

WINTER-TOUCHED ATOMIE CREATURE 1

CE TINY COLD FEY SPRITE

Perception +8; low-light vision

Languages common, sylvan, Animal Speaker


Skills Acrobatics +3 (+7 when Jumping), Athletics +5, Deception +8, Stealth +7

Str -2; **Dex** +3; **Con** +1; **Int** +0; **Wis** +2; **Cha** +4

AC 16; **Fort** +4; **Ref** +10; **Will** +7

HP 21; **Weaknesses** cold iron 3; **Resistances** Cold 1

Speed 10 feet, Fly 45 ft


Melee Rapier  +9 (deadly 1d8, disarm, finesse, magical) ,

Damage 1d6-2 piercing and Numbing Cold;

Primal Innate Spells DC 17, attack +9; **2nd** *Invisibility (x2, self only)*

1st *Invisible Item (x2), Ventriloquism*; **Cantrips (1st)** *dancing lights, daze*

Sneak Attack Winter-Touched Atomies deal an additional 1d6 damage to flat-footed enemies.

Numbing Cold  Magically powered by the shard of ice instilled in their hearts. The Winter-Touched Atomie's attacks chill their enemies' blood. 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

Animal Speaker Atomies are able to communicate with animals per the Animal Speaker feat.
