NE SMALL HUMANOID HALFLING

Converted by VaranSL

Perception +18; keen eyes

Languages Common, Draconic, Gnome, Halfling, Infernal, Polyglot

Skills Acrobatics +19, Arcana +20, Athletics +18 (+20 to Swim), Crafting +24 (+26 to Craft alchemical items), Nature +20, Stealth +19, Thievery +21, Sailing Lore +22

Str +2, Dex +5, Con +4, Int +6, Wis +2, Cha -1

Keen Eyes The Eel gains a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet. When he targets an opponent that is concealed or hidden from him, he reduces the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

Infused Items The Eel carries the following infused items, which last 24 hours or until the next time he makes his daily preparations: infused greater acid flasks (4), infused greater alchemist's fires (4), infused greater antidote (2), infused greater darkvision (2), infused moderate elixir of life (4), infused reagents (8), infused shadow essence (2), infused moderate sea touch elixir (2).

Items +1 leather armor, +1 striking shortsword, alchemist's tools, formula book, greater alchemist goggles

AC 31; Fort +22, Ref +21, Will +18

HP 216

Speed 25 feet

Melee ◆ shortsword +24 [+20/+16] (agile, finesse, versatile S), Damage 2d6+8 piercing plus shadow essence

Ranged ❖ alchemical bomb +25 [+20/+15] (range increment 30 feet, splash), **Damage** varies by bomb

Alchemical Formulas (12th) greater acid flask, greater alchemist's fire, greater antidote, greater darkvision elixir, moderate elixir of life, shadow essence, moderate sea touch elixir

Expanded Splash The Eel's bombs that have the splash trait deal 6 extra splash damage, and splash to 10 feet.

Quick Alchemy Cost 1 batch of infused reagents; **Effect** The Eel 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 The Eel Interacts to draw a bomb then Strikes with it.