

LEECH TREE

Huge • Plant • Unaligned

Armor Class 16

Initiative -5 (5)

Hit Points 133 (14d12 + 42)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	1 (-5)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Saving Throws Con +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 8

Languages -

CR 4 (XP 1,100; PB +2)



Adhesive Leeching. The tree adheres to anything that touches it. A Huge or smaller creature adhered to the tree is grappled (escape DC 13). Ability checks made to escape this grapple have disadvantage. *Constitution Saving Throw:* DC 13, any creature grappled this way. *Failure:* The target gains one level of exhaustion.

False Appearance. If the tree is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the tree move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the tree is animate.

Fruits. When first encountered, the tree has 4d4 fruits hanging from its branches. It can drop a fruit (no action required) to the ground in a space within 10 feet of it. When a creature eats a fruit, it gains the effects of a *goodberry* spell.

Rooted. The tree can't be moved as long as it is alive.

LEECH TREE — WEAKER

Armor Class 15

Initiative -5 (5)

Hit Points 42 (5d12 + 10)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	1 (-5)	14 (+2)	1 (-5)	6 (-2)	1 (-5)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 30 ft., tremorsense 120 ft., passive Perception 8

Languages -

CR 1 (XP 200; PB +2)



ACTIONS

Multiattack. The tree makes three Vine attacks.

Vine. Melee Weapon Attack: +5, reach 30 ft. *Hit:* 12 (2d8 + 3) slashing damage, and the target is grappled (escape DC 13).

Pollen Cloud (1/Day). The tree creates a heavily obscured area in a 20-foot-emanation for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it. *Constitution Saving Throw:* DC 13, any creature that starts its turn inside the area or enters it for the first time on a turn. *Failure:* The target becomes poisoned until the start of its next turn.

BONUS ACTIONS

Reel. The tree pulls each creature grappled by its Vine attacks up to 20 feet straight toward it, possibly making them touch the tree.

Adhesive Leeching. The tree adheres to anything that touches it. A Huge or smaller creature adhered to the tree is grappled (escape DC 12). Ability checks made to escape this grapple have disadvantage. *Constitution Saving Throw:* DC 12, any creature grappled this way. *Failure:* The target gains one level of exhaustion.

False Appearance. If the tree is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the tree move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the tree is animate.

Fruits. When first encountered, the tree has 3d4 fruits hanging from its branches. It can drop a fruit (no action required) to the ground in a space within 10 feet of it. When a creature eats a fruit, it gains the effects of a *goodberry* spell.

Rooted. The tree can't be moved as long as it is alive.

Unusual Nature. The tree doesn't require sleep.

LEECH TREE — STRONGER

Armor Class 17

Initiative -5 (5)

Hit Points 210 (20d12 + 80)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	1 (-5)	18 (+4)	1 (-5)	6 (-2)	1 (-5)

Saving Throws Str +7, Con +7

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 60 ft., tremorsense 150 ft., passive Perception 8

Languages -

CR 7 (XP 2,900; PB +3)

Adhesive Leeching. The tree adheres to anything that touches it. A Huge or smaller creature adhered to the tree is grappled (escape DC 15). Ability checks made to escape this grapple have disadvantage. *Constitution Saving Throw:* DC 15, any creature grappled this way. *Failure:* The target gains one level of exhaustion.

False Appearance. If the tree is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the tree move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that the tree is animate.

Fruits. When first encountered, the tree has 5d4 fruits hanging from its branches. It can drop a fruit (no action required) to the ground in a space within 10 feet of it. When a creature eats a fruit, it gains the effects of a *goodberry* spell.

Rooted. The tree can't be moved as long as it is alive.

ACTIONS

Multiattack. The tree makes two Vine attacks.

Vine. Melee Weapon Attack: +4, reach 30 ft. *Hit:* 6 (1d8 + 2) slashing damage, and the target is grappled (escape DC 12).

Pollen Cloud (1/Day). The tree creates a heavily obscured area in a 15-foot-emanation for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it. *Constitution Saving Throw:* DC 12, any creature that starts its turn inside the area or enters it for the first time on a turn. *Failure:* The target becomes poisoned until the start of its next turn.

BONUS ACTIONS

Reel. The tree pulls each creature grappled by its Vine attacks up to 20 feet straight toward it, possibly making them touch the tree.



ACTIONS

Multiattack. The tree makes three Vine attacks.

Vine. Melee Weapon Attack: +7, reach 60 ft. *Hit:* 17 (3d8 + 4) slashing damage, and the target is grappled (escape DC 15).

Pollen Cloud (1/Day). The tree creates a heavily obscured area in a 30-foot-emanation for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it. *Constitution Saving Throw:* DC 15, any creature that starts its turn inside the area or enters it for the first time on a turn. *Failure:* The target becomes poisoned until the start of its next turn.

BONUS ACTIONS

Reel. The tree pulls each creature grappled by its Vine attacks up to 20 feet straight toward it, possibly making them touch the tree.