

8-03 Captives of Toil

Subtier 5-6

BULETTE

CR 7

XP 3,200

N Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, **scent**, **tremorsense** 60 ft.; **Perception** +11

DEFENSE

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)**hp** 84 (8d10+40)**Fort** +11, **Ref** +8, **Will** +5

OFFENSE

Speed 40 ft., burrow 20 ft.**Melee** bite +13 (2d8+9/19-20) and 2 claws +12 (2d6+6)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** leap, savage bite

STATISTICS

Str 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6**Base Atk** +8; **CMB** +16; **CMD** 28 (32 vs. trip)**Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)**Skills** **Acrobatics** +9 (+17 jumping), **Perception** +11; **Racial Modifiers** +4 on **Acrobatics** checks made to jump

ECOLOGY

Environment temperate hills**Organization** solitary or pair**Treasure** none

SPECIAL ABILITIES

Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 **Acrobatics** check to jump into the air and land next to its enemies. If it makes the **Acrobatics** check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

Savage Bite (Ex) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19-20.

BULETTE YOUNG SIMPLE (4 player adjustment)

CR 7

XP 3,200

N Huge magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision, **scent**, **tremorsense** 60 ft.; **Perception** +9

DEFENSE

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)**hp** 68 (8d10+40)**Fort** +9, **Ref** +10, **Will** +3

OFFENSE

Speed 40 ft., burrow 20 ft.**Melee** bite +11 (2d8+9/19-20) and 2 claws +10 (2d6+6)**Space** 15 ft.; **Reach** 10 ft.

Special Attacks leap, savage bite

STATISTICS

Str 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +8; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +11 (+19 jumping), Perception +11; **Racial Modifiers** +4 on Acrobatics checks made to jump

ECOLOGY

Environment temperate hills

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

Savage Bite (Ex) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

DORNARNUS

CR 5

Male dwarf ex-paladin 7

LG Medium humanoid (dwarf)

Init +5; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 71 (7d10+28)

Fort +7, **Ref** +3, **Will** +5; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 AC Vs. Giants)

OFFENSE

Speed 20 ft.

Melee +1 *warhammer* +11/+6 (1d8+5/x3)

Special Attacks hatred (+1 Attack Vs. Orcs, Goblins)

TACTICS

Before Combat Dornarnus has already failed multiple saving throws to resist being forced to fight with the duergar; though fighting the Pathfinders is against his nature, he does not get to make a new saving throw against Thulmaga's *dominate person* spell.

During Combat Dornarnus is forced to defend the duergar and to ensure his dwarven companions remain in captivity. He fights the PCs to the best of his ability. If the PCs free him from the *dominate person* spell, he turns on the duergar.

Morale Dornarnus is under command to fight to the death.

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +7; **CMB** +10; **CMD** 22 (26 vs. bull rush, 26 vs. trip)

Feats Cleave, Improved Initiative, Power Attack, Toughness

Skills Acrobatics –6 (–10 to jump), Appraise +0 (+2 to assess nonmagical metals or gemstones), Diplomacy +6, Handle Animal +6, Heal +5, Perception +2 (+4 to notice unusual stonework), Ride –1, Sense Motive +5, Spellcraft +5; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven

Gear half-plate, +1 *warhammer*

4) DUERGAR RAIDERS

CR 3

Duergar ranger 4 (*Pathfinder RPG Bestiary* 117)

LE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 120 ft.; Perception +10

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 34 (4d10+8)

Fort +5, **Ref** +5, **Will** +4; +2 bonus vs. spells and spell-like abilities

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk warhammer +9 (2d6+3/x3)

Ranged mwk light crossbow +6 (1d8/19–20)

Special Attacks combat style (mounted APG), favored enemy (dwarves +2)

Spell-Like Abilities (CL 4th; concentration +1)

1/day—*enlarge person* (self only), *invisibility* (self only)

Ranger Spells Prepared (CL 1st; concentration +4)

1st—*lead blades* APG

TACTICS

Before Combat The duergar cast *lead blades* on themselves. The effects of this spell are included in their statistics.

During Combat The duergar use *enlarge person* only if they need to in order to reach a foe. They spread out among the outpost's many platforms and attack from multiple directions. If Dornarus falls unconscious or breaks free of the *dominate person* spell, the duergar try to kill him.

Morale The duergar know that Thulmaga is on her way to reinforce them. They fight to the death.

Base Statistics When not under the effects of *lead blades*, the raider's statistics are **Melee** mwk warhammer +9 (1d8+3/x3).

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 12, **Wis** 16, **Cha** 4

Base Atk +4; **CMB** +7; **CMD** 18 (22 vs. bull rush, 22 vs. trip)

Feats Endurance, Mounted Combat, Power Attack, Weapon Focus (warhammer)

Skills Acrobatics +0 (–4 to jump), Climb +9, Handle Animal +4, Knowledge (dungeoneering) +8, Perception +10, Ride +7, Stealth +4, Survival +10, Swim +9; **Racial Modifiers** +4 Stealth

Languages Common, Dwarven, Terran, Undercommon

SQ favored terrain (underground +2), hunter's bond (companions), track +2, wild empathy +1

Combat Gear *potion of cure moderate wounds*, alchemist's fire (2), thunderstone (2); **Other Gear** +1 *chain shirt*, crossbow bolts (20), mwk light crossbow, mwk warhammer, 101 gp

3) DARK SPITTER BEETLE

CR 3

XP 800

N Large vermin

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)

hp 26 (4d8+8)

Fort +6, **Ref** +1, **Will** +1

Immune acid, mind-affecting effects

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee bite +6 (2d8+6)

Space 10 ft., **Reach** 5 ft.

Special Attacks breath weapon (15-ft. cone, 2d4 acid damage, Reflex DC 14 half, usable once every 1d4 rounds), trample (1d6+6, DC 16 Ref)

TACTICS

During Combat The beetles obey their riders' commands, using melee attacks and their breath weapons to damage as many foes as possible.

Morale The mind-controlled beetles fight to the death.

STATISTICS

Str 18, **Dex** 11, **Con** 15, **Int** —, **Wis** 11, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 18 (22 vs. trip)

Ecology

Environment any underground

Organization single, pair, or cluster (3–6)

Treasure none

Spitter beetles are used as mounts by duergar explorers.

DORNARNUS

CR 5

(see above)

TACTICS

During Combat Dornarnus focuses on killing Thulmaga

Morale Dornarnus fights to the death to defeat the duergar and protect the captives.

3) DUERGAR RAIDERS

CR 3

(see above)

TACTICS

Before Combat The duergar cast *lead blades* on themselves. The effects of this spell are included in their statistics.

During Combat The duergar ride their dark spitter beetles into melee, trying to outflank opponents.

Morale The duergar fight to the death.

Other Gear The raiders possess masterwork chain shirts to which they have applied *oils of magic vestment*.

THULMAGA

CR 7

Female duergar cleric of Droskar 8 (*Pathfinder RPG Bestiary* 117)

NE Medium humanoid (dwarf)

Init +3; **Senses** darkvision 120 ft.; Perception +4

DEFENSE

AC 19, touch 12, flat-footed 19 (+7 armor, +3 deflection, –1 Dex)

hp 79 (8d8+40)

Fort +10, **Ref** +2, **Will** +11; +2 bonus vs. spells and spell-like abilities

Immune paralysis, phantasms, poison; **Resist** fire 20

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 *light hammer* +7/+2 (1d4+1)

Special Attacks channel negative energy 2/day (DC 13, 4d6)

Spell-Like Abilities (CL 8th; concentration +7)

1/day—*enlarge person* (self only) (DC 10), *invisibility* (self only)

Domain Spell-Like Abilities (CL 8th; concentration +12)

At will—*master's illusion* (8 rounds/day)

7/day—*copycat* (8 rounds), *touch of darkness* (4 rounds) +6 vs. *Touch AC*

Cleric Spells Prepared (CL 8th; concentration +12)

4th—*confusion D* (DC 18), *cure critical wounds*, *dismissal* (DC 18), *freedom of movement*

3rd—*bestow curse* (2, DC 18), *blindness/deafness* (2, DC 18), *nondetection D*

2nd—*blindness/deafness (blindness only)D* (DC 17), *death knell* (DC 17), *hold person* (2, DC 16), *resist energy*

1st—*command* (2, DC 15), *cure light wounds*, *detect good*, *obscuring mist D*, *shield of faith*

0 (at will)—*create water*, *detect magic*, *mending*, *read magic*

D Domain spell; Domains Darkness, Trickery

TACTICS

Before Combat Thulmaga casts shield of faith, freedom of

movement, and resist energy (fire, or the energy type the PCs favor) on herself. She is aware of this energy type only if Dornarnus witnessed them use it while under the effects of dominate person. She also casts magic weapon on her light hammer. The effects of these spells are included in her statistics.

During Combat Thulmaga uses her staff's remaining charges to cast greater command (Close range, 45' Will DC 19) twice, aiming to cause as many foes as possible to "halt." She then targets those who succeeded at their saving throws with more debilitating magic, starting with her most powerful spells. She finishes off a fallen foe with death knell (preferably Dornarnus).

Morale Thulmaga knows that losing this battle will cause her further disgrace; she fights to the death.

Base Statistics Without magic weapon, resist energy, and shield of faith, Thulmaga's statistics are: **AC** 17, touch 9, flat-footed 17; Resist none; Melee mwk light hammer +7/+2 (1d4)

STATISTICS

Str 10, **Dex** 8, **Con** 16, **Int** 13, **Wis** 19, **Cha** 8

Base Atk +6; **CMB** +6; **CMD** 18 (22 vs. bull rush, 22 vs. trip)

Feats Blind-Fight, Combat Casting, Improved Initiative, Spell Focus (necromancy), Toughness

Skills Acrobatics -5 (-9 to jump), Diplomacy +6, Intimidate +3, Knowledge (planes) +8, Knowledge (religion) +8, Sense Motive +11, Spellcraft +8, Stealth -1; **Racial Modifiers** +4 Stealth

Languages Common, Dwarven, Terran, Undercommon

SQ eyes of darkness (4 rounds/day)

Combat Gear staff of Droskar's demands (4 charges remaining, see sidebar on page 18), wand of remove blindness/ deafness (7 charges); **Other Gear** +1 chainmail, light crossbow with 10 bolts, mwk light hammer, cloak of resistance +1, diamond dust worth 1,000gp

Copycat (Sp): You can create an illusory double of yourself as a move action. This double functions as a single [Mirror Image](#) and lasts until dispelled or destroyed. You can have no more than one copycat at a time. This ability does not stack with the [Mirror Image](#) spell.

Master's Illusion (Sp): You can create an illusion that hides the appearance of yourself and any number of allies within 30. This ability otherwise functions like the spell [veil](#). The rounds do not need to be consecutive.

Touch of Darkness (Sp): As a melee touch attack, you can cause a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls.

Confusion 15-ft.-radius burst Will save or confused

cure critical wounds Heals 4d8+8

bestow curse Touch attack, Will save or Permanent -4 attacks, saves, abilities, skill checks

blindness/deafness medium range save or permanently blinded

death knell creature touched Will save or kills dying creature; you gain 1d8 temp hp, +2 Str, and +1 CL for 10 minutes per HD of subject

8-03 Captives of Toil

Subtier 8-9

2) TERRITORIAL BULETTE

CR 8

Advanced bulettes (*Pathfinder RPG Bestiary* 294, 39)

N Huge magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +13

DEFENSE

AC 26, touch 12, flat-footed 22 (+4 Dex, +14 natural, -2 size)

hp 100 each (8d10+56)

Fort +13, **Ref** +10, **Will** +7

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +15 (2d8+12/19-20) and 2 claws +14 (2d6+8)

Space 15 ft.; **Reach** 10 ft.

Special Attacks leap, savage bite

TACTICS

Before Combat The bulettes wait under the cave floor until the PCs are about a third of the way into the cavern, then burrow up to attack.

During Combat One of the bulettes attacks in the first round, attempting to burrow up into the middle of the PCs and cause the party to split up. The second bulette waits until the second round, when it bursts from the ground to attack whichever PC is farthest from its mate. The bulettes prefer halfling targets above all others.

Morale The aggressive bulettes have little regard for their own safety and fight to the death.

STATISTICS

Str 27, **Dex** 19, **Con** 24, **Int** 2, **Wis** 19, **Cha** 10

Base Atk +8; **CMB** +18; **CMD** 32 (36 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +11 (+19 jumping), Perception +11; **Racial Modifiers** +4 on Acrobatics checks made to jump

SPECIAL ABILITIES

Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 [Acrobatics](#) check to jump into the air and land next to its enemies. If it makes the [Acrobatics](#) check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

Savage Bite (Ex) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19-20.

DORNARNUS

CR 8

Male dwarf ex-paladin 10

LG Medium humanoid (dwarf)

Init +5; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 21, touch 12, flat-footed 20 (+9 armor, +1 deflection, +1 Dex)

hp 99 (10d10+40)

Fort +9, **Ref** +4, **Will** +7; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 AC Vs. Giants)

OFFENSE

Speed 20 ft.

Melee +1 *warhammer* +15/+10 (1d8+5/x3)

Special Attacks hatred (+1 Attack Vs. Orcs, Goblins)

TACTICS

Before Combat Dornarnus has already failed multiple saving throws to resist being forced to fight with the duergar; though fighting the Pathfinders is against his nature, he does not get to make a new saving throw against *dominate person*.

During Combat Dornarnus is under command to defend the duergar against all attackers, and to ensure his dwarf companions remain in captivity. He fights the PCs to the best of his ability. If the PCs break him from the *dominate person* spell, he turns on the duergar.

Morale Dornarnus is under command to fight to the death. If the PCs break him out of the command, he turns his attacks on the duergar.

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +10; **CMB** +13; **CMD** 25 (29 vs. bull rush, 29 vs. trip)

Feats Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (warhammer)

Skills Acrobatics -4 (-8 to jump), Appraise +0 (+2 to assess nonmagical metals or gemstones), Diplomacy +7, Handle Animal +7, Heal +6, Perception +2 (+4 to notice unusual stonework), Ride +2, Sense Motive +6, Spellcraft +6; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven

Other Gear mwk full plate, +1 warhammer, ring of protection +1

5) DUERGAR LIEUTENANTS

CR 5

hp 61 each (*Pathfinder RPG Monster Codex* 46, see page 24)

LE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 120 ft.; Perception +11

DEFENSE

AC 20, touch 11, flat-footed 19 (+5 armor, +1 Dex, +4 natural)

hp 61 (6d10+24)

Fort +8, **Ref** +6, **Will** +4; +2 vs. spells

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +1 warhammer +11/+6 (2d6+4/x3)

Ranged mwk light crossbow +8 (1d8/19-20)

Special Attacks favored enemy (dwarves +4, elves +2)

Spell-Like Abilities (CL 6th; concentration +3)

1/day—*dust of twilight* ^{APG}, *ironskin*

Ranger Spells Prepared (CL 3rd; concentration +5)

1st—*lead blades* ^{APG}, *longstrider*

TACTICS

Before Combat The duergar cast *lead blades* and *ironskin* on themselves.

During Combat The duergar cast *longstrider* only if they need to in order to reach a foe. They spread out among the outpost's many platforms and attack from multiple directions. If Dornarnus falls unconscious or breaks free of the *dominate person* spell, the duergar try to kill him.

Morale The duergar know that Thulmaga is on her way to reinforce them. They fight to the death.

Base Statistic When not under the effects of *ironskin* and *lead blades*, the lieutenant's statistics are **AC** 16, touch 11, flatfooted 15;

Melee +1 warhammer +11/+6 (1d8+4/x3).

STATISTICS

Str 16, **Dex** 12, **Con** 16, **Int** 10, **Wis** 15, **Cha** 4

Base Atk +6; **CMB** +9; **CMD** 20 (24 vs. bull rush or trip)

Feats Cleave, Endurance, Mounted Combat, Power Attack, Weapon Focus (warhammer)

Skills Climb +11, Handle Animal +6, Knowledge (dungeoneering) +9, Perception +11, Ride +9, Survival +11

Languages Common, Dwarven, Undercommon

SQ favored terrain (underground +2), hunter's bond (companions), ironskinned, slow and steady, stability, track +3, twilight touched, wild empathy +3

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, alchemist's fire (2), thunderstones (2); **Other Gear** +1 chain shirt, +1 warhammer, mwk light crossbow with 20 bolts, 51 gp

Ecology

Environment any underground

3) AGGRESSIVE DARK SPITTER BEETLES

CR 4

Advanced dark spitter beetles (*Pathfinder RPG Bestiary* 294, *Pathfinder RPG Monster Codex* 52)

N Large vermin

Init +2; Senses darkvision 60 ft.; Perception +2

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 34 each (4d8+16)

Fort +8, Ref +3, Will +3

Immune acid, mind-affecting effects

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee bite +8 (2d8+9)

Space 10 ft.; Reach 5 ft.

Special Attacks breath weapon (15-ft. cone, 2d4 acid damage, Reflex DC 16 half, usable once every 1d4 rounds), trample (1d6+9, DC 18)

TACTICS

During Combat The beetles obey their riders' commands, using melee attacks and their breath weapons to damage as many foes as possible.

Morale The mind-controlled beetles fight to the death.

STATISTICS

Str 22, Dex 15, Con 19, Int —, Wis 15, Cha 10

Base Atk +3; CMB +10; CMD 22 (26 vs. trip)

DORNARNUS

CR 5

(see above)

TACTICS

During Combat Dornarnus focuses on killing Thulmaga

Morale Dornarnus fights to the death to defeat the duergar and protect the captives.

DUERGAR CAPTAIN

CR 8

hp 90 (*Pathfinder RPG Monster Codex* 50, see page 24)

LE Medium humanoid (dwarf)

Init +0; Senses darkvision 120 ft.; Perception +2

DEFENSE

AC 22, touch 10, flat-footed 20 (+10 armor, +1 deflection, +1 natural, -1 size)

hp 90 (9d10+36)

Fort +10, Ref +4, Will +6 (+2 vs. fear); +2 vs. spells

Defensive Abilities bravery +2, Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee +2 *dwarven waraxe* +17/+12 (2d8+12/19-20/x3)

Ranged mwk heavy crossbow +11 (2d8+1/19-20)

Special Attacks weapon training (axes +2, crossbows +1)

Spell-Like Abilities (CL 9th; concentration +6)

1/day—*enlarge person* (self only), *invisibility* (self only)

STATISTICS

Str 19, Dex 10, Con 16, Int 10, Wis 15, Cha 4

Base Atk +9; CMB +13 (+15 overrun, +15 sunder); **CMD 25** (29 vs. bull rush or trip)

Feats Cleave, Great Cleave, Greater Overrun, Greater Sunder, Greater Weapon Focus (dwarven waraxe), Mounted Combat, Power Attack, Vital Strike, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Climb +6, Handle Animal +3, Perception +2, Ride +8, Survival +8

Languages Common, Dwarven, Undercommon

SQ armor training 2, slow and steady, stability

Combat Gear *potions of cure serious wounds* (2), thunderstones (3); **Other Gear** +1 full plate, +2 dwarven waraxe, mwk heavy crossbow with 10 bolts, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, 129 gp

Ecology

Environment any underground

Veteran soldiers among the duergar lead groups of warriors or form their own elite strike forces. These soldiers always use *enlarge person* before combat.

TACTICS

During Combat The captain stands near Thulmaga and protects her from melee combatants.

Morale The captain fights to the death.

3) DUERGAR LIEUTENANTS

CR 5

(see above)

THULMAGA

CR 10

Female duergar cleric of Droskar 11 (*Pathfinder RPG Bestiary* 117)

NE Medium humanoid (dwarf)

Init +3; **Senses** darkvision 120 ft.; Perception +4

DEFENSE

AC 19, touch 12, flat-footed 19 (+7 armor, +3 deflection, -1 Dex)

hp 130 (11d8+77)

Fort +13, **Ref** +3, **Will** +12; +2 bonus vs. spells and spell-like abilities

Immune paralysis, phantasms, poison; **Resist** fire 30; **SR** 23

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk light hammer +9/+4 (1d4)

Ranged mwk light crossbow +7 (1d8/19-20)

Special Attacks channel negative energy 2/day (DC 14, 6d6)

Spell-Like Abilities (CL 11th; concentration +10)

1/day—*enlarge person* (self only), *invisibility* (self only)

Domain Spell-Like Abilities (CL 11th; concentration +15)

At will—*master's illusion* (11 rounds/day)

7/day—*copycat* (11 rounds), *touch of darkness* (5 rounds) +8 vs. Touch AC

Cleric Spells Prepared (CL 11th; concentration +15)

6th—*harm* (DC 21), *mislead* D (DC 20)

5th—*false vision* D, *spell resistance*, *true seeing*

4th—*confusion* D (DC 19), *cure critical wounds* (2), *dismissal* (DC 18), *freedom of movement*

3rd—*bestow curse* (3, DC 18), *blindness/deafness* (2, DC 18), *nondetection* D

2nd—*blindness/deafness* (*blindness only*)D (DC 17), *death knell* (DC 17), *hold person* (3, DC 17), *resist energy*

1st—*command* (DC 16), *cure light wounds* (2), *detect good*, *obscuring mist* D, *shield of faith*

0 (at will)—*create water*, *detect magic*, *mending*, *read magic*

D Domain spell; **Domains** Darkness, Trickery

TACTICS

Before Combat Thulmaga casts *shield of faith*, *freedom of movement*, *spell resistance*, and *resist energy* (fire, or the energy type the PCs favor) on herself. She is aware of this energy type only if Dornarnus witnessed them use it while under the effects of *dominate person*.

During Combat Thulmaga uses her staff's remaining charges to cast *greater command* (Close range, 45' Will DC 19), aiming to cause as many foes as possible to "halt," then casts *dominate person* on the most susceptible-looking PC, or on Dornarnus if the paladin is fighting with the PCs. She then targets those who passed their saves with more debilitating magic, starting with her most powerful spells. She finishes off fallen foes with *death knell*, but saves it for Dornarnus if he remains un-dominated.

Morale Thulmaga knows that losing this battle will cause her further disgrace; she fights to the death.

Base Statistics Without *bear's endurance* and *shield of faith*, Thulmaga's statistics are: **hp** 108; **Saves** Fort +11; **AC** 17, touch 9, flat-footed 17; **Con** 16.

STATISTICS

Str 10, **Dex** 8, **Con** 20, **Int** 13, **Wis** 19, **Cha** 8

Base Atk +8; **CMB** +8; **CMD** 17 (21 vs. bull rush, 21 vs. trip)

Feats Blind-Fight, Combat Casting, Improved Initiative, Spell Focus (enchantment), Spell Focus (necromancy), Spell Penetration, Toughness

Skills Acrobatics -5 (-9 to jump), Diplomacy +8, Intimidate +5, Knowledge (planes) +9, Knowledge (religion) +9, Sense Motive +12, Spellcraft +10, Stealth -1; **Racial Modifiers** +4 Stealth

Languages Common, Dwarven, Terran, Undercommon

SQ eyes of darkness (5 rounds/day)

Combat Gear *staff of Droskar's demands* (6 charges remaining), *wand of remove blindness/deafness* (7 charges); **Other Gear** +1 chainmail, mwk light crossbow with 10 bolts, mwk light hammer, *cloak of resistance* +1, diamond dust worth 300 gp, eye ointment worth 250 gp (for *true seeing*)

Harm Melee touch if hits Will save for half; deals 110 negative energy damage or save for half. Harm cannot reduce the target's hit points to less than 1.

Mislead Close for 11 rounds and concentration + 3 rounds. You become [invisible](#) (as [greater invisibility](#), a glamer), and at the same time, an illusory double of you (as [major image](#), a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so. The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The greater invisibility lasts for 1 round per level, regardless of concentration.

False vision Range touch; 40' emanation for 11 hours. This spell creates a subtle illusion, causing any [divination](#) (scrying) spell used to view anything within the area of this spell to instead receive a false image (as the [major image](#) spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Spell resistance Creature saved gains [spell resistance](#) equal to 12 + your caster level for 11 minutes.

Copycat (Sp): You can create an illusory double of yourself as a move action. This double functions as a single [Mirror Image](#) and lasts until dispelled or destroyed. You can have no more than one copycat at a time. This ability does not stack with the [Mirror Image](#) spell.

Master's Illusion (Sp): You can create an illusion that hides the appearance of yourself and any number of allies within 30. This ability otherwise functions like the spell [veil](#). The rounds do not need to be consecutive.

Touch of Darkness (Sp): As a melee touch attack, you can cause a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls.

Confusion Medium range (180') 15-ft.-radius burst Will save or confused

cure critical wounds Heals 4d8+11

bestow curse Touch attack, Will save or Permanent -4 attacks, saves, abilities, skill checks

blindness/deafness medium range save or permanently blinded

death knell creature touched Will save or kills dying creature; you gain 1d8 temp hp, +2 Str, and +1 CL for 10 minutes per HD of subject

Headband of Vermin Control – DC 20 Spellcraft, Faint Transmutation

Dust Ward – Item disintegrates if worn or carried by other than beetle. Also disintegrates if spellcrafted.