CACTUS TREANT

Huge • Plant • Neutral Good



Armor Class 15
Initiative -1 (9)
Hit Points 162 (13d12 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	22 (+6)	12 (+1)	16 (+3)	13 (+1)

Damage Resistances fire
Senses passive Perception 13
Languages Common, Druidic, Sylvan
CR 9 (XP 5,000; PB +4)

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

Spiked Skin. At the start of each of its turns, the treant deals 5 (1d10) piercing damage to any creature it is grappling or any creature grappling it.

ACTIONS

Multiattack. The treant makes two Slam attacks. It can replace one of these attacks with a use of Cactus Field.

Slam. *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 13 (3d8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18).

Needle Shower. *Dexterity Saving Throw:* DC 18, each creature in a 30-foot cone. *Failure:* 25 (10d4) piercing damage. If the target is prone, it becomes restrained until it or a creature within 5 feet of it takes an action to remove the needles. *Success:* Half damage.

Cactus Field. The treant casts *spike growth*, using Constitution as its spellcasting ability and requiring no spell components. Further, a creature that takes damage from this ability becomes poisoned until the end of its next turn. The treant is immune to all those effects.

BONUS ACTIONS

Toss. The treant throws a Large or smaller creature grappled by it up to 20 feet to a point it can see, ending the grappled condition. *Dexterity Saving Throw:* DC 18, the target. *Failure:* The target is knocked prone.

CACTUS TREANT — WEAKER



Armor Class 14
Initiative -1 (9)
Hit Points 115 (10d12 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	10 (+0)	14 (+2)	11 (+0)

Damage Resistances fire
Senses passive Perception 12
Languages Common, Druidic, Sylvan
CR 6 (XP 2,300; PB +3)

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

Spiked Skin. At the start of each of its turns, the treant deals 3 (1d6) piercing damage to any creature it is grappling or any creature grappling it.

ACTIONS

Multiattack. The treant makes two Slam attacks. It can replace one of these attacks with a use of Cactus Field.

Slam. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 9 (2d8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 16).

Needle Shower. *Dexterity Saving Throw:* DC 16, each creature in a 30-foot cone. *Failure:* 20 (8d4) piercing damage. If the target is prone, it becomes restrained until it or a creature within 5 feet of it takes an action to remove the needles. *Success:* Half damage.

Cactus Field. The treant casts *spike growth*, using Constitution as its spellcasting ability and requiring no spell components. Further, a creature that takes damage from this ability becomes poisoned until the end of its next turn. The treant is immune to all those effects.

BONUS ACTIONS

Toss. The treant throws a Large or smaller creature grappled by it up to 20 feet to a point it can see, ending the grappled condition. *Dexterity Saving Throw:* DC 16, the target. *Failure:* The target is knocked prone.

CACTUS TREANT — STRONGER



Armor Class 16
Initiative -1 (9)
Hit Points 216 (16d12 + 112)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	24 (+7)	14 (+2)	18 (+4)	15 (+2)

Damage Resistances fire
Senses passive Perception 14
Languages Common, Druidic, Sylvan
CR 12 (XP 8,400; PB +4)

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

Spiked Skin. At the start of each of its turns, the treant deals 7 (2d6) piercing damage to any creature it is grappling or any creature grappling it.

ACTIONS

Multiattack. The treant makes two Slam attacks. It can replace one of these attacks with a use of Cactus Field.

Slam. *Melee Weapon Attack:* +11, reach 5 ft. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 18 (4d8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 19).

Needle Shower. *Dexterity Saving Throw:* DC 19, each creature in a 30-foot cone. *Failure:* 30 (12d4) piercing damage. If the target is prone, it becomes restrained until it or a creature within 5 feet of it takes an action to remove the needles. *Success:* Half damage.

Cactus Field. The treant casts *spike growth*, using Constitution as its spellcasting ability and requiring no spell components. Further, a creature that takes damage from this ability becomes poisoned until the end of its next turn. The treant is immune to all those effects.

BONUS ACTIONS

Toss. The treant throws a Large or smaller creature grappled by it up to 20 feet to a point it can see, ending the grappled condition. *Dexterity Saving Throw:* DC 19, the target. *Failure:* The target is knocked prone.