

LORD OF THE GROVE



Huge fey, chaotic good

Armor Class: 18 (natural armor; shield)

Hit Points: 170 (20d8+80)

Speed: 60 ft.

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

Saving Throws: Dex +6, Con +8, Int +4

Skills: Athletics +9, Perception +8

Damage Resistances: bludgeoning, piercing, and slashing damage from nonmagical attacks made with unsilvered weapons

Senses: darkvision 120 ft.; passive perception 18

Languages: Sylvan

Challenge: 10 (5,900 XP)

Legendary Resistance (2/day). If the Great Forest Guardian fails a saving throw, it may choose to succeed on it instead.

Magic Weapons. The Great Forest Guardian's weapon attacks are magical.

Magic Resistance. The Great Forest Guardian has advantage on all saving throws against spells and other magical effects.

Greater Woodland Magic. Whenever the Great Forest Guardian throws its spear it can summon a replacement as a free action, as many times as it wishes. It also always can travel as per the rules of

the *tree stride* spell, without the need for concentration or casting. This effect cannot be dispelled.

ACTIONS

Multiattack. The Lord of the Grove makes three spear attacks. It may replace one of these attacks with a use of **Spellcasting**.

Spear. *Melee Weapon Attack.* +9 to hit, reach 10 ft. or range 20/60, one target. Hit: 2d6+5 piercing damage.

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

- ♦ *At Will:* *detect magic*, *entangle*, *thaumaturgy*
- ♦ *1/day each:* *awaken*, *call lightning*, *heat metal*, *moonbeam*

BONUS ACTIONS

Commander of the Forest. The Lord of the Grove allows one creature within 60 feet of it to spend its reaction to make a weapon attack against a creature that both of them can see.

