

Rowan Mouri

Male human sorcerer 9

NE Medium humanoid

Init +3; **Senses** Perception +0

Languages Abyssal, Common, Infernal

DEFENSE

AC 20, touch 15, flat-footed 17 (+3 armor, +3 Dex, +2 deflection, +2 natural)

hp 60 plus *false life* (9 HD)

Fort +6, **Ref** +9, **Will** +9

Defensive Abilities death's gift; **DR** 10/– vs. nonlethal damage; **Resist** cold 10

OFFENSE

Speed 30 ft. (6 squares)

Melee club +4 (1d6)

Ranged 3 *scorching rays* +7 touch (4d6 fire)

Bloodline Spell-like Abilities (CL 9th; Concentration +13)

1/day – grasp of the dead (9d6 slashing, DC 18)

7/day – grave touch (7 rounds)

Sorcerer Spells Known (CL 9th; Concentration +13)

4th (5/day) – *animate dead*, *rigor mortis*^{HA}, *wall of bone*^{MTT}

3rd (7/day) – *excruciating deformation*^{UM}, *symbol of exsanguination*^{M HA}, *vampiric touch*, *waves of blood*^{HA}

2nd (7/day) – *boneshaker*^{HA}, *darkness*, *darkvision*, *false life*, *ghoul touch*

1st (7/day) – *bloodbath*^{HA}, *chill touch*, *detect undead*, *feather fall*, *grasping corpse*^{HA}, *obscuring mist*

0 (at will) – *arcane mark*, *bleed*, *detect magic*, *disrupt undead*, *ghost sound*, *light*, *prestidigitation*, *touch of fatigue*

Bloodline undead

STATISTICS

Abilities Str 10 (+0), Dex 16 (+3), Con 10 (+0), Int 14 (+2), Wis 10 (+0), Cha 18 (+4)

Base Atk +4; **CMB** +4; **CMD** 17

Feats Eschew Materials^B, Greater Spell Focus (necromancy), Magical Aptitude^B, Spell Focus (necromancy), Spell Specialization (animate dead), Toughness^B, Undead Master, Weapon Finesse

Skills Bluff +16, Intimidate +16, Knowledge (religion) +14, Spellcraft +16, Use Magic Device +18

SQ bloodline arcana (corporeal undead affected by humanoid-affecting spells)

Combat Gear material components (*animate dead* [300gp worth]), *wand of scorching ray* (CL 11th, 10 charges); **Other Gear** *amulet of natural armor* +2, *bracers of armor* +3, *cloak of resistance* +3, club, cyclops fast zombies (4), *ring of protection* +2

Encumbrance light 33 lb., medium 66 lb., heavy 100 lb.; **Weight Carried** 5 lb.

SPECIAL ABILITIES

Death's Gift (Su) You gain resist cold 10 and DR 10/– against nonlethal damage.

Grasp of the Dead (Sp) You can cause a swarm of skeletal arms to burst from the ground to rip and tear at your foes. The skeletal arms erupt from the ground in a 20-foot-radius burst. Anyone in this area takes 1d6 points of slashing damage per sorcerer level. Those caught in the area receive a Reflex save for half damage. Those who fail the save are unable to move for 1 round. The DC of this save is equal to 10 + ½ your sorcerer level + your Charisma modifier. The skeletal arms disappear after 1 round. The arms must burst up from a solid surface. This power has a range of 60 feet.

Grave Touch (Sp) You can make a melee touch attack as a standard action that causes a living creature to become shaken for a number of rounds equal to ½ your sorcerer level (minimum 1). If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your sorcerer level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.



Rowan's Zombie Bodyguards

Cyclops Fast Zombies

NE Large undead

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

DEFENSE

AC 16, touch 9, flat-footed 16 (+4 armor, +3 natural, -1 size)

hp 66 (12 HD)

Fort +4, **Ref** +4, **Will** +8

Immunities undead traits

OFFENSE

Speed 30 ft. (6 squares)

Melee greataxe +14/+9 (3d6+9/×3) and slam +14 (1d8+6) or
slam +14/+14 (1d8+6)

Ranged heavy crossbow +8 (2d6/19-20)

Space 10 ft.; **Reach** 10 ft.

Special Attacks quick strikes

STATISTICS

Abilities Str 23 (+6), Dex 10 (+0), Con -, Int -, Wis 10 (+0), Cha 10 (+0)

Base Atk +9; **CMB** +16; **CMD** 26

Feats Toughness^B

Skills Stealth -7; **Armor Check Penalty** -3

Gear greataxe, heavy crossbow, hide armor

Encumbrance light 400 lb., medium 800 lb., heavy 1,200 lb.; **Weight Carried** 90 lb.

SPECIAL ABILITIES

Quick Strikes (Ex) Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus (included above).

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

