

VOADKYN SAGE

Large • Giant • Chaotic Good

Armor Class 17

Initiative +3 (13)

Hit Points 153 (18d10 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	18 (+4)	19 (+4)	16 (+3)

Saving Throws Int +8, Wis +8, Cha +7

Skills Arcana +8, History +12, Insight +8, Investigation +8, Nature +8

Damage Immunities psychic

Condition Immunities charmed, frightened

Gear druidic focus

Senses passive Perception 14

Languages Common, Giant, Sylvan

CR 9 (XP 5,000; PB +4)



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

Sanctuary. *Wisdom Saving Throw:* DC 16, any creature targeting the voadkyn with an attack roll, saving throw, or harmful effect. *Failure:* The target must choose a different target or lose the ability it targeted the voadkyn with. *Success:* The trait doesn't function until the end of the voadkyn's next turn.

Shielded Mind. The voadkyn is permanently under the effect of the *mind blank* spell.

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

Very Deep Thinker. Checks made to deceive the voadkyn are made with disadvantage. Further, the voadkyn has disadvantage on initiative rolls.

ACTIONS

Multiattack. The voadkyn makes two Palm Strike attacks. It can replace one of those attacks for a use of Animate Trees or Spellcasting.

Palm Strike. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 9 (2d4 + 3) bludgeoning damage plus 22 (4d10) psychic damage. This damage is non-lethal.

Spellcasting. The voadkyn casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 16):

At will: *druidcraft*, *guidance*, *resistance*

1/day: *entangle*, *detect thoughts*, *dominate beast*, *hold person*, *plant growth*, *wall of thorns*

Animate Trees (1/Day). The voadkyn magically animates up to two trees it can see within 60 feet of itself. Each tree uses the **animated tree** stat block, except it has Intelligence and Charisma scores of 1, and it can't speak. The tree takes its turn immediately after the voadkyn on the same initiative count, and it obeys the voadkyn. A tree remains animate for 1 day or until it dies, the voadkyn dies, or it is more than 120 feet from the voadkyn. The tree then takes root if possible.

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.

Sylvan Step (Recharge 5-6). The voadkyn teleports to a space it can see within 60 feet of that has ample obscuring plant life. It then takes the Hide action.

REACTIONS

Nature's Retribution. *Trigger:* The voadkyn takes damage. *Response - Strength Saving Throw:* DC 16, the attacker. *Failure:* The target is pulled or pushed (the voadkyn's choice) up to 10 feet toward or away from the voadkyn and then knocked prone.

VOADKYN SAGE — WEAKER

Armor Class 16

Initiative +2 (12)

Hit Points 105 (14d10 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	16 (+3)	17 (+3)	14 (+2)

Saving Throws Int +6, Wis +6, Cha +5

Skills Arcana +6, History +9, Insight +6, Investigation +6, Nature +6

Damage Immunities psychic

Condition Immunities charmed, frightened

Gear druidic focus

Senses passive Perception 14

Languages Common, Giant, Sylvan

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



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

Sanctuary. *Wisdom Saving Throw:* DC 14, any creature targeting the voadkyn with an attack roll, saving throw, or harmful effect. *Failure:* The target must choose a different target or lose the ability it targeted the voadkyn with. *Success:* The trait doesn't function until the end of the voadkyn's next turn.

Shielded Mind. The voadkyn is permanently under the effect of the *mind blank* spell.

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

Very Deep Thinker. Checks made to deceive the voadkyn are made with disadvantage. Further, the voadkyn has disadvantage on initiative rolls.

ACTIONS

Multiattack. The voadkyn makes two Palm Strike attacks. It can replace one of those attacks for a use of Animate Trees or Spellcasting.

Palm Strike. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 8 (2d4 + 2) bludgeoning damage plus 13 (3d8) psychic damage. This damage is non-lethal.

Spellcasting. The voadkyn casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *druidcraft, guidance, resistance*

1/day: *entangle, detect thoughts, dominate beast, hold person, plant growth*

Animate Trees (1/Day). The voadkyn magically animates up to two trees it can see within 60 feet of itself. Each tree uses the **animated tree** stat block, except it has Intelligence and Charisma scores of 1, and it can't speak. The tree takes its turn immediately after the voadkyn on the same initiative count, and it obeys the voadkyn. A tree remains animate for 1 day or until it dies, the voadkyn dies, or it is more than 120 feet from the voadkyn. The tree then takes root if possible.

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.

Sylvan Step (Recharge 6). The voadkyn teleports to a space it can see within 60 feet of that has ample obscuring plant life. It then takes the Hide action.

REACTIONS

Nature's Retribution. *Trigger:* The voadkyn takes damage. *Response - Strength Saving Throw:* DC 14, the attacker. *Failure:* The target is pulled or pushed (the voadkyn's choice) up to 5 feet toward or away from the voadkyn and then knocked prone.

VOADKYN SAGE — STRONGER

Armor Class 18

Initiative +4 (14)

Hit Points 209 (22d10 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	18 (+4)	20 (+5)	21 (+5)	18 (+4)

Saving Throws Int +9, Wis +9, Cha +8

Skills Arcana +9, History +13, Insight +9, Investigation +9, Nature +9

Damage Immunities psychic

Condition Immunities charmed, frightened

Gear druidic focus

Senses passive Perception 14

Languages Common, Giant, Sylvan

CR 12 (XP 8,400; PB +4)



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

Sanctuary. *Wisdom Saving Throw:* DC 17, any creature targeting the voadkyn with an attack roll, saving throw, or harmful effect. *Failure:* The target must choose a different target or lose the ability it targeted the voadkyn with. *Success:* The trait doesn't function until the end of the voadkyn's next turn.

Shielded Mind. The voadkyn is permanently under the effect of the *mind blank* spell.

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

Very Deep Thinker. Checks made to deceive the voadkyn are made with disadvantage. Further, the voadkyn has disadvantage on initiative rolls.

ACTIONS

Multiattack. The voadkyn makes two Palm Strike attacks. It can replace one of those attacks for a use of Animate Trees or Spellcasting.

Palm Strike. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 9 (2d4 + 4) bludgeoning damage plus 27 (5d10) psychic damage. This damage is non-lethal.

Spellcasting. The voadkyn casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 17):

At will: *druidcraft, guidance, resistance*

2/day: *entangle, detect thoughts, dominate beast, hold person, plant growth, wall of thorns*

Animate Trees (2/Day). The voadkyn magically animates up to two trees it can see within 60 feet of itself. Each tree uses the **animated tree** stat block, except it has Intelligence and Charisma scores of 1, and it can't speak. The tree takes its turn immediately after the voadkyn on the same initiative count, and it obeys the voadkyn. A tree remains animate for 1 day or until it dies, the voadkyn dies, or it is more than 120 feet from the voadkyn. The tree then takes root if possible.

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.

Sylvan Step (Recharge 5-6). The voadkyn teleports to a space it can see within 60 feet of that has ample obscuring plant life. It then takes the Hide action.

REACTIONS

Nature's Retribution. *Trigger:* The voadkyn takes damage. *Response - Strength Saving Throw:* DC 17, the attacker. *Failure:* The target is pulled or pushed (the voadkyn's choice) up to 15 feet toward or away from the voadkyn and then knocked prone.