

BRASS

There are thugs and then there is brass, just don't mess with him ok? He has two tusks made of brass, hence the nickname, hard to miss.

BRASS

Medium humanoid (half-orc), chaotic neutral

Armor Class 15 (leather armor)

Hit Points 59 (7d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	12 (+1)	11 (+0)	13 (+1)

Saving Throws Str +6, Con +6

Skills Athletics +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 3 (700 XP)

Orcish Made. Brass can add his Constitution modifier in place of his Dexterity modifier to determine his AC.

Actions

Multiattack. Brass makes a wrestle attack followed by three punch attacks or a wrestle attack, two punch attacks and on the move.

Punch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Wrestle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* Creature is grappled or knocked prone, at Brass' choice.

On The Move. Brass gains 10 (1d8 + 6) temporary hit points.

Reactions

Stay Here! When a creature provokes an opportunity attack from Brass, Brass can use its reaction to make a wrestle attack followed by a punch attack against that creature.



Art by Denis Pospelov