

VAMPIRIC VINES

A NEW UNDEAD PLANT CREATURE FOR FIFTH EDITION.

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VAMPIRIC VINE

Vampiric vines are sentient clusters of black thorned vines that thirst for the blood of the living. When a plant dies as the result of necrotic magic and its seeds are scatter on desecrated ground, these vines grow forth and eventually uproot themselves and crawl out into the night in search of a drink.

Nocturnal Hunters. During the day, a tangle of vampiric vines stays in the desecrated dirt from which it sprung forth. At night, the undead plant crawls forth, looking for unsuspecting creatures and an easy meal before returning home. The vines leave the bodies of their drained victims behind, sometimes causing panic that a den of vampires is nearby, attacking the land at night.

Hidden in Plain Sight. Vampiric vines appear to be normal dead brush when at rest. If a victim wanders into a lair, the vine waits until it is within striking distance and then pounces.

Save Snacks for Later. Vampiric vines are surprisingly strong, and will sometimes drain enough blood from a victim to drop it unconscious and then drag the prey back to its lair for more feeding later. Sometimes vampiric vines will feed off a victim for days before drinking enough blood to kill it.

VAMPIRIC VINE

Huge undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 30 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	5 (-3)

Saving Throws Dex +5, Con +10

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison, necrotic

Condition Immunities charmed, poisoned

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 10

Languages -

Challenge 12 (8,400 XP)

Amorphous. The vines can move through a space as narrow as 5 feet wide without squeezing.

False Appearance. While the vine remains motionless, it is indistinguishable from brush or a mundane dead vine.

Actions

Multiattack. The vine makes two thorny vine attacks.

Thorny Vine. Melee Weapon Attack: +12 to hit, reach 20 ft., one target. Hit: 14 (2d8 + 5) piercing damage and 10 (3d6) necrotic damage and the target is grappled (escape DC 20). While grappled the target is restrained. **Leech Life (Recharge 5-6).** Each creature grappled by the vine must succeed on a DC 18 Constitution saving throw or take 28 (8d6) necrotic damage and have its hit point maximum reduced by an amount equal to the damage taken, and the vine regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.