

Grigolthan **Level 10 Elite Lurker**

Large natural humanoid XP 1,000

HP 168; **Bloodied** 84 **Initiative** +9**AC** 24; **Fortitude** 22; **Reflex** 23; **Will** 22 **Perception** +9**Speed** 7, fly 8 (clumsy) Darkvision**Saving Throws** +2; **Action Points** 1**Traits****Regeneration**

Grigolthan regains 5 hit points whenever he starts his turn and has at least 1 hit point.

Standard ActionsⓈ **Staff of Bones** (weapon, necrotic) • **At-Will**

Attack: Melee 2 (one creature); +14 vs. AC

Hit: 1d12 + 8 damage. If Grigolthan has combat advantage against the target, the target takes 2d6 extra damage.

Ⓣ **Double Attack** • **At-Will**

Effect: Grigolthan uses Staff of Bones against two different creatures. If Grigolthan is invisible, he can use staff against each of them twice.

Ⓢ **Freezing Blast** (cold) • **Recharge** when first bloodied

Attack: Close blast 5 (creatures in the blast); +13 vs. Fortitude

Hit: 2d8 + 12 cold damage, and the target is slowed (save ends).

Miss: Half damage.

✳ **Ice Storm** (cold) • **Recharge** ☼ ☼

Attack: Area burst 2 within 10 (creatures in the burst); +13 vs. Reflex

Hit: 3d6 + 10 cold damage. Creates a zone that lasts until the end of the encounter. Any creature moving more than their base speed falls prone when they enter, if they fail a Moderate Acrobatics check. The zone is considered difficult terrain.

Invisibility (illusion) • **At-Will**

Effect: Grigolthan becomes invisible until immediately after it uses an attack power.

✳ **Death Smoke** (necrotic, arcane, poison, shadow, zone, necromancy) • **Encounter**

Attack: Area burst 2 within 10 squares. (Each creature in the burst.); +13 vs. Fortitude

Hit: 2d8 + 11 necrotic and poison damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. Squares in the zone are lightly obscured. Any creature that enters the zone or ends its turn there takes 5 necrotic and poison damage. A creature can take this damage only once per turn. You can move the zone up to 3 squares as a move action.

Special: The zone moves 1d4 squares in a random direction, and it persists until the end of your next turn.

Free Actions**Lich Touch (staff of bones)** • **Encounter**

Effect: Use this power when using a power that has the necrotic keyword. After you resolve the power's effect, choose a single target of the power. That target is immobilized until the end of your next turn.

Skills Arcana +16, Bluff +16, Insight +14

Str 22 (+11) **Dex** 11 (+5) **Wis** 18 (+9)

Con 18 (+9) **Int** 22 (+11) **Cha** 23 (+11)

Alignment evil **Languages** Common, Giant

Equipment chainmail, greatsword, staff of bones