Remorhazes use their intense internal heat to burrow through the ice and rock of their arctic homes, preying on any creatures they come across, even giants and dragons.

**Remorhaz**

**Huge elemental beast**

**Level 21 Elite Brute**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Perception</th>
<th>Blazing Heat (Fire) aura 2: each creature that starts its turn within the aura takes 10 fire damage.</th>
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<td>+18</td>
<td>+15</td>
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**HP** 480; **Bloodied** 240

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

**Saving Throws** +2

**Speed** 6, **burrow** 4 (tunneling)

**Action Points** 1

**D Bite (standard; at-will)**

Reach 2; +24 vs. AC; 2d12 + 10 damage, and the target is grabbed.

**D Swallow (minor; at-will) + Fire**

Reach 2; targets a creature grabbed by the remorhaz; +24 vs. Fortitude; the target is swallowed and is no longer grabbed. While swallowed, the target is restrained and takes 10 damage plus 10 fire damage at the start of the remorhaz’s turn. The swallowed creature has line of sight and line of effect only to the remorhaz, and no creature has line of sight or line of effect to the target. The swallowed creature can make only melee or close attacks. If the swallowed creature deals 30 damage to the remorhaz with an attack, the remorhaz regurgitates the creature into an adjacent square, and the creature is no longer swallowed. When the remorhaz dies, the target is no longer swallowed and can escape as a move action, appearing in the remorhaz’s former space.

**D Trample (standard; at-will)**

The remorhaz moves its speed and can enter enemies’ spaces. The remorhaz makes an attack against each enemy whose space it enters; +22 vs. Reflex; 2d10 + 5 damage, and the target is knocked prone.

**D Immolating Carapace (standard; recharge 6) + Fire**

Close burst 1; +24 vs. Reflex; 3d10 + 5 fire damage, and the target takes ongoing 10 fire damage until it ends its turn in a space that is not adjacent to the remorhaz.

**D Enraged Heat (immediate reaction, when a creature hits the remorhaz with a melee attack; usable only while bloodied; at-will) + Fire**

The triggering creature takes 10 fire damage.

**Alignment** Unaligned

**Languages** —

**Str** 23 (+16) **Dex** 26 (+18) **Wis** 21 (+15)

**Con** 20 (+15) **Int** 5 (+7) **Cha** 10 (+10)

**Remorhaz Tactics**

A remorhaz burrows to reach an isolated enemy and grabs it with its bite attack, then attempts to swallow it whole.

**Remorhaz Lore**

**Arcana DC 22:** A remorhaz generates intense heat, especially when enraged. Remorhazes are infamous for swallowing their prey whole, though they dislike trying to digest meals that are also causing them damage.

**Arcana DC 27:** Remorhazes are wild creatures, but they are sometimes trained by frost giants for use as guardians.

**Encounter Groups**

Frost giants are among the few creatures that have been known to risk training remorhazes.

**Level 18 Encounter (XP 11,200)**

✦ 1 frost giant (level 17 brute)

✦ 1 remorhaz (level 21 elite brute)

✦ 1 rime hound (level 17 elite skirmisher)