

THE LORD OF THE FOREST (ACTAEON)

There are many who look to the forests as a wilderness to be explored, or to be hunted for food, or to be cut for resources, but there are many creatures that make the forest their home. Those who reside in the Black Forest look to the Lord of the Forest for protection.

ACTAEON

Large fey, neutral

Armor Class 15 (bonemail armor)

Hit Points 45 (1d4 + 5)

Speed 23 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+5)	19 (+4)	16 (+3)	14 (+2)	18 (+4)	12 (+1)

Condition Immunities charmed, poisoned, sleep

Senses darkvision 60ft., passive Perception 18

Languages Common, Sylvan

Challenge 10 (5,900 xp)

Horizon Walker. An Actaeon may undertake a four hour journey that starts in a forest, and ends in any other forest, even on another plane of existence. The Lord of the forest may take up to twelve beasts with him, and all arrive as though they have finished a long rest.

Spellcasting. An Actaeon is a 10th-level spellcaster. It's spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The Lord of the Forest has the following druid spells prepared:
Cantrips (at-will): druidcraft, guidance, mending
1st level (4 slots): animal friendship, cure wounds, entangle, healing word

2nd level (2 slots): animal messenger, lesser restoration, locate animals or plants, spike growth
3rd level (2 slots): conjure animals, plant growth, speak with plants, summon fey
4th level (2 slots): conjure woodland creatures, locate creature

Actions

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 5 (2d8 + 5) bludgeoning damage.

Blessing of the Forest (Recharge 5-6). The Lord of the Forest exhales a cloud of shimmering green mist in a 30 foot cone. Each creature in that area must make a DC 16 Constitution save or be polymorphed into a beast, CR 2 or lower. This effect lasts 24 hours, or until dismissed by the Lord of the Forest.

PEACEFUL PROTECTORS

The Lords of the Forest are fey creatures that transcend boundaries between the planes, and seek to protect and heal the forests the frequent. When they can, they prefer to avoid confrontation but if they aren't afraid to fight.

Allies of Nature Often responding to the calls of those who would deal with threats to their forests, they can provide healing, guidance, and protection. In rare cases, the Lord of the Forest may also transform their allies to transport them across great distances, but such a journey can be unsettling and have lasting impacts.

Roaming the planes Any single Lord of the Forest will usually protect forests across worlds, travelling between them when there is need. They will usually bring favored animals with them, or if they have transformed an opponent, they will bring them to another world, stranding them away from the forests where they will not be able to cause harm.

Implacable Hunters While the Actaeons are generally kind, and benevolent creatures, they love to hunt. When they mark their prey, they will run it to ground over any distance. Actaeons only hunt when hungry or seeking vengeance against a trespasser who has despoiled the wilderness they protect.

