



ICE MINION

Medium monstrosity, lawful neutral

ARMOR CLASS 14 (natural armor)

HIT POINTS 39 ($6d8 + 12$)

SPEED 30 ft.,

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

SKILLS: Stealth +7,

DAMAGE RESISTANCES: Cold

SENSES: Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10.

LANGUAGES: –

CHALLENGE: 3 (700 XP)

AVERSION OF FIRE. If an Ice Minion takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

MAGIC RESISTANCE. The Ice Minion has advantage on saving throws against spells and other magical effects.

MAGIC ATTACKS. The Ice Minion's attacks are magical.

BLIZZARD CAMOUFLAGE. During a blizzard, an Ice Minion that is not within 10 feet of a creature can choose to end its turn in a position that blends itself with the storm. Players must make a DC 18 Perception check to see the creature. The Ice Minion loses its camouflage when it makes an attack or uses its movement.

ACTIONS

MULTIATTACK. The Ice Minion makes two Piercing Fist attacks.

PIERCING FIST. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 2 (1d4) cold damage.