

Ward Bark Treant

While treants are guardians and protectors of the wild, a ward bark treant is nature's reckoning. The ward bark treants come into being from normal treants dwelling in or near a site of druidic power. A druidic scared grove, the burial mound of a powerful druid, or near the enchanted grove of a unicorn that was slain grants the treant greater powers. While ward bark treants still endeavor to fulfill their duties as guardians and protectors of the wilds, they also hunt down and utterly destroy any who would despoil or misuse nature's bounties. If some reason numerous treants take up arms, there will always be a few ward bark treants amongst them.

Ward Bark Treant

Huge plant, chaotic good

Armor Class 20 (natural)

Hit Points 175 (14d12 +84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	23 (+6)	14 (+2)	20 (+5)	12 (+1)

Skills: Perception +9, Nature +6

Damage Resistances bludgeoning, piercing and slashing from non-magical weapons.

Senses passive Perception 19

Languages Common, Druidic, Elfish, Sylvan

Challenge 10 (5,900 xp)

False Appearance. While motionless, the ward bark treant is indistinguishable from a normal tree.

Siege Monster. The ward bark treant causes double damage to structures and objects.

Snow Camouflage. The ward bark treant's spellcasting ability is Wisdom (spell attack bonus +9/ spell save DC17). The ward bark treant can cast the following spells, requiring no material components.

At will: Druid Craft, Guidance, and Speak with Animals (4/ Day each): Entangle, Fog Cloud, Misty Step, and Longstrider

(3/ Day each): Moonbeam, Pass Without Trace, Spike Growth

(1/Day each): Call Lightning, and Plant Growth

Magic Resistance. The ward bark treant has advantage on saving throws against spells and effects.

ACTIONS

Multiattack. The ward bark treant makes two melee slam attacks.

Slam. Melee Weapon Attack +10 to hit, reach 5ft, one creature. Hit 16 (3d6+6) bludgeoning damage.

Stomp (Recharge 4-6). The ward bark treant stomps and all targets within 30 feet must succeed on a Dexterity Saving Throw DC 18 or suffer 10 (3d6) Thunder damage and be knocked prone, or half as much on a successful saving throw and not be knocked prone.

Awakening of the Wood (1/ Day). The ward bark treant can summon 1d4 +1 treants or 2d8 +2 awakened trees that appear within 120 feet of it and remain for 1 day or until it dies. As a Bonus Action, the ward bark treant can dismiss one of its summoned allies and take root if possible where it stands.

REACTIONS

Bark Shrug. As a Reaction, when the ward bark treant suffers weapon damage, it can choose to suffer half damage instead.