



SYLVANWEAVE GROVE

D&D HOMEBREW

A collection of homebrew monsters found in the Sylvanweave Grove



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PART 1

MONSTERS

GROVE SENTINEL

he Grove Sentinel, an awe-inspiring embodiment of the primeval forces of nature, emerges from the depths of ancient woodlands. Born from the harmonious union of elemental energy and the essence of venerable trees, this majestic creature stands as the guardian of sacred groves and arboreal realms. Its existence is intrinsically entwined with the delicate equilibrium of the natural world.

As the Grove Sentinel evolves, it manifests in two formidable variants, each with a unique purpose and appearance. The strength-focused variant embodies raw power, growing to towering heights and possessing a robust, muscular frame. Its bark-like skin gains a rugged texture, providing a natural armor that deflects blows and mitigates physical harm. With every swing of its mighty limbs, the Sentinel delivers devastating strikes that reverberate through the earth itself.

In contrast, the defensive armor variant of the Grove Sentinel adopts a role of steadfast protection. Its form expands into a broad, towering figure, encased in an intricately woven exoskeleton of thorny bark. This impenetrable shield grants unparalleled defense, repelling all but the most determined assailants. Within its protective aura, allies find solace, as the Sentinel's presence fortifies their resolve and grants them respite from harm.

Legends speak of the Grove Sentinel's indomitable spirit, its unyielding dedication to preserving the sanctity of ancient woods and sacred glens. Whether facing the onslaught of encroaching civilizations, repelling those who would harm the natural balance, or warding off malevolent forces that seek to corrupt the purity of the forest, the Grove Sentinel stands resolute. Its presence is a testament to the enduring power and wisdom of the primeval woodland, an eternal guardian in a world where nature's balance hangs in delicate equilibrium.

Earthbound Grasp. Both variants of the Grove Sentinel possess an innate connection to the botanical realm, drawing strength and vitality from the verdant life surrounding them. They can summon the ancient roots and vines that slumber beneath the forest floor, manipulating them with dexterity and purpose. Whether ensnaring foes in a suffocating embrace or weaving an impenetrable network of protective cover for themselves and their allies, the Sentinel's control over nature's verdant tendrils is awe-inspiring to behold.

Photosynthetic Rejuvenation. In addition to their physical prowess, the Grove Sentinel possesses an inherent ability to heal and regenerate. They draw sustenance from the radiant energy of sunlight, their photosynthetic nature allowing them to recover from injuries and rejuvenate their vitality. Should a Grove Sentinel be on the brink of defeat, it can tap into the life force of the surrounding flora, channeling its energy to revive itself with a surge of renewed vigor.



GROVE SENTINEL (SPROUTLING)

Small Elemental, neutral

Armor Class 13 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Skills Perception +5, Stealth +3

Damage Vulnerabilities Fire

Damage Immunities Exhaustion, Frightened, Poisoned

Senses Passive Perception 15

Languages Sylvan

Challenge 2 (450 XP)

Nature's Embrace. The Grove Sentinel (Sproutling) regains 3 (1d6) hit points at the start of its turn if it has at least 1 hit point and is within 10 feet of plant life.

Photosynthesis. Whenever the Grove Sentinel (Sproutling) is ending its turn in direct sunlight, it regains 5 (1d10) hitpoints.

Spellcasting. The Grove Sentinel (Sproutling) is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The Grove Sentinel has the following druid spells prepared:

- Cantrips (at Will): Druidcraft, Produce Flames, Shillelagh
- 1st Level (4 Slots): Entangle, Longstrider
- 2nd Level (2 Slots): Barkskin, Pass without Trace

ACTIONS

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Entangle. The Grove Sentinel causes plants in a 15-foot radius centered on a point within 60 feet to come to life and restrain creatures. Each creature within the area must succeed on a DC 13 Strength saving throw or be restrained by the entangling plants. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. The effect ends if the plants are destroyed (AC 15, 10 hit points, vulnerability to fire damage).



GROVE SENTINEL (ARMOR)

Large Elemental, neutral

Armor Class 18 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	10 (+0)	16 (+3)	10 (+0)

Skills Perception +5

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Exhaustion, Frightened, Poisoned

Senses Darkvision 60ft, passive Perception 15

Languages Sylvan

Challenge 7 (2,900 XP)

Natural Armor. The Grove Sentinel (Armor) has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Photosynthesis. Whenever the Grove Sentinel (Armor) is ending its turn in direct sunlight, it regains 11 (2d10) hitpoints.

Thorned Defense. Any creature that hits the Grove Sentinel (Armor) with a melee attack while within 5 feet of it takes 7 (2d6) piercing damage.

Shielding Aura. Friendly creatures within 10 feet of the Grove Sentinel (Armor) gain resistance to bludgeoning, piercing, and slashing damage.

ACTIONS

Multiattack. The Grove Sentinel (Armor) makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Warding Roots. As a bonus action, the Grove Sentinel (Armor) can create an area of difficult terrain in a 15-foot radius centered on itself. The area lasts until the start of the Sentinel's next turn or until it uses this ability again. The difficult terrain provides half cover (+2 bonus to AC and Dexterity saving throws).

Unyielding Bulwark (3/Day). The Grove Sentinel (Armor) assumes a defensive stance, gaining temporary immunity to critical hits and advantage on saving throws against spells. This effect lasts for 1 minute or until the overgrown bulwark is destroyed (AC 15; 50HP; vulnerability to fire damage; immunity to bludgeoning, piercing, poison, and psychic damage).

Rejuvenating Burst (Recharge 5-6). The Grove Sentinel (Armor) releases a burst of revitalizing energy in a 30-foot radius centered on itself. Friendly creatures within the area regain hit points equal to 11 (2d6 + 4).

GROVE SENTINEL (STRENGTH)

Large Elemental, neutral

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +6

Damage Vulnerabilities Fire

Damage Immunities Exhaustion, Frightened, Poisoned

Senses Darkvision 60ft, passive Perception 15

Languages Sylvan

Challenge 8 (3,900 XP)

Photosynthesis. Whenever the Grove Sentinel (Strength) is ending its turn in direct sunlight, it regains 7 (2d6) hitpoints.

Mighty Strikes. The Grove Sentinel's melee (Strength) weapon attacks deal an extra 7 (2d6) damage.

Crushing Roots. When the Grove Sentinel (Strength) hits a creature with a melee attack, it can use its reaction to summon thick roots from the ground to restrain the target. The restrained creature must succeed on a DC 15 Strength saving throw or be restrained until the start of its next turn. The creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. The effect ends if the roots are destroyed (AC 15, 10 hit points, vulnerability to fire damage).

Enhanced Regeneration. At the start of its turn, the Grove Sentinel (Strength) regains 6 (1d12) hit points.

ACTIONS

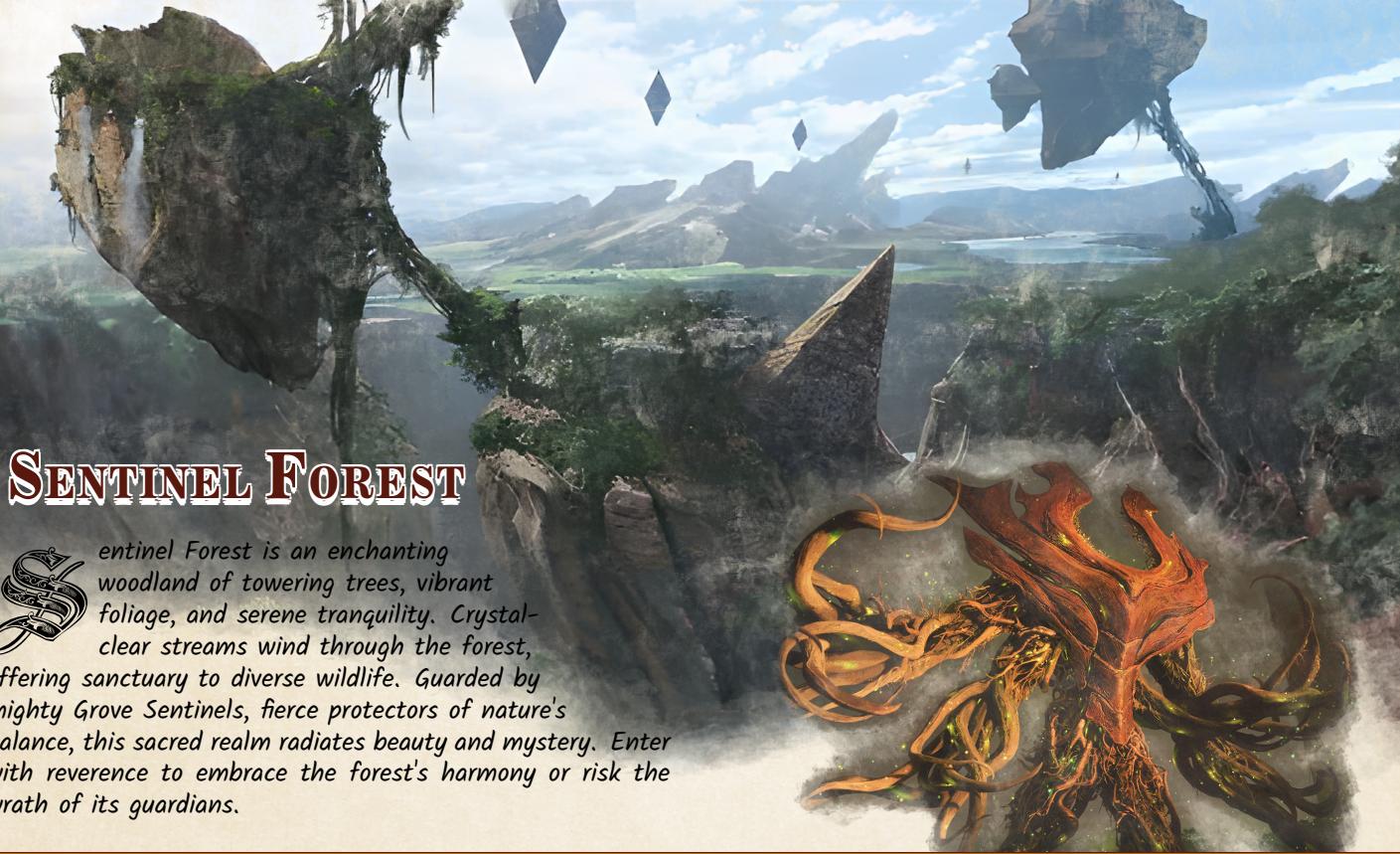
Multiattack. The Grove Sentinel (Strength) makes two slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

Rending Smash. The Grove Sentinel (Strength) delivers a devastating pounce empowered by its immense strength. The Sentinel makes a single slam attack against a target. On a hit, the target takes an additional 10 (3d6) bludgeoning damage and must succeed on a DC 15 Strength saving throw or have its movement speed reduced by half until the start of its next turn.

Ground Shatter (Recharge 5-6). The Grove Sentinel (Strength) slams the ground with immense force, causing a shockwave in a 20-foot radius centered on itself. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) force damage on a failed save, or half as much damage on a successful one.





SENTINEL FOREST

Sentinel Forest is an enchanting woodland of towering trees, vibrant foliage, and serene tranquility. Crystal-clear streams wind through the forest, offering sanctuary to diverse wildlife. Guarded by mighty Grove Sentinels, fierce protectors of nature's balance, this sacred realm radiates beauty and mystery. Enter with reverence to embrace the forest's harmony or risk the wrath of its guardians.

ANCIENT GROVE SENTINEL

Huge Elemental, neutral

Armor Class 20 (natural armor)

Hit Points 300 (24d12 + 144)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	10 (+0)	18 (+4)	10 (+0)

Skills Perception +8

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Exhaustion, Frightened, Poisoned

Senses Darkvision 120ft., Passive Perception 18

Languages Common, Sylvan

Challenge 16 (15,000 XP)

Natural Armor. The Ancient Grove Sentinel has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Peaceful Aura. The Ancient Grove Sentinel emanates a peaceful aura, exuding an air of tranquility and deterring hostile actions. Hostile creatures that start their turn within 30 feet of the Sentinel must make a DC 18 Wisdom saving throw. On a failed save, the creature's aggressive tendencies are suppressed, and it is unable to take hostile actions against any creature until the start of its next turn. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Non-hostile creatures are unaffected by this ability.

Thorned Defense. Any creature that hits the Ancient Grove Sentinel with a melee attack while within 15 feet of it takes 17 (5d6) piercing damage.

Resilient Resurgence (1/Day). If the Ancient Grove Sentinel is reduced to 0 hit points and not killed outright, it can tap into the life force of the surrounding flora to revive itself. It regains 50 hit points and immediately returns to the fight.

ACTIONS

Multiattack. The Ancient Grove Sentinel can attack twice each turn.

Slam. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 25 (4d8 + 7) bludgeoning damage.

Vine Whip. Melee Weapon Attack: +8 to hit, reach 20 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage. The target must succeed a DC 18 Strength saving throw or be pulled up to 10 feet toward the Sentinel. If the target is Large or smaller, it is also grappled.

LEGENDARY ACTIONS

The Ancient Grove Sentinel can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The Ancient Grove Sentinel regains spent Legendary Actions at the start of its turn.

Thorny Vines. The Ancient Grove Sentinel conjures an area of thorny vines within a 20-foot radius centered on a point it can see within 60 feet of it. Each creature in that area must make a DC 18 Dexterity saving throw, taking 16 (3d10) piercing damage and becoming restrained on a failed save, or half as much damage on a successful one.

Rooted Stomp. The Ancient Grove Sentinel makes one slam attack. If the attack hits, the target must succeed on a DC 18 Strength saving throw or be restrained by entangling roots until the end of its next turn.

Unyielding Bulwark (3/Day). The Ancient Grove Sentinel assumes a defensive stance, gaining temporary immunity to critical hits and advantage on saving throws against spells. This effect lasts for 1 minute or until the overgrown bulwark is destroyed (AC 15; 50HP; vulnerability to fire damage; immunity to bludgeoning, piercing, poison, and psychic damage).

Regenerative Vitality (Costs 2 Actions). The Ancient Grove Sentinel regains hit points equal to 21 (3d10 + 5). When the Ancient Grove Sentinel is in direct sunlight it regains 37 (5d10 + 10) hitpoints instead.

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