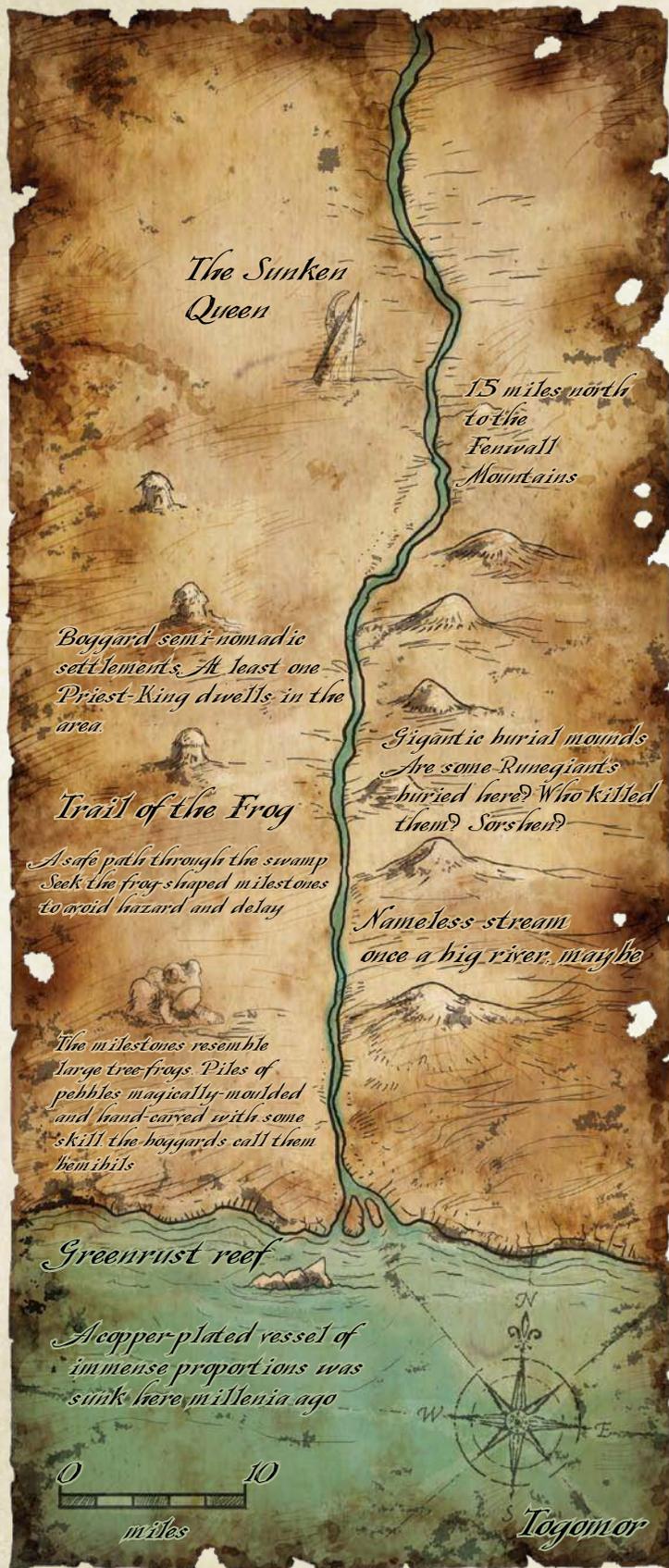


Handout 2



Fort +9, Ref +4, Will +9

Immune mind-affecting effects

OFFENSE

Spd 20 ft., fly 30 ft.

Melee unarmed strike +8 (1d3 nonlethal)

Spells Prepared (CL 15th, 16th with evocation, +6 ranged touch)

8th—quickened *dimension door*

7th—*prismatic spray** (DC 24), *project image* (DC 23)

6th—*disintegrate* (DC 22), *greater dispel magic*, quickened *invisibility*, *summon monster VI*

5th—*cloudkill* (DC 21), *cone of cold** (DC 22), *feeblemind* (DC 21), quickened *magic missile**, *overland flight* (already cast)

4th—*dimension door* (2), *fear* (DC 20), *greater invisibility*, *illusory wall* (DC 20)

3rd—*dispel magic*, extended *false life* (already cast), *lightning bolt** (DC 20), *nondetection* (already cast), *stinking cloud* (DC 19)

2nd—*bear's endurance*, *blindness/deafness* (DC 18), *glitterdust* (DC 18), *mirror image*, *scorching ray**, *spider climb*

1st—*charm person* (DC 17), *feather fall*, *magic missile**, *grease* (DC 17), *ray of enfeeblement*, *shield*

0—*light*, *mage hand*, *prestidigitation*, *touch of fatigue* (DC 16)

*evocation spell

TACTICS

Before Combat Togomor casts *extended false life*, *overland flight*, and *nondetection* on himself every morning. Once the castle's alarm is raised, Togomor takes the time to cast *shield*, *bear's endurance*, and *spider climb* as well before he responds to the alarm.

During Combat It's unlikely for the PCs to actually encounter Togomor here, unless this is their first target on visiting the castle. If confronted here before he prepares a defense, Togomor *dimension doors* to area **A59**, casts his preparatory spells, and then either waits for the PCs to confront him there or waits for them to trigger an alarm elsewhere, whereupon he casts *greater invisibility* and then *dimension doors* to that location to offer aid. See area **A45** for sample tactics tailored to that location; you can use most of these tactics anywhere else in the castle with a little modification.

Morale Togomor doesn't have control of his actions as long as he remains possessed, but Sermignatto doesn't take unnecessary risks with his puppet. If reduced below 30 hit points, Togomor flees via *dimension door* to area **A59**, where he makes his last stand.

Base Statistics AC 15, flat-footed 15; hp 69; Fort +7; Con 14;

Skills Concentration +20

STATISTICS

Str 13, Dex 8, Con 18, Int 22, Wis 10, Cha 12

Base Atk +7; Grp +8

Feats Bloatmage Initiate (evocation), Craft Construct, Craft Magic Arms and Armor, Craft Staff, Craft Wondrous Item, Extend Spell, Improved Familiar, Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (evocation)