

# Inverno

## Level 11 Elite Controller

Medium immortal humanoid (devil, vampire)

XP 1,200

**Initiative** +9

**Senses** Perception +7; darkvision

**Iced River's Aura** aura 1; Enemies who move or begin the turn in the Aura receive 10 cold damage and is dazed until the end of Inverno's next turn.

**HP** 226; **Bloodied** 113

**Regeneration** 10 (does not function while Inverno is exposed to direct sunlight)

**AC** 27; **Fortitude** 25; **Reflex** 26; **Will** 25

**Immune** disease; poison; **Resist** 15 cold, 10 necrotic; **Vulnerable** 5 fire, 10 radiant

**Saving Throws** +2

**Speed** 6

**Action Points** 1

### ↓ **Blood Drain** (standard; encounter) • **Healing**

Recharge when Enemy becomes Bloodied;

Unarmed; Require Combat Advantage; +12 vs Fortitude; 2d12 + 5, the target is weakened (saves end) and Inverno heals 56 Hit Points

### ⬇ **Inverno's Grasp** (standard; at-will) • **Cold**

Icy claws tears the flesh of enemies

Melee; +18 vs AC; 3d6 + 5 Target receive 5 ongoing cold damage (saves end)

### ❄ **Blizzard** (standard; recharge ☞☞☞) • **Cold**

Burst 5 at 10; A cloud of freeze engulf friends and foes; +16 vs Fortitude; 4d8 + 5 ; All creatures within the area are slowed until the end of Inverno's next turn.

**Alignment** Evil

**Languages** Common, Supernal

**Skills** Bluff +13, Endurance +13, Intimidate +13

**Str** 15 (+7)

**Dex** 18 (+9)

**Wis** 14 (+7)

**Con** 17 (+8)

**Int** 17 (+8)

**Cha** 16 (+8)

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