

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

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

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

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

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.