

BRUTHAZMUS

CREATURE 3

N**MEDIUM****HUMANOID****GOBLIN**

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

Languages common, goblin

Skills Acrobatics +7, Athletics +7, Intimidation +7, Stealth +10, Survival +9

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

Items war flail, composite longbow (and 20 arrows), *climbing arrow*, studded leather armor, biting snare, tanglefoot bag, *holly bush*, necklace of elf ears

AC 19; **Fort** +9, **Ref** +9, **Will** +6

HP 48

Speed 25 feet

Melee ♦ war flail +12 (disarm, sweep, trip), **Damage** 1d10+6 bludgeoning

Melee ♦ fist +12 (agile, finesse, nonlethal, unarmed), **Damage** 1d6+5 bludgeoning

Melee ♦ composite longbow +10 (deadly d10, propulsive, range increment 100 ft., volley 30 ft.), **Damage** 1d8+6 piercing

Hunt Prey ♦ Bruthazmus designates a single creature he can see and hear, or one he's Tracking, as their prey. Bruthazmus gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. The first time Bruthazmus hits the designated prey in a round, he deals an additional 1d8 precision damage. Bruthazmus also ignores the penalty for making ranged attacks within their second range increment. These effects last until Bruthazmus uses Hunt Prey again.

Hunted Shot ♦ **Frequency** Once per round; **Effect** Bruthazmus makes two composite longbow Strikes against his hunted prey. If both Strikes hit, combine their damage for the purpose of resistances and weaknesses.

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