

CE

SMALL

HUMANOID

GOBLIN

Lamashtu Tainted

Perception +6; darkvision

Languages Common, Goblin


Skills Acrobatics +10, Athletics +10, Intimidation +9, Nature +9, Stealth +10

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

Items Longsword, Silver dagger (low grade), Hatchet, Moderate Juggernaut Mutagen, Wolf Fang Talisman, Oil of Potency

AC 20; **Fort** +9, **Ref** +8, **Will** +6


HP 40; **Immunities** Acid, mental, poison

Goblin Scuttle  **Trigger** A goblin ally ends a move action adjacent to Koruvus. **Effect** Koruvus Steps.

Attack of Opportunity 

Speed 25 feet



Melee  longsword +11 (versatile), **Damage** 1d8+6 piercing or slashing

Melee  silver dagger +11 (agile, versatile, finesse), **Damage** 1d4+5 piercing or slashing

Melee  hatchet +11 (agile, sweep), **Damage** 1d6+5 slashing

Ranged  silver dagger +11 (10 feet range increment), **Damage** 1d4+5 piercing

Ranged  hatchet +11 (10 feet range increment), **Damage** 1d6+5 slashing

Vomit Bile   Koruvus spews a 20 foot line of foul-smelling and acidic blood from his mouth that does 4d6 acid damage (DC 17 reflex) and anyone damaged by it is sickened 1.

Koruvus can't Vomit Bile again for 1d4 rounds