

BLACKROOT TREANT

Huge plant, unaligned

Armour Class 17 (natural armour)

Hit Points 225 (18d12 + 108)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
23 (+6)	14 (+2)	22 (+6)	13 (+1)	16 (+3)	12 (+1)

Saving Throws Charisma +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, necrotic

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 11 (7,200 XP)

Blackroot Aura. Creatures that start their turn within 10 feet of the blackroot treant take 4 (1d8) necrotic damage.

Forest Stride. Difficult terrain caused by nonmagical plants doesn't cost the treant extra movement.

Living Death. The blackroot treant counts as both undead and a planet for any effect related to type.

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

Actions

Multiattack. The treant makes two weapon attacks. In place of one attack it can use its entangling roots.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) bludgeoning damage and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Rock. *Ranged Weapon Attack:* +10 to hit, reach 60/180 ft., one target. *Hit:* (4d10 + 6) bludgeoning damage.

Entangling Roots (Recharges 5-6). The treant's roots spread through the earth and wrap around its enemies. Creatures of the treant's choice within 30 feet that it can see must succeed on a DC 17 Strength saving throw or be restrained by its grasping roots. Prone creatures make this saving throw with disadvantage. A creature can be freed if it or another creature takes an action to make a DC 17 Strength check and succeeds.