

# VOADKYN

Large • Giant • Chaotic Good

**Armor Class** 15

**Initiative** +3 (13)

**Hit Points** 75 (10d10 + 20)

**Speed** 30 ft.



STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	12 (+1)	16 (+3)	10 (+0)

**Skills** Investigation +3, Nature +3, Perception +5, Stealth +5, Survival +5

**Damage Resistances** psychic

**Gear** dagger, longbow, studded leather

**Senses** passive Perception 15

**Languages** Common, Giant, Sylvan

**CR** 3 (XP 700; PB +2)

**Deep Thinker.** Checks made to deceive the voadkyn are made with disadvantage.

**Foreststrider.** Difficult terrain created by plants doesn't cost the voadkyn extra movement.

**Speak with Beasts.** The voadkyn can communicate with Beasts as if they shared a language.

## ACTIONS

**Multiattack.** The voadkyn makes two Dagger or Longbow attacks.

**Dagger.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 8 (2d4 + 3) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +5, range 150/600 ft. *Hit:* 12 (2d8 + 3) piercing damage.

## BONUS ACTIONS

**Shape-Shift.** The voadkyn shape-shifts into a Medium Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Ensnaring Strike (2/Day).** The voadkyn empowers its next attack roll it makes during the current turn. If that attack hits, the target becomes restrained by a writhing mass of thorny vines for 1 minute. A creature restrained by the vines or a creature within 5 feet of it can use its action to make a DC 13 Strength check. On a success, the target is freed, and the effect ends.

**Plant Hide.** The voadkyn takes the Hide action. To do so, there must be ample obscuring plant life within 5 feet of it.

## VOADKYN — WEAKER

**Armor Class** 13

**Initiative** +2 (12)

**Hit Points** 26 (4d10 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	11 (+0)	14 (+2)	10 (+0)

**Skills** Investigation +2, Nature +2, Perception +4, Stealth +4, Survival +4

**Damage Resistances** psychic

**Gear** dagger, leather, longbow

**Senses** passive Perception 15

**Languages** Common, Giant, Sylvan

**CR** 1/2 (XP 100; PB +2)



**Deep Thinker.** Checks made to deceive the voadkyn are made with disadvantage.

**Foreststrider.** Difficult terrain created by plants doesn't cost the voadkyn extra movement.

**Speak with Beasts.** The voadkyn can communicate with Beasts as if they shared a language.

## ACTIONS

**Dagger.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 4 (1d4 + 2) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +5, range 150/600 ft. *Hit:* 6 (1d8 + 2) piercing damage.

## BONUS ACTIONS

**Shape-Shift.** The voadkyn shape-shifts into a Medium Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Ensnaring Strike (1/Day).** The voadkyn empowers its next attack roll it makes during the current turn. If that attack hits, the target becomes restrained by a writhing mass of thorny vines for 1 minute. A creature restrained by the vines or a creature within 5 feet of it can use its action to make a DC 12 Strength check. On a success, the target is freed, and the effect ends.

**Plant Hide.** The voadkyn takes the Hide action. To do so, there must be ample obscuring plant life within 5 feet of it.

# VOADKYN — STRONGER

**Armor Class** 16

**Initiative** +4 (14)

**Hit Points** 110 (13d10 + 39)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	14 (+2)	18 (+4)	12 (+1)

**Saving Throws** Int +5, Wis +7

**Skills** Investigation +5, Nature +5, Perception +7, Stealth +7, Survival +7

**Damage Resistances** psychic

**Gear** dagger, longbow, studded leather

**Senses** passive Perception 17

**Languages** Common, Giant, Sylvan

**CR** 6 (XP 2,300; PB +3)



**Deep Thinker.** Checks made to deceive the voadkyn are made with disadvantage.

**Foreststrider.** Difficult terrain created by plants doesn't cost the voadkyn extra movement.

**Speak with Beasts.** The voadkyn can communicate with Beasts as if they shared a language.

## ACTIONS

**Multiattack.** The voadkyn makes three Dagger or Longbow attacks.

**Dagger.** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 11 (3d4 + 4) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +7, range 150/600 ft. *Hit:* 17 (3d8 + 4) piercing damage.

## BONUS ACTIONS

**Shape-Shift.** The voadkyn shape-shifts into a Medium Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Ensnares Strike (3/Day).** The voadkyn empowers its next attack roll it makes during the current turn. If that attack hits, the target becomes restrained by a writhing mass of thorny vines for 1 minute. A creature restrained by the vines or a creature within 5 feet of it can use its action to make a DC 15 Strength check. On a success, the target is freed, and the effect ends.

**Plant Hide.** The voadkyn takes the Hide action. To do so, there must be ample obscuring plant life within 5 feet of it.