

## Grazuul, Paragon Scrag (Conscript 3)

CR 8

XP 9600

Male scrag conscript 3

CE Large humanoid (giant, aquatic)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

### DEFENSE

**AC** 18, touch 13, flat-footed 14; (+4 Dex, +5 natural, –1 size)

**hp** 111 / 111 (6d8+3d10+63); regeneration 5 (acid or fire, only when in contact with water)

**Fort** +15, **Ref** +9, **Will** +7

**Special Defenses** Indomitable Will, Resolve 2/day

### OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** +1 *vicious adamantite trident* +16/+11 (2d6+9+2d6) and bite +10 (1d8+4), or bite +15 (1d8+9) and 2 claws +15 (1d6+9)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rend (2 claws, 1d6+13)

### Sphere Talents

*Equipment Sphere*

Armor Training, Gladiator Training

*Brute Sphere*

Smash, Dominoes, Focused Might, Hammer, Hostile Movement

*Gladiator Sphere*

Cow Enemy, Coward's Bane

### STATISTICS

Str 28, Dex 18, Con 24, Int 4, Wis 11, Cha 8

**Base Atk** +7; **CMB** +16 (+18 Brute); **CMD** 30

**Feats** Combat Sphere Specialization (Brute), Extra Combat Talent, Iron Will, Muscular Reflexes, Skill Focus (Perception), Vital Strike

**Skills** Intimidate +11, Perception +15, Swim +17

Languages Giant

SQ amphibious, Paragon

### SPECIAL ABILITIES

**Vicious Trident:** Grazuul's trident does an additional 2d6 points of damage, but 1d6 damage to himself.

**Paragon:** Grazuul has an extra hit point pool. All damage is applied to one hit point pool before being applied to the other. He takes an additional turn while he has an extra hit point pool. When one hit point pool is destroyed, he loses the extra action.

**Brute Sphere:** Grazuul does not provoke AoOs on bull rush, drag, repositions, or overrun attempts. When he successfully does one of those maneuvers, he can Smash (make a free melee attack). He can bull rush targets one square to the left or right for each square they are moved. He can reposition targets into intrinsically dangerous areas. If he moves a target into a wall, creature, or object, the targets suffer 1d6+9 damage, plus an additional 1d6 for every 5 ft they couldn't move beyond the other thing. Grazuul can perform a maneuver as a full round action and regain martial focus before the maneuver.

**Gladiator Sphere:** When Grazuul deals damage on an attack action or makes a successful combat maneuver, he can Intimidate to demoralize as a swift action. If he has demoralized someone, he gains advantage on his first attack roll against them (1/rd).

**Resolve:** Usable twice for each hit point pool. Determined (remove fatigued, shaken, sickened), Resolute (Roll advantage on Fortitude/Will as immediate action), Unstoppable (reduced below 0, immediate action stabilize)