



MEDIUM (5'x5')

LEVELS 1 THRU 10

# WOOD NYMPH

STR <b>8</b> -1	DEX <b>10</b> 0	CON <b>16</b> +3	INT <b>12</b> +1	WIS <b>11</b> 0	CHA <b>21</b> +5
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**The Wood Nymph performs 2x Club attacks per turn plus the following:**

**Barkskin** transforms her skin into hardened bark and her limbs into thick branches.

The Wood Nymph engages Barkskin immediately when she enters combat. This provides 1/2 damage reduction from edged weapons and immunity to Bludgeoning damage.

She will only fight if under complete character control by another or if one of her kin are under attack.

The moment those conditions are no longer true she will step into the nearest medium sized tree (or larger) within 10' and vanish.

The Wood Nymph can command nearby trees to ensnare her adversaries as long as they are within 10' of the tree. A failed ST results in the target being ensnared and unable to perform actions until the Wood Nymph dies or vanishes or instructs the tree to release its target.

**Club:** Melee weapon attack, 5' range

**Sleep Aura:** Magic AOE, 30' radius (see details)



*The Wood Nymph is part of the RPG adventure The Tailor's Task from GlendorsRPGAdventures.com*

Level	1	2	3	4	5	6	7	8	9	10
Armor Class	12	12	12	12	12	13	13	13	13	13
Hit Points	17	51	44	107	62	116	110	117	169	80
XP Value	200	440	680	950	1500	2200	2950	3800	4800	5900
Proficiency Bonus	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4
Club	6 (1d8+1)	5 (1d6+2)	12 (4d4+2)	7 (1d8+3)	19 (4d6+5)	14 (2d8+5)	20 (4d6+6)	25 (5d6+8)	20 (4d6+6)	42 (6d8+15)

Other \_\_\_\_\_

Other \_\_\_\_\_



MEDIUM (5'x5')

LEVELS 11 THRU 20

## WOOD NYMPH

STR 8 -1	DEX 10 0	CON 16 +3	INT 12 +1	WIS 11 0	CHA 21 +5
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Additional information:

She can produce a **Sleep Aura** at will with a 30' radius. Failed ST by any living creature within the aura will result in the creature falling into a light sleep. A passing ST results in 48-hour immunity.

The Wood Nymph can move up to a maximum 30' per turn. When near trees, she can step into them and exit from another up to 100' feet away. She can do this once per 6 seconds.

**HOW TO  
AWAKEN YOUR  
INNER GENIUS**

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**Club:** Melee weapon attack, 5' range

**Sleep Aura:** Magic AOE, 30' radius (see details)

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Level	11	12	13	14	15	16	17	18	19	20
Armor Class	14	14	14	14	14	15	15	15	15	15
Hit Points	148	132	304	237	319	180	145	339	230	382
XP Value	7000	8200	9900	11700	13600	15600	17750	20000	22400	25000
Proficiency Bonus	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6

Club 35 (5d8+13) 44 (4d12+18) 19 (4d6+5) 35 (5d8+13) 27 (9d4+5) 54 (6d10+21) 58 (8d8+21) 36 (4d10+14) 58 (8d8+21) 42 (6d8+15)

Other \_\_\_\_\_

Other \_\_\_\_\_