

Archdruid

Medium, Humanoid (Spellcaster), Any Neutral Alignment

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ARMOR CLASS

16

HIT POINTS

143 (22d8 + 44)

CHALLENGE

12 | 8,400 XP

PROFICIENCY

+4

Speed Walk 30 ft.

Initiative +2

Saving Throws Cha +7, Con +6, Wis +9

Skills Nature +6, Medicine +9, Survival +9, Perception +9

Damage Resistances Poison

Senses Passive Perception 19

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Languages Common, Druidic, Sylvan plus two languages

STR10
+0**DEX**14
+2**CON**14
+2**INT**14
+2**WIS**20
+5**CHA**16
+3

Traits

Elder of the Circle. Beasts and Plants of the archdruid choice within 30 feet have Advantage on saving throws against being Charmed or Frightened.

Nature Ward. The archdruid has Advantage on saving throws against poison, disease, and effects caused by natural terrain.

Actions

Multiattack. The archdruid makes two Thorn Staff attacks or two Verdant Bolt attacks.

Thorn Staff. Melee Spell Attack: +9, reach 5 ft. Hit: 23 (4d8 + 5) Piercing damage.

Verdant Bolt. Ranged Spell Attack: +9, range 120 ft. Hit: 27 (5d8 + 5) Radiant or Poison damage, archdruid choice.

Wrath of the Wild (Recharge 5-6). Dexterity Saving Throw: creatures in a 30-foot-radius area of plants, roots, stone, or storm within 120 feet. Failure: 63 (14d8) Bludgeoning damage and the target is Restrained until the end of its next turn. Success: Half damage.

Bonus Actions

Wild Step. The archdruid teleports up to 30 feet to an unoccupied space adjacent to a plant, beast, natural stone, or natural water.

Reactions

Living Shelter. When hit by an attack while in natural terrain, the archdruid adds 4 to AC against that attack, potentially causing it to miss.

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