

## STRIXHAVEN RACE:

### DRYAD

**D**ryads are fey creatures who appear as beautiful nymph-like humanoids partially transformed into a plant. They might have leaves for hair, skin covered in flowers, or appendages made out of wood.

All dryads are bound to a tree which they call their home. This connection is the source of the dryads' power and their greatest vulnerability, for they are deeply harmed by the destruction of their trees.

As an adventurer, your dryad character is not necessarily bound to a single tree like most of your kin. Any wooded locale you come across may potentially be a home to you, whether it's a sylvan woodland or a park within a city.

#### DRYAD TRAITS

As a dryad, you have the following traits.

***Creature Type.*** You are a Fey.

***Size.*** You are Medium.

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

***Bonded Tree.*** As part of a short rest, you can magically bind yourself to a living tree. If your bonded tree dies or you otherwise lose your connection to it, you have disadvantage on attack rolls and ability checks until you bind yourself to another tree.

While you are bonded with a tree, you gain the following benefits:

- You don't need to eat or sleep.
- You can use 10 feet of movement on your turn to magically step into or outside your bonded tree. While inside the tree, you have advantage on Dexterity (Stealth) checks to hide.
- You can finish a long rest in 4 hours if you spend those hours in an inactive, motionless state within your bonded tree, during which you retain consciousness.

***Forest Walk.*** You can move across difficult terrain made of underbrush or forest growth without expending extra movement.



***Speech of Beast and Leaf.*** You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

***Dryad Magic.*** You can cast the *charm person* and *entangle* spells with this trait. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose the ability when you select this race).

#### IMAGE CREDITS

- ***D&D Watercolor Stains.*** Jared Ondricek ([watercolors.giantsoup.com](http://watercolors.giantsoup.com))
- ***Witch's Clinic.*** Piotr Dura ([artstation.com/threedee](http://artstation.com/threedee))



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