

NAME Verglas, the Frigid RACE Avian SIZE 9 HEIGHT 22'0" WEIGHT 900lbs HL 5 EL 5

CON	<u>10</u>	AGI	<u>8</u>	INT	<u>10</u>	STR	<u>8</u>	WILL	<u>10</u>	CHA	<u>5</u>
Hit Points	<u>550</u> / <u>550</u>	Initiative	<u>16</u>	C. Mastery	<u>20</u>	Armor	<u>16</u>	SP Armor	<u>20</u>	Song Effect	<u>10</u>
Vitality	<u>1100</u> / <u>1100</u>	Speed	<u>16</u>	H. Mastery	<u>20</u>	MAD	<u>16</u>	M. Mastery	<u>20</u>	M. Speed	<u>10</u>
		RAD	<u>16</u>	SP Mastery	<u>20</u>					M. Damage	<u>10</u>

ATTACK # 1

Description: Claws, Peck
Type: N. Melee Attack Range: 1 Accuracy: 2/3/4/5/6
DMG: 46 Crit DMG: 62 | SP-DMG: Crit SP-DMG:
Other: Frost 4

ATTACK # 2

Description: Frozen Feathers
Type: N. Ranged Attack Range: 8 Accuracy: 3/4/5/6
DMG: 46 Crit DMG: 62 | SP-DMG: Crit SP-DMG:
Other: Frost 4

ABILITIES

Name: Arctic Grasp Description: Target adjacent creature tests STR 14 DPD: Frost & 5 DMG
Name: Feather Nova Description: All adjacent targets test AGI 13 DPD: Frost & 5 DMG
Name: Frigid Breath Description: Target creature within 5 spaces tests CON 13 DPD: Frost & Frost
Name: Ice Storm Description: All Heroes test AGI 13 DPD: Frost & 5 SP-DMG
Name: Subzero Stare Description: Target creature within 10 spaces tests WILL 12 DPD: Frost & Frost

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Dissolve, Frost, Knockback Vulnerabilities: Burning
Traits: Boss, Elemental Attacks (Frost) x 2, Flying, Overpowered, Size Change (3x3)

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

LORE

Verglas the Frigid is a giant bird from the Mesozoic Era. After the fusion, it thawed out from its frozen hibernation and was given new life; and new powers. Upon reawakening, the bird was paralyzed and somehow lost all of its motor functions during its slumber. However, it was gifted with the ability to conjure and manipulate ice and cold temperatures.

With the ability to control ice, it coated its entire body in frost. Now, with frost-soaked feathers and a belly full of ice, it was able to move freely by manipulating the rime that encompassed its body; inside and out. Because of this, Verglas can only survive in colder climates where it will never thaw.

Verglas the Frigid is a horribly cold creature. Its ice glazed feathers deflect acid, water, and wind alike, allowing it to be immune to Dissolve and Knockback. With an affinity to ice (and a dependency to ice), Verglas is immune to Frost and vulnerable to Burning.

APPEARANCE

Verglas the Frigid is a huge bird of an unknown, ancient and extinct species (*from the Earth Realm.*) He has a white belly, blue feathers, and red eyes (*that flash blue and white when he's manipulating ice.*) His body is always covered in layers of frost, causing it to glimmer (*sometimes with a rainbow of colors.*) His talons are white, his claws are crystal clear, but despite his elegant appearance, he's a cold, neutral creature.

As for weapons, Verglas the Frigid uses its icy claws and beak for melee attacks. It can throw ice glazed feathers as ranged attacks. Verglas' Ice Storm ability hurls huge chunks of ice at his most threatening targets.

COMBAT BEHAVIOR

Verglas the Frigid is an intelligent enemy and caster when it comes to combat. It will prioritize abilities and defensive movements in combat.

Notable Traits

Flying: During your turn, at will, you may become Airborne for however long you want. You lose this trait when you have been reduced to 50% or less HP, or if you have 10 upper body wounds.