

CAPTAIN BARNABAS HARRIGAN

CREATURE 15

UNIQUE

NE

MEDIUM

HUMANOID

HUMAN

Converted by VaranSL

Perception +26

Languages Common

Skills Acrobatics +27, Athletics +27 (+29 to Swim), Deception +25 (+27 to Feint), Intimidation +27, Stealth +29, Sailing Lore +25

Str +6, **Dex** +8, **Con** +7, **Int** +2, **Wis** +5, **Cha** +4

Items +2 greater striking mithral shortsword, +1 hatchet, buckler, bag of holding type 1, gloves of storing, howling skull armor, x2 moderate healing potions, greater healing potion

AC 37 (38 with buckler raised); **Fort** +23, **Ref** +30, **Will** +27

HP 285


Attack of Opportunity 

Speed 30 feet

Melee  shortsword +31 [+27/+23] (agile, finesse, versatile S), **Damage** 3d6+14 piercing

Melee  handaxe +30 [+26/+22] (agile, sweep), **Damage** 1d6+14 piercing

Ranged  handaxe +30 [+26/+22] (agile, thrown 10 feet), **Damage** 1d6+8 piercing

Blood in the Eyes  Harrigan makes a melee Strike with a slashing weapon. If Harrigan hits, the target suffers the normal effects of the Strike and makes a DC 36 Reflex save. Regardless of their save, they're temporarily immune until the battle ends.

Critical Success No effect.

Success They take 1d6 persistent bleed damage.

Failure They are dazzled until the beginning of Harrigan's next turn and take 1d6 persistent bleed damage.

Critical Failure They are blinded until the beginning of Harrigan's next turn and take 2d6 persistent bleed damage.

Dread Striker Any creature that has the frightened condition is also flat-footed against Harrigan's attacks.

Sneak Attack Harrigan's Strikes deal an additional 3d6 precision damage to flat-footed creatures.

Howling Skull Armor / Item 12

Abjuration / Enchanted / Invested / Magical

Usage worn armor; **Bulk** 1

This +2 resilient studded leather armor is decorated with metal skulls and grants a +2 item bonus to Intimidation checks.

Activate (AA) **Interact**; **Frequency** Once per day; **Effect** The armor casts a 3rd-level *fear* spell with a DC of 31.