

GLACIER GREMLIN

Small monstrosity, neutral evil

Armor Class 12

Hit Point 45 (10d6+10)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	14 (+2)	13 (+1)	7 (-2)	11 (+0)	3 (-4)

Skills Perception +2, Stealth +4

Damage Immunities cold

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 12

Languages Deep Speech

Challenge 2 (450 xp)

Ice Form. A glacier gremlin can take the form of an ice statue, or an unassuming mass of ice. If it remains motionless in this form, it cannot be detected as anything other than that form.

Ice Walker. A glacier gremlin does not treat snow or ice as difficult terrain, and any Dexterity (Stealth) checks it makes in this terrain is made with advantage.

Nimble Escape. A glacier gremlin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage, and the target must succeed on a DC 12 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to ice and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified as an ice statue for 24 hours.

TACTICS

Before Combat Glacier gremlins tend to rove in packs, and delight in ambushing outsiders. They can either hide, or take the form of ice statues, drawing outsiders in to investigate the trap.

During Combat Glacier gremlins tend to bite and run, waiting to see if any of their opponents turn to ice. It is rare to see a glacier gremlin remain in melee combat. When they do, it is usually at the request of a powerful patron.

Morale Glacier gremlins run at the sight of any trouble, and may even abstain from attacking a creature or group that looks too strong, or merely remain ice statues until the threat is gone. Far from being merciful or even pragmatic, a group of glacier gremlins may still seek to attack a powerful opponent who is sleeping or otherwise caught off guard.



Few creatures are as feared as the glacier gremlin. Tales tell of the gremlins ambushing explorers and pilgrims, turning them to ice, and eating the ice grotesquely as part of their life cycle. Rumors of a glacier gremlin infestation are enough to cause widespread panic. At least one apocryphal text claims that the creatures are related to Yeghniths in some way, and that the creatures worship the entity when they are not engaged in their grim feasts.

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