

ATOMIE

Tiny Fey

Hit Dice: 1/2d6+1 (2 hp)

Initiative: +3 (Dex)

Speed: 40 ft, fly 60 ft (good)

AC: 16 (+2 size, +3 Dex, +1 natural)

Attacks: Dagger +5 melee; or light crossbow +5 ranged

Damage: Dagger 1d4-3; or light crossbow 1d6

Face/Reach: 2 1/2 ft by 2 1/2 ft/0 ft

Special Attacks: Spell-like abilities

Special Qualities: SR 16, darkvision 60 ft

Saves: Fort +1, Ref +5, Will +3

Abilities: Str 5, Dex 17, Con 13, Int 12, Wis 13, Cha 14

Skills: Animal Empathy +5, Concentration +4, Craft (any one) +4, Escape Artist +6, Handle Animal +5, Hide +14*, Listen +6, Move Silently +6*, Perform (dance, melody, plus any other one) +5, Search +2, Sense Motive +4, Spot +6

Feats: Dodge, Weapon Finesse (dagger)

Climate/Terrain: Temperate forest

Organization: Gang (2-4), band (6-11 plus 2-4 grigs), or tribe (20-80)

Challenge Rating: 1

Treasure: No coins; 50% goods; standard items

Alignment: Always chaotic neutral

Advancement: 1-3 HD (Tiny)

The smallest of sprites, the atomies are found in secluded glens. They are a nocturnal race and issue forth at night to gather food and frolic. Atomies dwell in trees, verdant banks, and similar adobes.

Atomies are about 1 foot tall and very thin. Their skin is a light green in color. They have long arms, legs, and fingers. Their heads are long as are their narrow ears. Their features are rather pointy, but attractive, especially when compared to the other sprites. They often dress in brightly colored clothes.

Atomies speak Sylvan and Common.

COMBAT

Atomies avoid combat when possible using their quickness to allude would be attackers. If cornered they rely on their spell-like abilities and dagger or crossbow to get them out of trouble.

Spell-Like Abilities: 3/day—*blink*, *entangle*, *invisibility* (self only), *pass without trace*, and *speak with animals*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 12 + spell level).

Skills: *Atomies receive a +5 racial bonus to Move Silently and Hide checks in a forest setting.

The Atomie first appeared in the 1e MM II (Gary Gygax, 1983).