

# Vard, King of All Trolls (Controller) Level 16 Elite Controller

Large shadow humanoid XP 2,800

**Initiative** +13 **Senses** Perception +17

**Shroud of Spirits** aura 5; Any enemy that starts its turn within the aura takes 5 cold and necrotic damage.

**HP** 282; **Bloodied** 141

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

**AC** 30; **Fortitude** 32; **Reflex** 28; **Will** 27

**Immune** disease; poison

**Saving Throws** +2

**Speed** 6

**Action Points** 1

⬇ **Claw** (at-will; standard)

Reach 2; +21 vs AC; 3d8 + 7 damage

⬇ **Frenzied Strike** (at-will; free, when vard's attack bloodies an enemy)

Vard makes a claw attack.; 2d8 + 7

⬅ **Spirit Claws** (at-will; standard) • **Force, Necrotic**

Close burst 2; +20 vs Fortitude; All enemies are attacked by shadowy troll spirits; 2d8 + 7 damage, and the targets are pushed 1 square.

⬅ **Propelling Swipe** (at-will; standard)

Close blast 2; +20 vs Reflex; 3d8 + 7 damage, and the target is pushed 2 squares and knocked prone. If Vard takes acid or fire damage, propelling swipe does not function until the end of his next turn

⬇ **Necrotic Blood** (at-will; immediate reaction, when vard takes damage) • **Necrotic**

Reach 2; +20 vs Fortitude; the target takes ongoing 10 necrotic damage (save ends)

⬅ **Spirits Take Flesh** (recharge ☞ ☞; minor) • **Summoning**

1d3+2 Troll Spirit Minions manifest within a Close Burst 2 and act immediately. Any creature within a space filled by a Troll Spirit Minion is pushed until out of the area. Until the end of his next turn, Vard cannot use Spirit Claws, and his Shroud of Spirits Aura is suppressed.

👁 **Baleful Eye** (at-will; minor)

Ranged sight; +22 vs Will; the target is slowed and cannot teleport (save ends both). The effect ends if Vard uses baleful eye on another target

⬅ **Smoldering Eye** (encounter; standard) • **Fire**

Close blast 5; +22 vs Reflex; 2d10 + 7 fire damage, plus ongoing 10 fire damage and a -2 penalty to attack rolls (save ends both). Vard takes 10 psychic damage when he uses this power

**Bound to the Cauldron**

If the Stone Cauldron is destroyed, Vard takes 40 damage and howls in pain. If the Stone Cauldron is intact when Vard is reduced to 0 hit points or fewer, the troll king's body turns to a dark fog that flows back into the Cauldron. One round later, he reforms with 174 hp and without Moran's Eye (so he cannot use baleful eye or smoldering eye powers). If the Cauldron is already destroyed when Vard is defeated, his essence dissipates.

**Alignment** Chaotic Evil **Languages** Common, Elven, Giant

**Skills** Athletics +21, Endurance +17, Intimidate +14

**Str** 26 (+16) **Dex** 20 (+13) **Wis** 18 (+12)

**Con** 18 (+12) **Int** 8 (+7) **Cha** 13 (+9)

**Equipment** Moran's Eye +3, Plate Armor

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Spirit Troll Minion		Level 15 Minion
Large shadow humanoid		XP 300
<b>Initiative</b> +12	<b>Senses</b> Perception +8; darkvision	
<b>Death Mist</b> aura 1; enemies that enter or start their turn in the aura take 5 necrotic damage.		
<b>HP</b> 1; a missed attack never damages a minion.		
<b>AC</b> 29; <b>Fortitude</b> 28; <b>Reflex</b> 27; <b>Will</b> 26		
<b>Immune</b> disease; poison		
<b>Speed</b> 6, fly 6 (hover); phasing		
Ⓢ <b>Ghost Claws</b> (at-will; standard) • <b>Necrotic</b>		
+20 vs AC; 10 necrotic damage		
<b>Insubstantial Defense</b> (at-will; free action; when hit by an attack)		
The Spirit Troll Minion makes a saving throw. If the save succeeds, the attack passes harmlessly through the Spirit Troll Minion's form.		
<b>Alignment</b> Chaotic Evil		<b>Languages</b> Giant
<b>Str</b> 23 (+13)	<b>Dex</b> 21 (+12)	<b>Wis</b> 13 (+8)
<b>Con</b> 13 (+8)	<b>Int</b> 10 (+7)	<b>Cha</b> 19 (+11)

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