



NIXIE

Small Fey, Neutral Evil

Armor Class 13
Hit Points 18 (4d6 + 4)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	6 (-2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., Passive Perception 13
Languages Gloamish
Challenge ½ (100 XP)

Ambush Predator. When making a bite attack, the nixie deals an additional 2d6 damage against any creature that has not acted during combat.

Gloamborn. The nixie gains the following features while in the Gloaming:

- ◆ **Fire Immunity.** The nixie is immune to fire damage.
- ◆ **Aquatic Blindsight.** While in the water, the nixie can perceive its surroundings without relying on sight in a 30-foot radius.

Hold Breath. A nixie can hold its breath for 30 minutes.

ACTIONS

Multiattack. The nixie makes two attacks: one with its tentacles and one with its bite.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 3) slashing damage.

Tentacles. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 5 (1d4 + 3) poison damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

