

FAWFEIN

CREATURE 1

N**MEDIUM****HUMANOID****COLD****SPRITE**

Languages common, sylvan

Skills Acrobatics +7, Athletics +2 (+6 to High Jump or Long Jump), Performance +7, Stealth +7

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

AC 17; **Fort** +6, **Ref** +9, **Will** +9

HP 20; **Immunities** cold; **Weaknesses** cold iron 5, fire 5

Speed 25 feet, fly 30 feet

Melee ♦ rapier +9 (finesse, disarm, magical, deadly 1d8), **Damage** 1d6-2 piercing

Ranged ♦ numbing frost +10 (cold, light, range 20 feet), **Damage** 1d4 cold plus numbing chill

Primal Spells DC 18, attack +10 ; **2nd** *spek with animals, invisibility* (self only); **1st** *fear*; **cantrips** (2nd) *ghost sound*

Sneak Attack Fawfein deals an extra 1d6 precision damage to flat-footed creatures.

Numbing Chill (cold, light) Creatures hit by Fawfein's numbing frost must make a DC 16 Fortitude save or be slowed 1 for 1 round.