

# CYCLOPS WARRIOR

## CREATURE 8

**LE****LARGE****HUMANOID****GIANT**

created by VaranSL

**Perception** +16; low-light vision

**Languages** Common, Cyclops, Jotun

**Skills** Athletics +18, Intimidation +13, Survival +14, Fortune-telling Lore +16

**Str** +6, **Dex** -1, **Con** +3, **Int** +0, **Wis** +4, **Cha** +1


**Items** +1 striking greataxe, heavy crossbow (10 bolts), hide armor

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**AC** 25; **Fort** +17, **Ref** +11, **Will** +16

**HP** 143


**Ferocity** 


**Flash of Insight**  (divination, occult, fortune); **Frequency** once per day; **Trigger** The cyclops is about to roll a d20. **Effect** The cyclops peers into an occluded spectrum of possible futures. It gets a success (but not a critical success) on the roll instead of rolling.

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**Speed** 30 feet

**Melee**  greataxe +20 [+15/+10] (reach 10 feet, sweep), **Damage** 2d12+10 slashing

**Ranged**  heavy crossbow +13 [+8/+3] (range increment 120 feet, reload 2), **Damage** 1d10+4 piercing

**Axe Sweep**  The cyclops makes a greataxe Strike and compares the attack roll to the AC of up to three foes, each of whom must be within its melee reach and adjacent to at least one other target. It rolls damage only once and applies it to each creature hit. A Sweep counts as two attacks for its multiple attack penalty.