

## HORROR TREE

## UNDEAD ARBOREAL REGENT 15

**NE****GARGANTUAN****UNDEAD****PLANT**

**Perception** +28; darkvision

**Languages** Arboreal, Common, Sylvan; speak with plants

**Skills** Athletics +31, Diplomacy +27, Intimidation +27, Nature +30, Stealth +20 (30 in forests)

**Str** +9, **Dex** +0, **Con** +8, **Int** +2, **Wis** +6, **Cha** +3

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**AC** 36; **Fort** +31, **Ref** +20, **Will** +26

**HP** 310 (Negative Healing); **Immunities** death effects, disease, paralyze, poison, sleep;

**Resistances** bludgeoning 15, piercing 15; **Weaknesses** axe vulnerability, fire 15

**Axe Vulnerability** The arboreal regent takes 5 additional damage from axes.

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**Speed** 25 feet

**Melee** ♦ branch +29 (reach 20 feet, plus Crimson Ooze), **Damage** 3d12+9 bludgeoning

**Melee** ♦ root +29 (trip), **Damage** 3d10+9 bludgeoning

**Melee** ♦ rock +29 (brutal, range increment 120 feet), **Damage** 3d12+9 bludgeoning

**Sunder Objects** When an arboreal regent damages an item or structure, it deals an additional 3d12 damage to that item or structure.

**Throw Rock** ♦

**Crimson Ooze** The horror tree's branches are encrusted with Crimson Ooze, a virulent fungus that grows rapidly when in contact with blood, sending filaments ripping through the bodies of any living creatures damaged by its branches.