

Great Cyclops Brawler CR 18

XP 153,600

CE Huge humanoid ([giant](#)), brawler 6

Init +1; **Senses** low-light vision; [Perception](#) +32

Defense

AC 31, touch 12, flat-footed 27 (+6 armor, +3 Dex, +13 natural, +1 dodge, -2 size)

hp 412 (17d8 plus 6d10 +230)

Fort +21, **Ref** +15, **Will** +23

Offense

Speed 50 ft.

Melee unarmed strikes +32/+27/+22/+17 (3d6+16) or Flurry +30/+30/+25/+20/+15 (3d6+16)

Ranged rock +12 (2d6+24)

Space 15 ft.; **Reach** 15 ft.

Special Attacks [powerful charge](#) (gore, 4d8+24), rock throwing (120 ft.), unarmed strike, martial flexibility (swift action, 2/day), brawler's strike (magic), close weapon mastery, knockout (1/day DC29), brawler's training, maneuver training (grapple),

Tactics

During Combat:

Statistics

Str 36, **Dex** 13, **Con** 25, **Int** 7, **Wis** 14, **Cha** 8

Base Atk +18; **CMB** +36 (+38 grapple); **CMD** 47 (49 vs grapple)

Feats [Awesome Blow](#), [Cleave](#), [Critical Focus](#), [Diehard](#), [Endurance](#), [Improved Bull Rush](#), [Iron Will](#), [Power Attack](#), [Sickening Critical](#), [Toughness](#), [Iron Will](#), [Improved Grapple](#), [Greater Grapple](#), [Combat Reflexes](#)

Skills [Escape Artist](#) +10, [Perception](#) +32, [Sense Motive](#) +10

Languages Common, Cyclops, [Giant](#)

SQ flash of brutality

Treasure +3 leather armor, +2 belt of giant strength, +2 cloak of resistance

Special Abilities

Flash of Brutality (Su) Once per day as a swift action, a great cyclops can gain a burst of savage of inspiration. When it does, it doubles the threat range of all weapons, natural attacks, and rock attacks it makes until the start of its next turn. Furthermore, once per day, when the great cyclops reaches 0 or fewer hit points and is conscious because of its Diehard feat, this ability recharges, allowing it to use the ability a second time that same day.