

# LADY OF THE GROVE



*Huge fey, chaotic good*

**Armor Class:** 16 (natural armor)

**Hit Points:** 150 (20d8+60)

**Speed:** 45 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	14 (+2)	18 (+4)	10 (+0)

**Saving Throws:** Dex +9, Con +7, Cha +4

**Skills:** Athletics +6, Perception +8, Stealth +9

**Damage Resistances:** Bludgeoning, piercing, and slashing damage from non-magical attacks made with unsilvered weapons

**Immunities:** Charmed, fear

**Senses:** Darkvision 120 ft.; passive perception 18

**Languages:** Sylvan

**Challenge:** 10 (5,900 XP)

**Legendary Resistance (2/day).** If the Lady of the Grove fails a saving throw, she may choose to succeed on it instead.

**Magic Weapons.** The Lady of the Grove's weapon attacks are magical.

**Magic Resistance.** The Lady of the Grove has advantage on all saving throws against spells and other magical effects.

**Greater Woodland Magic.** The Lady of the Grove may always can travel as per the rules of the tree stride spell, without the need for concentration or casting. This effect cannot be dispelled. She does not need ammunition for her ranged weapon attacks or spellcasting components so long as she is within 100 feet of a tree. She may create 6 arrows as a bonus action if she wishes to venture beyond this point.

## ACTIONS

**Multiattack.** The Lady of the Grove makes three weapon attacks. She may replace one of these attacks with a use of **Spellcasting**.

**Jagged Branch.** *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. Hit: 3d6+5 piercing damage.

**Living Greatbow.** *Ranged Weapon Attack.* +9 to hit, range 120/600 ft., one target. Hit: 2d12+5 piercing damage.

**Spellcasting.** The Lady of the Grove casts one of the following spells using Wisdom as her spellcasting Ability (save DC 16):

- ♦ *At Will:* detect magic, druidcraft, entangle, thaumaturgy
- ♦ *1/day each:* awaken, cordon of arrows, entomb, heat metal

## BONUS ACTIONS

**Commander the Living Arrow.** The Lady of the Grove forces one creature that she has damaged this turn with her **Living Greatbow** attack to make a Constitution saving throw (DC 16). On a failure the creature takes 1d12 piercing damage or has its speed reduced to 0 until the end of its next turn (the Lady of the Grove's choice).

