

# SEVROTH SLAID

## CREATURE 4

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.