

Dubhain CR 7

XP 3,200

Female advanced variant forlarren oracle 5

NE medium fey

Init 10; **Senses** low-light vision; **Perception** +17

Defense

AC 25, touch 16, flat-footed 19 (+2 shield, +6 DEX, +7 natural)

hp 77 (9 HD; 4d6+5d8+41)

Fort +8, **Ref** +11, **Will** +10

Offence

Speed 30 ft.; woodland stride

Melee +1 Darkwood Club +13 (2d6+6), or 2 claws +11 (1d6+5)

Ranged +1 Darkwood Club +13 (2d6+6)

Special Attacks Thorn Burst 2/day (DC 15, 2d6)

Forlarren Spell-Like Abilities (CL 4th, concentration +7)

3/day—*Warp Wood* (DC 15)

Oracle Spell-Like Abilities (CL 5th, concentration +8)

2/day—Thorn Burst (DC 15)

Oracle Spells Known (CL 5th; concentration +8)

2nd (5/day)—*Barkskin*, *Inflict Moderate Wounds* (DC 15), *Returning Weapon*, *Silence* (DC 15)

1st (7/day)—*Cure Light Wounds*, *Inflict Light Wounds* (DC 14), *Murderous Command* (DC 14), *Obscuring Mist*, *Ray of Sickening* (DC 14), *Shillelagh*

0 (at will)—*Bleed*, *Create Water*, *Detect Magic*, *Light*, *Mending*, *Purify Food & Drink* (DC 13)

Tactics

Before Combat When Dubhain becomes aware of intruders in her grove, she casts *Barkskin* and *Shillelagh*. These are reflected in the stats above.

During Combat Dubhain casts *Silence* and *Warp Wood* to disable spellcasters and ranged attackers, and uses the grove's difficult terrain to try to engage opponents in melee one at a time. If flanked or attacked by a group, she uses Thorn Burst. To avoid triggering her Remorse weakness, she prefers to use *Murderous Command* to make her opponents finish off their wounded allies.

Morale The grove is Dubhain's home and the resting place of her mother. She defends it to the death.

Base Statistics Without her spells, Dubhain's statistics are **AC** 23, touch 16, flat-footed 19. Her club attack is +12 (1d8+5).

Statistics

STR 20, **DEX** 22, **CON** 18, **INT** 8, **WIS** 13, **CHA** 17

Base Atk +5; **CMB** +10; **CMD** +26

Feats Skill Focus (Perception), Weapon Finesse, Extra Revelation (Wood Bond), Improved Initiative, Great Fortitude

Skills Climb +14, Escape Artist +18, Knowledge (Local) +3, Perception +17, Spellcraft +3, Stealth +18

Languages Common, Sylvan, Infernal

Combat Gear none; **Other Gear** Darkwood Club, Darkwood Shield, spell component pouch

Special Abilities

Tongues (Su) When in combat or other stressful situation, Dubhain cannot speak or understand any language but Infernal.

Woodland Stride (Ex) Dubhain can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

Wood Bond (Su) Dubhain receives a +2 competence bonus on attacks with weapons made all or mostly of wood.

Thorn Burst (Su) Twice per day as a swift action, Dubhain may cause thorns to burst from her body, dealing 2d6 piercing damage in a 10-foot radius (Reflex save for 1/2 damage, DC 15). The splinters in the affected squares act as caltrops until the beginning of her next turn. The save DC is Charisma based.

Remorse (Ex) Whenever Dubhain kills a living creature, she must make a DC 15 Will save to avoid being overwhelmed with remorse. If she fails this save, she becomes nauseated for 1d6 rounds. This is a mind-affecting effect.