

Tree Shepherds

(from "Giants" by Role Aids)

FREQUENCY: Very rare

NO. APPEARING: 1

ARMOR CLASS: 2

MOVE: 18"

HIT DICE: 13

% IN LAIR: 20%

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 6-24

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Average-High

ALIGNMENT: Neutral Good/Evil

SIZE: L (18')

PSIONIC ABILITY: Nil



Attack/Defense Modes: Nil/nil

LEVEL/X.P. VALUE: VIII/5150+18/hp

Tree shepherds are a race of animated trees, beings which retain most of their tree-like appearances but also resemble Forest Giants. Tree shepherds' fingers and toes are long and prehensile, able to grab and hold stone or crumble solid rock like clay. Their hair and beards are stiff and twig-like, often ending in buds or even actual leaves.

Tree shepherds are known by a variety of names but they all have similar characteristics and abilities. They are immensely strong, rivaling Giants, and can destroy walls and cliffs by finding and expanding cracks and flaws. While tree shepherds have very thick, tough skin, they are very easily set aflame (+3 to saves vs. Fire attacks). In addition, tree shepherds can awaken other trees, allowing them to move and fight under their own power (see "[Tree. Awakened](#)").