

Vine Blight

Medium, Plant, Neutral Evil

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

[View this monster online](#)

ARMOR CLASS

13

HIT POINTS

31 (7d8)

CHALLENGE

1/2 | 100 XP

PROFICIENCY

+2

Speed Walk 20 ft.

Initiative +0

Saving Throws N/A

Skills Stealth +2

Damage Vulnerabilities Fire

Condition Immunities Blinded, Deafened

Senses Blindsight 60 ft.; Passive Perception 10

Passive Perception 10

Languages Understands Sylvan whispers but cannot speak

STR15
+2**DEX**10
+0**CON**11
+0**INT**6
-2**WIS**10
+0**CHA**5
-3

Traits

Rooted Stillness. While the blight remains motionless in heavy undergrowth, it resembles a tangle of ordinary vines.

Strangling Growth. A creature Grappled by the blight has its Speed reduced to 0 until the grapple ends.

Actions

Constricting Vine. Melee Attack Roll: +4, reach 10 ft. Hit: 7 (1d10 + 2) Bludgeoning damage, and the target has the Grappled condition if it is Medium or smaller.

Lashing Tendril. Melee Attack Roll: +4, reach 10 ft. Hit: 5 (1d6 + 2) Slashing damage.

Continue at Monster Almanac

Create monster hunts, fears, magic items, NPCs, and encounter-ready RPG tools.

View this stat block online: <https://monster-almanac-site.vercel.app/monsters/vine-blight>

Explore more RPG tools: <https://monster-almanac-site.vercel.app>

CONTENT NOTICE

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block.

Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

Generated by Monster Almanac. This is original compatible game content, not an official SRD stat block.

License: [Monster Almanac Original Compatible Content](#)

Source page: <https://monster-almanac-site.vercel.app/monsters/vine-blight>