


Treant

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 Rare | Huge | Lawful neutral | Plant

Treants are a magical race of sentient trees, known for their wisdom and terrifying power. They are a neutral creature, but not passive. They play no part in the activities of man, but will die to defend their forest domain if any were to threaten it. They are negotiable, and fond of fauns.

Armor Class	Hit Points	Move
20	28 (7 Hit Dice)	walk 30 ft
Appearing	1d4	
Habitat	Forest, Jungle, Swamp	
Negotiation	yes	
Morale DC	4	
Challenge	2.8 (840 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
6	-1	1	1	3	1

Combat

Has 2 attacks. Hit Bonus +6. Damage Branches. 2d6+6 damage

Special Attacks

Animate Tree. Treants have the ability to animate normal trees. One treant can animate up to two trees per round. It takes one round for a normal tree to uproot itself. Thereafter the animated tree can move at a rate of 16 ft per turn and fights as a full-grown treant.

Special Defense

Deep Roots – The treant may drop in place and bury its roots deep within the soil. This locks the treant in place, but by the start of its next turn it will begin gaining 1d8 health at the start of each turn. The treant may still attack those within melee range while in this state, but may only attack twice as opposed to three times.

Treasure

Individual: 5d4 Gems, Any 2 Potions

Lair: None