**NOVEMBER ISSUE**

**New Monster Stat Blocks**

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