MARROW

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CREATURE 7
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UNIQUE	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)

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 she prepared today and already cast, without spending a spell slot.