

# Chapter Six: New Monsters and Hazards

Every DM can use a few new creatures and hazards to throw at the PCs. Several new forest creatures are provided here, along with several templates designed to help the DM create some new forest dangers of their own. Along with the creatures presented here, a number of new and different monsters can be found in the *Tome of Horrors* and *Tome of Horrors II* published by Necromancer Games.

## Lightning Treant

Huge Plant	
<b>Hit Dice:</b>	12d8+84 (138 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	40 ft.
<b>AC:</b>	22 [-2 size, -1 Dex, +15 natural] touch 7, flat-footed 22
<b>Base Attack/Grapple:</b>	+9/+26
<b>Attack:</b>	Slam +16 melee (2d8+9)
<b>Full Attack:</b>	2 slams +16 melee (2d8+9)
<b>Space/Reach:</b>	15 ft./15 ft.
<b>Special Attacks:</b>	spell-like abilities, double damage against objects
<b>Special Qualities:</b>	DR 10/slashing, fast healing 10, plant traits, immune to electrical damage, electric healing, fire resistance 10
<b>Saves:</b>	Fort +15, Ref +3, Will +7
<b>Abilities:</b>	Str 28, Dex 9, Con 24, Int 11, Wis 17, Cha 11
<b>Skills:</b>	Hide +1*, Knowledge (nature) +10, Survival +13
<b>Feats:</b>	Cleave, Improved Initiative, Improved Sunder, Power Attack, Track
<b>Environment:</b>	Temperate forests
<b>Organization:</b>	Solitary or grove (2d4)
<b>Challenge Rating:</b>	8
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Usually Neutral Evil
<b>Advancement:</b>	13-17 HD (Huge), 18-24 HD (Gargantuan)

almost elemental in nature. Confused by some travelers with shambling mounds, these creatures are much larger and the moss-like vegetation they are covered with is only a thin layer over their hard wooden core.



Unlike most treants, this creature appears to be a moss-covered dead tree, with bare branches stretched toward the sky. Often living in the shade of larger trees, or in the wasteland of a destroyed forest, lightning treants are strange, angry creatures whose powers and talents are

While many types of treants might make an effort to negotiate, or at least try to determine whether or not travelers might be hostile to whatever forest they are living in, lightning treants tend to simply attack first and, quite frankly, not question anything. Using their ability to *call lightning storms*, these creatures can be a true bane to travelers, especially those that do not recognize them at first.

### Combat

Lightning treants have an inherent hatred of all humanoids and attack them on sight. If there is more than one or two in a group the lightning treant starts combat with a *chain lightning* spell and then uses *call lightning storm* to have further lightning bolts ready. Afterward, the lightning treant charges into combat, focusing first on anyone with an axe or other slashing weapon. If combat goes against it, it uses *lightning bolt* on its enemies, as well as using bolts called down with *call lightning storm* to heal itself or hurt its opponents.

**Spell-like Abilities (Su):** Lightning treants cast the following spells as if they were a 12th-level

druid: at will; *enlarge*, *faerie fire*, *greater magic fang* (self only), 3/day; *call lightning storm*, *lightning bolt*, protection from energy, 1/day; *chain lightning*. While not all of these spells are on the druid spell list, the lightning treant casts them at the 12th level of effectiveness and uses its Wisdom score to calculate saving throw DC values.

**Double Damage Against Objects (Ex):** a lightning treant that makes a full attack against an object or structure does double damage.

**Immunities (Ex):** lightning treants are immune to electricity.

**Electric Healing (Ex):** electrical attacks actually heal a lightning treant. Instead of being damaged, a lightning treant gains 2 hp per die of electrical damage. If the lightning treant is damaged, this heals damage to the creature, hitpoints in excess of the normal total exist as temporary hitpoints that are lost after 2 hours if the creature is not damaged before then.

**\*Skills:** While standing motionless in a wilderness setting a lightning treant looks like nothing more than a dead tree giving it a +16 bonus to Hide skill checks.

## Quenching Treant

Huge Plant	
<b>Hit Dice:</b>	9d8+36 (75 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	30 ft.
<b>AC:</b>	22 [−2 size, −1 Dex, +15 natural] touch 7, flat-footed 22
<b>Base Attack/Grapple:</b>	+6/+24
<b>Attack:</b>	Slam +14 melee (2d6+10)
<b>Full Attack:</b>	2 slams +14 melee (2d6+10)
<b>Space/Reach:</b>	15 ft./15 ft.
<b>Special Attacks:</b>	spell-like abilities, spell quenching, improved grab, crush
<b>Special Qualities:</b>	DR 10/slashing, plant traits, fire resistance 10
<b>Saves:</b>	Fort +10, Ref +2, Will +4
<b>Abilities:</b>	Str 31, Dex 9, Con 19, Int 14, Wis 12, Cha 11
<b>Skills:</b>	Diplomacy +8, Hide −1*, Intimidate +8, Knowledge (nature) +10, Spellcraft +10, Survival +9
<b>Feats:</b>	Cleave, Improved Initiative, Power Attack, Track
<b>Environment:</b>	Any Forest
<b>Organization:</b>	Solitary or grove (2d4)
<b>Challenge Rating:</b>	9
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Usually Neutral

**Advancement:** 10–14 HD (Huge), 15–25 HD (Gargantuan)

*With leaves matching those of the surrounding trees, a quenching treant is almost impossible to spot. Now a race of their own, these creatures were originally created by a circle of druids seeking to protect their forest from fires, including those fires caused by magical use.*

When it is not in motion, its legs stay together and look like a tree trunk, a quenching treant is easy to notice while walking, but if motionless and hidden it takes a Spot check to even notice if the creature is there. So long as no spells or aggressive actions against trees are taken while in its presence, the quenching treant may even choose to ignore any travelers that come by. Unlike normal treants, quenching treants can be found in any type of forest, they simply alter their leaves and branches to look like the surrounding trees.

### Combat

Quenching treants prefer to watch travelers before attacking. If the travelers appear to mean some harm to the forest, or begin to cast spells, the treant bursts into action, firing its foam at anyone casting spells and charging into combat. It likes to cast *freedom of movement* on itself and then entangle on its opponents. If pressed by several opponents, the quenching treant attempts to retreat and divide

separate its opponents with a *wall of thorns* before resorting to *insect plague* and *ice storm* spells to soften up its foes.

**Spell-like Abilities (Su):** a quenching treant can cast the following spells at the 9th level of ability as if they were a cleric or druid: at will, *entangle*, *freedom of movement*; 3/day — *insect plague*, *invisibility purge*; 1/day — *ice storm*, *wall of thorns*.

**Spell Quenching (Ex):** once per round, even if it is not their turn, a quenching treant can target a spellcaster with a foam blast (see below) in an effort to make them miscast and lose their spell. The treant must first make a spellcraft check to notice the spell being cast (Spellcraft DC 10 + spell level) and then successfully hit the target with a foam blast. The quenching treant does not know what spell is being cast just that a spell is being cast.

**Foam Blast (Ex):** a quenching treant can hurl globules of sap that expand into a thick foam on exposure to the air. This foam instantly extinguishes normal fires in a 5 ft. square area, and absorbs 5d4 points of magical fire damage. If the magical fire damage is less than the foam can absorb, the fire is extinguished. The foam is also used to distract spellcasters. Any spellcaster struck with a *foam blast* (ranged touch attack, range 60 ft.) while cast-

ing a spell must succeed at a Spellcraft check (DC 20 plus spell level) to complete the spell. If the check fails, the spell is lost.

**Improved Grab (Ex):** if the quenching treant strikes a single target with both slam attacks it can immediately attempt to grapple its opponent. If it succeeds it can then *crush* its victim.

**Crush (Ex):** a quenching treant that has grappled an opponent with both major limbs can crush them for 4d8+10 points of damage.

**\*Skills:** Due to their ability to match the surrounding trees and leaves, quenching treants receive a +16 bonus on all Hide checks while standing motionless. Once it begins moving, this bonus is lost.



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