

Suvimal

By Brian A Liberge and @[thedandmom](#)

The air cools around you, yet there is no breeze. The earth begins to shake beneath your feet as the light from the sun dims. You look in the distance and see that the mountain is getting closer.

The primordial Suvimal is a little-known legend. This mammoth being of frozen earth shows but one outward emotion: rage. Once woken, any living being or settlement becomes a target for destruction.

A Once Kind Spirit - Before the Dawn War, when the earth was young and newly formed, Suvimal was a primal spirit connected to the earth. He loved watching the world around him shape and teem with life, whether it was created by god or elemental.

Once the fighting broke out, Suvimal became troubled. He enjoyed watching the world change, but not like this. This was not creation, only destruction. He tried to stay out of the war, hoping it would soon end and things would go back to the way they were before. When a tribe of giants was about to be wiped out by an angry god, Suvimal finally made himself present. Appearing between the god and his target, he was declared an enemy. Moments later he found himself buried by a rain of earth and frost.

The giants he saved abandoned him, fleeing for their lives. Having made himself known to few before this, he became forgotten to time, a legend held close by the greatest secret keepers.

The Eternal Watcher - Frozen in the mountain, he had a lot of time to watch the world as it developed around him, though he no longer took pleasure from it. Every moment, he was reminded that the creatures who toiled and developed before him, were the same ones who judged him, abandoned him, and imprisoned him. He took the form of the mountain he embodied - tough, solid and cold, left with nothing to do but wait.

A Desire to End All - Suvimal shows no mercy in combat. Every living thing and settlement is a reminder of the powers that imprisoned him and left him to rot. He uses skewering earth every round if possible, targeting not just individuals but empty squares to make movement more difficult. He never hesitates with his carbonite freeze, taking pleasure in watching flyers fall from the sky and others become trapped (like he once was).

Suvimal		Level 25 Solo Brute
Gargantuan elemental humanoid (cold, earth, primordial)		XP 35000
HP 1180; Bloodied 590		Initiative +18
AC 39; Fortitude 40, Reflex 35, Will 38		Perception +17
Speed 8 (earthwalk), burrow 8, climb 8		Darkvision
		Tremorsense 15
Resist 25 cold; Vulnerable 15 fire		
Immune disease, poison, sleep		
Saving Throws +5; Action Points 2		
Traits		
● Frozen Presence (cold) • Aura 5		
Any creature starting their turn in the aura takes 15 cold damage and are slowed till the start of their next turn. Creatures with the cold keyword are immune to this effect. If Suvimal starts his turn dazed, dominated or stunned, end one of those effects and Frozen Presence becomes inactive until the start of Suvimal's next turn.		
Rooted in the Elements		
While standing on squares that contain earth or ice terrain, Suvimal reduces forced movement by 4 and cannot be knocked prone.		
Threatening Reach		
Suvimal can make opportunity attacks against all those within 4 squares.		
Standard Actions		
✔ Slam (cold) • At-Will		
Attack: Melee 4 (one creature); +28 vs. AC		
Hit: 3d10 + 10 damage. The target and all adjacent creatures take 15 cold damage, and are pushed 4 squares.		
◀ Torrent of Blows (cold) • At-Will		
Attack: Close Blast 4 (each creature in blast); +26 vs. AC		
Hit: 3d10 + 5 damage, 10 cold damage and the target is knocked prone.		
★ Hurl Boulder • At-Will		
Attack: Area Burst 1 within 30; +28 vs. AC		
Hit: 4d6 + 18 damage and the target is knocked prone.		
● Carbonite Freeze (cold) • Recharge 5		
Attack: Close burst 5 (each creature in burst); +26 vs. Fortitude		
Hit: 4d6 + 36 cold damage and the target is prone (save ends). 1st Failed Save: The target is instead immobilized (save ends). 2nd Failed Save: The target is petrified (no save).		
Miss: Half damage.		
Minor Actions		
↘ Skewing Earth • At-Will		
Attack: Close burst 20 (5 squares in burst); +26 vs. Reflex		
Hit: 3d8 + 12 damage and the target is restrained (save ends).		
Miss: The target shifts into an adjacent free square.		
Effect: Suvimal summons large earthen spikes from below the earth in each targeted square. Each square blocks line of sight and prevents movement. The spikes can be targeted by attacks. Each spike has 60 hp.		
Str 26 (+20)	Dex 19 (+16)	Wis 22 (+18)
Con 32 (+23)	Int 25 (+19)	Cha 25 (+19)
Alignment Chaotic Evil		Languages Primordial

