

DRAUGR PIRATE CAPTAIN

CREATURE 10

CE

MEDIUM

UNDEAD

WATER

Converted by VaranSL

Perception +16; darkvision

Languages Common, Polyglot; can't speak any languages

Str +8, **Dex** +3, **Con** +5, **Int** -1, **Wis** +2, **Cha** +2

The Sea's Revenge (curse, divine, necromancy) A creature that slays a draugr is subjected to a *mariner's curse* spell with a save DC of 29. The curse ends if the draugr is buried in a calm sea or after 1 week passes.

Items +1 striking greatsword

AC 29; **Fort** +21, **Ref** +17, **Will** +17

HP 220 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious;

Resistances fire 10; **Weaknesses** positive 13

Speed 25 feet, swim 25 feet

Melee ♦ greatsword +22 [+17/+12] (versatile P), **Damage** 2d12+14 slashing plus grotesque gift

Primal Innate Spells DC 24 ; **2nd** *obscuring mist* (at will);

Grotesque Gift (olfactory) A draugr's attacks spatter their targets with rancid flesh and rotting seaweed. A creature damaged by a draugr's Strike must succeed at a DC 27 Fortitude save or become sickened 1 (sickened 2 on a critical failure).

Mist Sight While the draugr is in mists it has created, it doesn't need to succeed at a flat check to target concealed creatures.

Swipe ♦♦ The draugr makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for the draugr's multiple attack penalty.