

PEPPERMINT SPRITES

Mischievous and elusive, Peppermint Sprites bring wintery havoc with their frosty tricks and icy shards.

- **Type** Tiny Elemental
- **Armor Class** 14 (natural armor)
- **Hit Points** 22 (5d4 + 5)
- **Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

- **Damage Resistances** cold, piercing; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, exhaustion, frightened
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** understands Common and Primordial but cannot speak
- **Challenge** 1/2 (100 XP)

TRAITS

- **Frosty Chill (Aura).** While at least three Peppermint Sprites are within 10 feet of each other, they emit an aura of icy cold in a 10-foot radius. Creatures in the area have movement reduced by 10 feet.
- **Peppermint Pranksters.** The sprite can take the Disengage action as a bonus action on each of its turns.

ACTIONS

- **Peppermint Shards.** *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) cold damage.
- **Icy Burst (Recharge 5-6).** The Peppermint Sprite releases a burst of frosty energy in a 5-foot radius. Each creature in that area must succeed on a DC 12 Constitution saving throw or take 9 (2d8) cold damage and have their movement speed halved until the end of their next turn.

TACTICS

- **Hit-and-Run.** The sprites dart around the battlefield, using their superior speed and Disengage ability to stay out of reach while pelting enemies with Peppermint Shards.
- **Clustered Defense.** The sprites group together to activate their Frosty Chill aura, slowing enemies and reducing the effectiveness of fire-based attacks.