

DEEP TIGER ANEMONE

CREATURE 13

UNCOMMON

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GARGANTUAN

ANIMAL

AQUATIC

converted by VaranSL

Perception +23; motion sense 60 feet, no vision

Skills Athletics +27 (+29 to Shove or Grapple), Stealth +23 (+25 to Hide in kelp or seaweed)

Str +8, **Dex** +4, **Con** +5, **Int** -5, **Wis** +4, **Cha** -4

Camouflage The anemone can Hide in natural environments even if it doesn't have cover.

Motion Sense An anemone can sense nearby motion through vibration and water movement.

AC 33; **Fort** +26, **Ref** +21, **Will** +19

HP 289; **Immunities** mental, visual; **Resistances** bludgeoning 8, piercing 8, poison 16

Speed swim 5 feet

Melee ♦ tentacle +27 [+23/+19] (reach 20 feet, agile, poison), **Damage** 4d6+8 bludgeoning plus Grab and anemone poison

Melee ♦ bite +27 [+22/+17], **Damage** 4d12+8 bludgeoning plus Grab

Anemone Poison (poison); **Saving Throw** DC 34 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and clumsy 1 (1 round); **Stage 2** 4d6 poison damage and clumsy 2 (1 round)

Attach ♦ The anemone can attach to a solid surface, such as the ocean floor. It's speed is reduced to 0, becomes immune to the prone condition, and gains a +2 circumstance bonus to its Fortitude save and takes a -2 circumstance penalty to its Reflex save. A creature can attempt to dislodge the anemone by attempting to Shove it.

Flora Disguise ♦ (concentrate) Until the anemone acts, it appears to be a patch of ocean flora composed of kelp, seaweed, and anemones. It has an automatic result of 45 on Deception checks and DCs to pass as a patch of ocean flora.

Constrict ♦ 3d6+8 bludgeoning, DC 34

Swallow Whole ♦ (attack) Huge, 2d12+8 bludgeoning, Rupture 28

Whirlwind Attack ♦♦ The anemone unleashes a whirlwind of attacks against its foes, making a single melee Strike with its tentacles against each opponent within reach.