

## GRIM HUNTRESS

**Grim Huntress** **Level 27 Artillery**  
Medium immortal humanoid

**Initiative:** +21      **Perception** +25  
**HP** 184; **Bloodied** 92  
**AC** 41; **Fortitude** 39; **Reflex** 40; **Will** 39  
**Speed** 8

### Traits

#### Barbs

Whenever ongoing damage caused by the huntress attacks ends, the target takes damage equal to half the ongoing damage amount, rounded down

### Standard Actions

#### ⬇️ **Bladed Bow** ⬄ **At-Will**

*Attack:* Melee Basic 1 (one creature) +32 vs AC  
*Hit:* 2d8+8 damage, and the huntress can perform one of her minor action powers as a free action, and roll to recharge skyfall.

#### ⬅️ **Find the Mark** ⬄ **At-Will**

*Attack:* Close Blast 10 (one creature) +32 vs Reflex  
*Hit:* 4d8+8 damage, and ongoing 10 damage (save ends).  
*Miss:* Draw a wall starting in the targets square, of any length. Each square of the wall must be further from the huntress than the square before it. Repeat the attack against each enemy who is in the wall zone until one of them is hit.

#### ✳️ **Skyfall** ⬄ **Recharge** ☐☐

*Effect:* The Huntress divides the arrows in her sky quiver amongst targets in the burst, and attacks each target allocated one or more arrows. Each additional arrow placed on a target adds +2 to the attack roll.  
*Attack:* Close Burst 10 (one creature) +32 vs Fortitude  
*Hit:* 4d8+8 damage, and ongoing 10 damage (save ends).

### Minor Actions

#### ⬅️ **Snap Shot** ⬄ **At-Will**

*Attack:* Close Blast 10 (one creature) +32 vs Reflex  
*Hit:* 1d8+8 damage, and ongoing 10 damage (save ends).

#### **Skyshot** ⬄ **At-Will**

*Effect:* The Huntress adds one arrow to her sky quiver, until skyfall empties it.

### Triggered Actions

#### **Bow Block** ⬄ **At-Will**

*Trigger:* The Huntress is targeted by an attack.  
*Effect(Immediate Interrupt):* The huntress gains a +4 bonus on their defence against the attack, and shifts 4 after the attack. The huntress can perform one of her minor action powers as a free action.

**Skills** Acrobatics+26,Athletics+24,Stealth+26,Nature +25,Endurance+25  
**Str** 23 (+19);      **Dex** 27 (+21);      **Wis** 25 (+20)  
**Con** 24 (+20);      **Int** 24 (+20);      **Cha** 23 (+19)

**Alignment** Evil    **Languages** Supernal, Abyssal

The Grim Huntress is a mythical figure said to stalk the cosmos, hunting the deadliest prey- other hunters. It is said, that due to the cycle of the life and death, each hunter must, in turn, be hunted as prey, at the end of their life. Some say that this is made manifest through rebirth and reincarnation- the wolf dies, and is born again as a deer, then dies, and hunts as a wolf once more. But others claim it is a far more literal event, where, inevitably, hunters fall prey to the creatures of the wild, or the mishap of accident, or the infirmities of age. And yet, some are too mighty for such petty fates to find them- these great hunters continue onward, mocking the laws of hunter, and prey.

So cometh the grim huntress. A fierce and silent figure, with bladed bow in hand, loosing shaft after shaft, barbed heads finding with ease the flesh of even the mightiest heroes. She stands amidst her pack, which beat the bushes and flush the prey, out into the open where she can lay them low. Her armor is a patchwork of a thousand different skins and hides, bolstered with scale and horn and talons from a dozen mighty beasts. Her weapon is a sharp, silver crescent moon bent into an inverted span by the razor thin moonbeam which only she can draw back without it drawing blood.

Her movements are fluid, each gesture and step mirrored by the easy draw and release of the bow, the subsonic hum of it's string, the near-silent hiss as arrows cut through the air. Even when accosted in person, forced to defend herself or lash out with the bladed outer edge of her bow, still her other hand trails behind, drawing back and releasing, sending an arrow careening across the battlefield or high into the sky- yet always, it seems, just where it is meant to go. The huntress does not explain herself, and shows no mercy to her chosen prey, honoring them with the greatest of hunts, and embodying the law she personified. In time, all hunters become prey. Save, perhaps, for one.

## LORE

History DC 26: All the information in the introduction.

History DC 31: Info on the hunt, other targets the huntress may have, and when she is likely to ambush the heroes for a final battle.

For use with the 4th Edition

**DUNGEONS  
&  
DRAGONS**  
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,<sup>®</sup> Monster Manual,<sup>®</sup> and Dungeon Master's Guide<sup>®</sup> Player's Handbook<sup>®</sup> 2, Monster Manual<sup>®</sup> 2, Adventurer's Vault<sup>™</sup> core rulebooks, available from Wizards of the Coast, LLC

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*HOLD STILL! ACTUALLY, FEEL FREE TO  
DANCE AROUND AS MUCH AS YOU LIKE.  
IT WON'T HELP.*

## TACTICS

The Grim Huntress may stalk and taunt the heroes for some time before coming for them, but when she does, it is always with the aid of a hunting party suitable for the task at hand. These hapless allies are formidable creatures she has encountered to whom she has paid the greatest insult-mercy. Judged unworthy of being prey, they act instead as her assistants on the hunt- luring the enemy out into the open, advising her on their unique abilities, and preventing them from fleeing, even at the cost of their lives. Soldiers and melee-ready Controllers work well in this role, particularly if they're able to keep the huntress from being locked down with conditions and zones.

The huntress does a lot of damage, but at high epic tier, the PCs are likely to be pulling some pretty insane tricks. If anything, the huntress is vulnerable to the classic bane of monsters- lockdown- but as a standard, she does have allies to rely on, and if they play their role, she should be able to pick her targets at her leisure. And picking her targets is important- Find the Mark works best if you can line up a few foes, giving extra chances to hit. Skyfall works well in any event, but is most effective when spreading around the ongoing damage that results. At this level, that ongoing damage will not last long, but with barbs and her minor actions, the huntress can keep up decent damage across her rounds.

When attacked, bow block allows her to move away- assuming she's not locked down- and this is a perfect time to set up Find the Mark for the following turn. With her high base movement rate, she can get clear using the shift from Bow Block, then circle the battle to find a good row or arc of enemies to fire on. Building up Skyfall is a good alternative to snap shot, especially if the huntress is taking penalties to her attacks rolls at the time. It might be tempting to convert a move action to an additional minor to build skyfall or fire snap shots with, but again, high epic tier heroes are extremely formidable, and if the huntress doesn't keep mobile, she can find herself in a world of hurt.

## ENCOUNTERS

The Grim Huntress stalks her prey for some time before hunting them in earnest. She might taunt or startle them, if it suits her whim, but only from a safe distance. She could even intercede a battle on their behalf, ensuring that they live to face a clean kill, instead of the unnatural end that might find them in battle with demons, the undead, or some other similar threat. The heroes are unlikely to be grateful for this reprieve when the huntress later comes for them- although they may not have time to show their ingratitude before the end comes.

Those creatures who travel with her at often fierce and formidable entities in their own right, but under the leash of the Grim Huntress, they serve only her. A good way to describe them would be 'domesticated-' whatever drives they possessed before have been turned to her ends, and they serve willingly, out of fear for the gruesome end she would otherwise make of them, and yet, yearning for the great honor she withholds from them- the honor of being hunted. Her allies are diverse, and since she often recruits them with her prey in mind, they tend to work well in their role.

Heroes who face the Huntress and live, might seek to hunt her in kind- and indeed, one might see little choice, since she will not turn from her quarry, once the hunt has begun, even if driven off the trail for a while. But those seeking to turn the tables should beware, for tracking the Grim Huntress through the primordial extraplanar wilderness where she makes her home, is a mission fraught with peril, to say the least. Those making it to the end of such a quest might find that in taking to the great hunt, they find themselves defined by it, created anew. Upon the predator's path.

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