

## REGHED NOMAD WITH CAGE

Level 3 ♦ Human • Primal

AC 16  
FORT 14  
REF 14  
WILL 14  
SPEED 7  
HP 35  
BLOOD 15

**ATTACK POWERS**  
Ⓣ **Tribal Knife:** +9 vs. AC; 15 damage.

**GENERAL POWERS**  
Resist 5 Cold  
**Bloodrage 5:** +5 ↓ damage while bloodied.

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## HUMAN HUNTER

Level 3 ♦ Human • Martial

AC 17  
FORT 15  
REF 15  
WILL 15  
SPEED 6  
HP 30  
BLOOD 15

**ATTACK POWERS**  
Ⓣ **Bow:** (sight) +10 vs. AC; 10 damage.

**GENERAL POWERS**  
**Hunt down:** +2 attack and +5 damage vs. damaged creatures.  
**Blood Trail:** Ignores Invisible on bloodied enemies.

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## CHWINGA WITH SNOWBALL

Level 3 ♦ Cold • Elemental

AC 17  
FORT 14  
REF 18  
WILL 16  
SPEED 5  
HP 25  
BLOOD 10

**ATTACK POWERS**  
Ⓣ **Snowball:** (range 5) +7 vs. Reflex; 5 + 5 cold damage AND -1 speed.  
☐ **Snowball Storm:** (radius 3 within 5) +7 vs. Reflex; 5 + 5 cold damage AND -1 Speed.

**GENERAL POWERS**  
Resist 10 Cold  
☐ **Cold Charm:** *Attack action:* Choose an adjacent ally. Until end of its next turn, that ally has +5 ↓ cold damage.

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## ARCTIC FOX

Level 1 ♦ Beast

AC 15  
FORT 12  
REF 14  
WILL 12  
SPEED 6  
HP 5  
BLOOD -

**ATTACK POWERS**  
Ⓣ **Bite:** +4 vs. AC; 5 damage.

**GENERAL POWERS**  
Hide  
☐ **Ruse:** *Use at start of round:* Moves up to its speed.

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## YETI TYKE

Level 3 ♦ Cold • Yeti

AC 15  
FORT 18  
REF 14  
WILL 14  
SPEED 6  
HP 30  
BLOOD 15

**ATTACK POWERS**  
Ⓣ **Claws:** +7 vs. AC; 10 + 5 cold damage.  
☐ **Tyke's Stare:** (range 3) +6 vs. Will; Immobilized (save ends).

**GENERAL POWERS**  
Resist 5 Cold  
**Apprentice Hunter:** Has Hide while in difficult terrain.

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## DUERGAR MIND MASTER

Level 6 ♦ Duergar • Stealth

AC 19  
FORT 17  
REF 17  
WILL 17  
SPEED 5  
HP 50  
BLOOD 25

**ATTACK POWERS**  
Ⓣ **Echoing Punch:** +12 vs. AC; 5 + 10 psychic damage AND enemies adjacent to target take 5 psychic damage.  
☐ **Mind Mastery:** (range 5) +12 vs. Will; Dominated.

**GENERAL POWERS**  
☐ **Misdirection:** *Use when this creature or a Duergar ally within 5 is targeted with a ↓ or ↘ attack:* Target gains Conceal 11 until end of turn.  
**Infiltration:** *Use at end of round:* Place this creature in a victory area within 3.

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## OROG RANGER

Level 8 ♦ Martial • Orc • Orog

AC 22  
FORT 23  
REF 20  
WILL 20  
SPEED 6  
HP 70  
BLOOD 35

**ATTACK POWERS**  
Ⓣ **Greataxe:** +13 vs. AC; 20 damage.

**GENERAL POWERS**  
**Hunter's Quarry:** *During setup, choose 1 keyword:* Until end of battle, +2 attack vs. creatures with that keyword.  
**Strength in Numbers 1:** Increase your warband's creature limit by 1.  
**Animal Companion:** *During setup, choose 1 Beast ally with cost up to 10.* Until end of battle, whenever this creature attacks a target adjacent to that ally: +10 damage on that attack.  
☐ **Loyalty:** *Use when this creature would be hit by a ↓ or ↘ attack:* One adjacent Beast ally is hit, instead.

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## GOLIATH BARBARIAN - FROSTMAIDEN

Level 5 ♦ Goliath • Primal

AC 18  
FORT 17  
REF 16  
WILL 16  
SPEED 6  
HP 55  
BLOOD 25

**ATTACK POWERS**  
Ⓣ **Stab:** +11 vs. AC; 15 damage.  
↓ **Shield Rush:** (only on charge) +10 vs. Fortitude; 5 damage AND push 1 AND Dazed.  
☐ **Thrown Spear:** (range 8) +11 vs. AC; 15 damage.

**GENERAL POWERS**  
Resist 5 Cold  
**Vengeful:** *Use when an ally within 5 is destroyed:* +2 attack and +5 damage until end of this creature's next turn.

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## KNUCKLEHEAD TROUT

Level 1 ♦ Aquatic • Beast

AC 13  
FORT 11  
REF 11  
WILL 9  
SPEED 5  
HP 10  
BLOOD 5

**ATTACK POWERS**  
Ⓣ **Bite:** +4 vs. AC; 5 damage.

**GENERAL POWERS**  
Resist 5 Cold  
**Waterborne:** +3 speed while it occupies river terrain.  
**Arcane Fish:** Gains flight while it does not occupy river terrain.  
**Agile Swimmer:** +2 to all defenses while it occupies river terrain.

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## MOUNTAIN GOAT

Level 1 ♦ Beast

AC 15  
FORT 13  
REF 14  
WILL 13

**ATTACK POWERS**  
Ⓡ **Ram:** +6 vs. AC; 10 damage AND push 1 if target is Large or smaller.

**GENERAL POWERS**  
**Jump:** *Minor action:* Moves up to 2 with flight.

SPEED 6

HP 20  
BLOOD 10

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## SNOW GOBLIN

Level 1 ♦ Goblin

AC 16  
FORT 14  
REF 15  
WILL 15

**ATTACK POWERS**  
Ⓡ **Sword:** +5 vs. AC; 10 damage.

**GENERAL POWERS**  
**Resist 5 Cold**  
**Deceit:** *Use when an adjacent enemy declares an attack:* +2 to all defenses until end of turn.

SPEED 6

HP 15  
BLOOD 5

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## KOBOLD MOUNTAINEER

Level 3 ♦ Kobold

AC 16  
FORT 15  
REF 15  
WILL 15

**ATTACK POWERS**  
Ⓡ **Climbing Pick:** +8 vs. AC; 10 damage.

**GENERAL POWERS**  
**Shifty:** *Minor action:* Shift 1 square.  
**Mountaineering:** Ignores additional MP cost for entering difficult terrain.  
**Rope & Piton:** Allies ignore additional MP cost to enter squares adjacent to this creature.

SPEED 6

HP 25  
BLOOD 10

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## KOBOLD VAMPIRE SPAWN

Level 6 ♦ Undead • Vampire

AC 16  
FORT 14  
REF 16  
WILL 14

**ATTACK POWERS**  
Ⓡ **Bite:** +11 vs. AC; 10 damage AND this creature heals 10 HP.

**GENERAL POWERS**  
**Resist 10 Necrotic, Vulnerable 5 Radiant**  
**Shifty:** *Minor action:* Shift 1 square.  
**Opportunist 5:** +5 damage vs. Immobilized targets.  
**Inspired Minion:** Immune Fear and +2 ↓ attack while within 5 squares of a level 8+ Vampire ally.

SPEED 6

HP 45  
BLOOD 20

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## REGHED NOMAD WITH SPEAR

Level 8 ♦ Human • Primal

AC 22  
FORT 21  
REF 19  
WILL 21

**ATTACK POWERS**  
Ⓡ **Tribal Spear:** +13 vs. AC; 15 damage.

**GENERAL POWERS**  
**Resist 5 Cold**  
**Bloodrage 5:** +5 ↓ damage while bloodied.  
**Tribe Spirits:** *Whenever a Primal ally is destroyed within 5 squares:* This creature gains cumulative +2 attack and +5 damage until end of battle (max +10 damage).

**CHAMPION POWERS** □  
❖ *Use when this creature is destroyed by an attack:* Until end of battle, Primal allies gain the Rage keyword and have +5 damage.

SPEED 6

HP 60  
BLOOD 30

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## HUMAN TRAPPER

Level 7 ♦ Human • Martial

AC 21  
FORT 19  
REF 19  
WILL 19

**ATTACK POWERS**  
Ⓡ **Bow:** (sight) +14 vs. AC; 15 damage.

**GENERAL POWERS**  
**Opportunist 10:** +10 damage vs. Immobilized enemies.  
**Trapper:** *Use at setup:* Assign up to 2 new Trapline items to this creature.

SPEED 6

HP 55  
BLOOD 25

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## CHWINGA WITH ICICLE STAFF

Level 3 ♦ Cold • Elemental

AC 17  
FORT 14  
REF 18  
WILL 16

**ATTACK POWERS**  
Ⓡ **Ice Staff:** +8 vs. AC; 5 + 5 cold damage.  
□ **Ice Lance:** (range 5) +8 vs. AC; 5 + 5 cold damage.

**GENERAL POWERS**  
**Resist 10 Cold**  
**Ice Cage:** *Use when this creature hits with an attack:* Target is also Immobilized.  
**Healing Charm:** *Attack action:* Choose an adjacent ally. Until end of its next turn, whenever it would take cold damage, it heals 5 HP instead.

SPEED 5

HP 25  
BLOOD 10

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## DUERGAR STONE GUARD

Level 11 ♦ Duergar • Martial

AC 27  
FORT 25  
REF 24  
WILL 24

**ATTACK POWERS**  
Ⓡ **Kingsblade:** +16 vs. AC; 20 damage.

**GENERAL POWERS**  
**Enlarge:** *Minor action:* +2 attack, +5 damage and reach 2 until end of its next turn.  
**Kingsguard:** *Immediate action, when an adjacent enemy targets a champion ally:* Make a Ⓡ attack vs. that enemy.  
**Strength from Stone:** *Minor action, once per turn:* This creature takes 10 damage, then one ally adjacent to a wall heals 10 HP.

SPEED 5

HP 80  
BLOOD 40

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## FLIND TRAPPER

Level 13 ♦ Flind • Gnoll

AC 25  
FORT 25  
REF 23  
WILL 23

**ATTACK POWERS**  
Ⓡ **Double Flail:** Make 2 attacks: +17 vs. AC; 20 damage. If both attacks hit the same target, it is also Dazed.

**GENERAL POWERS**  
**Hunting Grounds:** Gnoll allies have +2 to all defenses while within 3 squares of this creature or a victory area.  
**Trapper:** *Use at setup:* Assign up to 3 new Trapline or Demonic Glyph items to this creature.

**CHAMPION POWERS** □ □  
❖ *Use when a Gnoll ally destroys an enemy adjacent to this creature:* Each Gnoll gains +2 attack (cumulative) until end of battle.

SPEED 7

HP 90  
BLOOD 45

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## SLED DOG

Level 1 ♦ Beast • Dog

**AC** 15  
**ATTACK POWERS**  
Ⓣ **Bite:** +5 vs. AC; 10 damage.

**FORT** 13

**REF** 13

**WILL** 13

### GENERAL POWERS

**Affinity:** Has the Wolf keyword while a Wolf ally is on the battle map.

**Loyal Defender:** *Immediate, when an adjacent enemy targets a Human or Halfling ally:* Make a Ⓣ attack vs. the attacker, then attacker has -2 attack until end of its turn.

**SPEED** 7

**HP** 15

**BLOOD** 5

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## WOLF - FROSTMAIDEN

Level 2 ♦ Beast • Wolf

**AC** 16  
**ATTACK POWERS**  
Ⓣ **Bite:** +7 vs. AC; 10 damage.  
Ⓣ **Pulldown:** +6 vs. Fortitude; 5 damage AND target grants combat advantage.

**FORT** 14

**REF** 14

**WILL** 14

### GENERAL POWERS

**Circle Prey:** +2 Ⓣ attack while within 3 squares of a Wolf ally.

**SPEED** 8

**HP** 25

**BLOOD** 10

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## GNOME SQUIDLING

Level 3 ♦ Gnome • Mind Flayer • Psionic

**AC** 16  
**ATTACK POWERS**  
Ⓣ **Tentacles:** +10 vs. AC; 10 psychic damage AND Immobilized.  
Ⓣ **Mind Pop:** (blast 3) +8 vs. Will; 5 psychic damage AND Stunned.

**FORT** 15

**REF** 15

**WILL** 18

### GENERAL POWERS

**Levitate:** This creature may make opportunity attacks vs. enemies with flight as if it had flight.

**SPEED** 5

**HP** 25

**BLOOD** 10

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## GNOME CEREMORPH

Level 7 ♦ Gnome • Mind Flayer • Psionic

**AC** 21  
**ATTACK POWERS**  
Ⓣ **Tentacles:** +13 vs. AC; 15 psychic damage AND Immobilized.  
Ⓣ **Psi Pistol:** (sight, ignores cover) +13 vs. Reflex; 15 radiant damage.  
Ⓣ **Mind Blast:** (blast 5) +12 vs. Will; 15 psychic damage AND Stunned.

**FORT** 19

**REF** 19

**WILL** 21

### GENERAL POWERS

**Detect Thoughts:** (aura 2) Enemies in aura have -4 attack vs. this creature.

**SPEED** 5

**HP** 45

**BLOOD** 20

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## NIGHT HAG - FROSTMAIDEN

Level 10 ♦ Hag

**AC** 24  
**ATTACK POWERS**  
Ⓣ **Nightmare Staff:** +15 vs. AC; 10 damage AND 10 Ongoing Psychic Damage (save ends).  
Ⓣ **Goodnight Kiss:** +14 vs. Will; Helpless (save ends).

**FORT** 22

**REF** 22

**WILL** 22

### GENERAL POWERS

Ⓣ **Broom of Flying:** *Minor action:* Has a speed F10 until end of turn.  
Ⓣ **Call Spirits:** *Attack action:* Choose a square within 10. That square and all squares adjacent to it gain damaging terrain (psychic) until end of round. Ⓞ as a move action.  
**Soul Feed:** *Whenever a creature within 10 is destroyed by psychic damage:* Heal 10 HP.

**SPEED** 6

**HP** 75

**BLOOD** 35

### CHAMPION POWERS

Ⓣ **Use when an enemy scores VP for occupying a victory area:** That enemy takes 10 psychic damage.

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## GNOLL HUNTER

Level 4 ♦ Gnoll

**AC** 17  
**ATTACK POWERS**  
Ⓣ **Rabid Bite:** +11 vs. AC; 5 damage AND 5 Ongoing Poison Damage (save ends).  
Ⓣ **Bow:** (sight) +11 vs. AC; 15 damage.

**FORT** 15

**REF** 15

**WILL** 15

### GENERAL POWERS

**Humanoid Hunter:** +2 attack vs. Human, Elf and Eladrin enemies.  
**Kill Frenzy:** *Immediate action, when this creature destroys an enemy:* Make a Ⓣ attack.

**SPEED** 6

**HP** 40

**BLOOD** 20

Ⓣ *Use with 24a Gnoll Hunter and 24b Gnoll*

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## CRAG CAT

Level 6 ♦ Beast

**AC** 19  
**ATTACK POWERS**  
Ⓣ **Claws:** +14 vs. AC; 15 damage.

**FORT** 18

**REF** 18

**WILL** 17

### GENERAL POWERS

**Hide**

Ⓣ **Pounce:** *Use with Charge:* Make two Ⓣ attacks instead of one.

Ⓣ **Reflect:** *Immediate, when targeted with a Ⓣ attack by an Arcane or Divine enemy:* Resolve the same attack vs. that enemy.

**SPEED** 7

**HP** 50

**BLOOD** 25

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## OYAMINARTOK THE GOLIATH WEREBEAR

Level 12 ♦ Goliath • Shapeshifter • Unique

**AC** 24  
**ATTACK POWERS**  
Ⓣ **Greataxe:** (reach 2) +18 vs. AC; 30 damage.

**FORT** 26

**REF** 21

**WILL** 22

### GENERAL POWERS

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### CHAMPION POWERS

Ⓣ **Use at start of round:** Until end of round, each ally is invisible to nonadjacent enemies while occupying difficult terrain.  
Ⓣ **Use at start of round:** Goliath and Shapeshifter allies have +2 attack and +5 damage until end of round.

**SPEED** 6

**HP** 95

**BLOOD** 45

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## REINDEER

Level 5 ♦ Beast

**AC** 19  
**ATTACK POWERS**  
Ⓣ **Antlers:** +11 vs. AC; 15 damage.

**FORT** 16

**REF** 17

**WILL** 16

### GENERAL POWERS

**Sylvan Mount:** Can have a Medium or smaller Elf or Eladrin creature as a rider.  
**Woodland Harmony:** While mounted and adjacent to forest terrain, this creature and its rider have +2 to all defenses.  
**Mounted Archery:** *Attack action:* Moves up to half its speed. Its rider can make a Ⓣ attack vs. a target within 8 squares at any point during that move.

**SPEED** 8

**HP** 50

**BLOOD** 25

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## SNOWY OWLBEAR

Level 10 ♦ Magical Beast

**AC** 24  
**FORT** 23  
**REF** 20  
**WILL** 20

**ATTACK POWERS**  
Ⓡ **Beak:** +16 vs. AC; 15 damage.  
Ⓡ **Hug:** (reach 2) +14 vs. AC; 25 damage AND pull 1 AND Immobilized.

**GENERAL POWERS**  
Resist 5 Cold  
**Easy Prey 5:** +5 damage vs. Immobilized targets.

**SPEED** 7

**HP** 85  
**BLOOD** 40



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## WINTER WOLF - FROSTMAIDEN

Level 8 ♦ Beast • Cold • Wolf

**AC** 23  
**FORT** 21  
**REF** 21  
**WILL** 21

**ATTACK POWERS**  
Ⓡ **Frosty Bite:** +15 vs. AC; 10 + 5 cold damage.  
Ⓡ **Freezing Breath:** (blast 5) +13 vs. Fortitude; 20 cold damage AND Slowed.

**GENERAL POWERS**  
Immune Cold  
**Mount:** May have a Medium or smaller Human or Orc as a rider.  
**Spur:** This creature's rider may expend a move action on its turn to have this creature, as an immediate action, move up to its speed OR make a Ⓡ attack (choose one).

**SPEED** 7

**HP** 60  
**BLOOD** 30



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## KILLER WHALE

Level 11 ♦ Aquatic • Beast

**AC** 21  
**FORT** 26  
**REF** 20  
**WILL** 19

**ATTACK POWERS**  
Ⓡ **Bite:** +13 vs. AC; 25 damage.  
Ⓡ **Tail Slap:** (reach 2) +12 vs. Fortitude; 10 damage AND Stunned.

**GENERAL POWERS**  
Blindsight  
**Spirit of the Sea:** Use at start of turn, if it occupies river terrain: Heal 5 HP.

**SPEED** F7

**HP** 80  
**BLOOD** 40



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## ABOMINABLE YETI

Level 11 ♦ Cold • Yeti

**AC** 24  
**FORT** 26  
**REF** 22  
**WILL** 22

**ATTACK POWERS**  
Ⓡ **Claws:** (reach 2) +16 vs. AC; 15 + 10 cold damage.  
Ⓡ **Freezing Breath:** (blast 5) +14 vs. Fortitude; 20 cold damage AND Immobilized. On miss, 10 cold damage only.

**GENERAL POWERS**  
Immune Cold, Vulnerable 5 Fire  
**Terrifying:** Level 10 or lower enemies have -2 attack vs. this creature. (Fear)  
**Ambush 10:** Minor action: Choose an enemy that does not have line of sight to this creature. +10 Ⓡ damage vs. that enemy until end of turn.

**SPEED** 8

**HP** 90  
**BLOOD** 45



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## MAMMOTH

Level 11 ♦ Beast

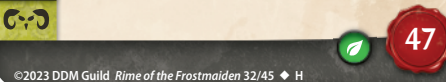
**AC** 21  
**FORT** 27  
**REF** 21  
**WILL** 22

**ATTACK POWERS**  
Ⓡ **Tusks:** (reach 2) +16 vs. AC; 30 damage.

**GENERAL POWERS**  
Resist 5 Cold  
**Crush:** Minor action, while mounted: An adjacent Large or smaller enemy takes 5 damage.  
**Giant Mount:** Can have a Huge or smaller Giant as a rider.  
**Threatening:** This creature's rider has Resist 5 All vs. attacks from adjacent enemies.  
Ⓡ **Vindictive Rider:** Use when this creature is hit by an attack: Its rider makes an opportunity attack vs. the attacker.

**SPEED** 7

**HP** 100  
**BLOOD** 50



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## FROST SALAMANDER

Level 13 ♦ Cold • Elemental

**AC** 27  
**FORT** 26  
**REF** 24  
**WILL** 24

**ATTACK POWERS**  
Ⓡ **Bite:** (reach 2) +18 vs. AC; 25 damage.  
Ⓡ **Freezing Breath:** (blast 5) +16 vs. Fortitude; 30 cold damage AND Slowed. Ⓡ when first bloodied.

**GENERAL POWERS**  
Immune Cold  
**Fire Devouring:** Minor action: One adjacent square loses fire terrain until end of battle.  
Ⓡ **Bury:** Minor action: Invisible and Resist 5 All until it moves or resolves an attack. Ⓡ when this creature uses Freezing Breath.

**SPEED** B6

**HP** 90  
**BLOOD** 45



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## THE COLD CRONE

Level 14 ♦ Cold • Elemental • Frostmaiden • Unique

CR 2

**AC** 26  
**FORT** 24  
**REF** 24  
**WILL** 29

**ATTACK POWERS**  
Ⓡ **Talons:** +19 vs. AC; 15 + 5 cold damage.  
Ⓡ **Sleet Storm:** (radius 2 within 10) +17 vs. Fortitude; 25 cold damage AND Blinded.

**GENERAL POWERS**  
Immune Cold  
**Aspect:** Your warband cannot contain other Frostmaiden creatures.  
**Wintercourt:** Use during warband construction: Cold allies of level 7 or higher cost 5 fewer VP. They are worth their normal VP when destroyed.  
**Blowing Snow:** Line of sight is limited to 10 squares for all creatures.

**SPEED** F7

**CHAMPION POWERS** □ □ □  
Ⓡ Use at start of any creature's turn: This creature teleports 3.  
Ⓡ Use at start of round: Cold allies have +2 attack and +10 cold damage until end of round.



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## THE BRITTLE MAIDEN

Level 15 ♦ Cold • Elemental • Frostmaiden • Unique

CR 3

**AC** 27  
**FORT** 25  
**REF** 25  
**WILL** 29

**ATTACK POWERS**  
Ⓡ **Ice Shard:** +20 vs. AC; 20 damage AND 5 Ongoing Cold Damage.  
Ⓡ **Ice Flurry:** Shifts up to its speed, then attacks: (burst 1, enemies only) +18 vs. Fortitude; 10 + 15 cold damage.

**GENERAL POWERS**  
Immune Cold, Immune Immobilized  
**Aspect:** Your warband cannot contain other Frostmaiden creatures.  
**Wintercourt:** Use during warband construction: Cold allies of level 7 or higher cost 5 fewer VP. They are worth their normal VP when destroyed.  
**Freezing Point:** (aura 3) Map squares gain cold terrain while in aura.

**SPEED** 6

**CHAMPION POWERS** □ □ □  
Ⓡ Use when a Cold creature is destroyed: Creatures adjacent to that creature take 10 + 10 cold damage.  
Ⓡ Use when an enemy taking ongoing cold damage fails a save: That enemy is Stunned until end of its next turn.



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## WINTER'S WOMB

Level 16 ♦ Cold • Elemental • Frostmaiden • Unique

CR 3

**AC** 29  
**FORT** 27  
**REF** 25  
**WILL** 29

**ATTACK POWERS**  
Ⓡ **Polar Rays:** Make 2 attacks: (range 12) +19 vs. Reflex; 10 + 10 cold damage.  
Ⓡ **Flash:** (burst 3, enemies only) +19 vs. Will; 30 radiant damage AND Blinded (save ends). Ⓡ when first bloodied.

**GENERAL POWERS**  
Resist 5 All, Immune Cold  
**Aspect:** Your warband cannot contain other Frostmaiden creatures.  
**Allsight:** Terrain does not block this creature's line of sight. Ignores invisible.  
**Snow Storm:** Use at end of round: Non-Cold creatures within 3 squares take 10 cold damage and are Slowed.

**SPEED** F6

**CHAMPION POWERS** □ □ □  
Ⓡ Use when this creature is targeted by an attack: Make a Ⓡ attack vs. the attacker.  
Ⓡ Use at start of round: Cold allies move up to 5 squares.



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## XARDOROK SUNBLIGHT

Level 11 ♦ Duergar • Unique

CR 3

AC 28  
FORT 26  
REF 24  
WILL 26  
SPEED 5  
HP 80  
BLOOD 40

### ATTACK POWERS

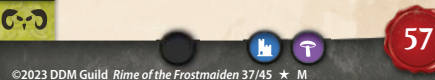
- Ⓢ **Infernal Slam:** +17 vs. AC; 15 damage.
- ⤴ **Eldritch Blast:** (sight) +17 vs. Reflex; 20 damage.

### GENERAL POWERS

**Invasion Orders:** Duergar allies have +5 damage.  
☐ **Pact Magic:** *Use during setup:* This creature is worth +5 VP when destroyed and gains Resist 10 Fire, Cold or Lightning (choose one) until end of battle.

### CHAMPION POWERS ☐☐☐

- ❖ *Use at start of round:* Duergar allies move up to their speed with Phasing.
- ❖ *Use at start of round:* Choose a Duergar creature. That creature is Invisible until end of round or until it resolves an attack.



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## NASS LANTOMIR

Level 7 ♦ Arcane • Human • Unique

AC 19  
FORT 17  
REF 17  
WILL 17  
SPEED 6  
HP 45  
BLOOD 20

### ATTACK POWERS

- Ⓢ **Staff:** +11 vs. AC; 10 damage.
- ⤴ **Mind Spike:** (range 8) +10 vs. Will; 15 psychic damage AND target loses Conceal (save ends). On miss, 5 psychic damage only.

### GENERAL POWERS

**Goggles of Clear Vision:** Ignores Conceal and smoke terrain.  
**Guidance:** Adjacent allies have +2 attack vs. enemies this creature can see.  
☐ **Premonition:** *Immediate action, when this creature rolls a d20:* The result of that die is 10, instead.



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## AVARICE

Level 11 ♦ Arcane • Tiefling • Unique

AC 26  
FORT 24  
REF 24  
WILL 25  
SPEED 6  
HP 70  
BLOOD 35

### ATTACK POWERS

- Ⓢ **Staff of Frost:** +17 vs. AC; 10 + 10 cold damage.
- ⤴ **Empowered Magic Missile:** (sight) Automatic hit vs. Reflex; 25 damage.
- ☐ **Ice Storm:** (radius 3 within 10) +16 vs. Fortitude; 20 cold damage AND Slowed. ☹ *when first bloodied.*

### GENERAL POWERS

**Resist 10 Cold**  
**Covetous:** *Use at end of round, if you scored VP for occupying a victory area but your opponent did not:* +2 attack and +5 damage until end of next round.  
☐ **Fire Shield 10:** *Minor action:* Until end of round, whenever this creature is hit with a Ⓢ attack, attacker takes 10 fire damage.



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## TEKELI-LI

Level 11 ♦ Undead • Vampire • Unique

AC 24  
FORT 25  
REF 24  
WILL 22  
SPEED 6  
HP 75  
BLOOD 35

### ATTACK POWERS

- Ⓢ **Bite:** +14 vs. AC; 5 + 10 necrotic damage.
- Ⓢ **Claws:** *Minor action, once per turn:* +15 vs. AC; 10 damage.
- ☐ **Frightful Cackle:** (burst 2, enemies only) +13 vs. Will; Weakened. (Fear)

### GENERAL POWERS

**Resist 10 Necrotic**  
**Rampaging Hunger:** *Immediate action, when an adjacent living enemy is destroyed:* Heal 10 HP, then make a Ⓢ attack and ☹ Frightful Cackle.  
**Sickening:** (aura 2) Living enemies in aura that see this creature take 5 psychic damage at start of their turn.



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## VELLYNNE HARPELL

Level 8 ♦ Arcane • Human • Unique

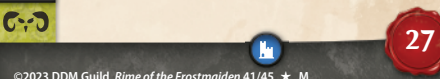
AC 21  
FORT 19  
REF 19  
WILL 19  
SPEED 5  
HP 50  
BLOOD 25

### ATTACK POWERS

- Ⓢ **Staff of Defense:** +14 vs. AC; 15 damage. Hit or miss, this creature has +4 AC and +4 Reflex until end of round.
- ⤴ **Dark Ray:** (sight) +13 vs. Fortitude; 15 necrotic damage.

### GENERAL POWERS

☐ **Study Spellbook:** *Use at start of round, if this creature occupies your victory area:* It recharges one use of its Augment Ray.  
**Augment Ray:** *Use when an enemy within 10 is damaged by Dark Ray.* Choose one effect:  
☐ **Life Drain:** This creature heals 10 HP.  
☐ **Sickness:** Target takes 10 Ongoing Poison Damage.  
☐ **Enfeeblement:** Target is Weakened (save ends).



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## TOMB TAPPER

Level 13 ♦ Construct

AC 25  
FORT 27  
REF 23  
WILL 23  
SPEED 7  
HP 100  
BLOOD 50

### ATTACK POWERS

- Ⓢ **Maul:** (reach 3) +17 vs. AC; 30 damage.
- ⤴ **Throw:** (range 10) +14 vs. AC; 20 damage.

### GENERAL POWERS

**Blindsight**  
**Tunneler:** *Minor action:* Speed 4 and Burrow until end of turn.  
**Magic Seeker:** +2 Ⓢ attack vs. creatures equipped with an item.  
**Stoneshape:** *Move action, while adjacent to difficult terrain:* Heal 5 HP.  
**Petrified Death:** *Whenever this creature is destroyed:* The space it last occupied gains difficult terrain.



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## YOUNG ADULT WHITE DRAGON

Level 14 ♦ Cold • Dragon

CR 2

AC 27  
FORT 25  
REF 25  
WILL 25  
SPEED F8  
HP 95  
BLOOD 45

### ATTACK POWERS

- Ⓢ **Bite:** (reach 2) +18 vs. AC; 20 + 5 cold damage.
- ☐ **Cold Breath:** (blast 5) +16 vs. Fortitude; 30 cold damage AND Immobilized. ☹ *when first bloodied.*

### GENERAL POWERS

**Immune Cold**  
☐☐☐☐ **Ice Rime:** *Use when an ally declares the use of a power:* Any cold damage that power would deal this turn becomes untyped damage instead.  
**Frost Wake:** Whenever this creature transits an enemy's space, that enemy takes 5 cold damage (max once per turn per enemy).

### CHAMPION POWERS ☐☐

- ❖ *Use at end of round:* A Cold ally within 5 squares makes a Ⓢ attack as an immediate action.
- ❖ *Use when an ally hits with an attack that deals cold damage:* That ally heals 10 HP.



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## FROST GIANT

Level 13 ♦ Cold • Giant

AC 29  
FORT 29  
REF 26  
WILL 26  
SPEED 8  
HP 105  
BLOOD 50

### ATTACK POWERS

- Ⓢ **Huge Battle Axe:** (reach 3) +21 vs. AC; 25 + 5 cold damage.
- ☐☐ **Ice Boulder:** (sight) +19 vs. AC; 15 + 10 cold damage.

### GENERAL POWERS

**Immune Cold**  
☐ **Ride the Winter Wind:** *Minor action:* Shift 6 with flight and ☹ Ice Tempest Rune.  
☐ **Ice Tempest Rune:** *Use when this creature hits with an attack:* Creatures within 3 of target take 10 cold damage, then slide creatures damaged by this power up to 2 squares.



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## FROST GIANT SKELETON

Level 12 ♦ Cold • Undead

AC 24  
FORT 25  
REF 22  
WILL 22  
SPEED 8  
HP 90  
BLOOD 45

### ATTACK POWERS

- Ⓢ **Greataxe:** (reach 3) +16 vs. AC; 20 + 5 cold damage.
- Ⓢ **Freezing Stare:** *Minor action, once per turn:* (range 5) +14 vs. Fortitude; 10 cold damage AND Slowed.

### GENERAL POWERS

**Immune Cold**



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## RING OF WARMTH

Level Any ♦ Human OR Dwarf OR Halfling

### POWERS

Resist 5 Cold

+2

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## TRAPLINE

Level 3+ ♦ Borderlands • Groll OR Human OR Kobold

### POWERS

**Place:** *Use during setup:* Place a Trapline token in an unoccupied square at least 4 squares away from your opponent's start area.  
**Trigger:** Whenever an enemy enters a square containing a Trapline token, remove the token, roll 1d20 and apply the effect to that enemy:  
1-5 *Disarmed Trap:* No effect.  
6-10 *Deadfall:* 15 damage.  
11-15 *Snare:* Immobilized (save ends).  
16-20 *Beartrap:* 10 damage and Immobilized.

+2

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## ICEWIND DALE: RIME OF THE FROSTMAIDEN

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## FROSTBRAND WEAPON

Level 2-5 ♦ Martial

### POWERS

Resist 5 Fire

**Cold Bite:** +5 Cold ↓ damage while not bloodied.

+1

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## DEMONIC GLYPH

Level 7+ ♦ Borderlands • Evil • Divine OR Groll OR Tiefling

### POWERS

**Place:** *Use during setup:* Place a Demonic Glyph token in an unoccupied square at least 4 squares away from your opponent's start area.  
**Trigger:** Whenever an enemy enters a square containing a Demonic Glyph token, remove the token, roll 1d20 and apply the effect to that enemy:  
1-6 *Fizzle:* No effect.  
7-12 *Glyph of Fire:* 15 fire damage.  
13-18 *Glyph of Madness:* 10 psychic damage AND Dazed.  
19-20 *Glyph of Stunning:* 5 damage AND Stunned.

+2

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