

# IMMOTH

Immoths are powerful beings that resemble giants made of ice with thick, icy tails. They believe that words have great power and are said to be the most puissant rune-workers in the multiverse. Immoths have a bottomless thirst for knowledge of every subject. It is said that some of the greatest immoth lords seek to freeze the entire multiverse into an icy stasis, but immothes play a very long game.

Immothes are native to an area of the Elemental Chaos called the Mountain of Ultimate Winter, said to be so cold that even creatures normally immune to cold freeze to death in moments. The Mountain is hidden and hard to reach. Most immothes encountered by natural creatures have come to the world for their own purposes. One group of particular note was famous for having inhabited part of Bile Mountain before the Sword Emperor and his companions overthrew it and transformed it into a casino.

## Immoth Frost Warrior

## Level 17 Soldier

Large elemental humanoid (cold)

XP 1,600

HP 163; **Bloodied** 81

**Initiative** +13

AC 33; **Fortitude** 31; **Reflex** 28; **Will** 29

**Perception** +9

**Speed** 8, icewalking

Darkvision

**Immune** cold; **Vulnerable** 10 fire

### TRAITS

#### Rune Master

When the immoth frost warrior uses a power with the Rune keyword, it gains a benefit until the beginning of its next turn: either a +2 bonus to defenses or a +2 bonus to attacks. (This does not apply to the triggering power.)

### STANDARD ACTIONS

#### (mbasic) Ice Hammer (weapon) \* At Will

*Attack:* Melee 2 (one creature); +22 vs. AC.

*Hit:* 2d10+9 cold damage plus ongoing 10 cold damage and the target is slowed (save ends both). If the immoth is bloodied, saving throws to end this effect take a -2 penalty.

#### (melee) Blizzard of Blows (weapon) \* Encounter

*Requirement:* The immoth must be wielding its ice hammer.

*Effect:* The immoth makes an *ice hammer* attack with a -2 penalty to attack against each enemy in reach.

#### (close) Spoken Blizzard (cold, rune, thunder, zone) \* Encounter

*Attack:* Close burst 2 (enemies in burst); +19 vs. Fortitude.

*Hit:* 2d12+8 cold and thunder damage, and the immoth pushes the target 2 squares and knocks it prone.

*Effect:* The ground in the burst becomes a zone of difficult terrain consisting of ice and snow.

### TRIGGERED ACTIONS

#### (melee) Tail Slap \* At Will

*Trigger:* A slowed enemy within range of this attack moves or shifts.

*Attack (Immediate Interrupt):* Melee 2 (the triggering creature); +24 vs. AC.

*Hit:* 1d10+5 damage and the target is immobilized until the start of its next turn.

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**Skills** Nature +14

**Str** 24    **Dex** 16    **Wis** 13

**Con** 19    **Int** 20    **Cha** 21

**Alignment** unaligned

**Languages** Common, Primordial

**Equipment** ice armor, ice hammer

## Immoth Ice Sage

## Level 17 Controller

Large elemental humanoid (cold)

XP 1,600

HP 165; **Bloodied** 82  
AC 31; **Fortitude** 29; **Reflex** 27; **Will** 30  
**Speed** 8, icewalking  
**Immune** cold; **Vulnerable** 10 fire

**Initiative** +9  
**Perception** +9  
Darkvision

## TRAITS

### Rune Master

When the immoth ice sage uses a power with the Rune keyword, it gains a benefit until the beginning of its next turn: either an aura 1 that deals 5 cold damage to each creature that starts its turn in the aura, or enemies take a -2 penalty on saving throws against effects created by the ice sage.

## STANDARD ACTIONS

### (mbasic) Claw (cold) \* At Will

*Attack:* Melee 2 (one creature); +22 vs. AC.

*Hit:* 3d6+9 cold damage, plus ongoing 10 cold damage (save ends).

### (ranged) Ray of Frozen Winter (cold) \* At Will

*Attack:* Range 10 (one creature); +20 vs. Reflex.

*Hit:* 2d12+6 cold damage, plus ongoing 10 cold and the target is immobilized (save ends both).

### (close) Gale Breath (cold, rune) \* Recharges when first bloodied

*Attack:* Close blast 6 (creatures in blast); +18 vs. Fortitude.

*Hit:* 4d6+9 cold damage and the immoth pushes the target 4 squares.

*Miss:* Half damage, and the immoth pushes the target 1 square.

## TRIGGERED ACTIONS

### (melee) Rune of the Ice Sage (cold, rune) \* Encounter

*Trigger:* An enemy hits the immoth with a melee attack.

*Attack (Immediate Reaction):* Melee 2 (the triggering enemy); +20 vs. Will.

*Hit:* The target is dazed and immobilized (save ends both).

*First Failed Save:* The target is instead stunned and restrained (save ends both).

*Second Failed Save:* The target is instead polymorphed into ice and is treated as if petrified, except that it must keep making saving throws against this effect.

*Third Failed Save:* The target shatters into tiny pieces of ice and dies.

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**Skills** Arcana +18, History +18, Nature +14

**Str** 18    **Dex** 13    **Wis** 13

**Con** 21    **Int** 25    **Cha** 21

**Alignment** unaligned

**Languages** Common, Primordial

## Immoth Power Thief

Large elemental humanoid (cold)

HP 344; **Bloodied** 172

AC 32; **Fortitude** 31; **Reflex** 29; **Will** 32

**Speed** 8, icewalking

**Immune** cold; **Vulnerable** 10 fire

**Saving Throws** +2; **Action Points** 1

## Level 18 Elite Controller

XP 4,000

**Initiative** +11

**Perception** +13

Darkvision

## TRAITS

### Rune Master

When the immoth runecaster uses a power with the Rune keyword, it gains a benefit until the end of its next turn: either a +2 bonus to attack rolls with its *release power* ability, or it can shift 2 squares as a move action.

## STANDARD ACTIONS

### (mbasic) Claw (cold) \* At Will

*Attack:* Melee 2 (one creatures); +23 vs. AC.

*Hit:* 2d8+10 cold damage, plus ongoing 10 cold damage and the target is slowed (save ends both).

## MINOR ACTIONS

**Release Power** (rune) \* **Recharges** when the immoth uses *freeze power*

*Requirement:* The immoth power thief must have a power frozen with *freeze power*.

*Effect:* The immoth uses the power it has frozen. The power uses all the original user's statistics for its attack roll and damage, including bonuses from weapons and feats, but the immoth makes all choices for the power.

**Tail Slap** (cold) \* **At Will** 1/round

*Attack:* Melee 2 (one creature); +23 vs. AC.

*Hit:* 3d10+10 cold damage and the target loses resist cold until the end of its next turn.

## TRIGGERED ACTIONS

**Freeze Power** (rune) \* **Recharges** when the immoth uses *release power*

*Trigger:* An enemy misses the immoth with a daily or encounter power.

*Effect (Immediate Interrupt):* The power has no effect except for those that triggered before the attack roll, even if it has a Miss or Effect line, and the immoth gains the ability to use it with *release power*. The triggering enemy cannot regain the use of the frozen power until the immoth uses it or the enemy takes a short rest.

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**Skills** skill modifier

**Str** 22    **Dex** 15    **Wis** 19

**Con** 20    **Int** 25    **Cha** 22

**Alignment** unaligned

**Languages** Common, Primordial

## Immoth Runecaster

## Level 20 Artillery

Large elemental humanoid (cold)

XP 2,800

**HP** 144; **Bloodied** 72

**Initiative** +11

**AC** 32; **Fortitude** 31; **Reflex** 34; **Will** 33

**Perception** +11

**Speed** 8, icewalking

Darkvision

**Immune** cold; **Vulnerable** 10 fire

## TRAITS

### Rune Master

When the immoth runecaster uses a power with the Rune keyword, it gains a benefit until the end of its next turn: either it loses vulnerable fire, or it ignores resist cold. (This does not apply to the triggering power.)

## STANDARD ACTIONS

**(mbasic) Claw** (cold) \* **At Will**

*Attack:* Melee 2 (one creature); +25 vs. AC.

*Hit:* 3d8+10 cold damage, and ongoing 10 cold damage (save ends).

**(ranged) Rune of Jagged Ice** (cold, rune) \* **At Will**

*Attack:* Range 10 (one creature); +25 vs. Reflex.

*Hit:* 3d12+9 cold damage.

**(close) Freezing Word** (cold) \* **Recharge 5 6**

*Attack:* Close blast 4 (creatures in the blast); +23 vs. Reflex.

*Hit:* 4d6+11 cold damage, and the target is immobilized until the end of its next turn.

## TRIGGERED ACTIONS

**(melee) Tail Slap** (cold) \* **Encounter**

*Trigger:* An enemy enters a square adjacent to the immoth runecaster.

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

*Hit:* 2d10+3 damage and the immoth runecaster pushes the target 2 squares.

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**Skills** Arcana +23, History +23, Nature +16

**Str** 21    **Dex** 13    **Wis** 13

**Con** 18    **Int** 27    **Cha** 24

**Alignment** unaligned

**Languages** Common, Primordial

## Tarent, Immoth Leader Level 20 Elite Soldier (Leader)

Large elemental humanoid (cold)

XP 5,600

HP 376; **Bloodied** 188

**Initiative** +16

AC 36; **Fortitude** 33; **Reflex** 31; **Will** 32

**Perception** +10

**Speed** 8, icewalking

Darkvision

**Immune** cold; **Vulnerable** 10 fire

**Saving Throws** +2; **Action Points** 1

### TRAITS

#### Rune Master

When Tarent uses a power with the Rune keyword or spends an action point, he may slide each ally within 5 squares of him 3 squares.

### STANDARD ACTIONS

#### (mbasic) Frozen Smash (cold) \* At Will

*Attack:* Melee 2 (one creature); +25 vs. AC.

*Hit:* 2d10+12 cold damage, plus ongoing 15 cold and the target is slowed (save ends both).

#### (melee) Destroy Them All \* At Will

*Effect:* Tarent makes two *frozen smash* attacks at different targets. If he is bloodied, he instead makes three *frozen smash* attacks, no more than two of which may target the same creature.

#### Release Power (rune) \* Encounter

*Requirement:* Tarent must have a power frozen with *freeze power*.

*Effect:* Tarent uses the power he has frozen. The power uses all the original user's statistics for its attack roll and damage, including bonuses from weapons and feats, plus a +4 bonus to attack and damage, but Tarent makes all choices for the power.

### MINOR ACTIONS

#### (close) Rune of Cracking Ice (rune) \* Recharge 4 5 6

*Attack:* Close burst 3 (creatures in burst); +23 vs. Reflex.

*Hit:* The target falls prone.

*Miss:* Tarent slides the target 1 square.

### TRIGGERED ACTIONS

#### Freeze Power (rune) \* Encounter

*Trigger:* An enemy misses Tarent with a daily or encounter power.

*Effect (Immediate Interrupt):* The power has no effect except for those that triggered before the attack roll, even if it has a Miss or Effect line, and the immoth gains the ability to use it with *release power*. The triggering enemy cannot regain the use of the frozen power until the immoth uses it or the enemy takes a short rest.

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**Skills** Athletics +23, Endurance +20, History +18, Nature +15

**Str** 26    **Dex** 19    **Wis** 10

**Con** 20    **Int** 16    **Cha** 22

**Alignment**

**Languages**

**Equipment** armor, shield, weapon, other gear

## Immoth Agent

## Level 22 Minion Controller

Large elemental humanoid (cold)

XP 1,038

HP 1; a missed attack never damages a minion

**Initiative** +14

AC 36; **Fortitude** 34; **Reflex** 32; **Will** 32

**Perception** +12

**Speed** 8

Darkvision

**Immune** cold

### STANDARD ACTIONS

**(mbasic) Ice Hammer** (weapon) \* **At Will**

*Attack:* Melee 2 (one creature); +27 vs. AC.

*Hit:* 13 cold damage.

## TRIGGERED ACTIONS

**(close) Rune of Reprisal** (cold, rune) \* **Encounter**

*Trigger:* The immoth agent falls to 0 hit points.

*Attack (No Action):* Close burst 2 (enemies in burst); +22 vs. Fortitude.

*Hit:* 10 cold damage and the target is immobilized until the end of its next turn.

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**Skills** Arcana +21, History +21, Nature +17

**Str** 25    **Dex** 16    **Wis** 13

**Con** 19    **Int** 20    **Cha** 21

**Alignment** unaligned

**Languages** Common, Primordial

**Equipment** ice armor, ice hammer