

Grig

Grigs are tiny insectile sprites with cricket legs and a humanoid torso that blend into the forest. When not making music, these mischievous fey create a chirping sound by rubbing their wings together and delight in misplacing stolen objects.



Grig Lore

A character knows the following information on an Arcana check:

DC 15: Grigs are flying sprites, related to crickets, that travel in swarms. They delight in music and mischief, especially driving mortals into frenzied dance and misplacing shiny objects.

DC 20: Swarms of grigs gather on summer nights in mystic forests where their chirping can be heard for miles, and for this reason they sometimes serve as “trumpeters” to summon a faerie council.

DC 25: A mysterious fiddler in the likeness of a frog-faced man with cricket legs is revered as a leader by the grigs; numerous tales are told of him, though little is known for certain.

Grig	Level 1 Minion
Tiny fey humanoid	XP 25
Initiative +4 Senses Perception +4; low-light vision	
HP 1; a missed attack never damages a minion	
AC 18; Fortitude 10, Reflex 18, Will 12	
Resist Spell (15)	
Speed 3, Fly 6 (hover)	
Sleep Dart (standard; at will) * Weapon	
Ranged 5; +4 vs. Fortitude; fall asleep (save ends)	
Faerie Filch (minor action; encounter)	
Against a foe granting combat advantage; +4 vs. Reflex; steals a ring, gem, or other tiny treasure.	
Irresistible Dance (standard action; daily) * Implement, instrument	
Close burst 10; +8 vs. Will or start dancing, granting combat advantage (save ends).	
Glamer (free action; at-will) * Illusion	
Grigs can appear as young children whenever they wish.	
Alignment Unaligned Languages Common, Elven	
Skills Stealth, +10, Thievery +10	
Str 6 (-3) Dex 19 (+4) Wis 10	
Con 10 Int 10 Cha 14 (+2)	
Equipment tiny fiddle, sleep dart (x4)	

Grig Tactics

Grigs fight en masse, coordinating attacks on foes who they have combat advantage against, while one of their numbers perches in an overlooking tree or ledge playing the fiddle. However, grigs are cowardly and flee as soon as one of them gets hurt – some grigs are even known to have died from fight. It is common for a grig to break off from a fight if the opportunity for a great prank presents itself.

Grig Swarm	Level 3 Skirmisher
Medium fey humanoid (swarm)	XP 150
Initiative +6 Senses Perception +4; low-light vision Swarm Attack aura 1; the grig swarm makes an Entangling Mob attack as a free action against each enemy that begins its turn in the aura. HP 32; Bloodied 16 AC 18; Fortitude 10, Reflex 18, Will 12 Resist Spell (15); half damage from melee and ranged attacks Vulnerable 5 against close and area attacks Speed 3, Fly 6 (hover)	
Sleep Dart Cloud (standard; at will) * Weapon	
Close blast 3; +6 vs. Fortitude; 1d6 and fall asleep (save ends)	
Entangling Mob (standard; at-will)	
Against a foe granting combat advantage; +6 vs. Reflex; Immobilized, 1d6 ongoing, and lose a tiny object each round (save ends all)	
Deafening Chirp (standard; encounter) * Thunder	
Close burst 10; +6 vs. Fortitude; 2d6 thunder and deafened (save ends)	
Alignment Unaligned Languages Common, Elven Skills Stealth, +10, Thievery +10 Str 6 (-3) Dex 19 (+4) Wis 10 Con 10 Int 10 Cha 14 (+2)	

Grig Swarm Tactics

Grigs swarms usually are accompanied by a couple grig minions playing the fiddle. They will try to move close to as many foes as possible, to maximize the number of creatures caught in the swarm attack. Creatures with close and area attacks are targeted by the sleep dart cloud, and if the situation is dire the grig swarm will use its deafening chirp and try to escape.

Encounter Groups

Grigs enjoy the company of other fey, though the reverse cannot be said to be true. Besides the archfey few are able to command grigs, though gnomes are quite skilled at making grigs think a scheme is their own. The exception to this is the mysterious faerie fiddler whose every word grigs dote upon.

Level 2 Encounter (XP 625)

- 1 gnome arcanist (level 3 controller)
- 7 grig minions (level 1 minion)
- 2 grig swarms (level 3 skirmisher)

Level 6 Encounter (XP 1,250)

- 1 faerie fiddler (level 6 elite controller)
- 2 dark creepers (level 4 skirmisher)
- 4 grig minions (level 1 minion)
- 2 grig swarms (level 3 skirmisher)

The Faerie Fiddler

The Faerie Fiddler lives at the fringes of faerie society as a scavenger. Once a performer in the Green Court, he fell out with the Green Lord after attempting to steal a human boy for his own (an offense for common fey, but not for nobility). The Green Lord had the boy returned to his people (allegedly) and lowered the Fiddler from court musician to jester, a duty which he bitterly fulfilled until he learned that the Green Lord secretly sent a changeling in the boy's place, keeping the boy for himself. In outrage, the Fiddler left the court disgraced; many of his grig performers left with him though many also plead with him to return to the Green Court and seek the Green Lord's forgiveness. However, the Fiddler has been lured by the Gloaming Court, believing he can see his "son" again if he offers another child to the fell princes of that court. Thus he has become a debt collector, ever seeking to trick those who are in debt to the fey into promising their firstborn to him.

Faerie Fiddler Lore

A character knows the following information on an Arcana check.

DC 15: In hushed candlelight whispers, the tale of the Fiddler is passed from elders to young. There is a spirit in the woods with the likeness of a toad who walks on cricket's legs and carries a red fiddle made of wood from a perpetually young elm tree. The Fiddler, as he is known, haunts crossroads and the local tavern where he relishes driving mortals into frenzied dance. Signs of his presence include bullfrogs singing in winter, cricket swarms, instruments falling out of tune, and discord among friends.

DC 20: Many a tale is told of the foolish minstrel who challenged the Fiddler. The pouch the Fiddler wears about his neck is filled with the knuckle bones of vain minstrels whose fingers fell right off – these are known as the fiddler's sticks. Replicas are made throughout the Vale from the knuckles of pigs and are used in gambling games. The Fiddler has a great love of gambling but was forbidden from playing such games by the Green Lord after losing his fiddle to Old Ben Innes (which the Fiddler later got back through trickery). Locals believe that by playing the fiddler's sticks on behalf of the Fiddler gamblers gain the Fiddler's favor, and so he helps them stave off old debts. At least, so goes the superstition.

DC 25: The Fiddler's tune haunts debtors, for he plays when an overdue debt is owed to the Fair Folk, preferring the night of the winter's first full moon. They say if the debt is not paid by the winter's last full moon, then the Fiddler shall take that which the debtor cherishes most away forever.

Fey Taint	Level 6 Disease	Endurance stable DC 18, improve DC 22
The target is cured.	Initial Effect: The target takes a -2 penalty to Will defense.	Final State: The target loses its immortal soul to the fey, along with its conscience. ??

The Faerie Fiddler	Level 6 Elite Controller
Medium fey humanoid	XP 500
Initiative +2 Senses Perception +6; low-light vision Parent's Bane aura 5; any small enemies become invisible to their allies. HP 112; Bloodied 56 AC 24; Fortitude 14, Reflex 24, Will 18 Resist +2 saving throws Speed 6, Swim 6, Teleport 3 Action Points 1	
Fey Heart Rapier (standard; at-will) * Weapon +14 vs. AC; 2d8 and the target contracts fey taint (see below). Increase damage to 4d8 if the faerie fiddler has combat advantage against the target.	
Riotous Irresistible Dance (standard; encounter) * Charm, Implement, fiddle Close burst 10; +10 vs. Will; slide targets 3 squares and attacks randomly (save ends).	
Sow Discord (standard; encounter) * Charm, Implement, fiddle Close burst 10; +10 vs. Will; Targets are dazed, grant the faerie fiddler flanking against their allies and cannot benefit their allies with any powers or aid another (save ends).	
Cricket's Leap (immediate; when first bloodied) Teleport 8 squares and the faerie fiddler becomes invisible to any enemies the faerie fiddler has combat advantage against until the end of the faerie fiddler's next turn.	
First Strike At the start of the encounter, the faerie fiddler has combat advantage against any creatures that have not yet acted in the encounter.	
Glamer (minor; at-will) The faerie fiddler can appear as a human whenever he wishes and can use wizard cantrips like <i>ghost sound</i> , <i>mage hand</i> , <i>prestidigitation</i> , and <i>light</i> as a minor action.	
Alignment Evil Languages Common, Elven, Faen Skills Acrobatics +14, Bluff +14, Intimidate +14, Stealth +14, Thievery +14 Str 10 Dex 18 (+4) Wis 10 Con 10 Int 14 (+2) Cha 18 (+4)	
Equipment the red fiddle, rapier, fiddler's sticks, verdant cloak	

Faerie Fiddler Tactics

The Fiddler stays behind its minions, preferring to rely on its enchantment powers to control from behind the lines. If initiating a fight, the Fiddler stages an evening ambush with several grig minions, first attempting to sow discord, then leaping into melee with his fey-heart rapier. Once pressed into a fight, the Fiddler is a ruthless opponent, using every dirty trick in the book.