

Water Sprite (MR)(CR½): XP 135

CN Diminutive [fey](#); **Init** +3; **Senses** [detect evil](#), [detect good](#), [low-light vision](#); [Perception](#) +6

DEFENSE

AC 17, [touch](#) 17, [flat-footed](#) 14 (+3 [Dex](#), +4 [size](#))
hp 3 (1d6), **Fort** +0, **Ref** +5, **Will** +2, **DR** 2/cold iron

OFFENSE

Speed 15 ft., fly 60 ft. (perfect)
Melee sharpened object +0 (1d2-4/19-20)
Ranged pebble +7 (1d2-4) (60ft)
Space 1 ft.; Reach 0 ft.
Spell-Like Abilities (CL 5th; [concentration](#) +5)
 Constant—[detect evil](#), [detect good](#)
 At will—[dancing lights](#), [daze](#) (DC 10)
 1/day—[color spray](#) (DC 11)

STATISTICS

Str 3, **Dex** 17, **Con** 10, **Int** 6, **Wis** 11, **Cha** 10
Base Atk +0; **CMB** -1; **CMD** 5
Feats [Alertness](#)
Skills [Escape Artist](#) +15, [Fly](#) +21, [Perception](#) +6,
[Sense Motive](#) +2, [Stealth](#) +19
Languages Common, Sylvan