

Grgnaw

Tiny immortal humanoid (devil) XP 1,200

HP 54; **Bloodied** 27 **Initiative** +12

AC 28; **Fortitude** 27; **Reflex** 26; **Will** 27 **Perception** +18

Speed 4, fly 7 (hover) Darkvision

Resist 20 fire

Traits

Lazy and Requires direction

Grgnaw only has move and minor actions. Grgnaw may take a standard action when commanded to. However, issuing commands to Grgnaw will require his master to expend a Standard Action.

Lustful and Gluttonous Pest

Grgnaw is a fat sex obsessed pervert and shameless glutton that mostly wallows in his own filth. Grgnaw will always make inappropriate comments of a sexual nature about anything that looks even half way pretty. Grgnaw is a continually inappropriate, foul and repulsive. Grgnaw is also cruel and petty bastard always taking pleasure in the suffering of others. Generally, Grgnaw will never put himself at risk or be in anyway helpful unless ordered.

☼ Holy Fuck what Stinks? • Aura 3

Grgnaw is a fat and filthy creature that never bathes and smells generally like ass. Any creature within 3 squares of Grgnaw has a +2 to Perception checks to notice him.

You're not helping...

Any social situation that Grgnaw participates in that involves Diplomacy checks or otherwise 'postive' social interaction suffers a penalty of -2 in his presence unless you can convince Grgnaw to be somewhere else. Social situations involving Religion checks suffer a -4 Penalty.

Demonic Vanguard

Grindewald gains a +2 power bonus to attack rolls against enemies adjacent to Grgnaw. Grindewald's close and area attacks target this creature only if Grindewald chooses.

Standard Actions

⬇️ Razor • At-Will

Attack: +13 vs. AC

Hit: 1d6+3 damage

⬇️ Tail Sting (poison) • At-Will

Attack: +13 vs. AC

Hit: 1d6+3 damage, and the imp makes a secondary attack against the same target

Secondary Attack: +18 vs. Fortitude

Hit: 1d4 + 5 the target takes ongoing 5 poison damage and is slowed (save ends both).

Vanish (illusion) • At-Will

Effect: The imp becomes invisible until the end of its next turn or until it attacks.

Minor Actions

Level 15 Skirmisher

Forbidden Inquiry • Daily

Requirement: Grindewald wants a factual answer to a reasonable question

Effect: Make a Religion check against a DC chosen by the DM. If you pass you get an answer to a question you could discover on your own. ie: 'What is in that room?' or 'what the best way to solve this problem?'. If another being of sufficient power wishes to protect the secret (ie, any Dragon, Acererak, a Titan), they may oppose with either a Religion, Bluff, or Arcana check. Just remember, some answers come with too high a price. There are some things you were not meant to know.

Special: Heretical Knowledge does not apply to this power. Only available during Frost Spire mission. Considered 'Extraordinary Service' afterwards. Entirely subject to DM discretion, so do not abuse.

Instant Summons • At-Will

Effect: If Grgnaw is within 10 squares of Grindewald, it can be teleported within 2 squares of Grindewald.

Special: This power is actually Grindewald's.

↩️ Brutal Medicine • Encounter

Requirement: Only twice per encounter

Effect: Close Burst 10 (Self or any one ally in the burst); The Target can spend a healing surge and regain 3d4 additional hit points.

Special: Additional healing possible as an extraordinary service.

Triggered Actions

Quick Escape • Encounter

Trigger: when first bloodied

Effect (Immediate Reaction): The imp uses vanish as an immediate reaction.

Serpent's Tongue

Trigger: Grgnaw or Grindewald fails a Bluff check against a creature

Effect (Free): You gain a +5 power bonus to the next Bluff, Diplomacy, or Intimidate check you make against that creature before the end of your next turn. Your lies twists in your foe's mind like a snake

Involuntary Sacrifice • Encounter

Trigger: An enemy targets Grindewald or Grgnaw with an attack when an ally is within 3 squares of either.

Effect (Immediate Interrupt): Close Burst 3 (The Triggering Enemy); The attack roll is against your ally instead of the intended target. If the attack hits them, the attacker gains Vulnerability (all) equal to your Charisma modifier and grants combat advantage to attacks from Grindewald or the damaged ally.

Heretical Knowledge • Daily

Trigger: An Arcana, History, or Religion roll is less than 12 on a d20

Effect (Other Powers): The die is considered to have come up as a 12.

Special: Benefit is constant during Frost Spire mission. After that, it is only a daily.

You're doing it wrong. • Encounter

Effect (Immediate Reaction): Make an immediate reroll instead using Grindewald's Arcana check modifier.

Special: This is an encounter power only while in the Frost Spire. After that mission, it becomes a daily.

Skills Bluff +17, Endurance +19, Heal +18, Religion +16

Str 12 (+8) **Dex** 16 (+10) **Wis** 22 (+13)

Con 24 (+14) **Int** 18 (+11) **Cha** 20 (+12)

Alignment evil **Languages** Common, Supernal