

KELXIE

"Beware the deeper waters, the currents and tides aren't the trickiest things that dwell there."

- Nergalee, Archdruid

Sea Spirits. Kelxie can be found in either fresh or salt waters, although their appearances vary slightly.

Kelxie are cousins to pixies, and hold the same position in the feywilds. Often pixies and kelxies can be found together in enchanted forests where the riverbank home of the kelxie meets a fairy circle belonging to pixies.

Water Tricksters. The kelxie are a peaceful race of fey drawn to the water. Whilst they usually mean no harm, they are notorious pranksters and enjoy luring mortals to the waters with illusions.

Their goal is usually just to get a mortal wet and irritated, but if provoked it is not unknown for a Kelxie to entangle and drown particularly annoying mortals.



KELXIE

Tiny fey, chaotic neutral

Armor Class 15

Hit Points 1 (1d4 - 1)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Sylvan

Challenge 1/4 (50 XP)

Amphibious. The kelxie can breathe air and water.

Magic Resistance. The kelxie has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The kelxie's innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 12), requiring only water as a component:

At will: *minor illusion, shape water*

1/day each: *control water, disguise self, entangle, silent image*

ACTIONS

Aquatic Invisibility. If the kelxie is at least partially submerged in water it can magically turn invisible until its concentration ends (as if concentrating on a spell) or it leaves the water. Any equipment the kelxie wears or carries is invisible with it.