

Tavern Sprite

Tiny fey, chaotic good

Armor Class 15

Hit Points 4 (1d4 +2)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Skills Perception +3, Sleight of Hand +9, Stealth +9

Damage Resistances; poison

Senses darkvision 60ft; passive perception 13

Languages Common, Dwarvish, Elvish, and any other two languages

Challenge 1/4 (50 XP)

Detect food and drink. The tavern sprite can automatically detect any edible food or beverage within 120 ft. even if it is fully concealed, unless it is on another plane of existence.

Flaw – Addicted to Sweets. If any kind of sugary treat or beverage is within 120 ft., a tavern sprite must succeed at a DC 10 wisdom saving throw or immediately move towards it and do no other actions save trying to consume it. Once a saving throw is successful the sprite can ignore the treat and take other actions, though any attack rolls or skill tests will count at disadvantage because of distraction, until no longer within 120 ft. of the treat.

ACTIONS

Dagger. *Melee Weapon Attack* +7 to hit, reach 5ft, one creature. Hit: 1 piercing damage.

Dart. *Ranged Weapon Attack* +7 to hit; range 20/60 ft., one target. Hit: 1 piercing damage, and target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. If saving throw result is 5 or lower, the poisoned effect lasts for 1 hour, instead of 1 minute.

Invisibility. The tavern sprite and any equipment the sprite wears or carries become invisible until it attacks or until its concentration is broken (as if concentrating on a spell). The tavern sprite can use the sleight of hand skill while invisible.

Tavern Sprites Curse (Recharge 5-6). The tavern sprite touches a creature; that creature must succeed on a DC13 charisma saving throw or randomly suffer one of the below listed minor curses for 1 minute. At the end of each of the creature's turns, the creature may make another saving throw. If the saving throw is successful, the effect is ended. A creature can only be under the effect of one tavern sprite curse at any given time. Dwarves have advantage on saving throws against the ability.

Tavern Sprite Curses (1d6)

- 1: Beer Goggle Curse – the creature is treated as imbibing a Philter of Love (see core rule book), though only for a duration of 1 minute maximum.
- 2-3: All Thumbs Fumble Curse – anything held is dropped and nothing can be held until the curse ends. No spell with somatic components can be used and any skill that requires the use of one's hands are made at disadvantage.
- 4: Thunder Belch Curse – the creature cannot speak; only loud rumbling belches come out. No spell using verbal

components is possible. Also, all Stealth and Perform skill rolls are made at disadvantage, due to uncontrolled belching.

5: Stumbled, Stagger Curse – any land, climb, or fly movement counts as being in difficult terrain. In addition, any attempt to dash requires the creature to succeed on a DC15 Dexterity (acrobatics) test, or the creature will immediately fall prone.

6: Chamber Pot Shuffle Curse – the creature counts as Incapacitated, as whatever is currently inside the creature's body starts wanting to violently get outside.

Tavern Sprites are unlike other sprites and are keenly attracted to civilization, namely taverns, inns, bakeries, eateries, and breweries.

Wherever there is an abundance of food and drink, you could run afoul of a gaggle of tavern sprites. These mischievous and gluttonous tiny fey love to overindulge in sweets, drink, food, and mayhem, and in that order. They more so infest a place than take up residence in it. If their need of sweets, drink, and food is fulfilled, they will then entertain themselves with sneaky mischief such as:

- Stealing coins from one creature and sneaking the coins onto another creature, just to see what happens.
- Giving some big folk a hot foot or two.
- Shaving off eyebrows, hair, or facial hair from a passed out or sleeping victim.
- Putting out or lighting candles and lamps at inappropriate times.
- Stealing shoes, clothing, or belongings.

Though if offerings of sweet treats or strong drink are left out each night on or in a wooden vessel and garnished with a twig of mistletoe, tavern sprites are just as likely to take up protecting a tavern, inn, eatery, or bakery for the following 24 hours, seeing it as their sworn duty to make sure no harm befalls the location, staff, or patrons.