**NOVEMBER ISSUE**

**New Monster Stat Blocks**

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| **Vine Tangler**  |
| *Medium plant, neutral evil*  |
| **Armor Class 13 (natural)**  |
| **Hit Points 26 (4d8 +8)**  |
| **Speed 10 ft.**  |
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| **STR**  | **DEX**  | **CON**  | **INT**  | **WIS**  | **CHA**  |
| 14 (+2)  | 10 (+0)  | 14 (+2)  | 5 (-3)  | 12 (+1)  | 3  (-4)  |

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| **Skills** Stealth +2  |
| **Condition Immunities** blinded, deafened  |
| **Senses blindsight 60ft (blind beyond this radius); passive perception 11**  |
| **Languages Common**  |
| **Challenge ½ (100 xp)**  |
| **False Appearance.** While the vine tangler remains motionless, it is indistinguishable from a tangle of mundane vines and roots.   |
| **ACTIONS**  |
| **Multiattack.** The vine tangler makes two melee slam attacks.  **Slam.** Melee Weapon Attack +4 to hit, reach 10ft, one creature. Hit 9 (2d6 +2) bludgeoning damage.  **Entangling Snare (Recharge 4-6).** Roots and grasping vines sprout in a 25-foot radius centered on the vine tangler, retracting back into the earth within 1 minute. For the duration the area is difficult terrain for any non-ally creature of the tangler. Any non-ally creature of the tangler, that starts or ends its turn in the area must succeed on a DC12 Strength saving throw or become restrained. A restrained creature must use its action to attempt a DC12 Strength saving throw to free itself or another creature within reach.  |
| **REACTIONS**  |
| **Constricting Tangle**. As a Reaction when a restrained creature within the Entangling Snare fails the Strength Saving throw to free itself, the vine tangler can choose to deal that creature 9 (2d6+2) bludgeoning damage.  |