

SPRITE

ABILITIES (DC 10)

Distract. This round, the first attack on the target has advantage.

Heart Sight. Touch a creature and know its current emotional state.

Help. This round, an ally has advantage on the next ability check it makes to perform the task you are helping with.

Invisibility. Magically turns invisible until it attacks or casts a spell.

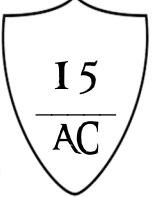
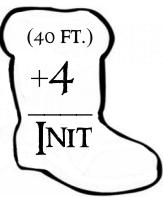
ATTACKS (+6)

Longsword. Melee, 1 slashing.

Shortbow. Ranged (40/160 ft.), 1 piercing. Poisoned (DC 10 CON save) or unconscious (DC 5 CON save) for 1 minute.

FEATURES

Flying. The sprite's movement can be used to fly.



STRENGTH -4

DEXTERITY +4

CONSTITUTION +0

INTELLIGENCE +2

WISDOM +1

CHARISMA +0

