

MARROW

CREATURE 7

NE

MEDIUM

HUMANOID

HOBGOBLIN

Perception +14

Languages Common, Goblin, Orcish, Hallit


Skills Arcana +17, Deception +16, Medicine +15, Stealth +16

Str +0, **Dex** +4, **Con** +1, **Int** +5, **Wis** +3, **Cha** +4

Items mentalist's staff (greater), scalpel, lesser healing potion (2), gas grenade^ (2), soothe^ (4), 7gp, 8sp

AC 23; **Fort** +12, **Ref** +15, **Will** +18

HP 95


Protect Me!  **Trigger** Marrow is targeted with an attack, and a zombie is adjacent to her. **Effect** Marrow throws the zombie in front of the attack. The zombie and Marrow swap places, and the zombie becomes the target of the attack instead.

Speed 25 feet

Melee  mentalist's staff (greater) +14 (two-hand d8), **Damage** 1d4+1 bludgeoning

Necromancer Prepared Spells DC 26, attack +18 ; **4th** *enervation, sanguine mist, invisibility; 3rd* *bind undead, blindness, lightning bolt, vampiric touch; 2nd* *false life, grim tendrils, mirror image, web; 1st* *fear, feather fall, ray of enfeeblement, spider sting; cantrips (4th)* *chill touch, detect magic, electric arc, ray of frost, read aura, shield*

Necromancer Focus Spells 1 Focus Point, DC 26 , **4th** *call of the grave;*

Drain Bonded Item  (arcane); **Frequency** once per day; **Requirements** Marrow hasn't acted yet on this turn; **Effect** Marrow expends the power stored in her scalpel. This gives her the ability to cast one prepared spell they prepared today and already cast, without spending a spell slot.