



“White Fairy” © Marta Nael, accessed at ArtStation [here](#)

[Commissioned by [@crazytrain48](#), who wanted to round out the Paracelsan elementals with other fey types, and get a “real” sylph out of the deal. This is inspired by the original D&D sylph, who first (?) appeared in the AD&D Monster Manual clearly as a “fantasy girlfriend” creature. Basically a dryad with less attachments and less clothes. Seriously, both the 1e and 2e writeups are [pretty darn pervy](#). The claws are inspired by the art, and also give them some ability in melee, which they have been perpetually lacking.]

Sylphid

CR 8 NG Fey

This elfin woman is ethereally beautiful. Dragonfly wings grow from her back, and her fingertips end in claws made of ice.

Lissome and aloof, sylphids are often mistaken for air elementals or azatas. They are in fact fey creatures infused with and native to the plane of elemental Air. Their attitude towards others is best described as “benevolent isolationism”—few sylphids will go out of their way to intervene in the affairs of others, but they are kindly and good to those they encounter. Sylphids not on their home plane live in areas of high winds, such as the peaks of mountains, coastal cliffs or plains basins where tornadoes form, where they frolic in the sensation of the air’s power. They are only ever found below ground or indoors if under duress or on a mission of grave importance.

Sylphids prefer not to engage in combat if they can help it, but will fight against creatures that mean them harm. Their fingers, although delicate, end in icy claws that strike like knives, and they are gifted magic users. More often than not, they will summon air elementals to cover their escape and flee if they are sorely pressed.

Sylphids live in family groups, and are quite dedicated to their relatives. Sylphids lay eggs one at a time, and the entire family dotes on the child for years, well after they are fully grown. Sylphids delight in dance and other forms of impermanent art; those with class levels are more likely to become bards than any other class. They do occasionally mingle bloodlines with mortals—such offspring are usually sylphs.

A sylphid is small for a Medium creature, being between four and five feet tall on average. Even those with broader frames are lightweight, due to their aerial composition. Their hair and skin can be of almost any color—they can have any pigment found in the sky or clouds, and can change their color as their whim fits.

Sylphid Boons and Banes (6th level, CL 12th, DC 20)

Sylphids are unlikely to use either their boons or banes, thanks to their isolationist attitudes. They can be convinced to use their boon if it is for a good cause. Only the most heinous villains, such as those that would capture a sylphid and deprive them of naturally flowing air, are subject to their banes.

Boon: You gain the flight of a sylphid. As a free action, you can grant yourself a fly speed of 80 feet (perfect maneuverability) for up to 10 minutes per day. You may split this into increments, but no increment can be less than 1 minute. This flight is a supernatural ability. This boon lasts for 1 week.

Bane: You are especially vulnerable to the effects of the wind. You are treated as being two sizes smaller than your actual size for the purposes of wind effects, and take a -4 penalty to any Fortitude saves or Strength checks you make due to wind effects. This bane is permanent.

Sylphid CR 8

XP 4,800

NG Medium fey (extraplanar)

Init +6; **Senses** low-light vision, Perception +16

Defense

AC 22, touch 17, flat-footed 15 (+6 Dex, +1 dodge, +4 armor, +1 natural)

hp 90 (12d6+48)

Fort +8, **Ref** +14, **Will** +9; +4 saves vs. gases

DR 10/cold iron; **Resist** cold 10, electricity 10, sonic 10; **SR** 19

Defensive Abilities wind shield

Offense

Speed 30 ft., fly 80 ft. (perfect)

Melee 2 claws +12 (1d4+2 plus 1d6 cold)

Spell-like Abilities CL 12th, concentration +16 (+20 casting defensively)

Constant—*mage armor*

At will—*gust of wind* (DC 17), *invisibility*

1/day—*control winds* (DC 19), *freedom of movement*, *summon nature's ally V* (air elementals or air, dust or ice mephits only)

Spells CL 7th, concentration +11 (+15 casting defensively)

3rd (5/day)—*heroism*, *lightning bolt* (DC 17)

2nd (7/day)—*detect thoughts* (DC 16), *glitterdust* (DC 16), *whispering wind*

1st (7/day)—*charm person* (DC 15), *color spray* (DC 15), *magic missile*, *shield*, *shocking grasp*

0th—*detect magic*, *detect poison*, *mage hand*, *open/close*, *prestidigitation*, *ray of frost*, *resistance*

Statistics

Str 15, **Dex** 23, **Con** 18, **Int** 15, **Wis** 12, **Cha** 18

Base Atk +6; **CMB** +8; **CMD** 27

Feats Combat Casting, Defensive Combat Training, Dodge, Flyby Attack, Weapon Finesse, Wingover

Skills Bluff +19, Diplomacy +19, Fly +29, Knowledge (nature) +17, Knowledge (planes) +14, Perception +16, Perform (sing) +19, Stealth +21 (+29 outside); **Racial Modifiers** +8 Stealth outside

Languages Auran, Common, Sylvan

SQ windproof

Ecology

Environment any land (Plane of Air)

Organization solitary, pair, family (3-6) or flight (7-18)

Treasure standard

Special Abilities

Spells A sylphid casts spells as a 7th level sorcerer. She does not gain any other benefits of the sorcerer class, such as bloodline spells.

Windproof (Su) A sylphid is not affected by mundane winds of any speed unless it chooses to be. Magically affected winds still effect it normally.

Wind Shield (Su) A sylphid is surrounded at all times by a protective shield of air. She has a +4 competence bonus on all saves versus inhaled poisons or other gas-based attacks, and she has a 30% miss chance against all ranged attacks. This ability can be suppressed with a *control winds* spell and a successful caster level check against the sylphid's Hit Dice (CL 12th for most sylphids). If this caster level check succeeds, the wind shield is suppressed for the duration of the *control winds* spell.