

ASSASSIN VINE

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Large plant, unaligned

Armor Class 13 (Natural Armor)

Hit Points 85 (10d10 + 30)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances Cold, Fire

Condition Immunities Blinded, Deafened, Exhaustion, Prone

Senses Blindsight 30 ft. (blind beyond this radius), Passive Perception 10

Challenge 3 (700 XP)

False Appearance. While the assassin vine remains motionless, it is indistinguishable from a normal plant.

Entangling Vines. Nonmagical plants within 15 ft. of the assassin vine animate under its will, causing the area to be difficult terrain. A creature that moves 10 or more feet through this area on a turn must succeed on a DC 14 Dexterity saving throw or fall prone.

Actions

Vine Lash. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage and the target is grappled (escape DC 14).

Constrict. One creature grappled by the assassin vine must succeed on a DC 14 Constitution saving throw or take 28 (8d6) bludgeoning damage or half as much on a success.

Reactions

Crush. As a reaction to a creature grappled by the assassin vine speaking or casting a spell with a verbal component, the assassin vine crushes the air out of its lungs. The creature immediately begins to suffocate.

Toxic Sap. As a reaction to taking piercing or slashing damage, the alraune deals 9 (2d8) poison damage to each creature grappled by it.



ASSASSIN VINE LORE

Nature DC 10: The sap of the assassin vine is highly irritating to the skin and lungs, and can be lethally toxic in high enough quantities. When encountering an assassin vine, one must take care to stay a considerable distance away if attempting to cut or pierce it.

Nature DC 15: Assassin vines are remarkably tenacious plants, able to survive equally in burning desert heat or arctic tundra. Some have even been known to take root in the underdark, supplanting their normal photosynthesis with increased supplementary feeding.

ASSASSIN VINE TACTICS

Assassin vines lie in wait until they sense motion within their reach then snap out to grab it. They don't release prey willingly once they have it grappled, and don't retreat when injured.

As the assassin vine has limited ability to sense, plan, or move, its ideal prey is one that is fleeing through the brush from something else and cannot take the time to spot and go around it, or one that happens to set down for a rest near it.