TOMB IVY

Small • Plant • Unaligned



Armor Class 8
Initiative -2 (8)
Hit Points 22 (5d6 + 5)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	13 (+1)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances necrotic
Condition Immunities blinded, charmed, deafened, exhaustion, prone
Senses blindsight 60 ft., passive Perception 8
Languages -
CR 1/2 (XP 100; PB +2)

False Appearance. If the ivy is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn’t observed the ivy move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than a normal plant.

Spider Climb. The ivy can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Through the Cracks. The ivy can move through a space as narrow as 1 inch wide without squeezing and ignores difficult terrain created by rubble or debris.

Unusual Nature. The ivy doesn't require air.

ACTIONS

Vine. *Melee Weapon Attack:* +4, reach 10 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12) and pulled up to 5 feet towards the ivy.

Life Leech. *Constitution Saving Throw:* DC 11, one creature the vine has grappled is attached to. *Failure:* 7 (2d6) necrotic damage. *Success:* Half damage. *Failure or Success:* The ivy gains temporary hit points equal to half the damage dealt. Additionally, Undead are immune to this damage.

REACTIONS

Latch On (Recharges after a Rest). *Trigger:* A creature within 5 feet ends the grappled condition by the vine. *Response:* The ivy attaches to the target. While attached, the ivy can't attack with its Vine. The attached ivy moves with the target whenever the target moves, requiring none of the ivy's movement. The ivy can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the ivy.

TOMB IVY — WEAKER



Armor Class 7
Initiative -3 (7)
Hit Points 22 (5d6 + 5)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	4 (-3)	11 (+0)	-1 (-6)	5 (-3)	-1 (-6)

Damage Resistances necrotic
Condition Immunities blinded, charmed, deafened, exhaustion, prone
Senses blindsight 60 ft., passive Perception 7
Languages -
CR 0 (XP 10; PB +2)

False Appearance. If the ivy is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn’t observed the ivy move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than a normal plant.

Spider Climb. The ivy can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Through the Cracks. The ivy can move through a space as narrow as 1 inch wide without squeezing and ignores difficult terrain created by rubble or debris.

Unusual Nature. The ivy doesn't require air.

ACTIONS

Vine. *Melee Weapon Attack:* +4, reach 10 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12) and pulled up to 5 feet towards the ivy.

Life Leech. *Constitution Saving Throw:* DC 11, one creature the vine has grappled is attached to. *Failure:* 7 (2d6) necrotic damage. *Success:* Half damage. *Failure or Success:* The ivy gains temporary hit points equal to half the damage dealt. Additionally, Undead are immune to this damage.

REACTIONS

Latch On (Recharges after a Rest). *Trigger:* A creature within 5 feet ends the grappled condition by the vine. *Response:* The ivy attaches to the target. While attached, the ivy can't attack with its Vine. The attached ivy moves with the target whenever the target moves, requiring none of the ivy's movement. The ivy can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the ivy.

TOMB IVY — STRONGER



Armor Class 9 **Initiative** -1 (9)
Hit Points 22 (5d6 + 5)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	3 (-4)	9 (-1)	3 (-4)

Damage Resistances necrotic
Condition Immunities blinded, charmed, deafened, exhaustion, prone
Senses blindsight 60 ft., passive Perception 9
Languages -
CR 3 (XP 700; PB +2)

False Appearance. If the ivy is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn’t observed the ivy move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than a normal plant.

Spider Climb. The ivy can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Through the Cracks. The ivy can move through a space as narrow as 1 inch wide without squeezing and ignores difficult terrain created by rubble or debris.

Unusual Nature. The ivy doesn't require air.

ACTIONS

Vine. *Melee Weapon Attack:* +4, reach 10 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12) and pulled up to 5 feet towards the ivy.

Life Leech. *Constitution Saving Throw:* DC 11, one creature the vine has grappled is attached to. *Failure:* 7 (2d6) necrotic damage. *Success:* Half damage. *Failure or Success:* The ivy gains temporary hit points equal to half the damage dealt. Additionally, Undead are immune to this damage.

REACTIONS

Latch On (Recharges after a Rest). *Trigger:* A creature within 5 feet ends the grappled condition by the vine. *Response:* The ivy attaches to the target. While attached, the ivy can't attack with its Vine. The attached ivy moves with the target whenever the target moves, requiring none of the ivy's movement. The ivy can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the ivy.