

Frostveil

Medium, Undead, Neutral Evil

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ARMOR CLASS

15

HIT POINTS

104 (16d8 + 32)

CHALLENGE

6 | 2,300 XP

PROFICIENCY

+3

Speed Fly 40 ft. (hover), Walk 0 ft.

Initiative +3

Saving Throws Cha +6, Dex +6, Wis +5

Skills Stealth +6, Perception +5

Damage Vulnerabilities Fire

Damage Resistances Necrotic; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Cold, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained

Senses Darkvision 60 ft.; Passive Perception 15

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Languages The languages it knew in life

STR6
-2**DEX**16
+3**CON**14
+2**INT**10
+0**WIS**14
+2**CHA**16
+3

Traits

Incorporeal Drift. The frostveil can move through creatures and objects as if they were Difficult Terrain.

Killing Rime. A creature that starts its turn within 5 feet of the frostveil takes 5 (1d10) Cold damage.

Actions

Multiattack. The frostveil makes two Freezing Touch attacks.

Freezing Touch. Melee Spell Attack: +6, reach 5 ft. Hit: 18 (4d8) Cold damage.

Whiteout Wail (Recharge 5-6). Constitution Saving Throw: creatures within 20 feet. Failure: 27 (6d8) Cold damage and the target is Blinded until the end of its next turn. Success: Half damage and no Blindness.

Reactions

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Mist Recoil. When hit by a melee attack, the frostveil moves up to 15 feet without provoking Opportunity Attacks.

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