

KIT FAIRY

Size/Type:	Small Fey
Hit Dice:	1d6 (3 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12
Base	+0/-6
Attack/Grapple:	
Attack:	+5 melee (1d4-2)
Full Attack:	+5 melee (1d4-2)
Space/Reach:	5 ft./5 ft.
Special Attacks :	Spell like abilities
Special Qualities:	Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15
Saves:	Fort +0, Ref +6, Will +4
Abilities:	Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16
Skills:	Concentration +4, Escape Artist +8, Hide +8, Listen +8 +10, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8 +10
Feats:	Alertness, Dodge, Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary, Family (2-4)
Challenge Rating:	4
Treasure:	No coins; 50% goods; 50% items
Alignment:	LN with G tendencies
Advancement:	2-3 HD (Small)
Level Adjustment:	+4



Kit Fairy is about 2-1/2 feet long and weighs about 30 pounds.

Kit Fairies understand Sylvan and Common and may know other languages as well.

COMBAT

The normally carefree Kit Fairies ferociously attack evil creatures and unwanted intruders. They take full advantage of their invisibility and other abilities to harass and drive away opponents.

Greater Invisibility: A Kit Fairy remains invisible even when it attacks. This ability is constant, but the Kit Fairy can suppress or resume it as a free action.

Spell-Like Abilities: 1/day—lesser confusion (DC 14), dancing lights, detect chaos, detect good, detect evil, detect law, detect thoughts (DC 15), dispel magic, entangle (DC 14), permanent image (DC 19; visual and auditory elements only), polymorph (self only). Caster level 8th. The save DCs are Charisma-based.