

WINTER-TOUCHED SPRITES

CE TINY COLD FEY SPRITE

CREATURE -1

Perception +4; low-light vision

Languages common, sylvan

Skills Acrobatics +6, Stealth +6

Str -3; **Dex** +4; **Con** +0; **Int** -2; **Wis** +0; **Cha** +2

Luminous Cold (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 cold damage and they can't use their luminous spark Strike.

Items Rapier

AC 15; **Fort** +2; **Ref** +8; **Will** +4

HP 11; **Weaknesses** cold iron 3; **Resistances** cold 1

Speed 10 feet, fly 40 feet

Melee Rapier ♦ +8 (deadly 1d8, disarm, finesse, cold, magical) ,

Damage 1d6-3 piercing plus 1 cold and Numbing Cold;

Ranged luminous spark ♦ +8 (cold, light, magical) ,

Damage 1d4 cold and Numbing Cold;

Primal Innate Spells DC 16, **1st** *Color Spray*; **Cantrips** (1st) *Dancing Lights*, *Daze*, *Detect Magic*

Numbing Cold ☞ Magically powered by the shard of ice instilled in their hearts. The Winter-Touched Sprite's attacks supernaturally chill their enemies. Even their natural flames freeze rather than burn. On a Hit, the targeted creature must succeed at a DC 12 Basic Fortitude save.

Critical Success They are unaffected and are immune to further effects from Numbing Cold for 1 minute.

Success They are unaffected.

Failure They become Slowed 1 for 1 round

Critical Failure They become Slowed 2 for 1 round
