Defender (aka Thamur the Skull)

Fencer form:

HP: 50

AC: 15

MS: 40ft

Darkvision – 60 ft, tremor sense 20 ft

Greater invisibility – 1 cast, will cast it right before the ambush/fight, 1-minute duration concentration

Sneak attack – 4d6

**Magic rapier** – +10 to hit 1d8+6 , magic piercing dmg

2 common daggers - +9 to hit 1d4 +6 piercing dmg

Minor illusion, magic hand, Sapping sting, fireblast

3 1st level spell slots –Ray of sickness, burning hands, false life

2 2nd level spell slots – Ray of enfeeblement

1 3rd level spell slot – fireball (ALARM THIS CAN BE WAAAAAY TOO MUCH, use it as self destruction)

1 4th level spell slot – greater invisibility