

Nymphs

Nymphs are ageless creatures that exist bound to a natural feature or aspect. They're generally not malevolent, although they do frequently harass mortals for fun. It bears mentioning that their definition of "harassment" tends to be rather painful.

Alseid

As tree nymphs, you're obviously most likely to encounter an alseid in a grove or forest. They try not to stray too far away from the trees they call home.

3rd level troop [HUMANOID]

Initiative +5

Vulnerability: fire

Whipping switch +6 vs. AC – 8 damage.

Natural even hit: Target is in pain until the end of its next turn.

R: Binding roots +8 vs. AC (up to 3 enemies in a line) – 7 damage.

Natural 16+: Target is also stuck until it uses a quick action to cut the roots free.

One with the trees: If the alseids are trying to remain hidden, they're nearly impossible to spot unless you're looking for them. They will surprise the party unless the PCs succeed a hard skill check (DC 20).

Nastier Specials

Age begets strength: Alseids are each born from and live in a specific tree. Alseids that come from healthy, full grown trees start with an extra 1d20 max hp. Those that come from elder trees start with an extra 2d20 max hp.

AC 18

PD 14

MD 17

HP 41

Asteria

The asteriae are the rarest of all the nymphs, as well as the most powerful. They don't typically visit the "lesser realms," as they call the mortal world, and when they do, it's sure to make an impression.

10th level leader [HUMANOID]

Initiative +8

Shining sword +15 vs. AC – 148 damage.

Natural odd hit: Target is also weakened, save ends.

C: Radiance of the void +10 vs. MD (1 + 1d4 nearby enemies) – 63 damage.

Natural 16+: All allies of the asteria gain the benefits of *cloak of the void* until the end of the asteria's next turn.

Cloak of the void: Asteriae come from a time and place older than the physical world and even magic itself. They have *resist physical attacks 12+* and *resist magic attacks 16+*.

Nastier Specials

Enthralling aura: The first time an asteria is staggered in battle, up to 3 of her allies can move immediately to the enemy responsible and make basic melee attacks as free actions. They *can* provoke opportunity attacks from the movement.

AC 27

PD 21

MD 24

HP 539

Aura

Aurae are nymphs of the air. They can spring from a gentle summer breeze or the violent gusts of a hurricane.

8th level mook [HUMANOID]

Initiative +13

Vulnerability: force

Claws of sheering wind +13 vs. AC – 21 damage.

Miss: 9 damage.

You can't cut the wind: Aurae have resist weapons 14+.

AC 22

PD 22

MD 17

HP 35 (mook)

Oneirid

Oneirids are one of the most prolific types of nymphs there is, but being dream nymphs, they are exceedingly rare in the waking world. Meeting one may mean it has something profound to relay to you – or it may mean they've been driven mad by nightmares and thirst for violence. It's a crap shoot, really.

7th level spoiler [SPIRIT]

Initiative +9

C: Hypnotic gaze (1d4 nearby enemies) +12 vs. MD – 18 psychic damage and the target is vulnerable, save ends.

Natural 16+: Target is also confused until the end of their next turn.

R: Nightmare tendrils +14 vs. PD – 24 damage

Nightmare aura: An enemy with less than 36 hp that is engaged with an oneirid suffers from fear.

Nastier Specials

Dreams fade: Roll a d8 at the start of each oneirid's turn. If it is less than the escalation die, the nymph becomes intangible, gaining resist physical attacks (16+) for the rest of the battle.

AC 22

PD 17

MD 20

HP 108

Oread

These nymphs make their homes in stone. They can live anywhere but are most common in the mountains, where the stone is ancient and runs deep.

5th level blocker [HUMANOID]

Initiative +2

Stone club +11 vs. AC – 20 damage.

Natural odd miss: 10 force damage.

Skin of stone: Being born of stone has some rather obvious advantages. Oreads have resist weapons 16+.

Stable footing: As long as an oread is in contact with solid ground, they are immune to any effect that would change their position (popped free, knocked back, etc.) Damage still applies as normal.

AC 21

PD 20

MD 14

HP 128



Oneirids

Naiad

These freshwater nymphs are abundant and predominately good-natured. What'd you do to piss them off?

1st level caster [HUMANOID]

Initiative +4

Water whip +5 vs. AC - 6 damage.

R: Boiling springs +4 vs. PD (up to 2 enemies in a group) - 4 damage, and the targets are in pain (-2 to defenses and -1 to attacks) until the end of the naiad's next turn.

AC 16

PD 17

MD 12

HP 26

Nereid

The saltwater cousins of the naiads, nereids are similar in temperament. The main difference is their location, and the fact that when they splash you, it stings if you have a cut.

2nd level caster [HUMANOID]

Initiative +5

Salt water whip +6 vs. AC - 8 damage.

Natural 16+: Target is also in pain (-2 to defenses and -1 to attacks) until the end of its next turn.

R: Churning whirlpool +7 vs. PD (up to 3 nearby enemies) - 5 damage, and the targets are pulled in to engage the nereid. If at least 2 enemies are pulled in, she will use *micro tsunami* on her next turn.

Natural 16+: The nereid also gains resist damage (16+) until the end of her next turn.

[Special trigger] **Micro tsunami +8 vs. PD (all engaged enemies)** - 12 damage, and the targets are popped free from the nereid.

Natural 16+: Targets are also dazed, save ends.

AC 18

PD 12

MD 16

HP 33

