

Liber Genus

III

Nymph

NYPH

Nymphs are beautiful fey that guard nature from interlopers.

Nymphs are inscrutable protectors of woodland glades, pristine mountain lakes and other natural features. Each type of nymph protects a specific feature, such as naiads who protect pools, ponds and lakes while dryads guard trees and groves.

You Might...

- Immerse yourself in nature.
- Inspire others in the arts.
- Prefer to resolve conflicts with words rather than violence.

Others Probably...

- See you as a beautiful, unreachable creature.
- Are wary of you weaving enchantments to control them.
- Try to earn your favour by creating art, specifically sculptures or paintings.

Physical Description

Nymphs are humanoid in shape and all have exquisitely beautiful features. Dryads tend to have wooden skin, with colours and patterns that match the trees they protect. Those that protect oaks tend to have dark brown flesh, while those that defend birches have white skin. Their hair matches the leaves and blossoms that match their home tree. Naiads on the other hand has a body that seems made of water, constantly moving and flowing within itself. Their hair however looks normal for other ancestries.

Nymphs reach maturity in their 2nd year and can live for as long as their natural feature remains. The typical nymph stands around 5' 5" tall.

Society

Nymphs are typically solitary creatures due to the nature of where and how they live. Since each protects a single natural feature and rarely stray from there, they usually meet only other creatures. This solitary life has led to their love of their immortalisation in art, especially those that

Hit Points

8

Size

Medium

Speed

25 feet

Ability Boosts

Dexterity
Charisma
Free

Ability Flaw

Strength

Languages

Common, Sylvan

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aquan, Arboreal, Elven, Gnomish, Halfling, Terran, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Fey
Nymph

Low-Light Vision

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

capture their beauty such as in paintings, murals and sculptures.

Every few years in response to changing conditions, or as a response to changes in the extent of the natural landscape a nymph will create a seed that they plant in their bonded feature. Over the next few months it grows within a tree for dryads, or underwater for naiads, whereupon a young nymph is born. It takes just a few more months for the newborn

nymph to become large enough to seek out its own natural feature to protect and call its own.

These younger nymphs are typically the ones encountered wandering the world as they can survive for much longer without access to their bonded feature as they can make lesser bonds as they travel. Once they have found a suitable location for the rest of their lives, these young nymphs settle down and create their lifelong bond.

Alignment and Religion

Nymphs can have a variety of alignments, although most tend to be chaotic, with those that prefer to look after nature being good. Those that have had their bonded feature attacked tend to slip towards neutral from good as their hope for others also slips. Nymphs tend to worship nature spirits or pantheons, although others worship the ancient deities of the First World.

Names

Áedán, Boudica, Cadeyrn, Cynwrig, Elisedd, Fáelán, Máedóc, Ninian, Seisyll

NYMPH HERITAGES

Dryad

You have an urge to bond to a nearby tree. During your daily preparations, choose a tree at least 40' in height near you. While within 300' of your bonded tree, you can animate plants to gain a young animal companion with the plant trait rather than animal.

Lampad

You skulk about in dark places, forming an attachment to a particular cave. During your daily preparations, choose an underground area at least 50' in diameter near you. While within 300' of your bonded cave, you gain a +1 status bonus to your AC. You gain darkvision.

Naiad

You feel a need to bond to body of water. During your daily preparations, choose a body of water at least 20' in diameter near you. While within 300' of your bonded body of water, you gain resistance equal to your level to fire.

NYMPH ANCESTRY FEATS

As a nymph, you can select from among the following ancestry feats.

Druidic Familiarity

Feat 1

NYMPH

You have spent time in the presence of druids and their enclaves. You have learnt the secret language of Druidic. In addition, you have a +1 circumstance bonus to Diplomacy checks when interacting with druids.

Congregation of Harmony ♦

Feat 1

NYMPH

MANIPULATE

METAMAGIC

When in the presence of others, you can achieve greater feats than on your own. If you are adjacent to an ally and the next action you use is to Cast a Spell with the water or plant traits, you can modify the spell in one of the following ways: increase the DC by 1; double the duration of a spell that lasts at least 1 minute; be affected by Reach Spell metamagic; or be affected by Widen Spell metamagic.

Nymph Lore

Feat 1

NYMPH

You have some genetic memories from your sprite ancestors. You gain the trained proficiency rank in Diplomacy and Performance. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Nymph Lore.

Nymph Magic

Feat 1

NYMPH

A wellspring of magical power runs weakly through your veins. Choose one cantrip from the primal spell list. You can cast this cantrip as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

Wild Empathy

Feat 1

NYMPH

You can use Diplomacy to Make an Impression on and make very simple Requests of animals.

Inspiration

Feat 5

NYMPH

You can inspire others to great success, typically by giving them a token of your favour such as a lock of hair. As long as the creature carries your token and remains in good standing with you, the creature gains a +1 status bonus to all Crafting checks, Performance checks, and Will saves.

Land Bond ♦♦

Feat 5

NYMPH

Prerequisite Nymph heritage

Your nymph spirit becomes enhanced when near your bonded feature. You gain one of the abilities listed below depending on your heritage:

Tree Meld (Dryad) (primal, transmutation) You merge into your bonded tree. You can Cast a Spell while inside as long as the spell doesn't require a line of effect outside the tree. You can hear, but not see, what's going on outside the tree. You can Dismiss this effect.

Water Healing (Naiad) (concentrate, healing, necromancy, primal) While within your bonded body of water, you heal 1 Hit Point per level every 10 minutes.

Weep (Lampad) (auditory, emotion, fear, mental) **Frequency** once per 10 minutes; All enemies within a 30' emanation centred on you become frightened 1.

Nymph Adept

Feat 9

NYMPH

Prerequisite Nymph Magic

Your faerie magic has continued to strengthen over time. You gain *tree shape* and *faerie fire* as 2nd-level primal innate spells. You can cast each of these primal innate spells once per day.

Nymph's Beauty ♦♦

Feat 9

NYMPH

Frequency once per 10 minutes

Duration 1 minute

Your beauty is exceptional. You gain a 20' aura with the aura, emotion, enchantment, mental, primal and visual traits. One a failed save, the target is stunned 1 for this turn. The DC is equal to your Class DC.

Focus Beauty ♦

Feat 13

NYMPH

Prerequisites Nymph's Beauty

You focus your beauty upon a target within your aura. The creature must attempt a Will save with a DC equal to your Class DC. This has the emotion, enchantment, mental, primal and visual traits. On a failed save, if the target was already affected by your Nymph's Beauty, the image of you sears into the creature's mind, allowing no further sight and effectively blinding the creature until restored via restore senses or a similar effect, or until you choose to remove the effect using a single action, which has the concentrate trait. You can Focus Beauty on a given creature only once per turn.

NYMPH ITEMS

Natural Keepsake

Item 6+

CONJURATION

INVESTED

MAGICAL

NYMPH

Usage worn; Bulk L

A fist sized object hung on a string or chain that represents a natural formation, typically a vial of water from a pond or a section from a branch. You are able to leave the vicinity of any area you are restricted to remain near, such as a dryad and their tree, without harmful effects.

Activate ♦ envision; **Frequency** once per day; **Effect** For 1 minute you are considered to be near a location that requires attunement or proximity to work such as the nymphs' ability to bond to water or a tree.

Type natural keepsake; **Level** 6; **Price** 210 gp;

Craft Requirements The initial raw materials must include material from the feature you attune to.

Type greater natural keepsake; **Level** 13; **Price** 2,300 gp; **Craft Requirements** The initial raw materials must include material from the feature you attune to.

You can activate the keepsake 3 times a day

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