

NYMPH (NON-STANDARD) MONSTER CLASS PROGRESSION

By Elliander Eldridge

The nymph is not a cruel creature—a guardian of nature’s purest places and most beautiful realms, she treats those who respect her and her abode with kindness, and may even favor someone who takes her fancy with magical gifts. Yet those who would seek to abuse or harm her or her home quickly find that behind her beauty is a fierce protector more than capable of defending her charge. This progression assumes the nymph does not train as a druid, as standard nymphs do. Rather, this nymph has a wanderlust which may lead her to other areas of interest instead.

The normal level adjustment of a Nymph is +7, but the normal Nymph also casts as a 7th level druid. Her new level adjustment of +1 is justified by the fact that she is stripped of the druid spells and her abilities are weakened at her first level.

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| Type: | Medium Fey |
| LA: | +1 |
| Favored Class: | Druid and Bard |
| Environment: | In Wanderlust, but generally prefers temperate forested areas. |
| Deity: | Any Good |
| Alignment: | Usually Chaotic Good |
| HD: | 1D6 for the first level (from the level adjustment) after which time she uses chosen class HD instead of Monster HD. Whenever any level is gained in any class treat as if she also gained a level as a Nymph. (Because normal Nymphs have class levels) |
| Senses: | Low-Light Vision |
| Speed: | 30 feet ; Swim: 20 feet A Nymph has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line. |
| Bonus Languages: | Common, Sylvan |
| Feats: | A monster feat may be taken instead of a normal feat at any time a feat can be chosen. |
| Proficiencies: | Nymphs are proficient with all simple weapons. They are not proficient with any type of armor or shield. Nymphs do not gain any charisma-based bonuses when they wear armor. |
| Skill Points: | At first level, 6 + Intelligence Modifier times 4, unless first level of chosen class is higher. Afterwards use chosen class skill points. |
| Class Skills: | Acrobatics, Bluff, Climb, Craft (any), Diplomacy, Disguise, Escape Artist, Fly, Knowledge (Geography), Knowledge (Local), Knowledge (Nature), Perception, Perform (any), Sense Motive, Sleight of Hand, Stealth, Swim, Use Magic Device |

| Level | BAB | FORT | REF | WILL | Dex | Con | Cha | Int | Wis | Class Features (Showing total per level) |
|-------|-----|------|-----|------|-----|-----|-----|-----|-----|--|
| 1 | +0 | +0 | +2 | +2 | +3 | +1 | +07 | +0 | +0 | Wild Empathy, Stunning Glance 3/day, DR 3/cold iron, Unearthly Grace +2 |
| 2 | +1 | +0 | +3 | +3 | +4 | +2 | +08 | +0 | +0 | Inspiration, DR 4/cold iron, Unearthly Grace +3, Lethal Beauty (Fascinating) |
| 3 | +1 | +1 | +3 | +3 | +5 | +3 | +09 | +1 | +1 | Stunning Glance 6/day, DR 5/cold iron, Unearthly Grace +4 |
| 4 | +2 | +1 | +4 | +4 | +6 | +4 | +10 | +2 | +2 | DR 6/cold iron, Unearthly Grace +5, Lethal Beauty (Staggering) |
| 5 | +2 | +1 | +4 | +4 | +7 | +5 | +11 | +3 | +3 | Stunning Glance unlimited, DR 7/cold iron, Unearthly Grace +6 |
| 6 | +3 | +2 | +5 | +5 | +8 | +6 | +12 | +4 | +4 | DR 8/cold iron, Unearthly Grace +7, Lethal Beauty (Stunning) |
| 7 | +3 | +2 | +5 | +5 | +9 | +7 | +13 | +5 | +5 | DR 9/cold iron, Unearthly Grace +8 |
| 8 | +4 | +2 | +6 | +6 | +10 | +8 | +14 | +6 | +6 | DR 10/cold iron, Unearthly Grace, Lethal Beauty (Blinding), Dimension Door |

Wild Empathy: At first level, a nymph gains the Wild Empathy ability, as per the druid ability, except that the nymph gains a +6 racial bonus to the check. Effective druid level is equal to her total HD.

Stunning Glance: Beginning at first level, a nymph may make a stunning glance attack (DC 14 plus Cha modifier Fortitude save). This is a gaze attack, so the target must be in a position to make at least partial eye contact. If the target is positioned sideways to the nymph, so that eye contact is only peripheral, the Save DC is reduced by 2.

Damage Reduction: Nymphs gain DR 3/cold iron at first level. This protection increases by one per level, to a maximum of DR 10/cold iron at 8th level.

Unearthly Grace: Nymphs represent the majesty and beauty of nature in its purest form. As such, the laws of nature almost seem to bend to favor these divine daughters of the wild as the elements seem to conspire to protect her - desert sands or loose leaves may swirl about the face of an attacker, winds may shift to divert the path of an oncoming arrow, or songbirds may raise a shrill cacophony in her enemies' ears. Beginning at 1st level, a nymph is able to add some or all of her Charisma modifier to her AC and saves. This bonus is up to +2 at 1st level, increasing at a rate of +1 per level. Upon reaching 8th level, the nymph becomes infused with the fullest majesty of nature, gaining her full Charisma bonus to AC and saves, even if her full charisma modifier exceeds +9.

Inspiration (Su): Beginning at 2nd level, a nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has a nymph for a muse in this way can use his bardic performance for an additional number of rounds per day equal to his nymph muse's Charisma modifier. The nymph retains a link to her token and its carrier as if she had cast a *status* spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.

Lethal Beauty: As a nymph grows as a scion of nature's beauty, her burgeoning perfection becomes more and more difficult for other humanoids to gaze upon. Non-humanoids and undead are unaffected by a nymph's Lethal Beauty. Beginning at 2nd level, as a Standard Action, a nymph may cause onlookers to become *fascinated* (as per the condition) for 2d4 rounds. This ability becomes increasingly more debilitating to onlookers at higher levels, upgrading the condition if she chooses to *staggered* at 4th level, *stunned* at 6th level, and *blinded* at 8th level. The blindness conferred by an 8th level nymphs Blinding Beauty is permanent, though it can be negated by any spell that would normally cure blindness. A successful DC 14 plus Cha modifier Fortitude save negates these effects. This ability affects all humanoids within 30 feet of the nymph. If a target succeeds on its saving throw, it can never again be affected by the same nymph's *lethal beauty*. The effort to draw forth the natural majesty within her is somewhat draining - a nymph can do this only one time per day at 2nd level, and one additional time per day for each level above 2nd. Upon reaching 8th level, the nymph becomes much more adept at calling forth nature's majesty and may employ her Lethal Beauty as a Free Action.

A Nymph may not use this ability if she is wearing armor or concealing clothing, though she may as part of the standard action remove any armor or clothing that would prevent her from using this ability. For this reason Nymphs prefer clothing that accentuates their beauty above even the most functional armor. Cloaks of Charisma is one of the few functional items that a Nymph may actually seek out, though even then she goes for style first.

