

Ningyo

Medium, Fey, Neutral

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ARMOR CLASS

14

HIT POINTS

66 (12d8 + 12)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed Swim 40 ft., Walk 10 ft.

Initiative +2

Saving Throws N/A

Skills Insight +4, Perception +4, Persuasion +5

Senses Darkvision 60 ft.; Passive Perception 14

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Languages Aquan, Common, Sylvan

STR

10
+0

DEX

15
+2

CON

12
+1

INT

12
+1

WIS

15
+2

CHA

16
+3

Traits

Amphibious. The ningyo can breathe air and water.

Fortune Flesh. A creature that harms the ningyo with a melee attack has Disadvantage on its next d20 Test before the end of its next turn.

Actions

Pearl Knife. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage plus 7 (2d6) Psychic damage.

Tide Song. Wisdom Saving Throw: one creature within 60 feet that can hear the ningyo. Failure: The target is Charmed until the end of its next turn.

Healing Foam (Recharge 6). The ningyo or one creature within 30 feet regains 14 (4d6) Hit Points.

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