



ABOMINABLE SNOWBALL

Among the most feared creatures that stalk the winter nights are the abominable snowballs. These monstrosities appear as tiny balls of white fur that range from 6 inches to a foot wide. They have red eyes that glow like embers in the night and a mouth full of icicles for teeth. Snowball packs are nomadic, preferring to roam in wintry forests, glaciers, and snow-capped peaks; they avoid warmer climates and hibernate underground when necessary. They are carnivores that wipe through local animal populations and leave only bones behind, causing many settlements to starve during lean winters. The origins of these creatures are unknown, although some believe they are related to the much larger yetis that share similar features. If a snowball ever had a chance in hell, it would be an abominable one.

Snowball Fight. Abominable snowballs are highly aggressive, throwing themselves at their victims in a wave of fur and fang.

Fear of Flames. Fire is the only thing that gives the otherwise fearless abominable snowballs pause.

Ice Balls. Each abominable snowball can flash freeze itself and self-destruct in a blast of jagged ice shards. The fragments form new snowballs days later.

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Tiny monstrosity, chaotic evil

Armor Class 12
Hit Points 28 (8d4 + 8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +5, Stealth +12

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 14 (11,500 XP)

Proficiency Bonus: +2

Aversion to Fire. If the snowball takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

False Appearance. While the snowball remains motionless, it is indistinguishable from regular snow.

Pounce. If the snowball moves at least 10 ft. straight toward a target and then hits it with a Bite attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is prone, the snowball can make another Bite attack against it as a bonus action.

ACTIONS

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

Frozen Explosion. The snowball flash freezes into a ball of solid ice and self-destructs in an explosion of razor-sharp ice shards. Each creature within 5 ft. of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one. Two new abominable snowballs reform from the shards in 1d4 days.