

ROKHAR CINDREN

CREATURE 2

NE

MEDIUM

HUMANOID

Skills Deception +7, Religion +7, Society +5, Stealth +7, Thievery +7

Str +1, **Dex** +2, **Con** +2, **Int** +1, **Wis** +4, **Cha** +3

Items Lethargy poison (2), spear frog poison (applied to sword), scroll of Animate Dead, studded leather armor, crossbow (10 bolts), short sword, thieves' tools, cloak of the yeti, ring of keys (key to trap door in area H7, chest in H11, and cage in area H16), unholy symbol, stolen spellbook (alarm, chill touch, feather fall, detect magic, read aura, ray of enfeeblement), 10 sp

AC 17; **Fort** +5, **Ref** +6, **Will** +8

HP 28

Speed 25

Melee ♦ short sword +12 (agile, finesse, versatile s), **Damage** 1d6+3 piercing (plus spear frog poison)

Ranged ♦ crossbow +10 (range increment 120 feet), **Damage** 1d8+4 piercing

Spells DC 15, attack +7 ; **2nd** *harm* (×4), *invisibility*, *death knell*; **1st** *magic weapon*, *fear*, *command*; **cantrips** (**1st**) *chill touch*, *divine lance*, *light*, *shield*, *prestidigitation*