Dungeons and Dragons / Blue Men of the Min



Name: Blue Men of the Minch
Medium Humanoid, Chaotic Evil
Armor Class: 12
Hit Points: 65 (10d8 + 20)
Speed: 30 ft., swim 30 ft.

STR 16 (+3) DEX 14 (+2) CON 16 (+3)
INT 8 (-1) WIS 10 (+0) CHA 8 (-1)

Skills: Athletics +5, Perception +2, Stealth +4

Damage Resistance: Cold
Damage Immunity: Lightning
Senses: Darkvision 60 ft., Passive Perception 10
Languages: Aquan
Challenge: 2 (450 XP)

Innate Spellcasting. The Blue Men of the Minch's innate spellcasting ability is Charisma (spell save DC 8). It can innately cast the following spells, requiring no material components:

At will: Gust of Wind, Tidal Wave
1/day each: Call Lightning, Control Water

Amphibious: The Blue Men of the Minch can breathe air and water.

Invisibility: The Blue Men of the Minch have advantage on Dexterity (Stealth) checks made to hide in water.

Harpoon Strike: The Blue Men of the Minch are skilled hunters and wield harpoons that deal 1d8 piercing damage on a hit.

Actions
Multiattack. The Blue Men of the Minch makes two Harpoon Strike attacks.

Harpoon Strike: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Description: The legends surrounding the Blue Men of the Minch are many and varied, but they all share a common theme: the Blue Men are to be feared and respected. They are known for their mischievous behavior, often causing trouble for sailors who cross their paths. Some legends describe the Blue Men as shapeshifters, able to change their appearance and size at will. Others describe them as having the ability to control the winds and waves, making them particularly dangerous to sailors.

Despite their dangerous reputation, the Blue Men are not always portrayed as malevolent beings. In some stories, they are depicted as protectors of the sea, using their powers for good. In others, they are simply portrayed as mischievous tricksters, causing trouble for their own amusement.

Physical Description

The Blue Men of the Minch, also known as "Indigo Men," are legendary sea creatures from the folklore of the Scottish Highlands and the Hebrides islands. They are said to be blue-skinned, with long hair and beards, and are often depicted wearing tattered robes and carrying harpoons. While these creatures are primarily a legend, their physical descriptions have been passed down from generation to generation, making them an enduring part of Scottish folklore.

The Blue Skin

The most distinctive feature of the Blue Men of the Minch is their blue skin. This blue tint is said to come from the reflection of the sea, making them nearly invisible when they are in the water. The color is also said to be a result of their prolonged exposure to the sun and saltwater, which has given them a distinct blue hue. Some legends suggest that the blue skin is a result of their close association with the sea and its supernatural powers.

The Hair and Beards

The Blue Men of the Minch are also known for their long hair and beards. This hair is often depicted as being as wild and unkempt as the waves of the sea, and is said to be a symbol of the Blue Men's close connection to the ocean. The beards are often depicted as being long and scraggly, adding to the rugged and wild appearance of these legendary sea creatures.

The Robes and Harpoons

In addition to their distinctive blue skin and long hair, the Blue Men of the Minch are often depicted wearing tattered robes. These robes are said to be a symbol of the Blue Men's ancient and timeless connection to the sea. The robes are often depicted as being made of seaweed and other materials found in the ocean, further emphasizing the Blue Men's close association with the sea.

The Blue Men of the Minch are also known for carrying harpoons. These harpoons are said to be a symbol of their strength and skill as hunters and fishermen. They are often depicted as using these harpoons to hunt and capture the largest and most elusive sea creatures, further emphasizing the Blue Men's close connection to the sea and its inhabitants.

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