

WINTER-TOUCHED SPRITE FIGHTER

CREATURE 1

CE TINY FEY SPRITE COLD

Perception +6

Languages common, sylvan

Skills Acrobatics +8, Stealth +8

Str -1, **Dex** +6, **Con** +2, **Int** +0, **Wis** +2, **Cha** +4

Luminous Frost (evocation, light, primal) A sprite naturally sheds light like a torch. The sprite can extinguish, rekindle, or change the color of this light using a single action, which has the concentrate trait. While this light is extinguished, the sprite's Strikes don't deal fire damage and they can't use their luminous spark Strike.

Items Short Sword, Shortbow

AC 16; **Fort** +0, **Ref** +0, **Will** +0

HP 21; **Immunities** cold; **Weaknesses** cold iron 3, fire 3

Speed 10 feet, fly 40 feet

Melee ♦ short sword +9 (agile, finesse), **Damage** 1d6-1 piercing + 1 cold

Ranged ♦ shortbow +9 (deadly d10, range increment 60 feet), **Damage** 1d6 piercing

Ranged ♦ luminous spark +9 (cold, light, range 20 feet), **Damage** 1d4+1 cold

Primal Innate Spells **Spells** DC 17, attack +9 ; **1st** *color spray*; **cantrips (1st)** *dancing lights, daze, detect magic*