

# EDERLEIGH BAINES

## CREATURE 9

CN

MEDIUM

HUMANOID

HUMAN

converted by VaranSL

**Perception** +16

**Languages** Abyssal, Common, Cyclops, Polyglot

**Skills** Acrobatics +19 , Athletics +14 , Crafting +18 , Deception +13 , Stealth +19 , Sailing Lore +16

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

**Items** leather armor, +1 striking shortsword, crossbow

**AC** 26; **Fort** +17, **Ref** +21, **Will** +14

**HP** 154; **Weaknesses** madness

**Madness** Ederleigh has lost his mind and is easily frightened. If Ederleigh ends his turn and is Frightened, he must succeed on a DC 11 flat check to decrease its value.

**Speed** 25 feet

**Melee** ♦ shortsword +22 [+18/+14] (agile, finesse, versatile S), **Damage** 2d6+10 piercing

**Ranged** ♦ crossbow +21 [+16/+11] (range increment 120 feet, reload 1), **Damage** 1d8+4 piercing

**Arcane Prepared Spells** DC 24, attack +16 ; **4th** *confusion, dimension door*; **3rd** *haste, levitate, lightning bolt*; **2nd** *blur, invisibility, mirror image*; **1st** *feather fall, true strike* (×2); **cantrips (4th)** *acid splash, ghost sound, prestidigitation, shield, sigil*

**Sneak Attack** Ederleigh's Strikes deal 2d6 extra precision damage to flat-footed creatures.