

# ANIMUS SOLDIER

CREATURE 13

RARE

NE

MEDIUM

HUMANOID

ANIMUS

Converted by VaranSL

**Perception** +23; darkvision

**Languages** Any

**Skills** Athletics +27, Deception +24, Intimidation +24

**Str** +8, **Dex** +4, **Con** +6, **Int** +3, **Wis** +4, **Cha** +5

**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** +2 resilient plate armor, +2 greater striking greatsword

**AC** 37; **Fort** +26, **Ref** +20, **Will** +20

**HP** 235


**Attack of Opportunity** 

**Speed** 20 ft.

**Melee**  greatsword +27 [+22/+17] (versatile p), **Damage** 3d12+13 slashing

**Melee**  animal head +25 [+21/+17] (agile), **Damage** 3d6+13 piercing plus 1d4 persistent bleed

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

**Sudden Charge**  The animus Strides twice. If they end their movement within melee reach of an enemy, the animus makes a melee Strike against that enemy.