

# The Bonewillow

## Description

Standing alone on a hill amidst the barren wilderness, this ancient tree sits in silent vigil. A vast array of treasure rests along its base, ranging from swords to small bags of coin.

A tall 250', it is visible from a great distance away. As you draw closer, something gravely wrong becomes clear. Hanging from the branches of this ancient withered tree hangs hundreds of bleached skeletons. A chill courses through your spine as you gaze upon the bones and hear their quiet clatter from the chill breeze.

### The Bonewillow

Level 3 Solo Controller

Large natural Beast (750 exp)

**HP 186; Bloodied 93**

**Initiative +3 Perception +1**

**AC 19, Fortitude 19, Reflex 15, Will 16**

**Speed 0**

**Immune Forced Movement**

**Resist 5 All (non-fire) damage**

**Vulnerable 10 Fire**

**Action Points 2 Saving Throws +5**

### TRAITS

#### Mindless Hunger

When stunned, The Bonewillow may take one action on its turn.

When dazed, The Bonewillow may take two actions on its turn.

The Bonewillow can make a saving throw against one effect on it at the start of its turn.

#### Hail of Bleached Ossein

Each time The Bonewillow is dealt damage by a melee attack, it summons a Decrepit Skeleton (M.V. pg. 255) in a space adjacent to the attacker. It is +3 to damage and acts after The Bonewillow.

### STANDARD ACTIONS

#### ⬇ Grasp Branches • At-Will

**Attack:** Melee 5 (One, two or three creatures); +11 vs. AC

**Hit:** 2d8 + 9 damage, and the target is grabbed (escape DC 12) and the Bonewillow may pull them two squares.

(May have any number of creatures grabbed.)

#### Devour Whole • Recharge when bloodied

**Attack:** Melee 3 (one grabbed creature); +10 vs. Fortitude

**Hit:** Target is swallowed. (See Monster Vault pg. 240 for rules on swallowed.)

### MOVE ACTIONS

#### ↔ Ancient Thrashing Roots • At-Will

**Attack:** Close burst 10 (Up to three creatures in the burst); +8 vs. Reflex

**Hit:** Target is pulled 5 squares and immobilized (save ends).

### MINOR ACTIONS

#### Creaking and Crushing • At-Will

**Attack:** Melee 5 (One grabbed creature); +9 vs. Fortitude

**Hit:** 2d8 + 8 damage, and the target is restrained (escape DC 18).

#### Savor Essence • At Will (1/round)

**Attack:** Melee 0 (one swallowed creature); +10 vs. Fortitude

**Hit:** 1d10 + 5 acid damage, and the target is dazed (save ends).

**Miss:** Half damage and the target is not dazed.

### TRIGGERED ACTIONS

#### Open the Earth • Encounter

**Trigger:** An enemy within 5 moves.

**Effect:** The Bonewillow creates a 3x3 hole 10' deep centered on the target. It makes the following attack against creatures in the hole:

**Attack:** +8 vs Reflex (It gains a +5 bonus to the attack against the triggering creature.)

**Hit:** Target falls into the hole and 1d10 damage.

**Miss:** The creature falls prone into a space outside of the hole.

**Special:** The Bonewillow may close the hole as a move action. If it does, it makes the following attack against each creature in the hole:

**Attack:** +12 vs. Reflex

**Hit:** 3d8 + 8 damage, and the target is immobilized (save ends).

**Str 19 (+5) Dex 7 (-1) Wis 12 (+2)**

**Con 20 (+7) Int 1 (-4) Cha 1 (-4)**

**Alignment** Unaligned

**Languages** -

## Tactics

Waiting until all the PC's are within its grasp, The Bonewillow will have a surprise round unless the the PC's attempt a DC 15 insight check or give you an indication that they expect the tree to attack.

Choosing to use its *Ancient Thrashing Roots* attack first each round, the tree will attempt to pull weaker characters in close to grab them. It uses *Devour Whole* the first chance it gets. It will save *Open the Earth* until it can hit a character that it has been unable to grab or has escaped its grasp. Save its action points until the second and third round of combat. It will prioritize any enemies dealing it fire damage.