

# Possessed Tree

Large, Plant, Neutral Evil

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

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## ARMOR CLASS

16

## HIT POINTS

136 (13d10 + 65)

## CHALLENGE

5 | 1,800 XP

## PROFICIENCY

+3

**Speed** Walk 20 ft.

**Initiative** -1

**Saving Throws** Con +8, Wis +4

**Skills** Perception +4

**Damage Vulnerabilities** Fire

**Damage Resistances** Bludgeoning, Piercing

**Damage Immunities** Poison

**Condition Immunities** Blinded, Deafened, Poisoned

**Senses** Blindsight 60 ft.; Passive Perception 14

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**Languages** Understands the languages spoken near its haunting but cannot speak normally

## STR

**21**  
+5

## DEX

**8**  
-1

## CON

**20**  
+5

## INT

**7**  
-2

## WIS

**12**  
+1

## CHA

**14**  
+2

## Traits

**False Tree.** While motionless, the possessed tree is indistinguishable from an ordinary dead or diseased tree.

**Haunted Heartwood.** The tree has Advantage on saving throws against being turned or banished.

## Actions

**Multiattack.** The tree makes two Branch Crush attacks.

**Branch Crush.** Melee Attack Roll: +8, reach 15 ft. Hit: 16 (2d10 + 5) Bludgeoning damage.

**Root Possession (Recharge 5-6).** Wisdom Saving Throw: one creature standing on ground within 30 feet. Failure: 22 (5d8) Psychic damage, and the target has the Restrained condition until the end of its next turn.

## Reactions

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**Grave Sap.** When the tree takes Slashing damage, one creature within 5 feet takes 5 (1d10) Necrotic damage.

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Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

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