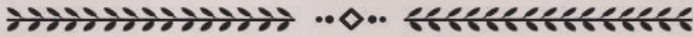


PAN



Pan, the ancient Greek god of the wild, appears as a curious amalgamation of man and beast. His upper body is that of a human male with a mischievous glint in his eyes. Two curled horns protrude from his head, resembling those of a ram. His lower body is covered in shaggy, goat-like fur, and his legs end in cloven hooves.

Pan is known for his love of music and revelry. He carries a set of pan pipes, which he plays to enchant those around him, causing them to dance and frolic with wild abandon. His presence is often accompanied by the sound of distant laughter and the rustling of leaves in the wind.

As a god of nature, Pan has a deep connection to the wilderness and its creatures. He can command the plants and animals of the forest, and they often aid him in his playful endeavors. Pan is also known for his ability to instill fear in the hearts of mortals, causing them to flee in terror or become lost in the depths of the wild.

Despite his chaotic nature, Pan is not inherently malevolent. He enjoys playing tricks on mortals and revels in the chaos of the untamed world, but he is also a protector of nature and those who respect it. Those who seek his favor may find themselves blessed with bountiful harvests, successful hunts, or the ability to navigate even the most treacherous wilderness with ease.



Pan, God of the Wilds

Large celestial (god), chaotic neutral

Armour Class 21 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	26 (+8)	18 (+4)	9 (-1)	20 (+5)	27 (+8)

Saving Throws Cha +12

Skills Acrobatics +12, Medicine +9, Nature +3, Performance +12

Damage Vulnerabilities fire

Damage Resistances poison

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, petrified

Senses truesight 120 ft., passive Perception 15

Languages Common, Druidic, Elvish, Sylvan

Challenge 16 (15,000 XP)

Destructive Revelry. Constitution saving throws made to maintain concentration as a result of taking damage from Pan's attacks are made at disadvantage.

Friend of the Forest. Pan can understand and speak with all beasts, monstrosities, and plants.

Magic Resistance. Pan has advantage on saving throws against spells and other magical effects.

Mirthful. When Pan is prone, standing up uses only 5 feet of his movement.

Shapechanger. Pan can use his action to polymorph into any beast, humanoid, or back into his true form. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Actions

Multiattack. Pan uses Piper's Panic, then makes two Ram attacks.

Ram. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 24 (3d12 + 5) bludgeoning damage.

Animate Trees (1/Day). Pan magically animates four trees he can see within 60 feet of him. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of Pan. The tree remains animate for 1 day or until it dies; until Pan dies or is more than 120 feet from the tree; or until Pan takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Spellcasting. Pan casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 20):

At will: *animal messenger, charm person, entangle, sleep*

2/day each: *conjure woodland beings, dominate monster*

1/day: *true polymorph*

Loving Laughter. Pan laughs out with bellowing joy. Each creature of his choice within 60 feet of him that can hear him regains 22 (4d10) hit points.

Piper's Panic. Pan sends out notes of panic to a creature within 120 feet of him that can hear him. It must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the creature can't cast spells or activate magical items and takes 22 (4d10) psychic damage at the start of each of its turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Pan's Piper's Panic for the next 24 hours.

Legendary Actions

Pan 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. Pan regains spent legendary actions at the start of his turn.

Mirthful Charge. Pan moves up to his speed without provoking opportunity attacks, then makes one Ram attack.

Spell (Costs 2 Actions). Pan uses Spellcasting.

Song of the Forest (Costs 3 Actions). Pan sings a song of nature itself. Each hostile creature within 90 feet of him that can hear him must succeed on a DC 20 Wisdom saving throw or be turned into a tree until the end of their next turn. While a tree, they are considered petrified.

