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MEDIUM

HUMANOID

GOBLIN

Perception +9; darkvision, scent (imprecise) 30 feet

Skills Acrobatics +7, Athletics +7, Intimidation +7, Stealth +10, Survival +8

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

Wild Empathy Bruthazmus can use Diplomacy to Make an Impression on and make very simple Requests of animals.

Items Studded Leather Armor, Composite Longbow and 20 arrows, War Flail, necklace of elf ears.

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

HP 45

Speed 25 feet

Melee ♦ war flail +12 (Disarm, Sweep, Trip), **Damage** 1d10+4 bludgeoning

Melee ♦ fist +12 (agile, nonlethal), **Damage** 1d4+4 bludgeoning

Ranged ♦ composite longbow +11 (Deadly d10, Propulsive, Volley 30 ft.), **Damage** 1d8+2 piercing

Hunt Prey ♦ Bruthazmus designates as his prey a single creature that he can see and hear or that he is

Tracking. He gains a +2 circumstance bonus to Perception checks when he Seeks his prey and a +2 circumstance bonus to Survival checks when he Tracks his prey. Bruthazmus also ignores the penalty for making ranged attacks within his second range increment against his prey.

Lastly, Bruthazmus gains a +2 circumstance bonus to Deception checks, Intimidation checks, and Stealth checks against his prey and to any check to Recall Knowledge about his prey, as well as a +1 circumstance bonus to AC against his prey's attacks. Bruthazmus can have only one prey designated at a time.

Flurry ♦ (Hunted Prey) Bruthazmus has trained to unleash a devastating flurry of attacks upon his prey. His multiple attack penalty for attacks against his hunted prey is -3 (-2 with an agile weapon / fist) on his second attack of the turn instead of -5, and -6 (-4 with an agile weapon / fist) on his third or subsequent attack of the turn, instead of -10.