

RACE

HALF-DRYAD

I speak for the trees, for the trees have no tongues.
– *The Lorax, Dr. Seuss*

Half-dryads are the rare offspring of a dryad and a humanoid—most typically an elf or a human. They have a strong proclivity for nature as a result of their fey lineage, and a tendency to rely on their charm and magic. Due to their mixed blood, the way their physical characteristics manifest can vary wildly, but most display some degree of feather-like hair and vines or branches seemingly woven into their flesh, especially along their limbs.

CHILDREN OF NATURE

Dryads are fey spirits bound to trees, sometimes as a punishment for a forbidden love with a mortal. Such love may produce a child—a half-dryad—that finds itself free of its mother's bindings. Not unlike the diplomatic tendencies of half-elves, half-dryads often feel greatly compelled to serve as intermediaries between the natural world and that of their more urbanized peers.

HALF-DRYAD NAMES

Half-dryads are typically most at home in wood elf societies or wild elf tribes, preferring them to the relative second-class treatment they receive in eladrin culture. As such, they commonly most identify with elven names.

HALF-DRYAD TRAITS

Half-dryads share certain racial traits as a result of their fey lineage.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity or Wisdom score increases by 1 (your choice).

Age. Half-dryad children, sometimes endearingly referred to as saplings or seedlings, mature at a relatively slow rate. Half-dryads reach adulthood around 30 years of age and can live for well over 200 years.

Alignment. Half-dryads have a strong inclination toward neutrality, and their commitment to their ideals as ambassadors of nature often leads many toward law.

Size. Half-dryads have a similar build to their elven companions but are usually slightly taller, standing at least 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your fey blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dryadic Magic. You know the *druidcraft* cantrip. When you reach 3rd level, you can cast either *animal friendship* or *charm person* (your choice) once with this trait. When you reach 5th level, you can cast *barkskin* on yourself once with this trait. You regain the ability to cast

these spells with this trait when you finish a long rest, and when you cast them, they don't require material components. Charisma is your spellcasting ability for these spells.

Furtive Nature. You have proficiency in the Stealth skill, and you have advantage on Dexterity (Stealth) checks you make while in a forest.

Superior Fey Ancestry. You have advantage on saving throws against being charmed or frightened, and magic can't put you to sleep or age you.

Languages. You can speak, read, and write Common and either Elvish or Sylvan (your choice).