

Treant

Huge, Plant, Chaotic Good

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ARMOR CLASS

16

HIT POINTS

138 (12d12 + 60)

CHALLENGE

9 | 5,000 XP

PROFICIENCY

+4

Speed	Walk 30 ft.
Initiative	-1
Saving Throws	N/A
Skills	N/A
Damage Vulnerabilities	Fire
Damage Resistances	Bludgeoning, Piercing
Senses	Passive Perception 13
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Languages	Common, Druidic, Elvish, Sylvan

STR

23
+6

DEX

8
-1

CON

21
+5

INT

12
+1

WIS

16
+3

CHA

12
+1

Traits

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

Siege Monster. The treant deals double damage to objects and structures.

Actions

Multiattack. The treant makes two Slam attacks.

Slam. Melee Attack Roll: +10, reach 5 ft. Hit: 16 (3d6 + 6) Bludgeoning damage.

Rock. Ranged Attack Roll: +10, range 60/180 ft. Hit: 28 (4d10 + 6) Bludgeoning damage.

Animate Trees (1/Day). The treant magically animates nearby trees, which act as allies for a limited time.

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