

REGHED NOMAD WITH CAGE

Level 3 ♦ Human • Primal

AC 16
FORT 14
REF 14
WILL 14

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

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

SPEED 7

HP 35
BLOOD 15

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HUMAN HUNTER

Level 3 ♦ Human • Martial

AC 17
FORT 15
REF 15
WILL 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.

SPEED 6

HP 30
BLOOD 15

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CHWINGA WITH SNOWBALL

Level 3 ♦ Cold • Elemental

AC 17
FORT 14
REF 18
WILL 16

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.

SPEED 5

HP 25
BLOOD 10

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ARCTIC FOX

Level 1 ♦ Beast

AC 15
FORT 12
REF 14
WILL 12

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

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

SPEED 6

HP 5
BLOOD -

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YETI TYKE

Level 3 ♦ Cold • Yeti

AC 15
FORT 18
REF 14
WILL 14

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.

SPEED 6

HP 30
BLOOD 15

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DUERGAR MIND MASTER

Level 6 ♦ Duergar • Stealth

AC 19
FORT 17
REF 17
WILL 17

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.

SPEED 5

HP 50
BLOOD 25

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OROG RANGER

Level 8 ♦ Martial • Orc • Orog

AC 22
FORT 23
REF 20
WILL 20

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.

SPEED 6

HP 70
BLOOD 35

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GOLIATH BARBARIAN - FROSTMAIDEN

Level 5 ♦ Goliath • Primal

AC 18
FORT 17
REF 16
WILL 16

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.

SPEED 6

HP 55
BLOOD 25

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KNUCKLEHEAD TROUT

Level 1 ♦ Aquatic • Beast

AC 13
FORT 11
REF 11
WILL 9

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.

SPEED 5

HP 10
BLOOD 5

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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.

SPEED 7

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.

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

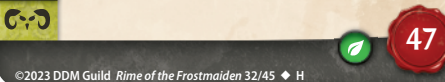
AC 21
FORT 27
REF 21
WILL 22

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 - FROSTMAIDEN

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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Special Thanks: DDM Guild's supporters,
Wizards of the Coast



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These cards are current as of January 18th, 2023.

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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