

Ghaulinde the Enchantress

Level 5 Elite Skirmisher (Leader)

Medium natural humanoid (human)

XP 400

Initiative +4 **Senses** Perception +9**Phantasmal Terrain** aura 5; Any difficult terrain requires 2 extra squares of movement instead of the normal 1 for her enemies, and hazards/traps within the area gain a +4 attack bonus.**HP** 104; **Bloodied** 52**AC** 16; **Fortitude** 14, **Reflex** 18, **Will** 19**Resist** 5 psychic; +2 saving throws**Speed** 6; see also**Action Points** 1**Memory Theft** (standard, at-will) ♦ **Psychic**

Melee touch; +6 vs. Reflex; 1d10+6 psychic damage and all curses, marks, sustained powers, and ongoing effects of the target end immediately. The target is untrained in all skills until the end of its next turn.

Mind Out of Time (standard, encounter) ♦ **Charm**Against a creature she has hit with *memory theft*; Ranged 10; +6 vs. Will; Target is immobilized and has its initiative moved to the end of the list. In addition any enemy starting its turn next to the creature is targeted by *memory theft* as if Ghaulinde had attacked them.**Enchantress' Bidding** (immediate action) ♦ **Charm, Recharge** ☼☼☼

Close burst 5; two allies switch places or slide 1 square each and each make a basic attack

Reeling Torment (standard, daily) ♦ **Charm, Psychic**Ranged 10; +6 vs. Will; 3d8+6 psychic damage. At the start of each of the target's turns slide the target 3 squares as a free action (save ends). **Miss:** Half damage and at the start of each of the target's turns slide the target 1 square as a free action (save ends).**Mirrormask** (when first bloodied) ♦ **Illusion, Gaze, Psychic**

Close burst 1; +6 vs. Reflex; 2d8+4 damage and all creatures make an immediate basic attack against an ally, and she shifts 3 squares.

Enchantress' Redoubt

Heal 26 hit points, and pull allies within line of sight up to 3 squares.

Alignment Evil **Languages** Common, Chimeric**Skills** Bluff +12, Diplomacy +12, Insight +9, Intimidate +12, Perception +9**Str** 10 (+2) **Dex** 14 (+2) **Wis** 12 (+3)**Con** 12 (+3) **Int** 14 (+4) **Cha** 18 (+6)