

## CHAPTER 6: ENCOUNTER SHEETS

This document provides statblocks for most creatures the characters can encounter during the chapter, conveniently put together on pages so you don't have to flip through several books at once.

However, because of DMs Guild guidelines and because these sheets shouldn't be used without actually owning the sourcebook, most creatures unique to *Icewind Dale: Rime of the Frostmaiden* aren't referenced in full, but are instead listed only with their name and page number in the book, so you can quickly find them.

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## ELK TRIBE

### TRIBAL WARRIOR

Medium humanoid (any race), any alignment

**Armor Class** 12 (Hide Armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

**Skills** Survival +4

**Senses** Passive Perception 10

**Languages** Common

**Challenge** 1/8 (25 XP)

**Pack Tactics.** The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

### HENGAR (GLADIATOR)

Medium humanoid (any race), any alignment

**Armor Class** 15 (Hide Armor, Shield)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

**Saving Throws** STR +7, DEX +5, CON +6

**Skills** Athletics +10, Intimidation +5, Survival +5

**Senses** Passive Perception 11

**Languages** Common

**Challenge** 5 (1,800 XP)

**Brave.** The gladiator has advantage on saving throws against being frightened.

**Brute.** A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

#### ACTIONS

**Multiattack.** The gladiator makes three melee attacks or two ranged attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

**Shield Bash.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

#### REACTIONS

**Parry.** The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

## MJENIR (DRUID)

Medium humanoid (any race), any alignment

**Armor Class** 11 (16 With Barkskin)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

**Skills** Medicine +4, Nature +3, Perception +4, Survival +4

**Senses** Passive Perception 14

**Languages** Common and Druidic

**Challenge** 2 (450 XP)

**Spellcasting.** The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

- Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*
- 1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*
- 2nd level (3 slots): *animal messenger*, *barkskin*

#### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh.

## TIGER TRIBE

### BJORNHILD SOLVIGSDOTTIR

*Icewind Dale: Rime of the Frostmaiden, pg. 306*

### SABER-TOOTHED TIGER

*Large beast, unaligned*

**Armor Class** 12  
**Hit Points** 52 (7d10 + 14)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

**Skills** Perception +3, Stealth +6  
**Senses** Passive Perception 13  
**Languages** —  
**Challenge** 2 (450 XP)

**Keen Smell.** The tiger has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 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.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

### TRIBAL WARRIOR

*Medium humanoid (any race), any alignment*

**Armor Class** 12 (Hide Armor)  
**Hit Points** 11 (2d8 + 2)  
**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

**Skills** Survival +4  
**Senses** Passive Perception 10  
**Languages** Common  
**Challenge** 1/8 (25 XP)

**Pack Tactics.** The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

## FROST DRUID

*Medium humanoid (human), evil*

**Armor Class** 13 (Hide Armor)  
**Hit Points** 67 (9d8 + 27)  
**Speed** 30 ft., 40 ft. (wolf form only), burrow 5 ft. (fox form only), climb 30 ft. (goat form only), fly 60 ft. (owl form only)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	16 (+3)	10 (+0)	16 (+3)	9 (-1)

**Saving Throws** INT +3, WIS +6  
**Skills** Nature +3, Perception +6, Survival +6  
**Damage Resistances** Cold  
**Senses** Darkvision 60ft. (beast form only), Passive Perception 16  
**Languages** Common, Druidic  
**Challenge** 5 (1,800 XP)

**Spellcasting (Humanoid Form Only).** The druid is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14; +6 to hit with spell attacks). It has the following druid spells prepared:

- Cantrips (at will): *druidcraft, guidance, resistance*
- 1st level (4 slots): *animal friendship, fog cloud, speak with animals*
- 2nd level (3 slots): *animal messenger, moonbeam, pass without trace*
- 3rd level (3 slots): *conjure animals, sleet storm, wind wall*
- 4th level (3 slots): *hallucinatory terrain, ice storm*
- 5th level (1 slot): *awaken*

#### ACTIONS

**Multiattack.** The druid makes two melee attacks.

**Ice Sickle (Humanoid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 3 (1d4 + 1) slashing damage plus 5 (2d4) cold damage.

**Maul (Beast Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

**Change Shape.** The druid magically polymorphs into a beast form—fox, mountain goat, owl, or wolf—or back into its humanoid form. Any equipment it is wearing or carrying is absorbed or borne by the beast form (the druid's choice). It reverts to its humanoid form when it dies. The druid's statistics are the same in each form, except where noted in this stat block.

## RHINOCEROS

*Large beast, unaligned*

**Armor Class** 11 (Natural Armor)  
**Hit Points** 45 (6d10 + 12)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

**Senses** Passive Perception 11  
**Languages** —  
**Challenge** 2 (450 XP)

**Charge.** If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

#### ACTIONS

**Gore.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

## AURIL AND MINIONS

### AURIL (FIRST FORM)

*Icewind Dale: Rime of the Frostmaiden*, pg. 275

### FROST GIANT SKELETON

*Huge undead, lawful evil*

**Armor Class** 14 (Armor Scraps)

**Hit Points** 102 (12d12 + 24)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Damage Vulnerabilities** Bludgeoning

**Damage Immunities** Cold, Poison

**Condition Immunities** Exhaustion, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 9

**Languages** understands Giant but can't speak

**Challenge** 6 (2,300 XP)

**Unusual Nature.** The skeleton doesn't require air, food, drink, or sleep.

#### ACTIONS

**Multiattack.** The skeleton makes two greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

**Freezing Stare.** The skeleton targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Constitution saving throw or take 35 (10d6) cold damage and be paralyzed until the end of its next turn.

### COLDLIGHT WALKER

*Medium undead, chaotic evil*

**Armor Class** 13 (Natural Armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	8 (-1)

**Saving Throws** INT +2, WIS +3

**Damage Immunities** Cold

**Condition Immunities** Blinded, Charmed, Exhaustion, Paralyzed, Petrified, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Blinding Light.** The walker sheds bright light in a 20-foot radius and dim light for an additional 20 feet. As a bonus action, the walker can target one creature in its bright light that it can see and force it to succeed on a DC 14 Constitution saving throw or be blinded until the start of the walker's next turn.

**Icy Doom.** Any creature killed by the walker freezes for 9 days, during which time it can't be thawed, harmed by fire, animated, or raised from the dead.

**Unusual Nature.** The walker doesn't require air, food, drink, or sleep.

#### ACTIONS

**Multiattack.** The walker makes two attacks.

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 14 (4d6) cold damage.

**Cold Ray.** *Ranged Spell Attack:* +3 to hit, range 60 ft., one target. *Hit:* 25 (4d10 + 3) cold damage.

### H3. FLAMESKULLS

#### FLAMESKULL

*Tiny undead, neutral evil*

**Armor Class** 13

**Hit Points** 40 (9d4 + 18)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+2)	10 (+0)	11 (+0)

**Skills** Arcana +5, Perception +2

**Damage Resistances** Lightning, Necrotic, Piercing

**Damage Immunities** Cold, Fire, Poison

**Condition Immunities** Charmed, Frightened, Paralyzed, Poisoned, Prone

**Senses** Darkvision 60 ft., Passive Perception 12

**Languages** Common

**Challenge** 4 (1,100 XP)

**Illumination.** The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

**Magic Resistance.** The flameskull has advantage on saving throws against spells and other magical effects.

**Rejuvenation.** If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

**Spellcasting.** The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

- Cantrip (at will): *mage hand*
- 1st level (3 slots): *magic missile*, *shield*
- 2nd level (2 slots): *blur*, *flaming sphere*
- 3rd level (1 slot): *fireball*

#### ACTIONS

**Multiattack.** The flameskull uses Fire Ray twice.

**Fire Ray.** *Ranged Spell Attack:* +5 to hit, range 30 ft., one target.  
*Hit:* 10 (3d6) fire damage.

### H4. KOBOLD VAMPIRE SPAWN

#### KOBOLD VAMPIRE SPAWN

*Icewind Dale: Rime of the Frostmaiden*, pg. 297

### H5. ICICLE DROP

#### ICE MEPHIT

*Small elemental, neutral evil*

**Armor Class** 11

**Hit Points** 21 (6d6)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

**Skills** Perception +2, Stealth +3

**Damage Vulnerabilities** Bludgeoning, Fire

**Damage Immunities** Cold, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 60 ft., Passive Perception 12

**Languages** Aquan, Auran

**Challenge** 1/2 (100 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet 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.

**False Appearance.** While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

**Innate Spellcasting.** (1/Day). The mephit can innately cast fog cloud, requiring no material components. Its innate spellcasting ability is Charisma.

#### ACTIONS

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

**Frost Breath (Recharge 6).** The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

## H11. DEN OF SHADOWS

### SHADOW

Medium undead, chaotic evil

**Armor Class** 12

**Hit Points** 16 (3d8 + 3)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

**Skills** Stealth +4

**Damage Vulnerabilities** Radiant

**Damage Resistances** Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Necrotic, Poison

**Condition Immunities** Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** —

**Challenge** 1/2 (100 XP)

**Amorphous.** The shadow can move through a space as narrow as 1 inch wide without squeezing.

**Shadow Stealth.** While in dim light or darkness, the shadow can take the Hide action as a bonus action.

**Sunlight Weakness.** While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

### ACTIONS

**Strength Drain.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

## H15. DRAKARETH'S DOOM

### WRAITH

Medium undead, neutral evil

**Armor Class** 13

**Hit Points** 67 (9d8 + 27)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

**Damage Resistances** Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

**Damage Immunities** Necrotic, Poison

**Condition Immunities** Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

**Senses** Darkvision 60 ft., Passive Perception 12

**Languages** The languages it knew in life

**Challenge** 5 (1,800 XP)

**Incorporeal Movement.** The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Sunlight Sensitivity.** While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Life Drain.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Create Specter.** The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

## H17. KOBOLD VAMPIRE SPAWN

### KOBOLD VAMPIRE SPAWN

*Icewind Dale: Rime of the Frostmaiden*, pg. 297

## H18. SNOW GOLEMS

### SNOW GOLEM

*Icewind Dale: Rime of the Frostmaiden*, pg. 308

## H23. REMORHAZ NEST

### YOUNG REMORHAZ

*Large monstrosity, unaligned*

**Armor Class** 14 (Natural Armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

**Damage Immunities** Cold, Fire

**Senses** Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Heated Body.** A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage.

## H24. REMORHAZ MOTHER

### REMORHAZ

*Huge monstrosity, unaligned*

**Armor Class** 17 (Natural Armor)

**Hit Points** 195 (17d12 + 85)

**Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

**Damage Immunities** Cold, Fire

**Senses** Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 10

**Languages** —

**Challenge** 11 (7,200 XP)

**Heated Body.** A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

**Swallow.** The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.

If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

## H27. WEST OBSERVATION PLATFORM

### DROW ELITE WARRIOR

Medium humanoid, neutral evil

**Armor Class** 18 (Studded Leather, Shield)

**Hit Points** 71 (11d8 + 22)

**Speed** 30 ft.

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

**Saving Throws** DEX +7, CON +5, WIS +4

**Skills** Perception +4, Stealth +10

**Senses** Darkvision 120 ft., Passive Perception 14

**Languages** Elvish, Undercommon

**Challenge** 5 (1,800 XP)

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

- At will: *dancing lights*
- 1/day each: *darkness*, *faerie fire*, *levitate* (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

#### ACTIONS

**Multiattack.** The drow makes two shortsword attacks.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

**Hand Crossbow.** *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

#### REACTIONS

**Parry.** The drow adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

### DROW MAGE

Medium humanoid (elf), neutral evil

**Armor Class** 12 (15 With Mage Armor)

**Hit Points** 45 (10d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

**Skills** Arcana +6, Deception +5, Perception +4, Stealth +5

**Senses** Darkvision 120 ft., Passive Perception 14

**Languages** Elvish, Undercommon

**Challenge** 7 (2,900 XP)

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

- At will: *dancing lights*
- 1/day each: *darkness*, *faerie fire*, *levitate* (self only)

**Spellcasting.** The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

- Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*
- 1st level (4 slots): *mage armor*, *magic missile*, *shield*, *witch bolt*
- 2nd level (3 slots): *alter self*, *misty step*, *web*
- 3rd level (3 slots): *fly*, *lightning bolt*
- 4th level (3 slots): *Evard's black tentacles*, *greater invisibility*
- 5th level (2 slots): *cloudkill*

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

#### ACTIONS

**Staff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

**Summon Demon (1/Day).** The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.



## H29. EAST OBSERVATION PLATFORM

### PIERCER (ICE VARIANT)

*Medium monstrosity, unaligned*

**Armor Class** 15 (Natural Armor)

**Hit Points** 22 (3d8 + 9)

**Speed** 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

**Skills** Stealth +5

**Damage Immunities** Cold

**Senses** Blindsight 30 ft., Darkvision 60 ft., Passive Perception 8

**Languages** —

**Challenge** 1/2 (100 XP)

**False Appearance.** While the ice piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

**Spider Climb.** The ice piercer can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

#### ACTIONS

**Drop.** *Melee Weapon Attack:* +3 to hit, one creature directly underneath the ice piercer. *Hit:* 10 (3d6) piercing damage plus 10 (3d6) cold damage. *Miss:* The ice piercer takes half the normal falling damage for the distance fallen.

## H33. WATCHER IN THE WALLS

### MUMMY

*Medium undead, lawful evil*

**Armor Class** 11 (Natural Armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

**Saving Throws** WIS +2

**Damage Vulnerabilities** Fire

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Necrotic, Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** The languages it knew in life

**Challenge** 3 (700 XP)

#### ACTIONS

**Multiattack.** The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

**Rotting Fist.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

**Dreadful Glare.** The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

## H35. MYSTERIOUS CUBE

### SPITTING MIMIC

*Icwind Dale: Rime of the Frostmaiden, pg. 302*

## H36. FROZEN GROVE

### DRYAD

Medium fey, neutral

**Armor Class** 11 (16 With Barkskin)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

**Skills** Perception +4, Stealth +5

**Senses** Darkvision 60 ft., Passive Perception 14

**Languages** Elvish, Sylvan

**Challenge** 1 (200 XP)

**Innate Spellcasting.** The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

- At will: *druidcraft*
- 3/day each: *entangle*, *goodberry*
- 1/day each: *barkskin*, *pass without trace*, *shillelagh*

**Magic Resistance.** The dryad has advantage on saving throws against spells and other magical effects.

**Speak with Beasts and Plants.** The dryad can communicate with beasts and plants as if they shared a language.

**Tree Stride.** Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

### ACTIONS

**Club.** *Melee Weapon Attack:* +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh.

**Fey Charm.** The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

## H37. WEIRD INSIGHTS

### NOTHIC

Medium aberration, neutral evil

**Armor Class** 15 Natural

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	8 (-1)

**Skills** Arcana +3, Insight +4, Perception +2, Stealth +5

**Senses** Truesight 120 ft., Passive Perception 12

**Languages** Loross

**Challenge** 2 (450 XP)

**Keen Sight.** The nothic has advantage on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The nothic makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Rotting Gaze.** The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.

**Weird Insight.** The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

# GNOLL VAMPIRE

## GNOLL VAMPIRE

*Icewind Dale: Rime of the Frostmaiden*, pg. 290

### LEGENDARY GNOLL VAMPIRE

*Medium undead (shapechanger), chaotic evil*

**Armor Class** 17 (Natural Armor)

**Hit Points** 127 (15d8 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	6 (-2)	12 (+1)	9 (-1)

**Saving Throws** DEX +8, WIS +5, CON +8

**Skills** Perception +5, Stealth +8

**Damage Resistances** Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Senses** Darkvision 120 ft., Passive Perception 15

**Languages** Abyssal, Gnoll

**Challenge** 12 (8,400 XP)

**Keen Smell.** The vampire has advantage on Wisdom (Perception) checks that rely on smell.

**Legendary Resistance (3/Day).** If the vampire fails a saving throw, it can choose to succeed instead.

**Rampage.** When it reduces a creature to 0 hit points with a melee attack on its turn, the vampire can take a bonus action to move up to half its speed and make a bite attack.

**Regeneration.** The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

**Shapechanger.** If the vampire isn't in sunlight, it can use its action to polymorph into a Large hyena or a Medium cloud of mist, or back into its true form.

While in hyena form, the vampire can't speak, and its walking speed is 50 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

**Unusual Nature.** The vampire doesn't require air.

**Vampire Weaknesses.** The vampire has the following flaws:

**Enraged by Celestial.** If it hears words of Celestial spoken, the vampire must try to attack the source of those spoken words on its next turn. If these words come from multiple sources and from opposite directions, the vampire is restrained. Otherwise, it moves to attack what it perceives to be the closest source.

**Repulsed by Perfume.** The vampire has disadvantage on melee attack rolls made against any creature wearing perfume or carrying an open container of it.

**Stake to the Heart.** If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

**Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

### ACTIONS

**Multiattack (Vampire Form Only).** The vampire makes two attacks: one with its bite and one with its claws.

**Bite (Hyena or Vampire Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage plus 9 (2d8) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

**Claws (Vampire Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

**Frightful Cackle (Hyena or Vampire Form Only).** The vampire emits a bone-chilling cackle. Each creature of the vampire's choice that is within 120 feet of the vampire and can hear its cackle must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the vampire's Frightful Cackle for the next 24 hours.

**Sickening Gaze (Hyena or Vampire Form Only).** The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 15 Constitution saving throw against this magic or be poisoned for 24 hours. A creature whose saving throw is successful is immune to this vampire's Sickening Gaze for 24 hours.

### LEGENDARY ACTIONS

The vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

**Move.** The vampire moves up to its speed without provoking opportunity attacks.

**Claws.** The vampire makes one attack with its claws.

**Bite.** (Costs 2 Actions). The vampire makes one bite attack.