

ANIMUS STRIKER

CREATURE 13

RARE

NE

MEDIUM

HUMANOID

ANIMUS

Converted by VaranSL

Perception +25; darkvision

Languages Any

Skills Acrobatics +25, Deception +24, Intimidation +24, Stealth +27, Thievery +27

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

Animus Being An animus is the exact duplicate of a single creature that came within 10 feet of an animus mural. The animus' only desire in life is to find its duplicate, kill them, and replace them. The animus looks exactly like its target, except for having an animal head. All equipment and items on an animus dissolve to dust if the animus is killed.

Sense Duplicate (divination, occult, scrying) An animus knows the exact direction and distance of their duplicate (as long as both are on the same plane).

Items +1 resilient leather armor, +2 greater striking rapier, +2 striking shortbow

AC 34; **Fort** +20, **Ref** +28, **Will** +24

HP 215

Speed 30 feet

Melee ♦ rapier +25 [+20/+15] (deadly 2d8, disarm, finesse), **Damage** 3d6+11 piercing

Melee ♦ animal head +20 [+16/+12] (agile), **Damage** 3d6+11 slashing plus 1d4 persistent bleed

Ranged ♦ shortbow +25 [+20/+15] (deadly 1d10, range increment 60 feet, reload 0), **Damage** 2d6+6 piercing

Hated Duplicate The animus deals an additional 2d6 mental damage to its duplicate.

Sneak Attack The animus deals an additional 3d6 precision damage plus 3d6 persistent bleed damage to flat-footed creatures.