

COMPANY OF THE GRIFFON

INTRODUCTION

Company of the Griffon is an adventure designed for five 10th-level player characters (PCs), and is part of the *D&D Delve Night* kit. Please review the instructions for use of the *D&D Delve Night* kit before using this adventure. The adventure uses tiles from the *DT6 Dire Tombs* tile set. The adventure takes place in an ancient ruin.

Once the players are ready to begin play, read:

A respected lieutenant of the mercenary guild, The Company of the Griffon, has engaged your services on a dangerous yet profitable mission.

You are to enter the Ruins of Forkala and retrieve ancient scrolls from the tomb of the long forgotten last emperor buried inside. The first band sent to complete the task has disappeared and time is of the essence. You had best hurry if you expect your rich reward.

SETUP

Dourgut Aleguzzler, a middle-aged dwarf lieutenant of The Company of the Griffon, has hired the PCs. He has shared the following information with the characters:

- The ancient Ruins of Forkala have recently been discovered. These were once the royal burial chambers of a long dead empire.
- Many different groups are interested in the treasures supposedly contained in the ruins, and one wealthy merchant has hired the Company to obtain a set of scrolls buried with the last emperor.
- The first band sent to retrieve the scrolls has disappeared and the deadline for delivery is approaching. In desperation the Company are paying the PCs well to ensure the contract is completed on time.
- Dourgut offers the PCs a 1,000gp hiring fee and a further 3,000gp if they are successful.

The following information is unknown by Dourgut and the characters at the start of the adventure:

- Drow have taken an interest in the secrets buried in the ruins and recently started to explore the area.
- The first band of adventurers was killed by undead and the ruins themselves are riddled with ancient traps.

ADJUSTING THE ENCOUNTERS

While this adventure is designed to be played with 5 10th-level characters, you can make some simple adjustments to the adventure to account for 4 or 6 10th-level characters. Simply remove or add a foe of the same level as the encounter that is listed in that encounter's setup.

Boneshard Troll Skeleton (T) Large natural animate (undead)	Level 11 Brute XP 600 each
Initiative +8 Senses Perception +7; darkvision	
HP 137; Bloodied 68; see also <i>boneshard burst</i>	
AC 23; Fortitude 22, Reflex 22, Will 21	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6	
⊕ Scimitar (standard; at-will) ♦ Necrotic, Weapon +15 vs. AC; 2d8 + 6 damage (crit 2d8 + 22) plus 10 necrotic damage. If the troll skeleton takes acid or fire damage, it does not deal necrotic damage with this attack until the end of its next turn.	
⊕ Boneshard (standard; at-will) ♦ Necrotic +15 vs. AC; 1d6 + 6 damage, and ongoing 5 necrotic damage (save ends).	
⚡ Boneshard Burst (when first bloodied and again when the boneshard skeleton is reduced to 0 hit points) ♦ Necrotic Close burst 3; +14 vs. Reflex; 2d6 + 6 necrotic damage.	
Alignment Unaligned	Languages —
Str 16 (+8)	Dex 16 (+8) Wis 14 (+7)
Con 17 (+8)	Int 3 (+1) Cha 3 (+1)
Equipment scimitar	

Shadow Slime (S) Large natural beast (blind, ooze)	Level 10 Elite Lurker XP 1,000
Initiative +13 Senses Perception +7; tremorsense 10	
HP 154; Bloodied 77	
AC 23; Fortitude 21, Reflex 22, Will 20; see also <i>pool of shadows</i>	
Immune gaze	
Saving Throws +2	
Speed 5	
Action Points 1	
⊕ Slam (standard; at-will) ♦ Necrotic +15 vs. AC; 1d8 + 5 necrotic damage.	
⊕ Drain Life (standard; at-will) ♦ Healing, Necrotic +13 vs. Fortitude; 2d8 + 3 necrotic damage, and the slime regains hit points equal to the damage dealt.	
Engulf in Shadows (minor; at-will) One light source (even magical light) within 10 squares of the shadow slime stops producing light until relit.	
Pool of Shadows The shadow slime is invisible in areas of dim light or darkness.	
Shadowed Strike When the shadow slime hits a creature that cannot see it, the attack deals an extra 2d6 damage and the target loses 1 healing surge.	
Alignment Unaligned	Languages —
Skills Athletics + 12, Stealth +14	
Str 15 (+7)	Dex 18 (+9) Wis 15 (+7)
Con 17 (+8)	Int 1 (+0) Cha 1 (+0)

ENCOUNTER 1: BONE YARD

Encounter Level 10 (2,600 XP)

SETUP

- 1 **boneshard troll skeleton (T)** (level 11 brute)
- 1 **shadow slime (S)** (level 10 elite lurker)
- 2 **skeletal tomb guardians (G)** (level 10 brutes)

The PCs are given directions to the ruins and told to make all haste – the scrolls are due for delivery in less than two days.

Place the map for the first encounter, allow the players to place their character mini in the vicinity of the entrance and read:

Entering a tunnel you see dim light issuing from around a corner.

Once a PC moves up and looks into the room, then read:

The twin braziers are almost burnt out. From the dim light you see stairs leading down to a room of blood, discarded weapons and skeletal remains. The place looks like it's seen a number of battles, one of which was fairly recent.

- **Perception (DC 26):** A couple of the skeletons have four limbs.

FEATURES OF THE AREA

Illumination: Dim light from the almost burnt out braziers is the only light in the room. Adding a flask of oil to the braziers will increase their light to bright.

Crumbled Stones: The room is full of broken bones, chipped flagstones and crumbling masonry, however the only impediment to movement is the pile of crumbled stone and sand near the door to encounter two. This area is considered difficult ground.

TACTICS

The tomb guardians are lying with the other skeletons and corpses in the room. They are instructed to stand and attack as soon as someone stands on the stairs or attacks them.

The boneshard troll skeleton guards the altar. As soon as it is aware of the PCs, it will move in and fight. When near bloodied and near death it is instructed to move as close to the main group of PCs as possible.

The shadow slime patiently lurks in the fountain room, waiting for PCs to approach. It will then extinguish a light source, use *shadow jump* and attack. It tries to divide the PCs and target those near the edge of the light.

ENDING THE ENCOUNTER

The encounter ends when all of the skeletons and the shadow slime are defeated. The door to encounter 2 is partially blocked by fallen masonry and sand on both sides of the door. The drow have made some effort at clearing the door way but not yet completed the task.

It will take almost an hour for the PCs to dig out and remove enough stone to allow access to the Encounter 2 area. The debris stops any sounds of combat from Encounter 1 being heard in the Encounter 2 area.

TREASURE

The previous group sent to investigate the ruins left some equipment when they died or fled. This includes 3 longswords, 1 longbow with 20 arrows, 4 torches, and 50 feet of silk rope, 45gp and 39sp.

Skeletal Tomb Guardian (G)	Level 10 Brute
Medium natural animate (undead)	XP 500
Initiative +10 Senses Perception +12; darkvision	
HP 126; Bloodied 63	
AC 23; Fortitude 22, Reflex 23, Will 20	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 8	
⚔ Twin Scimitar Strike (standard; at-will) ♦ Weapon	
The skeletal tomb guardian makes two scimitar attacks against the same target: +13 vs. AC; 1d8 + 4 damage (crit 1d8 + 12). This also holds true for opportunity attacks.	
⚔ Cascade of Steel (standard; at-will) ♦ Weapon	
The skeletal tomb guardian makes two twin scimitar strike attacks (four scimitar attacks total).	
⚔ Sudden Strike (immediate reaction, when an adjacent enemy shifts; at-will) ♦ Weapon	
The skeletal tomb guardian makes a melee basic attack against the enemy.	
Alignment Unaligned	Languages –
Str 18 (+9)	Dex 20 (+10) Wis 14 (+7)
Con 16 (+8)	Int 3 (+1) Cha 3 (+1)
Equipment 4 scimitars	



ENCOUNTER 2: DEVILISH TRAP

Encounter Level 11 (3,100 XP)

SETUP

2 drow warriors (W) (level 11 lurkers)

1 giant rolling boulder (level 14 blaster)

11 legion devil hellguards (L) (level 11 minions)

This room houses a giant rolling boulder made from a loadstone and is the furthest the Drow have managed to explore the ruins, being frustrated by the rock falls that the PCs just cleared.

Have the players place their characters on the map as indicated then read:

Finally clearing the rubble from the previous area, you enter a corridor. Before you are a set of plain stone doors.

When a PC opens the doors, read:

Brandishing their weapons, a group of devils snarl and prepare to attack!

- **Perception (DC 22):** Faint light can be seen through arrow slits in the far wall.
- **Perception (DC 26):** One of the devils is holding a lever on an upright sarcophagus.

FEATURES OF THE AREA

Illumination: As indicated on the tiles, candles are lit in part of the map. The rest of the map is in darkness, except for whatever light sources the PCs carry.

Terrain Feature: The ceiling is 10 feet high. The nooks in the far wall are arrow slits.

Trap Notes: The trap is detailed in the following stat block. When the trap is triggered, replace the double door tile with the portcullis tile as noted on the map.

The boulder is made from a lodestone. Pulling a lever on the lead-lined sarcophagus triggers the trap. This causes the sarcophagus to open and spill the boulder. Moving magnetic counterweights run under the floor and walls of the main room and the hallway the PCs are in.

The first round the boulder moves straight forward towards the corridor. Each round after that, randomly determine direction with a D8, rolling for a new direction whenever the boulder impacts a wall.

Due to the magnetic push and pull effects, the trap is designed such that the boulder will never enter the smaller rooms. It will only move down the corridor and in the main room. Should the boulder attempt to cross into the smaller room, roll again as though it had impacted a wall, as the magnetic trap mechanism pulls the boulder back into the main room.

TACTICS

The devils loyally obey their drow masters and care nothing for their own well being. It is very likely that the boulder trap will crush some as the fight progresses! The devils seek combat and PCs deaths and fight with manic glee.

The devils prefer to wait until at least 3 PCs are in the room before triggering the trap unless the majority of the PCs are hanging back behind the double doors.

Feel free to play up the boulder and its random direction, crushing a devil early in the combat. This trap can cause the PCs concern as they try to fight the devils and drow while moving around the room away from the boulder.

The drow snipe at the PCs through the arrow slits, only engaging in melee combat if pressed.

ENDING THE ENCOUNTER

The encounter ends when all of the devils and drow are dead. The trap does not need to be disabled as the PCs can simply move into the side rooms and be safe.

TREASURE

Amongst the bodies is 23gp and 151sp plus the drow and devil's equipment.



Giant Rolling Boulder

Level 14 Blaster

Trap

XP 250

When triggered, a huge rolling boulder as wide as the passageway is released and crashes through a false wall. It begins rolling down the hall, crushing everything in its path.

Trap: A trigger you define releases a distant boulder that begins rolling toward the trigger area, and it rolls until stopped.

Perception

- ◆ DC 23: A check of this result allows a PC to realize that the trigger is in tension and that setting it off releases something.
- ◆ DC 18: A PC near the distant false wall can determine that it is thin and that a large space is behind it.

Initiative +2 **Speed** 8 (consider altering this based on the length of the roll and the PCs' speeds)

Trigger

You decide the trigger. It might be an NPC pulling on a lever, a PC pressing the wrong button, or taking the gem from a statue's eye. When triggered, roll initiative. On its initiative, the boulder moves.

Attack

Standard Action **Area** trample attack in squares entered by the boulder

Trample: Each turn, the boulder moves its speed and enters enemies' spaces. This movement does not provoke opportunity attacks. The boulder can end its move in an occupied space. Creatures in the boulder's space at the start of their turn have cover and can act normally. When it enters an enemy's space, the boulder makes a trample attack. If a creature enters a square of the boulder's space, it makes a free trample attack.

Trample Attack: +17 vs. Reflex

Hit: 3d10 + 6 damage, and the target is knocked prone.

Miss: Half damage, and the target is not knocked prone.

Countermeasures

- ◆ A character adjacent to the rolling boulder can stop it with a DC 25 Athletics check. This provokes a trample attack, and the character's Athletics check fails if the boulder's trample attack hits.
- ◆ An adjacent character can delay the trigger with a DC 23 Thievery check.
- ◆ An adjacent character can disable the boulder with a DC 23 Thievery check. The character must have broken through the false wall first (AC 4; Fortitude 12; Reflex 4; hp 30).

Encounter Uses

- ◆ Put the boulder trap in a long hallway with the PCs in the middle and enemies strewn throughout. That way the PCs (and their enemies!) have to make choices between fighting or running from the boulder. This is particularly effective if you put some minions in front of the boulder early on. The players are sure to sit up and pay attention after seeing it maul some monsters.
- ◆ Consider how the boulder stops. Does it come crashing to a halt against constructed stops, smash through a wall into a heretofore unknown room, roll up a ramp and come rolling back, or go careening off a cliff to slam into structures far below?
- ◆ Put several boulder traps with ramps that send them back in a large open room. The PCs and their enemies can then try to use the pattern of the boulders' movement to their advantage, and the battlefield moves a lot as creatures use part of their turns to leap out of the way.

Drow Warrior (W)

Medium fey humanoid

Level 11 Lurker

XP 600

Initiative +13 **Senses** Perception +11; darkvision

HP 83; **Bloodied** 41

AC 24; **Fortitude** 20, **Reflex** 22, **Will** 19

Speed 6

⚔ **Rapier** (standard; at-will) ♦ **Poison, Weapon**

+14 vs. AC; 1d8 + 4 damage, and the drow warrior makes a secondary attack against the same target. **Secondary Attack:** +13 vs. Fortitude; see *drow poison* for the effect.

✂ **Hand Crossbow** (standard; at-will) ♦ **Poison, Weapon**

Ranged 10/20; +14 vs. AC; 1d6 + 4 damage, and the drow warrior makes a secondary attack against the same target. **Secondary Attack:** +13 vs. Fortitude; see *drow poison* for the effect.

☠ **Darkfire** (minor; encounter)

Ranged 10; +12 vs. Reflex; until the end of the drow warrior's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.

Combat Advantage

The drow warrior deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.

Drow Poison ♦ Poison

A creature hit by a weapon coated in *drow poison* takes a -2 penalty to attack rolls (save ends). **First Failed Saving Throw:** The target is also weakened (save ends). **Second Failed Saving Throw:** The target falls unconscious until the end of the encounter.

Alignment Evil **Languages** Common, Elven

Skills Dungeoneering +11, Intimidate +8, Stealth +15

Str 14 (+7) **Dex** 19 (+9) **Wis** 13 (+6)

Con 11 (+5) **Int** 13 (+6) **Cha** 12 (+6)

Equipment chainmail, rapier*, hand crossbow, 20 bolts*

*These weapons are coated in *drow poison*.

Legion Devil Hellguard (L)

Medium immortal humanoid (devil)

Level 11 Minion

XP 150

Initiative +6 **Senses** Perception +6; darkvision

HP 1; a missed attack never damages a minion.

AC 27; **Fortitude** 23, **Reflex** 22, **Will** 22; see also *squad defense*

Resist 10 fire

Speed 6, teleport 3

⚔ **Longsword** (standard; at-will) ♦ **Weapon**

+16 vs. AC; 6 damage.

Squad Defense

The legion devil hellguard gains a +2 bonus to its defenses when adjacent to at least one other legion devil.

Alignment Evil

Languages Supernal

Str 14 (+7) **Dex** 12 (+6) **Wis** 12 (+6)

Con 14 (+7) **Int** 10 (+5) **Cha** 12 (+6)

Equipment plate armor, heavy shield, longsword



ENCOUNTER 3: WICKED WEBS

Encounter Level 12 (3,400 XP)

SETUP

2 blade spiders (S) (level 10 brutes)

1 drow arachnomancer (A) (level 13 artillery (leader)

1 web golem thrasher (G) (level 14 elite soldier)

This area was the first part of the ruins discovered by the drow, who gained entry through a cavern system below the room. From here, two separate groups set out to explore the rest of the ruins.

Once the players have placed their character miniatures, read:

Moving down the corridor from your encounter with the devils, you see a room full of cobwebs. The room is deathly quiet and no light sources are visible.

Describe features in the room according to the light sources the PCs are using.

The spiders, drow and golem are all hiding at the beginning of the encounter. The golem receives a +4 bonus to its Stealth checks due to blending into the webs. The spiders also receive a +4 bonus as they are in crawl spaces beneath loose floor tiles.

- **Perception (DC equal to the golem's Stealth check):** The cobwebs seem to contain some sort of creature covered in webs!
- **Perception (DC equal to the spiders Stealth checks):** Some of the tiles move slightly, the hint of glowing eyes barely visible beneath.

FEATURES OF THE AREA

Illumination: The room is pitch black. The only sources of illumination are whatever the PCs are carrying.

Terrain Feature: The ceiling is 15 feet high. The webs are magical. The drow and her allies may move through the webs with no penalty. The PCs treat the webs as difficult ground. Any sections of cobwebs attacked with fire damage immediately burn away.

TACTICS

The drow is on the ceiling due to her spider climb. She will try to stay at range, and coordinate with the spiders for *Lolth's judgment*. If hard pressed she will use *cloud of darkness* to move to a better position.

The spiders are lurking in crevices and alcoves under loosened tiles. They prefer to wait until PCs approach and then launch surprise attacks. The spiders use the webs, ceilings and walls to divide and conquer the PCs.

The golem is also hiding. If undiscovered it will wait until several PCs pass by before grabbing one and dragging it into the webs.

ENDING THE ENCOUNTER

The encounter ends when both the spiders and the drow are dead and the golem is destroyed.

TREASURE

As seen on the map several bodies are cocooned in the webs. These are drow that fell out of favor with the arachnomancer. A careful search (Perception DC 20) on the corpses reveals an undiscovered *potion of vitality*.



ENCOUNTER 4: WET AND WILD

Encounter Level 12 (3,450 XP)

SETUP

4 trolls (T) (level 9 brutes)

2 troll witches (W) (level 12 controllers)

1 water-filling chamber (level 8 blaster)

Two troll witches and their troll followers have begun exploring the room. They have not yet had the opportunity to finish exploring the sarcophagi in the room, as they inadvertently set off the water trap and spent some time resetting it.

Once the players place their miniatures in the PC start area, read:

Moving on from the spider room, you follow a flight of downward stairs before confronting another set of stone double doors. The air in this part of the ruins is cool. Many of the tiles below your feet are damp.

Once a PC opens the door, read:

More cool, damp air flows around you as the doors swing open. The middle of the room is dominated by an open well with shallow sides. However, your attention is quickly drawn to the trolls standing at the top of a set of large sized stairs.

- **Perception (DC 25):** The area above the far stairs is dry.

FEATURES OF THE AREA

Illumination: Two burning braziers flanking the large stairs brightly light the majority of the room. Several candles are also located along the rear wall and alcoves, shedding dim light, as seen on the map.

Terrain Feature: The well is full of water and leads 60 feet to a system of pumps and an underwater waterway.

The well portion of the room is 6 feet below the level of the throne portion. The large stairs leading between the two sections are 1.5 feet high each, making it difficult ground for any small sized creature.

The sarcophagi and tombs are all 4 feet high.

The spout used for the trap is noted on the map and issues from the bottom left sarcophagi.

The ceiling is 15 feet high in the well portion of the room and 9 feet high in the throne portion.

The trap is triggered when the large stairs are stood upon. A metal plate slides across the well and water gushes from the spout. Disabling the three locks on the well lid will allow the water to drain away.

The falling iron door is located at the top of the small stairwell that the PCs start at. The stair well is 6 feet high and will fill to the top if the door is sealed and the well covered. Due to age, pressure issues mean the room cannot hold enough water to fill the room beyond the 6 feet mark - this means that the throne area is free of water. At that point, large creatures can move in the water filled areas, treating it as difficult ground and medium and small creatures must swim. Standing on the 4 sarcophagi is a viable option for PCs who have difficulty swimming.

TACTICS

The trolls have been given strict orders to stay above the stairs, as the witches know that the stairs are the trap trigger. However if any troll is bloodied before the trap is set off, it will forget the orders and rush to engage, setting off the trap.

The witches are investigating the sarcophagi when the PCs appear. They are reasonably intelligent and fight at range, staying within 2 squares of at least one of the trolls.

If the PCs are able to launch effective ranged attacks and avoid having to move into the throne area, the monsters retire into the smaller rooms and try and lure the PCs into melee combat.

ENDING THE ENCOUNTER

The encounter ends when the monsters are dead.

Inside the large sarcophagus are a bundle of wax-covered scrolls. Providing the PCs made reasonable haste, they are able to return the scrolls in time for their reward.

TREASURE

If the PCs explore the waterlogged sarcophagi in the well portion of the room they may find (Perception DC 22) an ornate pearl necklace and tiara, worth 5,000gp to a collector of ancient civilization artifacts.



Water-Filling Chamber

Trap

Level 8 Blaster

XP 350

When a character moves onto a central square in the room, reinforced iron doors crash down over the exits, and a face carved in the wall opens its jaws to spew water into the room. Each iron door can be opened as a safeguard against accidental entrapment, but each door release has three locks.

Trap: The chamber seals off and fills with water when a pressure plate is stepped upon.

Perception

- ◆ DC 14: The face carved in the stone walls looks like it has a movable jaw.
- ◆ DC 19: A portion of the floor sinks when pressed on. It might be a trapdoor or pressure plate.
- ◆ DC 14: There's a hidden slot above each door. Something might fall out of it.

Initiative +2

Trigger

The trap is triggered when a creature enters the trapped square, typically in the center of the room. When triggered, the iron doors fall into place. Roll initiative. On the trap's initiative, the water begins to pour from the faces in the walls.

Attack

Standard Action **Area** the whole room

Targets: On the trap's initiative, the water level in the room rises. Raising the water has the following effects each round. Round 1—No effect on Medium creatures. The room is considered difficult terrain for Small creatures.

Round 2—The room is difficult terrain for Medium creatures. Small creatures must swim.

Round 3—All creatures must swim.

Round 4—The room is fully filled with water. All creatures are considered to be swimming underwater.

Countermeasures

- ◆ An adjacent character can delay the trigger with a DC 14 Thievery check.
- ◆ An adjacent character can disable a falling iron door with a DC 19 Thievery check. This causes the room to fill with water in twice as many rounds, using the round 1 result on round 2, the round 2 result on round 4, and so on.
- ◆ An adjacent character can use a key to open one of the three locks on the iron door, assuming they have the right key.
- ◆ An adjacent character can open a lock on an iron door with a DC 19 Thievery check.
- ◆ An adjacent character can stem the flow of water into the room for 1 round by holding a carving's mouth shut with a DC 14 Strength check. For each round that the mouth is held closed, water still flows in but at a slower rate. For each round that the mouth is held closed, the water does not rise. For every 3 rounds of being closed that accumulates, the water raises one level as though a round passed.
- ◆ An adjacent character can attempt to break down a reinforced iron door with a DC 24 Strength check.
- ◆ An adjacent character can attack a reinforced iron door to break it open (AC 5; Fortitude 10; Reflex 5; hp 80).

Encounter Uses

- ◆ Don't worry too much about the physics here. This is about a cool scene, not the minutia of water pressure and cubic volume.
- ◆ You can alter this trap's difficulty by adding more locks to the door, shortening the rounds until the room fills, or adding more water-spewing faces that need to be held up to delay the PCs' watery doom.

- ◆ Add some monsters! Sharks could be neat, but given the level of this trap, sahuagin make a great choice. Distracting the PCs from the means of escape makes the rising water more frightening.
- ◆ Think about this room in dungeon design. Where does the water come from? Perhaps the PCs have another battle in a room with a huge pool that is set somewhere above the water-filling chamber.

Troll (T)

Large natural humanoid

Level 9 Brute

XP 400

Initiative +7 **Senses** Perception +11

HP 100; **Bloodied** 50; see also *troll healing*

Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)

AC 20; **Fortitude** 21, **Reflex** 18, **Will** 17

Speed 8

⚔ **Claw** (standard; at-will)

Reach 2; +13 vs. AC; 2d6 + 6 damage; see also *frenzied strike*.

⚔ **Frenzied Strike** (free, when the troll's attack bloodies an enemy; at-will)

The troll makes a claw attack.

Troll Healing ◆ **Healing**

If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.

Alignment Chaotic evil

Languages Giant

Skills Athletics +15, **Endurance** +14

Str 22 (+10)

Dex 16 (+7)

Wis 14 (+6)

Con 20 (+9)

Int 5 (+1)

Cha 10 (+4)

Troll Witch (W)

Large natural humanoid

Level 12 Controller

XP 700

Initiative +8 **Senses** Perception +10

HP 124; **Bloodied** 62; see also *troll healing*

Regeneration 10 (if the troll witch takes acid or fire damage, regeneration does not function until the end of its next turn)

AC 25; **Fortitude** 25, **Reflex** 22, **Will** 24

Speed 7

⚔ **Claw** (standard; at-will)

Reach 2; +16 vs. AC; 1d10 + 4 damage.

☞ **Flesh For Eating** (minor; at-will)

Ranged 10; +16 vs. Reflex; the target takes 1 point of damage, and any time a troll deals damage from a melee attack against the target for the remainder of the encounter, the target takes an additional 1d6 damage.

☞ **Fear of Teeth** (standard; recharge ☞ ☞) ◆ **Charm, Fear**

Ranged 10; targets an enemy affected by *flesh for eating*; +16 vs. Will; the target is dominated (save ends). A troll witch can dominate only one creature at a time.

☞ **Ravenous Teeth** (standard; daily)

Close blast 5; targets enemies only; +16 vs. Fortitude; 2d8 + 5 damage, and the target is dazed (save ends).

Burnsalve ◆ **Healing**

A troll within 2 squares of the troll witch (excluding itself) regenerates normally at the beginning of its turn even if it took fire or acid damage any time since its last turn.

Troll Healing ◆ **Healing**

If the troll witch is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.

Alignment Chaotic evil

Languages Common, Giant

Skills Endurance +16, **Insight** +10

Str 18 (+10)

Dex 15 (+8)

Wis 9 (+5)

Con 20 (+11)

Int 12 (+7)

Cha 18 (+10)