

# DRYDAK



Credit: Yara Ferreira

## **THE FEY THAT LIVE IN, AND PROTECT, THE UNDERWORLD'S NATURAL RESOURCES**

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# DRYDAK

In the underworld, a miner might happen upon an area with preternatural gloom. An area where sound seems dampened, or the air a little more stale than usual. This is the domain of the Drydaks, and you have encroached on their domain.

Drydaks are male fey-creatures that act as guardians of underworld treasures. They appear as muscular men, carved from stone. They take on the properties of the stone around them, so if they are found near adamantine veins, their skin will have swirls of dark silver-coloring dappled through their arms and legs.

Drydaks are generally found near the surface, wherever a cave has access to the underworld. They are particularly attracted to areas rich with mineral deposits, or precious gemstones. It is not uncommon for Dwarven miners to encounter them as they expand their mines into new territory.

They prefer solitary lives, and try to protect the natural resources around them. This makes them the natural enemy of any who would attempt to take natural resources from the ground. A Drydak will generally try and scare away those who encroach on their chosen territory, but will fight, and kill, those who persist.

Drydak, unlike Dryads, are not bound to a specific area. They have been known to migrate away from areas after being undisturbed for months, which is how Dwarves tend to deal with them.

**Creature of Darkness.** The Drydak form from magic-infused areas of the underworld. As a result, they cannot stand the sunlight, or any approximation thereof. They do not venture out of their caves, and are content to remain underground for the entirety of their lives.

**Drydak Magic.** Drydak are creatures born of dark magic. As a result, their spellcasting leans away from the light, and toward concealment. Their focus is on shaping the under to suit their needs, and protect its resources from others.

**Gem Sense.** Sharing a deeper connection to the surrounding area than anyone else, a Drydak know exactly where each precious material is, and if it is disturbed.

**Domain Guardian.** When Drydak move into a new area, they must atune themselves to the land. Once this has been completed, (usually via ritual) they have the ability to travel instantaneously to any place within their chosen realm.

**True Darkness.** Drydaks are born from the fey realm wrapped in shadow, and obscured in secrecy. They keep a bit of that darkness with them, and can bring it forth to fill the world around them.

## DRYDAK

Medium Fey, Neutral Evil

**Armor Class** 11 (17 with Gravelskin)  
**Hit Points** 22(5d8)  
**Speed** 30ft.

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

**Skills** Perception +4, Steal +5  
**Senses** darkvision 60ft., blind sight 120ft., passive Perception 14  
**Languages** Undercommon, Sylvan  
**Challenge** 3 (700 XP)

**Innate Spellcasting.** The drydak's innate spellcasting ability is Charisma (spell save DC 14). The drydak can innately cast the following spells, requiring no material components:

At will: prestidigitation

3/day each: entangle, grease

1/day each: gravelskin, pass without trace, spiritual weapon, darkness

**Stone Step.** Once on his turn, the drydak can use 10 feet of his movement to step magically into any nearby stone and emerge from any other stone within 60 feet, appearing in an unoccupied space within 5 feet of the second spot. Both stone areas must be larger than the drydak.

## Actions

**Unarmed Strike.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d8 + 2)

**Fey Charm.** The drydak may target one humanoid that he can see within 30 feet of him. If the target can see the drydak, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the drydak as a trusted friend to be heeded and protected. Although the target isn't under the drydak's control, it takes the drydak's requests or actions in the most favorable way it can.

Each time the drydak or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the drydak dies, is on a different plane of existence from the target, or ends the effect as a bonus action.

If a target's saving throw is successful, the target is immune to the drydak's Fey Charm for the next 24 hours.

**Drydak Mushrooms.** A Drydak is likely to have 1d4+1 Drydak Mushrooms on it.



## GRAVELSKIN

2nd-level transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, M (A small handful of gravel)

**Duration:** Concentration, up to 1 hour

You touch a willing creature, and their skin becomes hard and rigid, taking on a gravel-like-quality until the spell ends. The target's base AC becomes 16 + its Dexterity modifier.

## DRYDAK MUSHROOMS

These mushrooms glow with a faint purple light, each one no brighter than a lightning bug. When picked, they slowly dim over the next hour until they are completely dark. They have a purple top with a pure white stem, and are always found growing in a circle, also known as a fairy ring. They grow best in low-light, and there can be as many as 30 in any given fair ring.



Drydak Mushrooms

### NATURAL ENVIRONMENT

Drydak mushrooms are not a naturally occurring fungus, but one that was cultivated by the fey as a defense mechanism. They grow around an ounce of a rare metal, such as adamantine or mithril. They leech in some of the properties of the metal, while also blocking some of the mental faculties of whoever ingests them.

### INGESTING DRYDAK MUSHROOMS

Ingesting a Drydak Mushroom is going to cause your character to feel really good, almost like getting drunk. It comes with a +2 bonus to any strength checks, but also includes a -2 penalty on all Wisdom or Intelligence checks.

Drydak mushrooms, like Alcohol and other substances, can be incredibly addictive. Players must succeed at a constitution saving throw to avoid becoming addicted.

### WITHDRAW

Withdrawal is an effect that happens to players that have become addicted to the mushrooms and cannot keep their high going. As soon as the effects wear off, they begin to feel the effects of withdrawal.

### HOW LONG DO THE EFFECTS LAST?

Below is a table that explains how long the effects of the mushrooms will last depending on how many the character eats.

#### DRYDAK MUSHROOM EFFECT

# Eaten	Length
1	6 hours
2	14 hours
+1	+8 hours

A player suffering from withdraw will suffer a -2 to strength and dexterity saving throws. This effect will stay with them for half the number of mushrooms they ate rounded up, (minimum of 1 day) up to a max of 10 days.

If a player ingests another mushroom while suffering withdraw, their symptoms immediately go away, and are replaced with the benefits of the mushrooms. However, if they fail their addiction roll, their withdraw starts over as if they hadn't gone through it at all.

### ADDICTION

Addiction is dark, gritty, and horrifying in real life; we want to have fun, not be depressed. If you intend to handle it in your game, make sure that your players are okay with it. There's no reason to make people feel uncomfortable.

That said, I've included some rules below that you could use to include addiction in your game if you'd wish.

**Saving Throw:** You make a saving throw for each mushroom that your character ingests. The base DC is 15, and goes up by 2 for each additional mushroom you eat while under the influence.

DC modifier	Action
+2	Eat an extra mushroom
+5	Previously Addicted
+2	Suffering Withdraw

**Example 1:** Player eats 4 mushrooms. They need to roll a constitution save, DC 15, then another at DC 17, then another at DC 19, then a final at DC 21.

**Example 2:** Player eats 1 mushroom while suffering withdraw, but have never been addicted. The player must make a save of DC 17 to avoid becoming addicted. (15 base, and +2 for suffering Withdraw.)

**Example 3:** Player is an addict, and eats 4 mushrooms during withdraw. They must make 4 saving throws, starting at DC 22, and progressing by 2 for each mushroom, up to DC 28 to avoid becoming addicted again.

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