



WINTERFROST SPRITE

Winterfrost sprites are small, slender creatures with pale blue skin and long, flowing white hair. They have large, crystalline wings that shimmer with a frosty sheen, and their eyes are a deep, icy blue. The sprites are native to the cold, snowy tundra regions of the world and frequent frozen lakes and rivers. The playful fey are most active in winter and enjoy flitting about in the snow.

Winterfrost sprites are mischievous and playful, often causing frosty mischief wherever they go. They are devoted to their kin and will do anything they can to protect them. However, they can also be quite vain and selfish, often indulging in their own desires without regard for others.

Frosty Savants. Winterfrost sprites can create and control ice and frost, using it to protect their territory or to play tricks on those who cross them.

One With Winter. They are immune to the cold and can survive even the harshest winter weather.

Trinket Collectors. Winterfrost sprites are notorious for stealing shiny objects and hoarding them in their frozen lairs. It is said that they will trade these treasures for favors or services.

WINTERFROST SPRITE

Tiny Fey, chaotic neutral

Armor Class: 15 (leather armor)

Hit Points: 9 (2d4 + 4)

Speed: 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	14 (+2)	14 (+2)	13 (+1)	11 (+0)

Skills: Perception +3, Stealth +8

Damage Immunities: cold

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Elvish, Sylvan

Challenge: 1/2 (100 XP)

Proficiency Bonus: +2

Frosty Touch. The winterfrost sprite's melee weapon attacks deal an extra 2 (1d4) cold damage (included in the attack).

ACTIONS

Frostbite. *Ranged Spell Attack:* +4 to hit, range 20 ft., one creature. *Hit:* 4 (1d4 + 1) cold damage, and the target must succeed on a DC 10 Constitution saving throw or become stunned until the end of its next turn.

Icicle. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage plus 2 (1d4) cold damage.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

REACTIONS

Frost Barrier. When the Winterfrost Sprite is hit by an attack, it can use its reaction to create a barrier of ice around itself, giving it an extra +2 AC until the start of its next turn.