

TWIG BLIGHT CR 1/8



BEHOLD THE LEGACY OF
GULTHIAS THE VAMPIRE; PLANTS
WITH A TASTE FOR BLOOD.

TWIG BLIGHT

Twig blights can root in soil, which they do when living prey are scarce. While rooted, they resemble woody shrubs. When it pulls its roots free of the ground to move, a twig blight's branches twist together to form a humanoid-looking body with a head and limbs.

Twig blights seek out campsites and watering holes, rooting there to set up ambushes for potential victims coming to drink or rest. Huddled together in groups, twig blights blend in with an area's natural vegetation or with piles of debris or firewood.

Given how dry they are, twig blights are particularly susceptible to fire.

TWIG BLIGHT

Small plant, neutral evil

Armor Class 13 (natural armor)
Hit Points 4 (1d6 + 1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	13 (+1)	12 (+1)	4 (–3)	8 (–1)	3 (–4)

Skills Stealth +3
Damage Vulnerabilities fire
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages understands Common but can't speak
Challenge 1/8 (25 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a dead shrub.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 3 (1d4 + 1) piercing damage.

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