

Medium fey, neutral good

Armor Class 18 (natural armor) Hit Points 171 (18d8 + 90) Speed 30 ft.

STR DEX CON INT WIS CHA 18 (+4) 14 (+2) 20 (+5) 12 (+1) 16 (+3) 20 (+5)

Damage Resistances necrotic, bludgeoning, piercing and slashing from nonmagical attacks that are not adamantine Condition Immunities poisoned, stunned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 10 (5900 XP) Proficiency Bonus +4

Innate Spellcasting. The Dryad of the Oak's innate spellcasting ability is Charisma (spell save DC 17). The dryad can innately cast the following spells, requiring no material components:

At will: druidcraft

3/day each: augury, conjure animals

1/day each: commune with nature, conjure woodland beings, guardian of nature (great tree form only)

Magic Weapons. The Dryad of the Oak's weapon attacks are magical.

Speak with Beasts and Plants. The Dryad of the Oak can communicate with beasts and plants as if they shared a language.

Oaken Heart. The Dryad of the Oak's magical bond with it's tree lies within an Oaken Heart, a tangled heart-like bulb buried at the root of the tree. If the Dryad is slain, the living Oaken Heart my be buried with an acorn and the Dryad will be born again after one year and one day. The Oaken heart has an AC of 10, 10 hit points and vulnerability to fire.

ACTIONS

Multiattack. The Dryad of the Oak makes two great staff attacks or two acorn volley attacks.

Great Staff. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 22 (4d8 + 4) bludgeoning damage.

Acorn Volley. Ranged Weapon Attack: +8 to hit, reach 20/60 ft., one target. Hit: 22 (8d4 + 4) piercing damage.

BONUS ACTIONS

Healing Sunlight. If the Dryad of the Oak's bonded tree is in sunlight, it can regain 4d4 + 4 hit points.

