

Master of Nature

Medium humanoid (any), any alignment

Armor Class 15 (studded leather, 16 with barkskin)

Hit Points 237 (25d8 + 125)

Speed 30 ft.

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

Saving Throws Dex +9, Con +11, Wis +11

Damage Resistances acid, cold, fire, lightning, and thunder

Skills Nature +8, Perception +11

Senses passive Perception 21

Languages Druidic plus any three languages

Challenge 18 (20,000 XP)

Elemental Strike. When the master of nature makes a successful weapon attack it can deal an extra 1d12 damage to the target. The damage type is chosen by the master of nature from the following list: acid, cold, fire, lightning, or thunder. The master of nature can still use this ability when polymorphed by its Exceptional Polymorph trait.

Exceptional Polymorph. The master of nature can use its action to cast the *polymorph* spell on itself. While polymorphed in this way, the master of nature retains its Intelligence, Wisdom, and Charisma scores the master of nature can still use its Spellcasting trait.

Magic Weapons. The master of nature's weapon attacks are magical, even when polymorphed by its Exceptional Polymorph trait.

Spellcasting. The master of nature is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). The master of nature has the following druid spells prepared:

Cantrips (at-will): *druidcraft, poison spray, produce flame, thorn whip*
1st level (4 slots): *cure wounds, entangle, speak with animals, thunderwave*
2nd level (3 slots): *animal messenger, barkskin, flaming sphere*
3rd level (3 slots): *call lightning, conjure animals, meld into stone, sleet storm*
4th level (3 slots): *blight, dominate beast, stoneskin, wall of fire*
5th level (3 slots): *contagion, greater restoration, mass cure wounds, wall of stone*
6th level (2 slots): *conjure fey, sunbeam*
7th level (2 slots): *fire storm, regenerate*
8th level (1 slot): *earthquake*
9th level (1 slot): *storm of vengeance*

Actions

Multiattack. The master of nature makes two attacks.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage plus 7 (1d12) acid, cold, fire, lightning, or thunder damage (see Elemental Strike).

Sling. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 7 (1d12) acid, cold, fire, lightning, or thunder damage (see Elemental Strike).