

# Peppermint Tiger

December 2, 2022



Large monstrosity, chaotic good

## Armor Class

14 (natural armor)

## Hit Points

39 (6d10 + 6)

## Speed

40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	2 (-4)	14 (+2)	6 (-2)

## Skills

Perception +4, Stealth +4

## Senses

darkvision 60 ft., passive Perception 14

## Languages

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## Challenge

2 (450 XP)

**Peppermint Scent.** The peppermint tiger exudes a strong

peppermint scent, which can be detected within 30 feet. Any creature that enters this range must succeed on a DC 11 Wisdom saving throw or become charmed while within range. The charmed target can repeat the saving throw if the tiger deals any damage to it. A creature that succeeds on the saving throw is immune to the tiger's Peppermint Scent for 24 hours.

**Pounce.** If the tiger moves at least 20 ft. straight toward a target and then hits it with a claw attack on the same turn, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

**Snow Camouflage.** The peppermint tiger has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

## Actions

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target.  
Hit: 13 (2d8 + 4) piercing damage.

**Claw.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target.  
Hit: 11 (2d6 + 4) slashing damage.