

# NIXIE

Nixies are mischievous river fey. They appear as very comely, green-skinned humanoids with green hair and silver eyes. The skin of a nixie is scaled like a fish, with webbed hands and feet. Nixies dwell in rivers and lakes, but are only rarely found in larger bodies of water.

Nixies are native to the Feywild, but many have taken residence in the world. They are often fascinated by natural creatures and sometimes kidnap them as slaves or mates.

## Laughing Nixie

Small fey humanoid (aquatic)

## Level 1 Minion Controller

XP 25

**HP** 1; a missed attack never damages a minion

**Initiative** +2

**AC** 15; **Fortitude** 10; **Reflex** 14; **Will** 14

**Perception** -1

**Speed** 6, swim 9

Green eyes

## TRAITS

### Aquatic

A nixie can breathe underwater. In aquatic combat, it gains a 2 bonus to attack rolls against nonaquatic creatures.

## STANDARD ACTIONS

**(mbasic or rbasic) Dagger** (weapon) \* **At Will**

*Attack:* Melee 1 or range 5/10 (one creature); +6 vs. AC.

*Hit:* 4 damage.

**(close) Charming Laugh** (charm) \* **Encounter**

*Attack:* Close burst 2 (creatures in burst); +2 vs. Will.

*Hit:* The target cannot make an attack that includes a nixie as a target until the end of the laughing nixie's next turn. This effect ends if a nixie deals damage to the target.

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**Str** 11    **Dex** 15    **Wis** 9

**Con** 9    **Int** 12    **Cha** 16

**Alignment** unaligned

**Languages** Elven

**Equipment** dagger

## River Nixie

Small fey humanoid (aquatic)

## Level 1 Controller

XP 100

**HP** 25; **Bloodied** 12

**Initiative** +2

**AC** 15; **Fortitude** 10; **Reflex** 14; **Will** 14

**Perception** -1

**Speed** 6, swim 9

Green eyes

## TRAITS

### Shocked Dance

When the nixie takes lightning damage, the creator of the damaging effect can also slide the nixie up to 2 squares.

## STANDARD ACTIONS

**(mbasic or rbasic) Dagger** (weapon) \* **At Will**

*Attack:* Melee 1 or range 5/10 (one creature); +6 vs. AC.

*Hit:* 1d4+6 damage.

**(ranged) Nixie Charm** (charm) \* **Encounter**

*Attack:* Range 10 (one creature); +4 vs. Will.

*Hit:* The target cannot attack a nixie (save ends).

*Miss:* The target is dazed and immobilized until the end of its next turn.

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**Str** 11    **Dex** 15    **Wis** 9

**Con** 9    **Int** 12    **Cha** 16

**Alignment** unaligned  
**Equipment** dagger

**Languages** Elven

## Deep Nixie

Small fey humanoid (aquatic)

**HP** 50; **Bloodied** 25

**AC** 18; **Fortitude** 14; **Reflex** 17; **Will** 17

**Speed** 6, swim 9

**Resist** 5 cold

## Level 4 Controller

XP 175

**Initiative** +5

**Perception** +1

Green eyes

## TRAITS

### Shocked Dance

When the nixie takes lightning damage, the creator of the damaging effect can also slide the nixie up to 2 squares.

## STANDARD ACTIONS

**(mbasic or rbasic) Dagger** (weapon) \* **At Will**

*Attack:* Melee 1 or range 5/10 (one creature); +9 vs. AC.

*Hit:* 2d4+6 damage.

**(melee) Pressure of the Deep** (cold) \* **Recharge** when the nixie takes damage

*Attack:* Melee 1 (one creature); +7 vs. Fortitude.

*Hit:* 2d6+2 cold damage, and the target is slowed and takes ongoing 5 cold damage (save ends both).

**(ranged) Nixie Charm** (charm) \* **Encounter**

*Attack:* Range 10 (one creature); +7 vs. Will.

*Hit:* The target cannot attack a nixie (save ends).

*Miss:* The target is dazed and immobilized until the end of its next turn.

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**Str** 14    **Dex** 16    **Wis** 9

**Con** 10    **Int** 12    **Cha** 18

**Alignment** unaligned

**Languages** Elven

**Equipment** dagger