

SEVROTH SLAID

CREATURE 4

UNIQUE

CN

MEDIUM

HUMANOID

HUMAN

Perception +11

Languages Common, Hallit

Skills Acrobatics +10, Athletics +13, Intimidation +9, Stealth +10, Survival +6, Scrapwall Lore +10

Str +4, **Dex** +3, **Con** +0, **Int** -1, **Wis** +2, **Cha** +2

Items studded leather armor, 3 silverdisks, 15 gp

AC 22; **Fort** +9, **Ref** +12, **Will** +11

HP 57

Speed 25 feet

Melee ♦ fist +14 (agile, finesse, unarmed), **Damage** 1d8+7 bludgeoning

Brawler's Flurry ♦♦ Sevroth makes two melee Strikes against the same target. If both attacks hit and deal the same type of damage, combine the damage from both Strikes and apply resistances and weaknesses only once. Both attacks count toward Sevroth's multiple attack penalty, but the penalty increases only after both attacks.