



Dryad

Dryads are beautiful creatures with delicate features seemingly made of soft wood. Their hair seemed to be made of leaves and foliage that changes color with the seasons. During the spring and summer months, the hair of a dryad was lush and green, while during autumn it turned red and eventually brown in the winter.

Dryads prefer to stay away from civilization, delighting in the savage wilderness away from those that sought to cut their trees, and together with other wild beings. Dryads are often benign, and simply warn off intruders. Only those who are particularly cruel and determined to destroy a dryad's forest will witness the true wrath of these fey.

Dryad Features

- **Ability Score Increase.** Your Charisma or Wisdom score increases by 2.

- **Age.** As distant cousins of trees, dryads have long lifespans. A dryad reaches adulthood around 100, and the oldest of them can live for well over 1000 years.

- **Alignment.** They are born of nature and see themselves as its caretakers, dryads are typically true neutral. Although

many are influenced by the chaotic world, others stiffen in their ways as they age.

- **Fey.** Your creature type is fey, rather than humanoid.

- **Languages.** You can speak, read, and write Common, Elvish, and Sylvan.

- **Size.** Dryads range from 4 to 5 feet tall and weigh between 90 and 150 pounds. Your size is Medium.

- **Speed.** Your base walking speed is 30 feet.

- **Subraces.** Dryads are divided into 4 different subraces: Ironflower, Swiftleaf, Ashbark and Blightroot.

Ironflower

Ironflower dryads are the sturdiest of their kin. They are staunch defenders of their woods. They use their magic to reinforce themselves and call upon their fey powers to charm intruders into leaving. Your ironflower dryad gains the following benefits:

- **Ability Score Increase.** Your Constitution score increases by 1.

- **Fey Charm:** You can target one humanoid or beast that she can see within 30 feet of you. If the target can see you, it must succeed on a Wisdom saving throw (DC= 8+ 2 times your Proficiency Bonus) or be magically charmed for 1 hour. The charmed creature regards you as a trusted friend to be heeded and protected.

Each time you or your allies do anything harmful to the target, it can repeat the saving throw. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

Once you've used this ability you cannot use it again until you complete a short or long rest.

- **Fey Magic.** You know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *entangle* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *barkskin* spell once with this trait and regain the ability to do so when you finish a long rest. The spells' spellcasting ability is the ability increased by the base race.

Swiftleaf

Swiftleaf dryads are mobile and discreet. They are the scouts are sent ahead to monitor the forest, and warn the residents of any potential threats. Capable of going on long journeys alone, feeding off of their own magic, and moving quietly in the shade of trees. Your swiftleaf dryad gains the following benefits:

- **Ability Score Increase.** Your Dexterity score increases by 1.

- **Tree Stride.** As an action, you can use 10 feet of your movement to step magically into one living tree within your reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree.



Once you've used this ability twice, you cannot use it again until you complete a short or long rest.

- **Fey Magic.** You know the *shillelagh* cantrip. When you reach 3rd level, you can cast the *goodberry* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast *pass without a trace* spell once with this trait and regain the ability to do so when you finish a long rest. The spells' spellcasting ability is the ability increased by the base race.

Ashbark

Ashbark are dryads that should have perished in the flames that took their forest. Yet by some fate they survived, their skin forever charred, the flames of vengeance inhabiting them. Some become protector of other forests to prevent such flaming disasters, others succumb to their burning hatred. Your ashbark dryad gains the following benefits.

- **Ability Score Increase.** Your Strength score increases by 1.

- **Charred Bark.** You have resistance to fire damage.

- **Ashen Magic.** You know the *produce flame* cantrip. When you reach 3rd level, you can cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast *flame blade* spell once with this trait and regain the ability to do so when you finish a long rest. The spells' spellcasting ability is the ability increased by the base race.

Blightborn

These dryads were born in the woods infected by the Blight. It has given them strange powers over undeath, unlike any other members of their kin. Such dryads are often under the control of the entity, but not always. Your blightborn dryad gains the following benefits:

- **Ability Score Increase.** Your Intelligence score increases by 1.

- **Blighted Constitution.** You have advantage on saving throws against being charmed, poisoned or diseased.

- **Blighted Magic.** You know the *spare the dying* cantrip. When you reach 3rd level, you can cast the *false life* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast *blooming death** spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

