ARCEM   CR 11

XP 12,800

CE Medium undead (augmented humanoid)

Male dark stalker rogue 3/fighter 4

Init +10; **Senses** darkvision 60 ft., see in darkness; Perception +15

DEFENSE

AC 27, touch 17, flat-footed 22 (+7 armor, +6 Dex, +1 dodge, +5 natural)

hp 127 (13 HD; 9d8+4d10+65)

Fort +13, **Ref** +13, **Will** +4

Defensive Abilities bravery +1, channel resistance +4, evasion, trap sense +1; **DR** 10/magic and slashing; **Immune** cold, electricity, *magic missile*, undead traits; **Resist** fire 10

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee *+1 mithral elven curve blade* +19/+14 (1d10+13 plus poison/18-20)

Special Attacks death throes, sneak attack (+5d6)

Spell-like Abilities (CL 13)

At will—*deeper darkness*, *detect magic*, *fog cloud*

STATISTICS

Str 25, **Dex** 22, **Con** —, **Int** 11, **Wis** 11, **Cha** 18

Base Atk +10; **CMB** +17; **CMD** 33

Feats Cleave, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Initiative[B], Mobility, Power Attack, Step Up, Toughness[B], Weapon Focus (elven curve blade), Weapon Specialization (elven curve blade)

Skills Acrobatics +17, Climb +26, Perception +15, Sleight of Hand +6, Stealth +25; **Racial Modifiers** +12 Climb, +4 Perception, +4 Stealth

Languages common, dark folk, undercommon

SQ armor training 1, poison use, rogue talent (bleeding attack), trapfinding

Gear *+1 mithral breastplate*, *+1 mithral elven curve blade*, *belt of giant strength +2*, black smear (6), *potions of inflict serious wounds* (2)

SPECIAL ABILITIES