CR 10

XP 9,600

Female troll witch 7

CE Large humanoid (giant)

Init +1; Senses darkvision 60 ft., low-light

vision, scent; Perception +17

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 armor, +1 deflection, +1 Dex, +5 natural, -1 size)

hp 142 (6d8+7d6+91); regeneration 5 (acid or fire)

Fort +14, Ref +6, Will +11

OFFENSE

Speed 30 ft.

Melee bite +12 (1d8+6 plus 1d6 cold), 2 claws +12 (1d6+6 plus 1d6 cold)

Space 10 ft.; Reach 10 ft.

Special Attacks hexes (cackle, cauldron, coven, evil eye [-2, 7 rounds, DC 17], slumber [7 rounds, DC 17]), rend (2 claws, 1d6+9)

Spells Prepared (CL 7th)

4th—black tentacles, enervation (DC 20)

3rd—bestow curse (DC 19), lightning bolt (DC

17), vampiric touch

2nd—alter self, blindness/deafness (DC 18),

scare (DC 18), summon swarm

1st—burning hands (DC 15), obscuring mist, ray

of enfeeblement (2), reduce person (DC 15)

o—dancing lights (DC 14), detect magic, light, resistance

STATISTICS

Str 22, Dex 12, Con 24, Int 18, Wis 13, Cha 6

Base Atk +7; CMB +14; CMD 25

Feats Brew Potion^B, Combat Casting, Extra Hex, Greater Spell Focus (necromancy), Intimidating Prowess, Iron Will, Skill Focus (Perception), Spell Focus (necromancy)

Skills Craft (alchemy) + 18, Intimidate +13,

Knowledge (arcana) +14, Knowledge (nature)

+14, Perception +17, Spellcraft +14

Languages Abyssal, Common, Draconic, Giant, Ignan

SQ cantrips, witch's familiar

Gear amulet of mighty fists +1 [frost], bracers of

armor +1, cloak of resistance +1, elixir of fire breath, pewter cauldron worth 250 gp, ring of protection +1, robe of bones

SPECIAL ABILITIES