

# Thornwalker Wood

*Thornwalker Wood* is a Fifth Edition adventure designed for **four to six players with an average party level of 1, 3, 5, or 8**. The characters must venture into the enigmatic and dangerous Whisperwood to find the source of deadly plant creatures and neutralize the dark magic fueling them, saving the people of Alaric's Landing from impending doom.

## For the Gamemaster

Alaric's Landing, a peaceful hamlet named for the beloved King Alaric Thalasson, has been thrown into chaos by the emergence of monstrous thornwalkers from the neighboring Whisperwood. Rumors point to an ancient, malevolent obelisk deep within the forest as the source of this corruption, its dark aura transforming the natural world into something sinister.

Called to action, adventurers must venture into the Whisperwood's perilous depths to locate and neutralize the obelisk within the Darkened Grove, thereby putting an end to the thornwalker threat. As they prepare to embark on this dangerous quest, many questions loom—about the origins of the obelisk, the malevolent force behind it, and what greater threats might be on the horizon for the Kingdom of Veramar.

## Backstory

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The obelisk in the Whisperwood is an ancient relic from a long-forgotten civilization that once dabbled in arcane magic connected to the earth and nature. Originally intended to serve as a conduit for druidic rituals, the obelisk was designed to amplify the natural energies of the Whisperwood, enhancing the forest's vitality and abundance. However, as the civilization fell into decadence and their rites became tainted with forbidden sorcery, so too did the obelisk's energies become corrupt. The civilization ultimately collapsed, its members wiped out or scattered, leaving the obelisk forgotten but still potent.

Over the millennia, the obelisk's tainted magic began to seep into the soil, corrupting the natural life around it and eventually giving rise to the thornwalkers. It wasn't until a recent earthquake that the obelisk was shifted closer to the surface, intensifying its effects and triggering the current crisis. The ancient inscriptions and runes on the obelisk contain a form of magical "lock" that, if deciphered and disarmed, can neutralize its dark influence—provided the adventurers can get to it through the thornwalkers and other ensorcelled hazards of the Whisperwood.

## Adventure Hook

As the adventurers arrive in Alaric's Landing, they find the atmosphere to be tense and worried. Villagers cast anxious glances toward the Whisperwood, and some homes display symbols meant to ward off evil. Their curiosity piqued, the party's attention is soon captured by a public announcement in the hamlet's square, near the statue of King Alaric Thalasson.

Standing on a small wooden platform is Mistress Elara (NG **COMMONER**), the unofficial leader and revered elder of the hamlet. Her eyes reveal the weight of her years and the burdens of recent events. Clearing her throat, she addresses the gathered crowd, speaking of the thornwalkers that have been menacing their peaceful land. Her words carry an air of urgency and gravity: the local militia is overwhelmed, and external help is desperately needed.

Turning her gaze toward the newcomers, Mistress Elara makes her plea direct. "If you are adventurers, and if you possess the bravery that we so dearly lack, then I beseech you to venture into the Whisperwood. Seek out the source of this malevolent force and destroy it before our beloved hamlet is lost. Will you answer this call?"

The weight of her gaze seems to measure the adventurers' souls as she awaits their response, effectively throwing down the gauntlet for the quest to neutralize the ancient obelisk and halt the thornwalker invasion.

## The Attack

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Just before the characters have a chance to answer, an attack occurs. Read or paraphrase the following:

Just as Mistress Elara's speech comes to an end, the atmosphere shifts abruptly. A loud, urgent tolling bursts from the bell tower, sending waves of alarm through the gathered crowd. Faces turn towards the sound, eyes widening in recognition and dread. Shouts ring out: "To arms! Thornwalkers at the western gate!" The sense of urgency is palpable. Residents scatter in coordinated chaos, some rushing toward their homes to secure their families, others grabbing nearby weapons or tools. Mistress Elara's voice rises above the tumult, issuing sharp commands as she directs villagers toward the palisade. The bell's ominous toll continues to echo, a dire warning that the hamlet's fortifications are about to be tested.

**Encounter: Thornwalkers.** If the characters choose to join the fight, the villagers lead them to the west edge of the town, where thornwalkers are mounting their offense. The nature of this battle depends on the level of the adventure, as shown in the Attack on Alaric's Landing table below.

#### ATTACK ON ALARIC'S LANDING

Adventure Level	Encounter
1st	2 WILLOWRAITHS and 4 THISTLESPIRES
3rd	1 ROOTBRUTE, 1 WILLOWRAITH, and 2 THISTLESPIRES
5th	3 ROOTBRUTES, 3 WILLOWRAITHS, and 5 THISTLESPIRES
8th	6 ROOTBRUTES, 6 WILLOWRAITHS, and 6 THISTLESPIRES

These new monsters' stats can be found on page 24. Regardless of the level, Misstress Elara and the other villagers inform the characters that this attack is the worst that Alaric's Landing has ever experienced.

## Questions and Answers

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Before the characters begin their quest, they may have questions. Here are some common questions with answers given by the people of Alaric's Landing.

**Q: What are Thornwalkers?**

A: "They're walking nightmares made of vines and thorns coming out of the Whisperwood. Never seen anything like it before."

**Q: How do you fight Thornwalkers?**

A: "Fire seems to work, but you've got to be quick on your feet. They can hurl thorns, and they're quick, real quick."

**Q: What is the Whisperwood?**

A: "That's the cursed forest to the north. People used to go in for hunting and the like, but nobody dares now."

**Q: Has anyone been to the Whisperwood recently?**

A: "A couple of young ones went looking for glory. They came back different, scared, or they didn't come back at all."

**Q: Do you know what's causing this?**

A: "No one knows for sure. Some say it's an old curse, others say it's something new and terrible. But nobody's lived to confirm it."

# The Whisperwood

The Whisperwood is a dark, labyrinthine forest that envelops the northern outskirts of Alaric's Landing like a gloomy shroud. Its dense canopy of towering trees and interlocking branches filters out most sunlight, casting a perpetual twilight below. Odd sounds—murmurs and rustlings—fill the air, creating an unsettling soundscape that gives the forest its name. The undergrowth is a tangle of thorns and vines, making passage difficult and leaving travelers with the unnerving sense that the forest itself resists intrusion. It's said that the trees are alive in some malevolent way, as evidenced by the unsettling appearance of Thornwalkers, the twisted plant-like creatures that emerge from its depths to menace the nearby hamlet.

## Navigating the Whisperwood

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Using the map of the Whisperwood, the characters may move through the forest at a rate of 3 hexes per hour or 1 hex every 20 minutes. If they wish to move at a slow pace, they instead move at a rate of 2 hexes per hour; at this speed, they can use Stealth. And if they want to move at a fast pace, they can move at a rate of 4 hexes per hour, but have a -5 penalty to passive Wisdom (Perception) checks.

## Random Encounters

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For each hour that the characters spend in the Whisperwood, roll a d20. On a result of 18–20, a random encounter occurs. Use the Random Encounters in the Whisperwood table to determine the characters' encounters. Non-hostile creatures may provide assistance to the party.

### RANDOM ENCOUNTERS IN THE WHISPERWOOD

d8	1st or 3rd-Level	5th or 8th-Level
1–4	1d2 WILLOWRAITHS and 1d4 THISTLESPIRES	1d4 ROOTBRUTES and 1d4 WILLOWRAITHS
5	1d4 CENTAURS (non-hostile)	
6	1 OWLBEAR	1d3 OWLBEAR
7	1 UNICORN (non-hostile)	
8	1d4 elven SCOUTS (non-hostile)	

## Keyed Locations

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The following areas are keyed to the map of the Whisperwood as shown on page 15.

### 1—Serpent's Coils

As you push further into the Whisperwood, you find yourselves entering a maze-like expanse where towering brambles and thorny thickets seem to reach out toward you as if guided by some malevolent will.

**Hazard: Serpent's Coils.** It takes a full hour for the party to pass into or out of a hex containing the Serpent's Coils, and they may only do so at a normal pace (they're too busy avoiding the brambles to use Stealth).

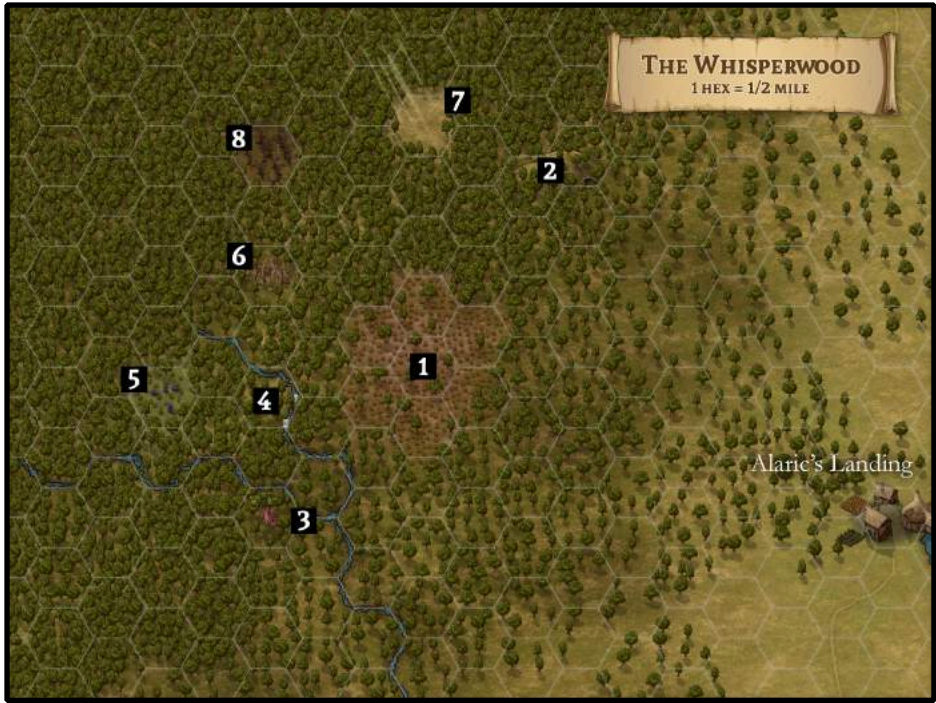
Each time the party enters Serpent's Coils and at the end of each hour spent there, make an attack roll with a +0 modifier against each creature in the party. A creature takes 1d2 slashing damage on a hit.

Additionally, each time the party attempts to leave a hex containing Serpent's Coils, one of the characters must make a DC 12 Wisdom (Survival) check to navigate their way through the maze. The characters may decide who the navigator is. On a success, the party moves to the desired neighboring hex. Otherwise, the party becomes lost in the maze for an additional hour.

### 2—Cursed Burrow

The forest suddenly opens into a barren, almost desolate clearing. The soil here appears as if tainted, discolored in a way that suggests decay. At the center of the area, a series of dark openings plunge into the earth, framed by gnarled roots that evoke the twisted fingers of some subterranean creature. But what catches your eye are the unmistakable footprints surrounding the holes—resembling the thorny appendages of the Thornwalkers you've encountered. The air is thick with a rotting, musty smell, and the very wind that rustles through the withering foliage seems to carry whispered warnings, urging you to turn back.

The burrows' tunnels are narrow, often no more than 4 or 5 feet across, with ceilings not much taller. Roots and rocks are everywhere, creating difficult terrain throughout. Many characters, especially tall or wide



Medium heroes, may have trouble moving through these tunnels.

**Hazard: Cursed Burrow.** If the characters choose to enter the burrows, they will need to navigate through the tunnels. Have the party designate a navigator. At the start of each hour, the party is within the burrows, have the navigator make a DC 12 Wisdom (Survival) check. A success or failure has no effect by itself. On the navigator's third success, the party emerges within 1 hex of the Darkened Grove (area 7). On the navigator's third failure, the party emerges in a random hex 1d4 hexes away from the Cursed Burrow's entrance.

**Encounter: Random Encounters.** While the characters are in the Cursed Burrow, random encounters instead occur on a result of 15–20.

### 3—Eldergrove

As you tread further into the Whisperwood, you feel a gradual but palpable change in the atmosphere. The forest seems to grow quieter, almost reverent, as if yielding to some invisible force. Soon enough, you find yourselves standing before an awe-inspiring sight—an ancient tree of monumental proportions. Its colossal trunk is wider than five men standing shoulder to shoulder, its roots sprawling in

intricate patterns that form a natural maze on the forest floor. A vast canopy of leaves, tinged with ethereal shades of green and gold, filters the sunlight into soft, dappled patterns that dance like living fire. This is no ordinary tree; its sheer size and the aura of serenity it emanates make that abundantly clear. An air of ancient wisdom seems to emanate from it, as if the very spirit of the forest resides within its gnarled bark and timeworn limbs. As you stand there, awestruck, it's almost as if you can hear the whispers of the forest funneling through this arboreal giant, singing an age-old hymn of life and continuity.

**Encounter: Eldergrove.** Recognizing the value of the tree, the forest employs guardians to defend it. These guardians remain unseen unless the characters attack the tree or otherwise do something to disturb the delicate balance of nature. The nature of the defenders depends on the adventure, as shown in the Eldergrove Encounters table.

#### ELDERGROVE ENCOUNTERS

Adventure Level	Encounter
1st	1 <b>DRYAD</b>
3rd	2 <b>DRYADS</b>
5th	1 <b>UNICORN</b>
8th	1 <b>UNICORN</b> and 1 <b>DRYAD</b>

The tree's name is **ELDERGROVE**. See the sidebar for Eldergrove's stats. Eldergrove has been alive for many centuries and knows what it will take to stop the thornwalkers. Assume Eldergrove knows all the information in the Backstory section (see page [x]). Like the people of Alaric's Landing, Eldergrove feels that the thornwalkers are a threat not just to the village, but to the entire region. He hopes that the characters can disable the obelisk, causing them to rise and put an end to the menace.

# Eldergrove

*Gargantuan Plant, neutral*

**AC** 18 (natural armor)

**Hit Points** 370 (20d20 + 120)

**Speed** 0 ft.

Str	Dex	Con	Int	Wis	Cha
28 (+9)	1 (-5)	26 (+8)	20 (+5)	22 (+6)	14 (2)

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing

**Senses** blindsight 120 ft., passive Perception 16

**Languages** understands Common, Elvish, and Sylvan but can't speak, telepathy 300 ft.

**Challenge** 0 (0 XP)

## Special Traits

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**False Appearance.** While Eldergrove remains motionless, it is indistinguishable from a normal tree.

**ELDERGROVE** has no effective attacks.



## 4—The Whispering Falls

As you navigate the labyrinthine tangle of the Whisperwood, the distant sound of cascading water grows steadily louder until you finally emerge from the tree line into a stunning, secluded glen. Here, a waterfall pours from a high cliff, its descent broken by jutting rocks and branches, creating a misty veil. The falling water seems to sing a melodious tune as it splashes into a clear pool below. This is the Whispering Falls, a place spoken of in hushed tones by the few who have ever witnessed its beauty.

As the characters approach the pool, they spot something. Read:

Hovering above the pool is a spectral figure, semi-translucent and glowing softly. It appears to be a woman elegantly dressed in archaic attire. She turns towards you, her eyes filled with a mixture of sorrow and hope. With a sweeping gesture, she points towards a submerged object glinting at the bottom of the pool, then fades away as quickly as she appeared.

**Treasure: The Magic Locket.** The object at the bottom of the pool is a magical locket. The locket functions as a *ring of protection*, offering an attuned wearer a +1 bonus to AC and saving throws.

## 5—Fey Glade

Before you lies a natural clearing bathed in perpetual twilight, illuminated by a soft, luminescent glow that emanates from the air itself. The ground is carpeted with phosphorescent moss and iridescent flowers, their petals unfurling in slow motion as if welcoming you. Ancient, gnarled trees encircle the glade, their bark shimmering with arcane symbols. Tiny flickers of light dance through the air, illuminating gossamer-winged fey creatures that flit between the branches. The atmosphere here feels charged, buzzing with an ancient, palpable magic.

If the characters enter the glade, continue:

As you marvel at the breathtaking beauty of the Fey Glade, a discordant creaking noise shatters the tranquil atmosphere. From the corner of your eye, you catch sight of a sudden movement, and before you can comprehend what's happening, an otherworldly hut manifests at the far edge of the clearing. It's a twisted structure, cobbled together with gnarled wood, animal bones, and tufts of dark foliage as if it was ripped straight from a nightmare. A crooked chimney puffs out thick, acrid smoke that briefly mingles with the enchanting aroma of the glade before being absorbed by the ground.

From the door of this unsettling abode emerges a crone with moss green skin—you know immediately that it is a hag, a fey creature of ancient evil and dark magic. Her eyes are like glowing coals as she surveys her surroundings, locking eyes with each of you in turn. "Ah, visitors," she rasps, her voice a jagged whisper that cuts through the serene air. "So rare to have guests in my sanctuary within a sanctuary. Come closer, my dears, and let's find out what brings you to the Fey Glade." As she beckons, you notice the fey creatures have disappeared and the radiant glow of the glade seems to dim ever so slightly. You're left to wonder: is this hag the dark secret at the heart of this magical haven, or is a trespasser like yourselves intruding upon sacred ground?

**Encounter: The Hag of the Glade.** The GREEN HAG's name is Morwen Thornweaver. She is not outwardly malicious toward the characters. She's wise enough to recognize formidable foes. If the characters try to attack her, both she and her hut vanish. However, if the characters parlay with the ancient crone, she may offer valuable information about the thornwalkers. Of course, there is a price. Below are some of the unusual things that she might task the characters to bring her in exchange for what she knows. How the characters can come across such items is up to you. If the characters succeed and bring her one of these items, assume that she shares the information detailed in the Backstory section of this adventure. She also provides directions of the Darkened Grove (area 8).

- **A lock of hair from a person truly in love.** Morwen Thornweaver is keenly interested in emotional states and believes such a lock of hair has magical properties that can fuel her dark enchantments.
- **The feather of a raven who has never flown.** This peculiar item, imbued with the essence of untapped potential, is said to be useful in various divination rituals that Morwen performs.
- **A vial of tears from someone who has never cried before.** The

emotional potency of these tears is something Morwen values highly, as they can amplify the effects of her spells related to sorrow and grief.

- **The voice of a liar.** Morwen requests that the party bring her an enchanted glass jar containing the voice of someone who has lied about something significant. She uses these captured voices in her curses and hexes.
- **A leaf from a tree struck by lightning.** Such a leaf is a rare component that Morwen believes can be used to channel elemental energies into her concoctions and rituals.

## 6—Ruins of Eldoria

As you push through the underbrush of Whisperwood, the forest suddenly opens up to reveal a haunting spectacle. Crumbled stone walls and shattered pillars poke out of the ground, overrun by wild plants and moss. Intricate carvings, now faded and worn, hint at a bygone era of grandeur. The air here feels thick with an almost palpable sense of history and melancholy. In the center, the remnants of what must have been a magnificent altar stand, now overgrown with ivy. Broken statues lie strewn about, their faces eroded by time, making it impossible to discern who or what they once represented. A sense of quiet dread hangs in the air, as if the very stones are lamenting their forgotten glory.

**Development: The Obelisk.** While there is nothing of value within the old elven ruins, an hour spent and a successful DC 15 Intelligence (Investigation) check reveals an old mural depicting the obelisk at the Darkened Grove (see area 8).

Amid the ruins, your attention is captivated by a surprisingly intact mural on a surviving wall. The painting features a group of robed figures, hands outstretched toward an elegant obelisk that stands at the center. Also in the mural are twisted, menacing forms clearly representing thornwalkers, surrounding the obelisk but held at bay. As the robed figures chant or pray, luminous tendrils of light emanate from the obelisk, making contact with each thornwalker. Upon being touched by the light, the thornwalkers seem to disintegrate into leaves and earth, which are then absorbed back into the surrounding landscape.

## 7—Moonlit Meadow

As you venture deeper into the Whisperwood, the trees part to reveal a serene clearing bathed in ethereal light. The grass underfoot feels unusually soft, almost cushion-like, as if inviting you to rest. Fireflies dance in intricate patterns above the meadow, their luminescent trails creating fleeting works of art in the night air. Oddly shaped stones form a loose circle in the clearing, suggesting this might have been a place of significance in ages long past. The air feels lighter here, as though the meadow itself exhales a sigh of relief.

**Development: Defeated Thornwalkers.** Characters who enter the glade spot the remains of thornwalkers on the ground. They're littered with arrows. A character who inspects the bodies and succeeds on a DC 13 Intelligence (History) check recognizes that the arrows are from local centaur tribes. A character who inspects the area further and succeeds on a DC 15 Intelligence (Investigation) or Wisdom (Survival) check (their choice) determines that the centaurs came from the east, battled the thornwalkers here in the meadow, and then returned from whence they came. The thornwalkers originated from the west. A subsequent DC 15 Wisdom (Survival) check made to follow the thornwalkers' tracks eventually leads the party to the Darkened Grove (area 8).

**Special: Peaceful Rest.** While in the meadow, non-evil creatures that regain hit points at the end of a short rest by spending on more Hit Dice regain an extra 1d6 hit points.

## 8—Darkened Grove

As you push through the brambles, you suddenly find yourself stepping into an area where the forest canopy grows so thick it's like perpetual night. The air grows heavy, and the ambient sounds of the forest seem to be swallowed by an eerie silence. Standing at the center of the clearing is a dark obelisk, ten feet tall, its sides etched with intricate runes that pulse faintly in the darkness.

**Encounter: Thornwalkers.** Just as soon as the characters arrive, thornwalkers attack. The nature of this encounter depends on the level of the adventure, as shown in the Darkened Grove Encounters table.

## DARKENED GROVE ENCOUNTERS

Adventure Level	Round 1	Round 2+
1st	3 THISTLESPIRES	1d4 - 1 THISTLESPIRES
3rd	2 WILLOWRAITHS and 4 THISTLESPIRES	1d4 - 1 THISTLESPIRES
5th	2 ROOTBRUTES, 3 WILLOWRAITHS, and 3 THISTLESPIRES	1d2 - 1 ROOTBRUTES
8th	4 ROOTBRUTES, 4 WILLOWRAITHS, and 4 THISTLESPIRES	1d4 - 1 ROOTBRUTES

The Round 1 column lists the number of creatures that start the combat. The Round 2+ column lists the number of reinforcements that show up each round until the characters deactivate the obelisk.

**Development: The Obelisk.** The only way to truly defeat the thornwalkers is to enact the obelisk's magical lock. A character can use their action to examine the obelisk and make a DC 13 Intelligence (Arcana or Investigation) check (the character's choice). If the character saw the mural at the Ruins of Eldoria, they make this check with advantage. On a successful check, the character understands the process for locking the obelisk's magic.

To lock the obelisk's magic, a character must use their action to make a DC 15 Intelligence (Arcana) check. A success or failure has no effect by itself. However, on the character's third success, they lock the obelisk.

Read the following:

A surge of magical energy pulses from the monolith, resonating through the grove and reverberating throughout the Whisperwood. The runes etched on the obelisk flare brightly for an instant, illuminating the darkness like a miniature sun, and then go dim. The air grows lighter, the perpetual gloom lifting as though a weight has been removed. Almost immediately, you hear a cacophony of unnatural shrieks echoing in the distance, followed by a silence so complete it's as if the forest itself is taking a relieved breath. The tension that had filled the Whisperwood dissipates, and you feel as though balance has been restored.

All of the thornwalkers are destroyed.

## Aftermath

Upon tracing the correct runes and deactivating the obelisk, a wave of magical energy emanates from the artifact, causing the thornwalkers to crumble into lifeless vines and twigs. The aura of darkness enveloping Whisperwood lifts, allowing the forest to regain its natural harmony.

Alaric's Landing is saved, and the news of the heroes' bravery spreads quickly. The people of the hamlet, including its leadership, offer what rewards they can muster. Trade routes re-open, families return to their normal routines, and there's even talk of erecting another statue in the square to honor the hamlet's saviors.

But if the heroes fail to deactivate the obelisk and are overwhelmed by the thornwalkers, the forest's curse tightens its grip. Over time, the thornwalkers would become emboldened, their attacks more frequent. Alaric's Landing would ultimately be abandoned, its people scattered to other settlements, and the cursed Whisperwood would expand its boundaries, becoming a dark legend that deters any from entering.

## Additional Quest Hooks

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Here are some ways to expand on the encounters and themes of this adventure.

- A curious scholar in a distant city has heard rumors of the obelisk and is willing to pay for detailed sketches or a piece of the now-inert artifact.
- Morwen Thornweaver, the hag in the Fey Glade, returns with a different agenda, perhaps one that is surprisingly beneficial to the heroes but morally ambiguous.
- A sprite from the Moonlit Meadow appears in a dream, pleading for help against a new predatory creature that has entered the meadow.
- Unexplained phenomena start occurring at Serpent's Coils; locals claim to have seen ghostly figures tangled in the maze of brambles.
- Strange aquatic creatures are sighted near the Whispering Falls, and lumberjacks from Alaric's Landing are starting to go missing.
- Another artifact in a different part of the world has started to emanate the same dark energy as the obelisk, indicating that it wasn't an isolated incident. Ω

# Thornwalker, Rootbrute

*Huge Plant, neutral evil*

**AC** 13 (natural armor)

**Hit Points** 68 (8d12 + 16)

**Speed** 20 ft.

Str	Dex	Con	Int	Wis	Cha
21 (+5)	6 (-2)	15 (+2)	4 (-3)	10 (+0)	3 (-4)

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing

**Condition Immunities** blinded, deafened

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** understands Common but can't speak

**Challenge** 2 (450 XP)

## Special Traits

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**False Appearance.** While the rootbrute remains motionless, it is indistinguishable from a normal tree.

## Actions

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**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

# Thornwalker, Thistlespire

*Small Plant, neutral evil*

**AC** 12 (natural armor)

**Hit Points** 9 (2d6 + 2)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	13 (+1)	13 (+1)	5 (-3)	8 (-1)	3 (-4)

**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** 1/4 (450 XP)

## Actions

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**Multiattack.** The thornwalker makes two claw attacks.

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

**Needles.** *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage.



# Thornwalker, Willowraith

*Large Plant, neutral evil*

**AC** 13 (natural armor)

**Hit Points** 37 (5d10 + 10)

**Speed** 25 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	12 (+1)	15 (+2)	5 (-3)	11 (+0)	3 (-4)

**Damage Vulnerabilities** fire

**Condition Immunities** blinded, deafened

**Damage Resistances** bludgeoning, piercing

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 9

**Languages** understands Common but can't speak

**Challenge** 1 (200 XP)

## Actions

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**Slam.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the willowraith can't grapple another target.