

N

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

**Items** Studded Leather Armor, Composite Longbow and 20 arrows, War Flail, Biting Snare, Climbing Arrow, Moderate Tanglefoot bag, Holly Bush Feather Token, 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.

**Hunted Shot** ♦ (Flourish, Ranger); **Frequency** once per round

**Requirements** You are wielding a ranged weapon with reload 0.

You take two quick shots against the one you hunt. Make two Strikes against your prey with the required weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.

**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.