

Gulthias Tree

Huge, Plant, Neutral Evil

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ARMOR CLASS

16

HIT POINTS

161 (14d12 + 70)

CHALLENGE

8 | 3,900 XP

PROFICIENCY

+3

Speed	Walk 10 ft.
Initiative	-1
Saving Throws	Cha +6, Con +8, Wis +5
Skills	Perception +5
Damage Vulnerabilities	Fire
Damage Resistances	Necrotic, Poison; Bludgeoning, Piercing
Condition Immunities	Blinded, Deafened
Senses	Blindsight 120 ft.; Passive Perception 15
Passive Perception	15
Languages	Understands Common, Druidic, and Sylvan but speaks through creaking bark and blood-wet whispers

STR

22
+6

DEX

8
-1

CON

20
+5

INT

10
+0

WIS

14
+2

CHA

16
+3

Traits

Blood-Rooted Malice. When a creature within 30 feet loses Hit Points from a weapon attack, the tree gains 5 temporary Hit Points.

Blighted Orchard. The ground within 20 feet of the tree is difficult terrain for the tree enemies. Undead and Plant creatures chosen by the tree ignore this terrain.

False Deadwood. While motionless, the tree is difficult to distinguish from a dead, diseased, or lightning-split ancient tree.

Actions

Multiattack. The tree makes two Bloodroot Slam attacks.

Bloodroot Slam. Melee Attack Roll: +9, reach 15 ft. Hit: 17 (2d10 + 6) Bludgeoning damage plus 9 (2d8) Necrotic damage.

Hungering Roots. Strength Saving Throw: one creature standing on the ground within 30 feet. Failure: 18 (4d8) Necrotic damage, and the target has the Restrained condition until the end of its next turn. Success: Half damage and no Restrained condition.

Blight Pulse (Recharge 5-6). Constitution Saving Throw: creatures of the tree choice within 30 feet. Failure: 36 (8d8) Necrotic damage, and the target cannot regain Hit Points until the end of its next turn. Success: Half damage.

Reactions

Drink the Wound. When a creature within 30 feet is reduced to 0 Hit Points, the tree regains 15 Hit Points.

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