

DARKFOREST SEA ANEMONE

CREATURE 6

UNCOMMON

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HUGE

ANIMAL

AQUATIC

converted by VaranSL

Perception +14; motion sense (precise) 60 feet, no vision

Skills Athletics +13 (+15 to Shove or Grapple), Stealth +13 (+15 to Hide in kelp or seaweed)

Str +5, **Dex** +3, **Con** +4, **Int** -5, **Wis** +2, **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 23; **Fort** +16, **Ref** +11, **Will** +10

HP 112; **Immunities** mental, visual; **Resistances** poison 7

Speed swim 5 feet

Melee ♦ tentacle +17 [+13/+9] (reach 10 feet, agile, poison), **Damage** 2d6+5 bludgeoning plus Grab and anemone poison

Melee ♦ bite +17 [+12/+7], **Damage** 2d12+5 bludgeoning plus Grab

Anemone Poison (poison); **Saving Throw** DC 24 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and clumsy 1 (1 round); **Stage 2** 2d6 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 35 on Deception checks and DCs to pass as a patch of ocean flora.

Constrict ♦ 2d6+3 bludgeoning, DC 24

Swallow Whole ♦ (attack) Large, 2d12+3 bludgeoning, Rupture 12