

POWDERPOT

CREATURE 10

CE

SMALL

HUMANOID

CHARAU-KU

Converted by VaranSL

Perception +17; darkvision, scent (imprecise) 30 feet

Languages Abyssal, Common, Osiriani, Polyglot

Skills Arcana +20, Athletics +19, Crafting +22 (+23 to Craft alchemical items), Intimidation +18, Survival +17, Sailing Lore +18

Str +5, **Dex** +7, **Con** +4, **Int** +6, **Wis** +3, **Cha** +2

Items +1 boarding pike, alchemist goggles, alchemist's tools

AC 29; **Fort** +18, **Ref** +21, **Will** +17

HP 168

Infused Items Powderpot carries infused moderate acid flasks (4), infused moderate alchemist's fires (4), infused moderate bestial mutagen (2), infused moderate elixirs of life (2), infused moderate sea touch elixir (2), infused reagents (7), and infused wyvern poison (2). These items last for 24 hours, or until the next time they make their daily preparations.

Speed 25 feet, climb 25 feet

Melee ♦ fist +19 [+15/+11] (agile, nonlethal), **Damage** 1d4+7 bludgeoning

Melee ♦ pike +20 [+15/+10] (magical, reach, shove), **Damage** 2d10+7 piercing

Ranged ♦ bomb +22 [+17/+12], **Damage** varies by bomb

Melee ♦ thrown debris +21 [+16/+11] (deadly d6, thrown 20 feet), **Damage** 3d6+7 bludgeoning

Alchemical Formulas (10th) moderate acid flask, moderate alchemist's fire, moderate bestial mutagen, moderate elixirs of life, moderate sea touch elixir, wyvern poison

Quick Alchemy ♦ Cost 1 batch of infused reagents; **Effect** Powderpot creates a single alchemical item from his formula book (see Alchemical Formulas). This item has the infused trait, but it remains potent only until the end of his next turn.

Quick Bomber ♦ Powderpot can use Interact to draw a bomb, then Strike with it.

Shrieking Frenzy ♦ (primal, transmutation); **Frequency** once per hour; **Trigger** Powderpot's turn begins; **Effect** Powderpot is quickened until the end of his turn and can use the extra action only to Stride or Strike. While in the frenzy, Powderpot can't speak and automatically critically fails Stealth checks, due to his loud wailing.

Thrown Weapon Mastery Any weapon Powderpot throws gains the deadly d6 weapon trait.

Furthermore, when Powderpot throws an improvised weapon, he does not take the -2 penalty for doing so, nor does he take a penalty for using a thrown improvised weapon with the nonlethal trait to make a lethal attack.