

# CHAPTER 7: 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.

## CONTENTS

<b>Y2. Wizard Spires</b> .....	2
Gargoyle.....	2
<b>Y3. Chain Lightning Stadium</b> .....	2
Galvan Magen.....	2
<b>Y4. Tower of Abjuration</b> .....	2
Demos Magen.....	2
<b>Y5. Prison</b> .....	2
Doppelganger.....	2
<b>Y7. Tower of Conjunction</b> .....	3
Living Bigby's Hand.....	3
Night Hag (Coven Variant).....	3
<b>Y9. Tower of Conjunction</b> .....	3
Arcanaloath.....	3
<b>Y10. Arboretum</b> .....	4
Treant.....	4
Needle Blight.....	4
<b>Y12. Wellspring of Answers</b> .....	4
Telepathic Pentacle.....	4
<b>Y13. Bazaar of the Bizarre</b> .....	5
Headless Iron Golem.....	5
<b>Y14. Hall of Silk</b> .....	5
Demos Magen.....	5
Galvan Magen.....	5
Phase Spider.....	5
<b>Y15. Observatory</b> .....	6
Demos Magen.....	6
Galvan Magen.....	6
Hypnos Magen.....	6
Blue Slaad.....	6
Green Slaad.....	6
<b>Y18. Tower of Necromancy</b> .....	7
Crawling Claw.....	7
Ghost.....	7
<b>Y19a. Ballroom</b> .....	8
Hypnos Magen.....	8
<b>Y19b. Ballroom</b> .....	8
Brain in a Jar.....	8
<b>Y19e. Liquefaction Chamber</b> .....	8
Brain in a Jar.....	8
Helmed Horror.....	8
<b>Y19k. Dome</b> .....	8
Living Blade of Disaster.....	8
<b>Y19l. Testing Chamber</b> .....	8
Barbed Devil.....	8
<b>Y19q. Iriolarthas' Study</b> .....	9
Demilich.....	9
Living Demiplane.....	9
Nothic.....	9
Galvan Magen.....	10
Flesh Golem.....	10
<b>Y20. Tower of Evocation</b> .....	10
Gelatinous Cube.....	10
<b>Y23. Ythryn Mythallar</b> .....	11
Galvan Magen.....	11
<b>Y29. Museum</b> .....	11
Nothic.....	11
Spitting Mimic.....	11

## Y2. WIZARD SPIRES

### GARGOYLE

*Medium elemental, chaotic evil*

**Armor Class** 15 (Natural Armor)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Petrified, Poisoned

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

**Languages** Terran

**Challenge** 2 (450 XP)

**False Appearance.** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

#### ACTIONS

**Multiattack.** The gargoyle makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

## Y3. CHAIN LIGHTNING STADIUM

### GALVAN MAGEN

*Icewind Dale: Rime of the Frostmaiden*, pg. 301

## Y4. TOWER OF ABJURATION

### DEMOS MAGEN

*Icewind Dale: Rime of the Frostmaiden*, pg. 300

## Y5. PRISON

### DOPPELGANGER

*Medium monstrosity (shapechanger), neutral*

**Armor Class** 14

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

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

**Skills** Deception +6, Insight +3

**Condition Immunities** Charmed

**Senses** Darkvision 60 ft., Passive Perception 11

**Languages** Common

**Challenge** 3 (700 XP)

**Shapechanger.** The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Ambusher.** The doppelganger has advantage on attack rolls against any creature it has surprised.

**Surprise Attack.** If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

#### ACTIONS

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

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

**Read Thoughts.** The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

## Y7. TOWER OF CONJURATION

### LIVING BIGBY'S HAND

*Icewind Dale: Rime of the Frostmaiden*, pg. 298

### NIGHT HAG (COVEN VARIANT)

*Medium fiend, neutral evil*

**Armor Class** 17 (Natural Armor)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

**Skills** Deception +7, Insight +6, Perception +6, Stealth +6

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

**Condition Immunities** Charmed

**Senses** Darkvision 120 ft., Passive Perception 16

**Languages** Abyssal, Common, Infernal, Primordial

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

**Innate Spellcasting.** The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

- At will: *detect magic*, *magic missile*
- 2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

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

**Shared Spellcasting.** While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

- 1st level (4 slots): *identify*, *ray of sickness*
- 2nd level (3 slots): *hold person*, *locate object*
- 3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*
- 4th level (3 slots): *phantasmal killer*, *polymorph*
- 5th level (2 slots): *contact other plane*, *scrying*
- 6th level (1 slot): *eyebite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12 + the hag's Intelligence modifier, and the spell attack bonus is 4 + the hag's Intelligence modifier.

### ACTIONS

**Claws.** (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Change Shape.** The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

**Etherealness.** The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

**Nightmare Haunting (1/Day).** While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

## Y9. TOWER OF CONJURATION

### ARCANALOTH

*Medium fiend (yugoloth), neutral evil*

**Armor Class** 17 (Natural Armor)

**Hit Points** 104 (16d8 + 32)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	20 (+5)	16 (+3)	17 (+3)

**Saving Throws** DEX +5, INT +9, WIS +7, CHA +7

**Skills** Arcana +13, Deception +9, Insight +9, Perception +7

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

**Damage Immunities** Acid, Poison

**Condition Immunities** Charmed, Poisoned

**Senses** Truesight 120 ft., Passive Perception 17

**Languages** All, Telepathy 120 ft.

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

**Innate Spellcasting.** The arcanaloth's innate spellcasting ability is Charisma (spell save DC 15). The arcanaloth can innately cast the following spells, requiring no material components:

- At will: *alter self*, *darkness*, *heat metal*, *invisibility* (self only), *magic missile*

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

**Magic Weapons.** The arcanaloth's weapon attacks are magical.

**Spellcasting.** The arcanaloth is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The arcanaloth has the following wizard spells prepared:

- Cantrips (at will): *fire bolt*, *mage hand*, *minor illusion*, *prestidigitation*
- 1st level (4 slots): *detect magic*, *identify*, *shield*, *Tenser's floating disk*
- 2nd level (3 slots): *detect thoughts*, *mirror image*, *phantasmal force*, *suggestion*
- 3rd level (3 slots): *counterspell*, *fear*, *fireball*
- 4th level (3 slots): *banishment*, *dimension door*
- 5th level (2 slots): *contact other plane*, *hold monster*
- 6th level (1 slot): *chain lightning*
- 7th level (1 slot): *finger of death*
- 8th level (1 slot): *mind blank*

### ACTIONS

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Teleport.** The arcanaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

## Y10. ARBORETUM

### TREANT

*Huge plant, neutral evil*

**Armor Class** 16 (Natural Armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

**Damage Vulnerabilities** Fire

**Damage Resistances** Bludgeoning, Piercing

**Senses** Passive Perception 13

**Languages** Common, Primordial

**Challenge** 9 (5,000 XP)

**False Appearance.** While the treant remains motionless, it is indistinguishable from a normal tree.

**Siege Monster.** The treant deals double damage to objects and structures.

#### ACTIONS

**Multiattack.** The treant makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

*Hit:* 16 (3d6 + 6) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

**Animate Trees (1/Day).** The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

### NEEDLE BLIGHT

*Medium plant, neutral evil*

**Armor Class** 12 (Natural Armor)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	4 (-3)	8 (-1)	3 (-4)

**Condition Immunities** Blinded, Deafened

**Senses** Blindsight 60 ft. (blind beyond this radius), Passive Perception 9

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

**Challenge** 1/4 (50 XP)

#### ACTIONS

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

*Hit:* 6 (2d4 + 1) piercing damage.

**Needles.** *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

## Y12. WELLSPRING OF ANSWERS

### TELEPATHIC PENTACLE

*Huge monstrosity, unaligned*

**Armor Class** 15 (Natural Armor)

**Hit Points** 172 (15d12 + 75)

**Speed** 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

**Skills** Perception +6

**Senses** Darkvision 60 ft., Passive Perception 16

**Languages** –

**Challenge** 8 (3,900 XP)

**Hold Breath.** The hydra can hold its breath for 1 hour.

**Multiple Heads.** The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

**Reactive Heads.** For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

**Wakeful.** While the hydra sleeps, at least one of its heads is awake.

#### ACTIONS

**Multiattack.** The hydra makes as many bite attacks as it has heads.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

*Hit:* 10 (1d10 + 5) piercing damage.

## Y13. BAZAAR OF THE BIZARRE

### HEADLESS IRON GOLEM

Large construct, unaligned

**Armor Class** 20 (Natural Armor)

**Hit Points** 150 (10d10 + 50)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

**Damage Immunities** Fire, Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

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

**Senses** Darkvision 120 ft., Passive Perception 10

**Languages** Understands the languages of its creator but can't speak

**Challenge** 10 (5,900 XP)

**Fire Absorption.** Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

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

**Magic Weapons.** The golem's weapon attacks are magical.

**Headless.** It is blinded and deafened, giving it disadvantage on all its attack rolls, and it can't use its Poison Breath.

#### ACTIONS

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

**Slam.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.  
*Hit:* 20 (3d8 + 7) bludgeoning damage.

**Sword.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.  
*Hit:* 23 (3d10 + 7) slashing damage.

## Y14. HALL OF SILK

### DEMOS MAGEN

Icewind Dale: Rime of the Frostmaiden, pg. 300

### GALVAN MAGEN

Icewind Dale: Rime of the Frostmaiden, pg. 301

### PHASE SPIDER

Large monstrosity, unaligned

**Armor Class** 13 (Natural Armor)

**Hit Points** 32 (5d10 + 5)

**Speed** 30 ft., climb 30 ft.

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

**Skills** Stealth +6

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

**Languages** —

**Challenge** 3 (700 XP)

**Ethereal Jaunt.** As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

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

**Web Walker.** The spider ignores movement restrictions caused by webbing.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

## Y15. OBSERVATORY

### DEMOS MAGEN

*Icewind Dale: Rime of the Frostmaiden*, pg. 300

### GALVAN MAGEN

*Icewind Dale: Rime of the Frostmaiden*, pg. 301

### HYPNOS MAGEN

*Icewind Dale: Rime of the Frostmaiden*, pg. 301

### BLUE SLAAD

*Large aberration, chaotic neutral*

**Armor Class** 15 (Natural Armor)

**Hit Points** 123 (13d10 + 52)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (-2)	7 (-2)	9 (-1)

**Skills** Perception +1

**Damage Resistances** Acid, Cold, Fire, Lightning, Thunder

**Senses** Darkvision 60 ft., Passive Perception 11

**Languages** Slaad, Telepathy 60 ft.

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

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

**Regeneration.** The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

#### ACTIONS

**Multiattack.** The slaad makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a wish spell can reverse the transformation.

## GREEN SLAAD

*Large aberration (shapechanger), chaotic neutral*

**Armor Class** 16 (Natural Armor)

**Hit Points** 127 (15d10 + 45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	8 (-1)	12 (+1)

**Skills** Arcana +3, Perception +2

**Damage Resistances** Acid, Cold, Fire, Lightning, Thunder

**Senses** Blindsight 30 ft., Darkvision 60 ft., Passive Perception 12

**Languages** Slaad, Telepathy 60 ft.

**Challenge** 8 (3,900 XP)

**Shapechanger.** The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

- At will: *detect magic*, *detect thoughts*, *mage hand*
- 2/day each: *fear*, *invisibility* (self only)
- 1/day: *fireball*

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

**Regeneration.** The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

#### ACTIONS

**Multiattack.** The slaad makes three attacks: one with its bite and two with its claws or staff. Alternatively, it uses its Hurl Flame twice.

**Bite (Slaad Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Claw (Slaad Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Staff.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

**Hurl Flame.** *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 10 (3d6) fire damage. The fire ignites flammable objects that aren't being worn or carried.

## Y18. TOWER OF NECROMANCY

### CRAWLING CLAW

*Tiny undead, neutral evil*

**Armor Class** 12

**Hit Points** 2 (1d4)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

**Damage Immunities** Poison

**Condition Immunities** Charmed, Exhaustion, Poisoned

**Senses** Blindsight 30 ft. (blind beyond this radius), Passive Perception 10

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

**Challenge** 0 (100 XP)

**Turn Immunity.** The claw is immune to effects that turn undead.

#### ACTIONS

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

*Hit:* 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice).

## GHOST

*Medium undead, any alignment*

**Armor Class** 11

**Hit Points** 45 (10d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

**Damage Immunities** Cold, Necrotic, Poison

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

**Senses** Darkvision 60 ft., Passive Perception 11

**Languages** Any languages it knew in life

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

**Ethereal Sight.** The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The ghost 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.

#### ACTIONS

**Withering Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

**Etherealness.** The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Horrificing Visage.** Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrificing Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

**Possession (Recharge 6).** One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

## Y19A. BALLROOM

### HYPNOS MAGEN

*Icewind Dale: Rime of the Frostmaiden*, pg. 301

## Y19B. BALLROOM

### BRAIN IN A JAR

*Icewind Dale: Rime of the Frostmaiden*, pg. 278

## Y19E. LIQUEFACTION CHAMBER

### BRAIN IN A JAR

*Icewind Dale: Rime of the Frostmaiden*, pg. 278

### HELMED HORROR

*Medium construct, neutral*

**Armor Class** 20 (Plate, Shield)

**Hit Points** 60 (8d8 + 24)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

**Skills** Perception +4

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

**Damage Immunities** Force, Necrotic, Poison

**Condition Immunities** Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned, Stunned

**Senses** Blindsight 60 ft. (blind beyond this radius), Passive Perception 14

**Languages** understands the languages of its creator but can't speak

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

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

**Spell Immunity.** The helmed horror is immune to three spells chosen by its creator. Typical immunities include fireball, heat metal, and lightning bolt.

#### ACTIONS

**Multiattack.** The helmed horror makes two longsword attacks.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

## Y19K. DOME

### LIVING BLADE OF DISASTER

*Icewind Dale: Rime of the Frostmaiden*, pg. 299

## Y19L. TESTING CHAMBER

### BARBED DEVIL

*Medium fiend (devil), lawful evil*

**Armor Class** 15 (Natural Armor)

**Hit Points** 110 (13d8 + 52)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

**Saving Throws** STR +6, CON +7, WIS +5, CHA +5

**Skills** Deception +5, Insight +5, Perception +8

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

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 ft., Passive Perception 18

**Languages** Infernal, Telepathy 120 ft.

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

**Barbed Hide.** At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

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

#### ACTIONS

**Multiattack.** The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 6 (1d6 + 3) piercing damage.

**Tail.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:*

10 (2d6 + 3) piercing damage.

**Hurl Flame.** *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.



# Y19Q. IRIOLARTHAS' STUDY

## DEMILICH

*Tiny undead, neutral evil*

**Armor Class** 20 (Natural Armor)

**Hit Points** 128 (32d4)

**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	20 (+5)	17 (+3)	20 (+5)

**Saving Throws** CON +6, INT +11, WIS +9, CHA +11

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Magic Weapons

**Damage Immunities** Necrotic, Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Condition Immunities** Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone, Stunned

**Senses** Truesight 120 ft., Passive Perception 13

**Languages** —

**Challenge** 18 (20,000 XP)

**Avoidance.** If the demilich is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

**Turn Immunity.** The demilich is immune to effects that turn undead.

## ACTIONS

**Howl (Recharge 5–6).** The demilich emits a bloodcurdling howl. Each creature within 30 feet of the demilich that can hear the howl must succeed on a DC 15 Constitution saving throw or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn.

**Life Drain.** The demilich targets up to three creatures that it can see within 10 feet of it. Each target must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage, and the demilich regains hit points equal to the total damage dealt to all targets.

## LEGENDARY ACTIONS

The demilich 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 demilich regains spent legendary actions at the start of its turn.

**Flight.** The demilich flies up to half its flying speed.

**Cloud of Dust.** The demilich magically swirls its dusty remains. Each creature within 10 feet of the demilich, including around a corner, must succeed on a DC 15 Constitution saving throw or be blinded until the end of the demilich's next turn. A creature that succeeds on the saving throw is immune to this effect until the end of the demilich's next turn.

**Energy Drain (Costs 2 Actions).** Each creature within 30 feet of the demilich must make a DC 15 Constitution saving throw. On a failed save, the creature's hit point maximum is magically reduced by 10 (3d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the greater restoration spell or similar magic.

**Vile Curse (Costs 3 Actions).** The demilich targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the demilich rolls a d20. On a result of 11 or higher, the demilich takes a lair action to cause one of the following effects. It can't use the same effect two rounds in a row.

- The tomb trembles violently for a moment. Each creature on the floor of the tomb must succeed on a DC 19 Dexterity saving throw or be knocked prone.
- The demilich targets one creature it can see within 60 feet of it. An antimagic field fills the space of the target, moving with it until initiative count 20 on the next round.
- The demilich targets any number of creatures it can see within 30 feet of it. No target can regain hit points until initiative count 20 on the next round.

## LIVING DEMIPLANE

*Icewind Dale: Rime of the Frostmaiden*, pg. 299

## 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.

## GALVAN MAGEN

*Icewind Dale: Rime of the Frostmaiden*, pg. 301

### FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

**Damage Immunities** Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

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

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

**Languages** Understands the languages of its creator but can't speak

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

**Berserk.** Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

**Aversion of Fire.** If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Lightning Absorption.** Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

**Magic Weapons.** The golem's weapon attacks are magical.

#### ACTIONS

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

## Y20. TOWER OF EVOCATION

### GELATINOUS CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10 + 40)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

**Condition Immunities** Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

**Senses** Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

**Languages** –

**Challenge** 2 (450 XP)

**Ooze Cube.** The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

**Transparent.** Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

#### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

**Engulf.** The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

## Y23. YTHRYN MYTHALLAR

### GALVAN MAGEN

*Icewind Dale: Rime of the Frostmaiden*, pg. 310

## Y29. MUSEUM

### 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.

### SPITTING MIMIC

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