

Immoth Thought-Catcher

Level 20 Brute

Medium elemental humanoid (cold)

XP 2800

HP 233; Bloodied 116

Initiative +15

AC 32, Fortitude 32, Reflex 30, Will 31

Perception +16

Speed 6 (ice walk)

Immune cold

Standard Actions

<M> Icy Talons * At-Will

Attack: Melee 1 (one creature); +25 vs. AC

Hit: 2d8+12 damage

<m> Tail of Tales (Poison) * Encounter

Attack: Melee 1 (one creature); +25 vs. AC

Hit: 1d12+9 damage, and the target takes a -2 penalty to all attacks (save ends). Until they save, they start babbling random words that come to mind – but never more than once.

Each Failed Save: 1d6 damage.

Release Power (Varies) * Varies

The immoth uses a power stored via *Freeze Power*. The power uses the original user's statistics, but the immoth can freely choose the effects as if it was using the power.

Triggered Actions

Freeze Power * **Recharge** when the immoth uses *Release Power*

Trigger: The immoth is missed by an encounter or daily power.

Effect (Immediate Interrupt): The power has no effect, even if it normally has an effect on a miss, and the immoth gains the ability to use it with *Release Power*. The original user cannot regain the use of this power until the immoth uses it, or until they take a short rest.

