



"Nymph of the Four Seasons" by Christopher Cinn @ www.TheDungeonGeek.net  
 Adobe Photoshop, Generative Prompting, Adobe Lightroom, + ProCreate

## NYPH OF THE FOUR SEASONS

Medium fey, Chaotic Good

**Armor Class** 16 (natural armor)

**Hit Points** 195 (23d8 + 92)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	16 (+3)	20 (+5)	22 (+6)

**Saving Throws** Wis +10, Cha +11

**Skills** Nature +13, Perception +10, Stealth +9

**Damage Resistances** cold, fire, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened, petrified

**Senses** darkvision 60 ft., passive Perception 20

**Languages** Common, Elvish, Sylvan

**Challenge** 15 (13,000 XP)

**Innate Spellcasting.** The Nymph of the Four Seasons' innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *produce flame*, *ray of frost*, *gust*  
 3/day each: *cure wounds* (spring), *heat metal* (summer), *gust of wind* (autumn), *rimes binding ice* (winter)

1/day each: *regenerate* (spring), *sunbeam* (summer), *scatter* (autumn), *ice storm* (winter)

**Magic Resistance.** The Nymph of the Four Seasons has advantage on saving throws against spells and other magical effects.

**Natural Camouflage.** The Nymph of the Four Seasons has advantage on Dexterity (Stealth) checks made to hide while in nature.

**Wonderous Presence.** Any non-eladrin creature that starts its turn within 60 feet of the Nymph of the Four Seasons must make a DC 19 Wisdom saving throw. On a failed save, the creature becomes charmed by the Nymph of the Four Seasons for 1 minute. While charmed in this way, the creature has disadvantage on ability checks and saving throws. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to any Nymph of the Four Seasons' Wonderous Presence for the next 24 hours.

Whenever the Nymph of the Four Seasons deals damage to the charmed creature, the charmed creature can repeat the saving throw, ending the effect on itself on a success.

### ACTIONS

**Multiattack.** The Nymph of the Four Seasons makes two Seasonal Orb attacks.

**Seasonal Orb.** *Melee or Ranged Spell Attack:* +11 to hit, reach 90 ft., one target. *Hit:* 22 (4d10) damage. The Nymph chooses the damage type each time she uses this attack: cold (winter), fire (summer), acid (autumn), or lightning (spring).

### BONUS ACTIONS

**Fey Step (Recharge 4-6).** As a bonus action, the Nymph of the Four Seasons can teleport up to 30 feet to an unoccupied space she can see.



**The Dungeon Geek™**  
 Fantasy Maps & More

#creatuinary2024