

# Glacier Beast

Level 11 Solo Controller

**Huge Natural Animate (cold, undead)**

XP 3000

**Initiative** +9 **Senses** Perception +9

**Iceborn Aura (cold)** aura 3; Any creature that enters or begins its turn in the aura takes 10 cold damage.

**HP** 580; **Bloodied** 290

**AC** 27; **Fortitude** 27, **Reflex** 22, **Will** 25

**Immune** poison, disease; **Resist** 20 cold, 10 necrotic; **Vulnerable** 10 radiant, 10 fire

**Saving Throws** +5

**Speed** 8 (ice walk)

**Action Points** 2

## ⚔ Slashing Horn (standard; at-will) Cold

Reach 2; +16 vs. AC; 1d8+6 damage plus 1d6 cold damage and the target contracts **ice fever** (see below).

## ⚡ Trample (standard; at-will)

The glacier beast can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the glacier beast must end its move in an unoccupied space. When it enters an enemy's space, the glacier beast makes a trample attack: +13 vs. Reflex; 2d8+6 damage, and the target is knocked prone.

## ⚡ Ferocious Run (standard; recharges when first bloodied) Cold

The glacier beast shifts 8 squares and makes 3 Slashing Horn attacks at any times during its move. It can attack a given enemy only once

## ⚡ Piercing Horn (standard; recharge ☐☐☐☐) Cold

Reach 2; +16 vs. AC; 2d8+6 damage plus 2d6 cold damage, and the target takes ongoing 5 cold damage (save ends) and contracts **ice fever** (see below). *First failed Save:* The target is slowed (save ends slowed and ongoing cold damage). *Second failed Save:* The target is stunned instead of slowed and takes ongoing 10 cold damage (save ends both). If the cold damage reduces the target to 0 hit points or below, the target freezes into a solid block of ice and dies.

## ⚡ Icy Breath (minor; recharge ☐☐☐☐) Cold

Close Blast 5; +13 vs. Reflex; 2d6+2 cold damage and all targets are pushed 4 squares.

## Rift Cut (move; encounter)

The glacier beast moves up to twice its speed and cuts a rift into an icy ground with its horn. This effectively creates a line of 13 rift spaces (omitting the final 3 spaces on which it ends its turn). The rift is two squares wide and immediately breaks open to a depth of 3 squares. Leaping across the rift requires an Athletics check, DC 20.

**Alignment** Evil **Languages** -

**Skills** Athletics +15

**Str** 22 (+11) **Dex** 15 (+7) **Wis** 20 (+10)

**Con** 20 (+10) **Int** 6 (+3) **Cha** 18 (+9)

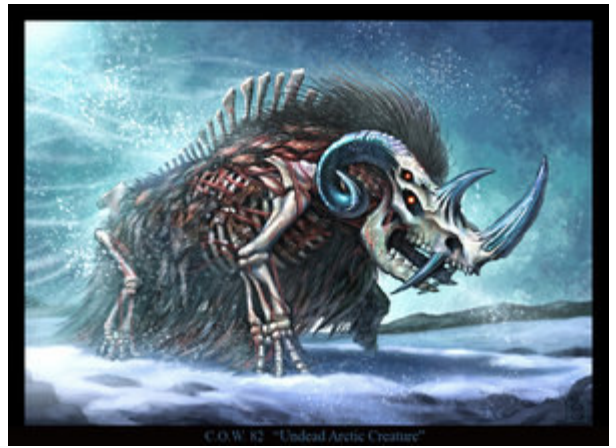


IMAGE © Vegas Mike 2007-2009 <http://vegasmike.deviantart.com>

Glacier Beast designed by Sir Robilar

With contributions by Mesh Hong & the Jester

Print copy by VBMEW-01



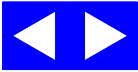


# ICE FEVER

## Level 11 Disease

*The target suffers from a shivering fever and has terrible nightmares about being pierced by the Glacier Beast's horn.*

**Attack:** +15 vs. Fortitude

**Endurance** improve DC 27, maintain DC 24, worsen DC 23 or lower

The target is cured		<b>Initial Effect</b> The target's speed is reduced by 1 until cured		The target loses one healing surge and gains vulnerable 10 cold		<b>Final State</b> The target is slowed and doesn't recover healing surges from extended rests
---------------------	---	---	---	---	---	---