie

Level 7 Minion Controller

Medium natural animate (plant)

XP 60

HP 1; a missed attack never damages a minion

Initiative +3

AC 21; **Fortitude** 19; **Reflex** 17; **Will** 21

Perception +2

Speed 5

STANDARD ACTIONS

(mbasic) Slam * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 7 damage.

(melee) Shove * At Will

Attack: Melee 1 (one creature); +11 vs. Fortitude.

Hit: The zombie slides the target up to 2 squares and then shifts to a space adjacent to the target.

Effect: The zombie repeats the attack against the same target's Reflex defense.

Str 20 **Dex** 11 **Wis** 8

Con 16 **Int** 2 **Cha** 8

Alignment unaligned

Languages -