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ABANDONED ARTS® PRESENTS:

NPC ARSENAL No. 2: TROLL WITCHDOCTOR

A HAND-CRAFTED NON-PLAYER CHARACTER FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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TROLL WITCHDOCTOR; CR 12

This squat, green-skinned giant bears a long spear and rune-carved nails. A blowgun and a number of brews and vials are tucked into its filthy loincloth. It wears a voluminous shawl, and an etched necklace adorns its neck.

troll alchemist (beastmorph) 6 / witch (gravewalker) 2

XP 19,200; **CE** Large humanoid (giant)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +19

Aura desecration (20 ft.)

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

hp 179 (12d8+2d6+115); regeneration 5

Fort +18, **Ref** +8, **Will** +9; +2 vs. mind-affecting, spell-like abilities, and supernatural abilities

Defensive Abilities fortification 50%

OFFENSE

Speed 30 ft.

Melee bite +14 (1d8+6) and 2 claws +14 (1d6+6); or

masterwork longspear +15/+10 (2d6+9/x3) and bite +9 (1d8+6)

Ranged blowgun +9/+4, 10 ft. (1d3); or

bomb +10 (3d6+1 fire)

Space 10 ft.; **Reach** 10 ft.

Special Attacks beastform mutagen, bonethrall (DC 12), bomb (7/day; DC 14), rend (2d6+9)

Alchemist Extracts Prepared (CL 6th, concentration +7)

2nd – *barkskin*, *resist energy*, *see invisibility*

1st – *cure light wounds*, *enlarge person* (2), *shield*, *true strike*

Witch Spells Prepared (CL 2nd, concentration +3)

1st – *divine favor*, *mage armor*, *obscuring mist*

cantrips (at will) – *detect magic*, *guidance*, *mending*, *stabilize*

Patron strength

STATISTICS

Str 23, **Dex** 12, **Con** 27, **Int** 12, **Wis** 11, **Cha** 6

Base Attack +9; **CMB** +16; **CMD** 27

Feats Brew Potion, Diehard, Eldritch Claws^P, Endurance, Extra Discovery^P, Intimidating Prowess, Iron Will, Skill Focus (Perception), Throw Anything

Skills Craft (alchemy) +18, (+24 to create alchemical items), Heal +13, Intimidate +21, Knowledge (arcana) +6, Knowledge (nature) +6, Perception +19, Spellcraft +7, Survival +13

Languages Giant

SQ discoveries (infusion, lingering spirit, preserve organs [50%], improved beastform mutagen), hex (cauldron), poison use

Combat *Gear* mind sentinel medallion^E, *potion of barkskin* (2), *potion of resist fire* 10 (2), bloodroot (8); **Other Gear** blowgun, masterwork longspear, *shawl of life-keeping*^E, *steadfast gut-stone*^E

Alchemist's Formula Book 2nd-level: *barkskin*, *resist energy*, *see invisibility*; 1st-level: *anticipate peril*, *cure light wounds*, *enlarge person*, *shield*, *true strike*

Witch's Familiar (Spell Poppet) 1st-level: *cure light wounds*, *divine favor*, *enlarge person*, *identify*, *ill omen*^P, *mask dweomer*, *obscuring mist*, *unseen servant*; cantrips: *arcane mark*, *bleed*, *dancing lights*, *daze*, *detect magic*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *message*, *putrefy food and drink*^P, *read magic*, *resistance*, *spark*, *stabilize*

SOURCEBOOK REFERENCES

^P: see the *Pathfinder® Roleplaying Game: Advanced Player's Guide*™

^E: see the *Pathfinder® Roleplaying Game: Ultimate Equipment*™ sourcebook

BUILD NOTES

The aim of this unconventional character build is to provide a memorable shaman or leader for any adventure featuring trolls or other intelligent, monstrous NPCs. The combination of a troll's Strength and Constitution, the beastmorph alchemist's improved beastform mutagen, and spells like *barkskin*, *enlarge person*, *mage armor*, and *shield* should produce a powerful and effective combatant with a unique suite of abilities. Extracts and potions of *resist energy* offer the troll witchdoctor all-important energy resistances.

The witchdoctor's Eldritch Claws feat allows it to overcome some types of DR. The Diehard feat, the *shawl of life-keeping*, and the lingering spirit discovery offer extraordinary durability to the witchdoctor, as do limited healing extracts and the preserve organs discovery. The witchdoctor's various potions and even extracts (thanks to his infusion discovery) can be doled out and shared among his already-fearsome troll allies for combat support.

TACTICAL NOTES

The troll witchdoctor is significantly more effective when it has a moment to prepare before combat. The best way to ensure that the witchdoctor keeps this opportunity is by using the gravewalker witch archetype's bonethrall ability to gain the service of one or two low-level undead to act as sentries, alerting the witchdoctor to any imminent threats by shrieking or raising an alarm if approached. In a pinch, *obscuring mist* can buy some time to drink potions and extracts once combat has begun (though not much time, thanks to a low caster level).

Enlarge person extracts are a first priority, as is a Strength-boosting beastform mutagen. If time permits, the troll witchdoctor should drink potions or extracts of *barkskin*, *divine favor*, *mage armor*, *resist energy* (acid or fire), *see invisibility*, and *shield* before initiating or joining a battle. If the witchdoctor expects serious trouble, unused extracts and potions of *enlarge person* and *resist energy* may be passed to allies.

The Diehard feat and lingering spirit discoveries allow the witchdoctor to keep fighting until his hit point total reaches -37, and the *shawl of life-keeping* effectively increases that limit by another 10 points. The preserve organs discovery allows the witch-doctor to avoid 50% of all critical hits, and the medallion of mind shielding offers valuable resistance to mind-affecting spells and effects. The witchdoctor's bombs (while relatively feeble by alchemist's standards) remain potent options for ranged combat if forced to deal with airborne or distant enemies, as do poisons delivered via blowgun. An even better option for dealing with flying foes would be to use the improved beastform mutagen to gain access to a fly speed.

PREPARED COMBAT STATISTICS

With a (Strength-boosting, Intelligence-draining) improved beastform mutagen imbibed and potions or extracts of *barkskin*, *divine favor*, *enlarge person*, *shield*, and *mage armor* in effect, the troll witchdoctor's statistics are as follows:

CE Huge humanoid (giant); **AC** 25 (touch 10, flat-footed 25); **Reflex** +7; **melee** longspear +18/+13 (3d6+14/x3), bite +12 (2d6+5); or bite +17 (2d6+10), 2 claws +17 (1d8+10); **ranged** blowgun +8/+3 (1d4+1); or bomb +9 (3d6 fire, DC 13); **special attacks** (rend 1d8+14); **Space** 15 ft., **Reach** 15 ft.; **Skills** Craft (alchemy) +17

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