

The Ice Queen

*Medium humanoid (human), Rogue (Assassin)/
Warlock*

Armor Class: 15

Hit Points: 33

Speed: 30ft

STR	DEX	CON	INT	WIS	CHA
10	18	11	13	12	14
(+0)	(+4)	(+0)	(+1)	(+1)	(+2)

Skills: Deception +5, Insight +7, Intimidation +8, Perception +4, Sleight of Hand +7, Stealth +7

Saving Throws: DEX +7, INT +4

Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it) that isn't incapacitated) and you don't have disadvantage on the attack roll.

Thieves' Cant. A secret mix of dialect, jargon, and code allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

Cunning Action. You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet, and any hit you score against a creature that is surprised is a critical hit.

Spellcasting. The Ice Queen is a 1st-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The Ice Queen has the following warlock spells prepared:

Cantrips (at will): *Eldritch Blast*, *Minor Illusion*

Level 1 (1 Slot): *Dissonant Whispers*, *Hellish Rebuke*

Actions

Dagger. *Melee Weapon Attack:* +7 to hit, 5(20) ft *Hit:* 6 (1d4+4) piercing damage.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 9 (1d8+4) piercing damage

Eldritch Blast. *Ranged Spell Attack:* +5 to hit, 120ft *Hit:* 1d10 force damage