

UNCOMMON

CG

MEDIUM

FEY

NYMPH

COLD

**Perception** +28; darkvision, low light vision**Languages** Common, Elven, Sylvan; speak with animals**Skills** Acrobatics +28, Athletics +23, Crafting +26 (Woodworking), Deception +32, Diplomacy +32, Intimidation +28, Nature +26, Performance +32, Stealth +28, Survival +28**Str** +3, **Dex** +7, **Con** +7, **Int** +5, **Wis** +5, **Cha** +9**Tied to the Land****Nature Empathy** Svevenka can use Diplomacy to Make an Impression on and make very simple Requests of animals and plants.**Inspiration** ◆◆◆ (emotion, enchantment, mental, primal)**Ice Meld** ◆◆ (primal, transmutation) Svevenka touches ice within her domain of enough volume to contain her and merges into it for as long as she wishes. She can Cast a Spell while inside as long as the spell doesn't require a line of effect outside the ice. She can hear, but not see, what's going on outside the ice. She can enter or exit her extradimensional domain from any ice in her domain. She can Dismiss this effect.

Significant physical damage dealt to the ice where she entered expels Svevenka from the ice and deals 3d6 damage to her. Passwall expels Svevenka without dealing damage.

If Svevenka uses this ability on her bonded area of ice, she instead enters an extradimensional living space within; Ice Meld gains the extradimensional trait. Svevenka can bring up to eight other creatures with her when entering her home within her bonded area. Svevenka can still be expelled from this space as above.

**Ice Mastery** Svevenka never slips or slides on ice unless she wishes, and can climb icy surfaces as though affected by a spider climb spell.**Cold Aura** ◆ Svevenka emits an aura of cold in a 10-foot radius. Any creature in this range takes 2d6 points of cold damage per round (DC 30 Fort for half).**AC** 38; **Fort** +28, **Ref** +30, **Will** +28**HP** 280; **Immunities** cold; **Resistances** Ring of Fire Resistance (Major) 15; **Weaknesses** cold iron 10, fire 10**Nymph's Beauty** ☞ (aura, emotion, enchantment, incapacitation, mental, primal, visual); **Trigger:** creature comes within 30ft of Svevenka.**Effect:** DC 37. On a failed save, the target is immobilized in awe for 1 minute.**Change Shape** ◆ (polymorph, primal, transmutation)**Speed** 30 feet**Melee** ◆ +2 greater striking dagger +30 (Magical, Agile, Finesse, Thrown 10 ft., Versatile S), **Damage** 3d12+8 piercing + icy touch (1d6 cold plus slowed 1 DC30)**Ranged** ◆ icicles +30 (conjuration, cold, primal, range increment 60 feet), **Damage** 3d8+6 piercing**Primal Prepared Spells** DC 37, attack +29 ; **8th** *Moment of Renewal*, *polar ray*; **7th** *regenerate*, *finger of death*; **6th** *baleful polymorph*, *true seeing*, *chain lightning*; **5th** *crushing despair*, *death ward*, *heal*; **4th** *fly*, *resist energy*, *stoneskin*; **3rd** *earthbind*, *haste*, *animal vision*, *wall of thorns*; **2nd** *animal messenger*, *faerie fire*, *calm emotions*; **1st** *fleet step*, *gust of wind*, *negate aroma*; **cantrips (8th)** *detect magic*, *guidance*, *light*, *ray of frost*, *stabilize***Primal Innate Spells** DC 37 , attack +29; **9th** *Shapechange*; **8th** *Punishing Winds*; **7th** *unfettered pack*; **6th** *cone of cold*; **5th** *wall of ice* (×3); **4th** *charm* (at will), *suggestion* (at will); **3rd** *entangle* (at will), *sleep* (at will); **2nd** *change ice* (at will), *ice form* (at will), *ice true shape*;

(at will), *sleep* (at will); **2nd** *shape ice* (at will), *ice form* (at will, as tree shape);

**cantrips (8th)** *tanglefoot* **Constant** *speak with animals*

**Focus Beauty** ◆ (emotion, enchantment, incapacitation, mental, primal, visual) DC 37 On a failed save, if the target was already affected by Svevenka's beauty, the target suffers the effects of a failed save against charm.

**Icy Touch** (primal, transmutation) Svevenka's touch and attacks she makes with metallic weapons deal +1d6 points of cold damage. Anyone who takes this additional cold damage must succeed at a DC 30 Fortitude save or be slowed 1.

**Exude Ice** ◆◆◆ (primal, transmutation) Svevenka can exude a circle of slippery ice in a 10-foot-radius spread centered on her. This ice remains in the affected area, melting away as normal for the ambient temperature. This functions as per the Grease spell though is not limited to just the ground.

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Recall Knowledge - Fey (Nature): DC 33