

UNDEAD PIRATE**CR 2****XP 600**

Male ghoul fighter 1

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +9

DEFENSE**AC** 19, touch 14, flat-footed 15 (+3 armor, +4 Dex, +2 natural)**hp** 21 (3 HD; 2d8+1d10+7)**Fort** +5, **Ref** +4, **Will** +7**Defensive Abilities** channel resistance +2; **Immune** undead traits

OFFENSE**Speed** 30 ft.**Melee** scimitar +6 (1d6+4/18-20) and bite +3 (1d6+1 plus disease and paralysis) or bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)**Special Attacks** paralysis (1d4+1 rounds, DC 14, elves are immune to this effect)

STATISTICS**Str** 17, **Dex** 19, **Con** —, **Int** 11, **Wis** 18, **Cha** 16**Base Atk** +2; **CMB** +9; **CMD** 22**Feats** Multiattack, Weapon Finesse, Weapon Focus (scimitar)**Skills** Acrobatics +6, Climb +8, Perception +9, Profession (sailor) +9, Stealth +9, Swim +6**Languages** Common**Gear** scimitar, studded leather armor