Dryad

Medium Fey, Neutral

AC 16 (natural armor)

Initiative +1

INIT

HP 22 (5d8)

Speed 30 ft., swim 15 ft., climb 15 ft., crawl 15 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)
Save	+0	+1	+0	+2	+2	+4

Skills Perception +4, Stealth +5

Senses passive Perception 14, darkvision 60 ft.

Languages Elvish, Sylvan

CR 1 (200 XP)

Traits

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

Speak with Beasts and Plants. The dryad can communicate with Beasts and Plants as if they shared a language.

Actions

Multiattack. The dryad makes one Vine Lash or Thorn Burst attack, and it can use Spellcasting to cast Charm Monster.

Spellcasting. The dryad casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 14): - **At Will:** Animal Friendship, Charm Monster, Druidcraft - **1/Day Each:** Entangle, Pass without Trace

Thorn Burst. Ranged Attack Roll: +6, range 60 ft. 7 (1d6 + 4) Piercing damage.

Vine Lash. Melee Attack Roll: +6, reach 10 ft. 8 (1d8 + 4) Slashing damage.

Bonus Actions

Tree Stride. If within 5 feet of a Large or bigger tree, the dryad teleports to an unoccupied space within 5 feet of a second Large or bigger tree that is within 60 feet of the previous tree.