



## SHADOWLEAF DRYAD

Shadowleaf Dryads are an ominous presence in the Fey Realm, stalking its shadowy regions. In stark contrast to their more gentle counterparts, these mysterious beings form dark alliances with other malevolent fey, such as Bloodthorn Treants. Together, they safeguard corrupted territories where darkness has taken root. The Shadowleaf Dryads, with their otherworldly, ever-shifting forms, seamlessly meld into the shadows, instilling a sense of dread in those who wander into their domain.

These eerie dryads possess an array of shadowy abilities. Their most unnerving power allows them to manipulate the shadows of their enemies, causing psychic torment to those who fall under their influence. Cunning and relentless, Shadowleaf Dryads and their Bloodthorn Treant allies are a force to be reckoned with, fiercely defending their dark sanctuaries and striking down intruders with ruthless precision.

**Shadow Manipulation.** Shadowleaf Dryads are one with the darkness, stepping into the shadows to become invisible.

**Terrifying Teamwork.** These dryads often collaborate with Bloodthorn Treants, coordinating attacks and using their unique abilities to devastating effect.

**Psychic Assault.** Shadowleaf Dryads can torment their enemies by animating the targets' shadows, inflicting mental anguish and disorienting their victims in combat.

## SHADOWLEAF DRYAD

Medium Fey, neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

**Saving Throws** Dex +6, Wis +4, Cha +5

**Skills** Perception +4, Stealth +8

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Elvish, Sylvan

**Challenge** 4 (1,100 XP)

**Proficiency Bonus:** +2

**Innate Spellcasting.** The dryad's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *minor illusion*

3/day each: *pass without trace*, *silence*

1/day each: *darkness*, *meld into stone*

**Magic Resistance.** The dryad has advantage on saving throws against spells and other magical effects.

**Shadow Meld.** While in dim light or darkness, the dryad can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the dryad attacks, casts a spell, or enters an area of bright light.

### ACTIONS

**Multiattack.** The dryad can use its Shadow Puppetry and then makes two Thorn Whip attacks.

**Thorn Whip.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 2 (1d4) poison damage.

**Shadow Puppetry.** The dryad targets a creature within 60 feet that it can see. The target must succeed on a DC 13 Wisdom saving throw or its shadow animates and attacks the creature, dealing 7 (2d6) psychic damage. Additionally the target cannot take reactions while its shadow is animated. This effect lasts for 1 minute or until the dryad loses concentration (as if concentrating on a spell). The target can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success, and taking 7 (2d6) psychic damage on a failure.