

Sprite

Pesky, miniature (6" high), dragonfly-winged fairies that swarm the Wood in hordes, causing mischief wherever they find the opportunity.

AC 3 [16] **HD** 1d4hp* (2hp) **THACO** 20 [–1]

Attacks 1 × barbed dart (1d2 + poison, range 20' / 40' / 60') or magic

Move 60' (20') **Flying** 120' (40') **Morale** 6

Saves D12 W13 P13 B15 S12 (Elf 1) **XP** 6

#Appearing 3d6 / 1d4 × 10 in lair (15%)

Alignment Neutral. Mischievous and flippant

Intelligence 13. Sharp-witted

Speech High-pitched buzzing. Woldish, Sylvan

Possessions U

Pure iron: As fairies, sprites suffer double damage from weapons of pure iron.

Poisoned darts: Irritation and swelling cause a –1 penalty to attack rolls for 24 hours (**save versus poison** to negate).

Subspecies: There are eight different coloured subspecies of sprites, each with its own magical ability. See opposite.

Magic: All sprites have a magical ability that they can use without limit. The exact ability depends on the subspecies. See opposite.

Thievery and pranks: Sprites are inveterate thieves and delight in using their fairy magic to play pranks on mortals.

Cowardly: Sprites try to avoid physical confrontations with bigger folk, fleeing if their pranks lead to violence.

Barter: Sprites are sometimes open to barter, providing secrets and reconnaissance from the local area in exchange for salt, honey, or resin.

Potion ingredient: Some wicked beings (e.g. the Nag-Lord's servants) hunt sprites and ferment their corpses to produce potions.

ENCOUNTERS

- 1 Buzzing around a party of travellers (2d4 normal humans), throwing acorns at their heads and twittering.
- 2 Fluttering around manically between tree branches, babbling in Sylvan, frantically looking for a recently purloined coin pouch which has disappeared. The pouch has been retrieved by its original owner—a now invisible **magic-user** making a quick (and stealthy) getaway.
- 3 Being pursued by 1d6 **crookhorns** wielding butterfly nets.
- 4 Perched upon a branch, drunkenly eating a pile of fermented medlars and throwing the seeds down at anyone who happens by. The second course, following the medlars, is a purple liquid (a *potion of polymorph self*) in a flask slung conspicuously from the branch.

TRAITS

- 1 Riding a rainbow-hued dragonfly (as **robber fly**—*OSE*).
- 2 Compound eyes and antennae.
- 3 Speech accompanied by twittering giggles.
- 4 Naked and hairless.
- 5 Lumpy, warty flesh.
- 6 Curly horns.

LAIRS

- 1 An enclosed nest woven from stripped twigs and colourful scraps of shredded cloth, hanging high in the branches of a plum tree. The sprites tend the cherry and plum trees in the area, consuming the ripe and fermented fruits.
- 2 Chambers in the hollowed out heart of a great fir tree, with access via a pair of woodpecker roosting holes. The sprites do the bidding of an evil telepathic mould colony that lurks in the hollow tree, consuming sentients.
- 3 A gigantic bees' nest high in a beech tree, humming with bees. The sprites live as the rulers of the bee colony; the insects are charmed to protect them.
- 4 Homes in rocky nooks behind a cascade of little waterfalls. The sprites ride talking salmon and hunt eels in the pools and streams.

1. BLACK SPRITES

Control mortals: A group of three black sprites may cause a mortal within 20' to perform an action of their choice lasting one round or less. Sprites cannot cause people to attack, cast spells, or perform obviously suicidal actions. The victim may **save versus spells** to resist the involuntary action. If the save succeeds, the target is immune to these sprites' magic until dawn.

Also known as: Gullygups.

Potion ingredient: Black sprites are useful in concocting potions of human control.

2. BLUE SPRITES

Jinx: Five blue sprites acting in unison may jinx another being within 30', either causing a permanent, minor curse (e.g. high-pitched voice, long rubbery nose) or an instantaneous prank (e.g. falling into a bog, dropping a weapon). The target must **save versus spells**. If the save succeeds, the target is immune to these sprites' magic until dawn.

Also known as: Twoooks.

Potion ingredient: Blue sprites are useful in concocting potions of diminution.

3. GREEN SPRITES

Insubstantial: Green sprites exist in the liminal region that lies between the mortal world and Fairy. They can only interact with the physical world in the feeblest way—five sprites together could carry a cat. Their teasing, jeering voices can be heard perfectly clearly, however.

Move through solids: Green sprites can wriggle through solid barriers of less than 4" in thickness.

Mundane damage immunity: Only harmed by magic.

Also known as: Miffies.

Potion ingredient: Green sprites are useful in concocting potions of gaseous form.

4. INDIGO SPRITES

Glamour: Indigo sprites can veil themselves with illusions, appearing as humans of otherworldly beauty. One who kisses a sprite thus glamourised falls instantly into a deep sleep lasting 1d6 hours. Any other form of touch dissolves the glamour.

Also known as: Wold-nixes.

Potion ingredient: Indigo sprites are useful in concocting potions of polymorph self.

5. PINK SPRITES

Mimicry: Pink sprites can mimic any voice or other sound that they have heard.

Also known as: Cabber-knockers.

Potion ingredient: Pink sprites are useful in concocting potions of speed.

6. PURPLE SPRITES

Hallucinations: A group of five purple sprites may cause all mortals within 20' to experience vivid hallucinations of giant monstrous fairies. Targets must **save versus spells** or either flee in terror or attack random targets (equal chance of either reaction). Hallucinations last for 2d6 rounds.

Also known as: Moddlecops.

Potion ingredient: Purple sprites are useful in concocting potions of clairvoyance.

7. RED SPRITES

Discord: A group of three red sprites can evoke intense feelings of jealousy, avarice, and bellicosity in a mortal within 20'. The target fails a **save versus spells**, they turn on their companions for 1d6 rounds. If the save succeeds, the target is immune to these sprites' magic until dawn.

Also known as: Chaffers.

Potion ingredient: Red sprites are useful in concocting potions of ESP.

8. YELLOW SPRITES

Invisibility: Yellow sprites can become invisible at will and can attack while invisible.

Surprise: When invisible, a yellow sprite always gains surprise.

Attacking an invisible sprite: An invisible sprite may not be attacked in the first round of combat. In subsequent rounds, it can be spotted by shadows and small shimmerings and attacked at a -2 penalty.

Also known as: Tomfools.

Potion ingredient: Yellow sprites are useful in concocting potions of invisibility.

