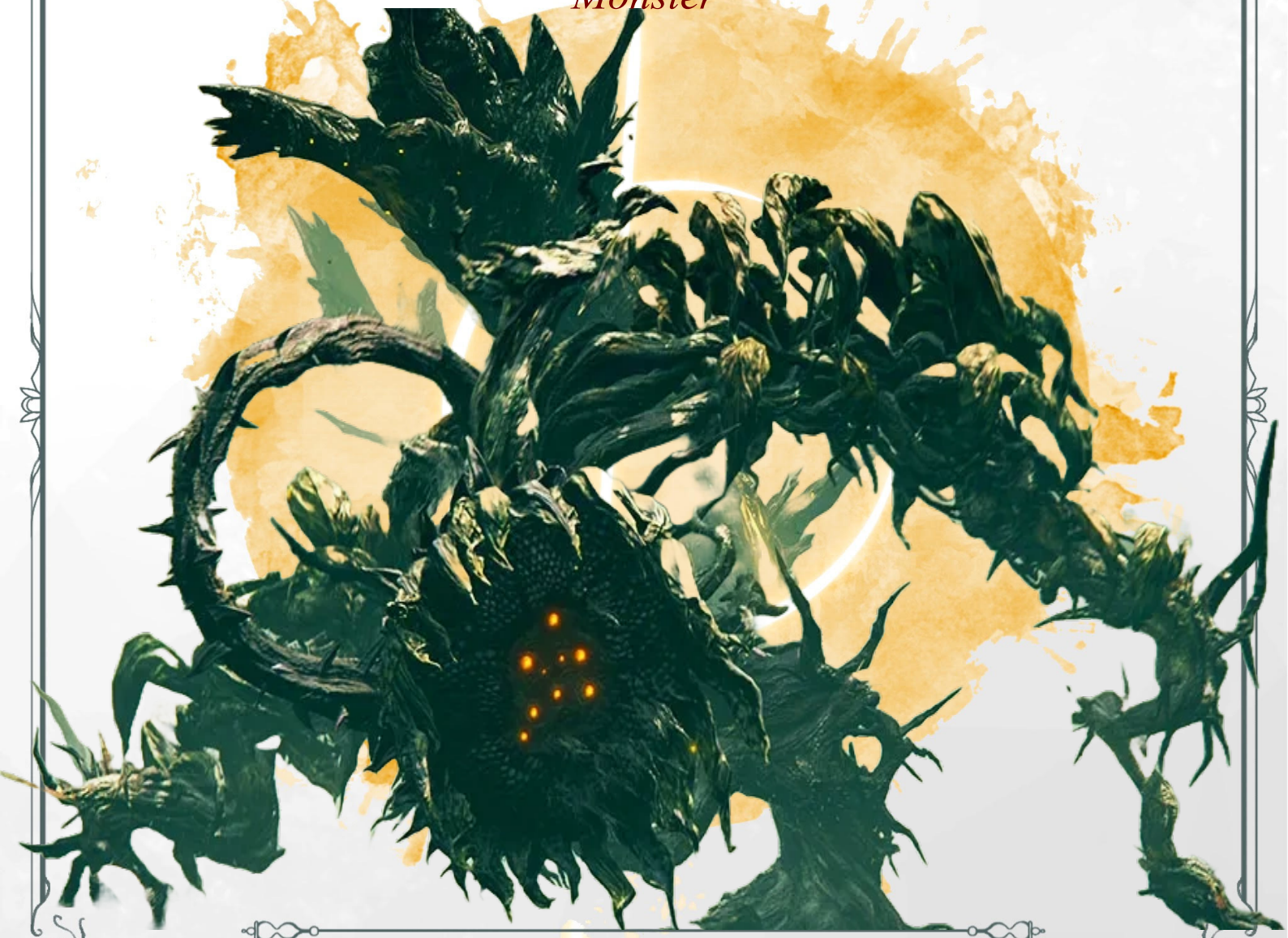
DUALINK

Scadutree Avatar

Monster



Elden Ring SOTE Edition

Scadutree Avatar

Huge Plant, Neutral Evil

Armor Class: 18 (natural armor)
Hit Points: 70 (20d12 + 80 divided across three phases)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	6 (-2)	14 (+2)	8 (-1)

Saving Throws: Con +9, Wis +7
Skills: Athletics +10, Perception +7
Damage Resistances: bludgeoning, piercing, slashing from nonmagical attacks
Damage Immunities: poison
Condition Immunities: blinded, charmed, frightened, paralyzed, poisoned
Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 17
Languages: understands Sylvan and Primordial, can't speak

Challenge: 12 (8,400 XP)

Phase-Bound Resurgence*:* When the Avatar drops to 0 hit points, it doesn't die. Instead, it erupts with Rotting Bloom and rises at the start of its next turn in its second phase. After its third defeat, it dies permanently.

Rooted Reach: The Avatar's massive limbs lash unnaturally far. Its melee weapon attacks have a reach of 20 feet.

Grasping Boughs: When the Avatar hits a creature with a melee weapon attack, the target must succeed on a DC 16 Strength saving throw or be grappled (escape DC 16). While grappled this way, the target is also restrained if the Avatar is holding no more than two creatures.

Aura of Decay: Creatures that start their turn within 10 feet of the Avatar take 5 poison damage.

Rapid Shambler. The Avatar's movement doesn't provoke opportunity attacks.

Actions

Multiattack: The Avatar makes two Rotburst Slam attacks.

Rotburst Slam: *Melee Weapon Attack*: +10 to hit, reach 20 ft., one target. *Hit*: 21 (3d10 + 6) bludgeoning damage. On a hit, the target must succeed on a DC 16 Strength saving throw or be grappled (escape DC 16).

Rotting Bloom *(Recharge 5–6):* The Avatar releases a burst of necrotic sap in a 20-foot radius centered on itself. Each creature in that area must make a DC 17 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much on a successful one. The area becomes difficult terrain until the start of the Avatar's next turn.

Bonus Actions

Shuddering Bulk (*Recharge 5–6*): The Avatar shakes violently. Each creature within 5 feet must succeed on a DC 15 Dexterity saving throw or fall prone.

Rotted Sap Excretion: The Avatar leaves behind a 10-foot-long trail of sticky, corrupted sap. A creature that enters the trail for the first time on a turn must succeed on a DC 14 Constitution saving throw or be poisoned until the end of its next turn.

Blooming Horror

When the Scadutree Avatar is reduced to 0 hit points, it does not die. Instead, it erupts in a violent burst of corrupted light, fully restoring to 70 hit points. At the start of its next turn, it reappears at a random point

in the battlefield and enters its second phase.

Extended Reach: The Avatar's melee weapon attacks have a reach of 25 feet.

Festering Growth: At the start of each of its turns, one random 10-foot square within 60 feet becomes cursed terrain. After 1 round, it erupts, forcing each creature in the square to make a DC 16 Dexterity saving throw, taking 18 (4d8) force damage on a failure, or half as much on a success.

Aura of Decay: Creatures that start their turn within 15 feet of the Avatar take 7 poison damage.

Rapid Stalker: The Avatar's movement does not provoke opportunity attacks, and it can move through spaces of Large or smaller creatures as if they were difficult terrain.

Actions

Multiattack: The Avatar makes two Rotburst Slam attacks.

Rotburst Slam: *Melee Weapon Attack*: +10 to hit, reach 25 ft., one target. *Hit*: 21 (3d10 + 6) bludgeoning damage. On a hit, the target must succeed on a DC 16 Strength saving throw or be grappled (escape DC 16).

Radiant Bloom *(Recharge 5–6):* The Avatar releases a burst of corrupted radiant spores in a 20-foot radius. Each creature in the area must make a DC 17 Constitution saving throw, taking 27 (6d8) radiant damage on a failed save, or half as much on a success. Creatures that fail are also blinded until the start of their next turn.

Bonus Actions

Bursting Buds: The Avatar exhales a cone of necrotic pollen in a 10-foot cone. Each creature in the cone must succeed on a DC 15 Constitution saving throw or have disadvantage on its next attack roll or ability check.

Cursed Bloom Step (*Recharge 4–6*). The Avatar teleports to a cursed terrain square (from Festering Growth) within 30 feet.

Legendary Actions

The Avatar can take 2 legendary actions, only at the end of another creature's turn.

Root Slam: The Avatar makes one Rotburst Slam attack.

Sap Pulse *(Costs 2 Actions):* The Avatar releases a 15-foot burst of rotted energy. Each creature in the area takes 10 necrotic damage and cannot regain hit points until the end of its next turn.

Radiant Flare: The Avatar flashes with searing light. One creature within 20 feet must succeed on a DC 16 Constitution saving throw or take 11 (2d10) radiant damage and be pushed 10 feet away.

Scadutree Wraith

When the Scadutree Avatar is reduced to 0 hit points, it erupts in a radiant explosion before reforming. It returns with 70 hit points at the start of its next turn and reappears at a random point on the battlefield.

Radiant Resurrection: Upon respawning, each creature of the Avatar's choice within 20 feet must make a DC 17 Constitution saving throw, taking 18 (4d8) radiant damage

and falling prone on a failed save, or half as much damage on a success.

Aura of Decay: Creatures that start their turn within 15 feet of the Avatar take 7 poison damage.

Actions

Multiattack: The Avatar makes two Spectral Branch attacks.

Spectral Branch: *Melee Weapon Attack*: +10 to hit, reach 25 ft., one target. *Hit*: 21 (3d10 + 6) force damage plus 7 (2d6) necrotic damage.

Land of Shadow *(Recharge 6):* The Scadutree Avatar unleashes a radiant cry that rends the battlefield. A constellation of 20 radiant motes manifests above it, swirling like burning stars. At the end of the Avatar's current turn the motes descend in a storm. Each mote streaks toward a creature of the Avatar's choice within 120 feet. Multiple motes can target the same creature. Each creature targeted must make a DC 17 Dexterity saving throw for each mote that strikes them, taking 5 (1d10) radiant damage on a failed save, or half as much on a success. The Avatar must assign all 20 motes immediately, dividing them among targets as it sees fit. The night sky seems to blur with golden streaks of light as the motes fall in blinding succession.

Bonus Actions

Wraith Flicker: The Avatar becomes intangible until the start of its next turn. While intangible, it can move through creatures and objects, and it has resistance to all damage except force, radiant, and psychic.

Echo of Rot: Choose a creature it hit this turn. That creature must make a DC 17 Constitution saving throw or take 9 (2d8) necrotic damage at the start of its next turn and 1d6 additional radiant damage on all instances of attacks from the Scadutree Avatar.

Legendary Actions

The Avatar can take 3 legendary actions at the end of another creature's turn.

Root Slam: The Avatar makes one Spectral Branch attack.

Sap Pulse: The Avatar releases a 15-foot burst of necrotic energy. Each creature in the area takes 10 necrotic damage and cannot regain hit points until the end of its next turn.

Radiant Flare. One creature within 20 feet must succeed on a DC 16 Constitution saving throw or take 11 (2d10) radiant damage and be pushed 10 feet away.

Cataclysmic Detonation *(Costs 3 Actions):* When the Avatar is low on hit points, it can trigger a devastating sequence. It explodes in a radiant blast identical to Radiant Resurrection (18 (4d8) radiant damage, prone on fail) a number of times equal to 1d4 − 1 (minimum 1). Each explosion occurs at the end of a different creature's turn, repeating until all detonations are spent.

Special Weaknesses

Crown of Splinters

Discovery Mechanism: A character proficient in Perception or Nature (DC 17) notices cracks in the Avatar's bark-like skull when it uses Rotting Bloom or suffers radiant damage.

Triggering Mechanism: A creature must make a successful melee or ranged weapon attack against the Avatar's head while it is stunned, restrained, or knocked prone.

Consequence: On a successful hit, the Avatar reels in pain, losing its Extended Reach for 1d4 rounds, preventing it from grappling creatures as well

Wraithlight Tether

Discovery Mechanism: A DC 18 Religion or Arcana check reveals faint golden threads that seem to anchor the Avatar's spectral shifts whenever it uses its Wraith Flicker. These threads flare brightest right before it phases.

Triggering Mechanism: If a creature deals radiant damage to the Avatar during the same round it attempts to use Wraith Flicker, the tether reacts violently.

Consequence: The Avatar's Wraith Flicker fails. It cannot use Wraith Flicker again until the end of the combat, and its movement for that round is halved.

"It is no tree, though it wears the semblance of bark and bloom. Its anatomy is a grotesque mimicry of life: sap flows not to nourish, but to poison; blossoms erupt not to reproduce, but to curse the soil. When it moves, I see in every lash of its branches the memory of roots that once drank from holy light. The Scadutree Avatar is not a relic of nature, but a corruption of it, a monument to decay, risen to remind us that even the divine can rot."