

ELVALIA BLACKWIND, APPRENTICE CR 3**XP 800**

Female elf necromancer 4

LN Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 shield)**hp** 10 (4d6-4)**Fort** +0, **Ref** +4, **Will** +5; +2 vs. enchantments**Immune** elven immunities

OFFENSE

Speed 30 ft.**Melee** masterwork quarterstaff +2 (1d6 - 1)**Special Attacks** grave touch (2/day), power over undead (7/day, DC 13)**Spells Prepared** (CL 4th)2nd—*alter self*, *ghoul touch* (DC 18), *scare* (DC 18)1st—*ray of enfeeblement* (2), *sleep* (DC 15), *summon monster I*0—*detect magic*, *light*, *prestidigitation*, *ray of frost*

STATISTICS

Str 8, **Dex** 16, **Con** 8, **Int** 18, **Wis** 13, **Cha** 12**Base Atk** +2; **CMB** +1; **CMD** 14**Feats** Command Undead, Greater Spell Focus (necromancy), Scribe Scroll, Spell Focus (necromancy)**Skills** Appraise +11, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (the planes) +11, Perception +7, Spellcraft +11; **Racial Bonuses** +2 Perception**Languages** Abyssal, Aklo, Auran, Common, Elven, Terran**SQ** cantrips, elven magic, keen senses, weapon familiarity**Gear** masterwork quarterstaff, *scroll of black tentacles*, *scroll of protection from energy*, *scroll of summon monster IV*, *wand of mage armor* (9 charges*), *wand of shield* (9 charges*), wizard's spellbook

*Each of these had 10 charges, but were used once before the beginning of the battle.