



FEY VINE STRIDER

Fey Vine Striders are the first and last thing that forest invaders run into when they enter the fey realm. A wild and powerful force of forest guardians, they quickly stride from one end to the other to eliminate any threat, turning them into compost to feed nature's appetite.

The violent cousins of the more graceful Dryads, the Vine Striders, use the forest's power to impede larger forces, wrapping entire armies in poisonous thorns and vines.

Poisoned Nature. A Fey Vine Strider's thorn whip is a part of itself, pumping poison into its entangled victims. It then proceeds to pummel them into mulch with powerful blows.

Hidden Threat. Any tangle of vines in the forest could be a Vine Strider; their preferred tactic is to lay in wait to take intruders by surprise.

FEY VINE STRIDER

Medium fey, chaotic neutral

Armor Class 11 (16 with barkskin)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	14 (+2)	14 (+2)	18 (+4)

Skills Perception +5, Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 15
Languages Elvish, Sylvan
Challenge 5 (1,800 XP)

Innate Spellcasting. The vine strider's innate spellcasting ability is Charisma (spell save DC 15). The vine strider can innately cast the following spells, requiring no material components:

At will: *druidcraft*
 3/day each: *entangle*, *faerie fire*
 1/day each: *barkskin*, *pass without trace*, *spike growth*

False Appearance. While the vine strider remains motionless, it is indistinguishable from a tangle of vines.

Magic Resistance. The vine strider has advantage on saving throws against spells and other magical effects.

Tree Stride. Once on their turn, the vine strider can use 10 ft. of their movement to step magically into one living tree within their reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

ACTIONS

Multiattack. The vine strider makes two slam attacks or one thorn whip attack and one slam attack.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) bludgeoning damage

Thorn Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 10 (2d10) piercing damage, 5 (1d10) poison damage, and Large or smaller target is grappled (escape DC 15). At the start of a grappled creature's turn, it must make a DC 15 Constitution saving throw and take 5 (1d10) poison damage on a failed save or half as much damage on a successful one. Until this grapple ends, the target is restrained, and the vine strider can't use its whip on another target.

Entangling Plants (Recharge 5–6). Grasping roots and vines sprout in a 20-foot radius centered on the vine strider, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the vine strider's choice in that area when the plants appear must succeed on a DC 15 Strength saving throw or become restrained. A creature can use its action to make a DC 15 Strength check, freeing itself or another entangled creature within reach on a success.