

ENTOMBED

The entombed are the undead forms of creatures whose bodies are preserved by being encased in shells of ice- but are still able to move or kill. Though the corpse at the core of an entombed is typically that of a human or other creature of similar stature, with its shell of ice the creature is the size of an ogre. The corpse at the core of an entombed is very well preserved, though often the skin will turn bluish, and the face of the body is usually frozen in a rictus of fear or sorrow.

Entombed are sometimes found in the company of other undead. Rarely, they will ally with

Entombed Warrior

Level 14 Controller

Large shadow animate (cold, undead)

XP 1,000

HP 141; **Bloodied** 70

Initiative +9

AC 29; **Fortitude** 28; **Reflex** 22; **Will** 25

Perception +10

Speed 6, burrow 6 (ice and snow only); icewalking

Vulnerable 10 fire, 10 radiant

TRAITS

Produce Steam

When the entombed takes fire damage, it gains concealment until the beginning of its next turn.

Rebuild the Shell

When the entombed takes cold damage, it gains temporary hit points equal to the damage it suffers and gains regeneration 5 until the end of the encounter or until it takes fire damage.

STANDARD ACTIONS

(basic) Freezing Smash (cold) * At Will

Attack: Melee 2 (one creature); +19 vs. AC.

Hit: 2d8+7 damage plus 1d6 cold damage and the target is immobilized (save ends).

(melee) Immure (cold) * Encounter

Requirement: The target must be standing on ice, snow or frozen ground.

Attack: Melee 1 (one creature); +17 vs. Reflex.

Hit: 3d10+8 cold damage and the target sinks into the ice (save ends). While sunken into the ice, the target is restrained and takes ongoing 10 cold damage.

First Failed Save: The target is instead entombed within the ice (save ends). While entombed, the target loses resist cold, takes ongoing 20 cold damage and can take no actions except to attempt to escape with an Athletics check (DC 23) once per round. No other creatures have line of sight or line of effect to the entombed creature, but inflicting 50 points of fire damage on the square where the creature is entombed will free it. When a creature escapes or is freed, it reappears prone in the square in which it was entombed.

Str 24 **Dex** 14 **Wis** 17

Con 21 **Int** 11 **Cha** 14

Alignment evil

Languages understands Common (can't speak)

Entombed Hag

Level 14 Soldier

Large shadow animate (cold, undead)

XP 1,000

HP 141; **Bloodied** 70

Initiative +11

AC 31; **Fortitude** 27; **Reflex** 24; **Will** 26

Perception +10

Speed 6, burrow 6 (ice and snow only); icewalking

Vulnerable 10 fire, 10 radiant

TRAITS

Produce Steam

When the entombed takes fire damage, it gains concealment until the beginning of its next turn.

Rebuild the Shell

When the entombed takes cold damage, it gains temporary hit points equal to the damage it suffers and gains regeneration 5 until the end of the encounter or until it takes fire damage.

STANDARD ACTIONS

(mbasic) Freezing Smash (cold) * At Will

Attack: Melee 2 (one creature); +19 vs. AC.

Hit: 2d8+7 damage plus 1d6 cold damage and the target is immobilized (save ends).

TRIGGERED ACTIONS

(melee) Opportunistic Smash (cold) * At Will

Trigger: An immobilized creature within range makes an attack.

Attack (Immediate Reaction): Melee 2 (the triggering creature); +21 vs. AC,

Hit: 2d8+7 damage and the target gains vulnerable 5 cold until the end of the entombed hag's next turn.

Str 24 **Dex** 14 **Wis** 17

Con 21 **Int** 11 **Cha** 14

Alignment evil

Languages understands Common and Elven (can't speak)

Entombed Cryomancer

Level 21 Artillery

Large shadow animate (cold, undead)

XP 3,200

HP 159; **Bloodied** 79

Initiative +14

AC 33; **Fortitude** 35; **Reflex** 30; **Will** 31

Perception +15

Speed 6, burrow 6 (ice and snow only); icewalking

Vulnerable 10 fire, 10 radiant

TRAITS

Produce Steam

When the entombed takes fire damage, it gains concealment until the beginning of its next turn.

Rebuild the Shell

When the entombed takes cold damage, it gains temporary hit points equal to the damage it suffers and gains regeneration 5 until the end of the encounter or until it takes fire damage.

STANDARD ACTIONS

(mbasic) Freezing Smash (cold) * At Will

Attack: Melee 2 (one creature); +26 vs. AC.

Hit: 2d8+9 damage plus 2d10 cold damage and the target is immobilized (save ends).

(rbasic) Jagged Ice * At Will

Attack: Range 10 (one creature); +27 vs. AC.

Hit: 4d6+15 damage.

(close) Ice Shards * At Will

Attack: Close blast 4 (creatures in blast); +26 vs. Reflex.

Hit: 3d8+9 damage.

(area) Frost Bomb * Recharges when an enemy drops to 0 hit points

Attack: Burst 2 within 10 squares (creatures in burst); +24 vs. Reflex.

Hit: 3d10+13 cold damage. On a critical hit, the target is also immobilized (save ends).

Str 24 **Dex** 18 **Wis** 20

Con 27 **Int** 11 **Cha** 14

Alignment evil

Languages understands Common (can't speak)