

# KORUVUS

# CREATURE 3

**CE****MEDIUM****HUMANOID****GOBLIN**

**Perception** +6; darkvision

**Languages** common, goblin


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

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

**Items** +1 *longsword*, dagger, hatchet, juggernaut mutagen (moderate), *wolf fang*, *oil of potency*


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


**HP** 42; **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* +12 (magical, versatile P), **Damage** 1d8+6 slashing

**Melee**  dagger +10 (agile, finesse, versatile S), **Damage** 1d4+5 piercing

**Melee**  hatchet +10 (agile, sweep), **Damage** 1d6+5 slashing

**Ranged**  dagger +10 (agile, finesse, thrown 10 ft., versatile S), **Damage** 1d4+5 piercing

**Ranged**  hatchet +10 (agile, thrown 10 ft.), **Damage** 1d6+5 slashing

**Vomit Bile**  (acid) Koruvus spews a 20 foot line of foul-smelling and acidic blood from his mouth that deals 4d6 acid damage (DC 17 Reflex save).

**Critical Success** The creature takes no damage

**Success** The creature takes half damage and is sickened 1 for one turn as they shake off the remaining bile

**Failure** The creature takes full damage and is sickened 1 for 1 minute

**Critical Failure** The creature takes double damage and is sickened 2 for 10 minutes. The creature can't reduce it's sickened condition below 1 until the 10 minutes have elapsed.

Koruvus can't use Vomit Bile again for 1d4 rounds.