Sprite

Small fey

AC: 15
HP: 10
Speed: 10 ft., fly 40 ft., swim 5 ft., climb 5 ft., crawl 5 ft.
CR: 1/4

STR 3 · DEX 18 · CON 10 · INT 14 · WIS 13 · CHA 11

Enchanting Bow. Ranged Attack Roll: +6, range 40/160 ft. 1 Piercing damage, and the target has the Charmed condition until the start of the sprite's next turn.
Heart Sight. Charisma Saving Throw: DC 10, one creature within 5 feet the sprite can see (Celestials, Fiends, and Undead automatically fail the save). Failure: The sprite knows the target's emotions and alignment.

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