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TRIBES MOST FOUL:
TROLLS



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TRIBES MOST FOUL: TROLLS

Bored of pitting your PCs against boring, one-dimensional kobolds, orcs and goblins? Want to provide your monstrous minions with style and flair in appearance, mannerisms and battlefield tactic? Then, Tribes Most Foul is for you.

Each supplement presents three tribes in rich, flavoursome detail and includes notes on the tribe's society, practises, ecology, lair, battle tactics and notable tribal personalities as well as sample stat blocks.

Design: David Posener

Development: Creighton Broadhurst

Editing: Creighton Broadhurst

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Art: William McAusland and Seth White. Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *Tribes Most Foul: Trolls*; we hope you enjoy it and that you check out our other fine print and PDF products.

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ragingswan.com
gatekeeper@ragingswan.com

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BIGIBILA DJRANJARRA

The people of the hushed sunburnt forest tell of silent, spined monsters that slip between the pale trees and carry off travellers into the night during the hot, wet season of gorray'murrai. The Bigibila Djanjarra are bestial shapechangers that take the forms of fearsome opalescent giants and the zaglossus, the goliath echidnas which feed on the flesh of men and animals alike.

SOCIETY & ORGANISATION

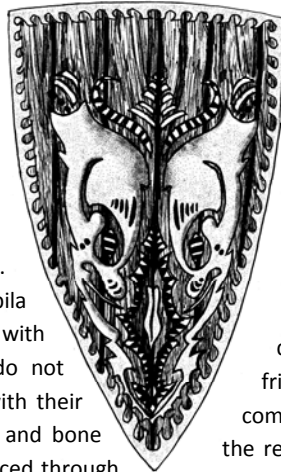
The Bigibila Djanjarra is a loose collection of troll lycanthropes which take the form of the zaglossus, a mammoth dire echidna the size of a bear. Unlike most lycanthropes, the Bigibila Djanjarra change shape based on their six seasons rather than the lunar cycle. During times of stress or during battle, a Bigibila Djanjarra reverts to its hybrid form regardless of the season.

The tribe is without a formal hierarchical structure, with the best hunting grounds determined by a troll's physical strength to repel challengers. While mostly solitary, the Djanjarra may form hunting parties to attack a large human camp during the summer months. The canniest of the trolls is usually selected as the war-leader, and these raids can involve simple feints and diversions to disrupt the defenders.

Rare trolls are blessed with druidic powers, and these are feared by their fellows as their frenzied rituals involve fire-sacrifice of weaker tribe members.

Appearance: The troll-form of the Bigibila Djanjarra is ten feet tall, wiry and lanky, with opalescent-blue, glass-smooth skin. These trolls do not wear clothes of any kind, which would interfere with their shapechanging, but many have collections of skull and bone fetishes tied with grasses about their bodies or pierced through their swiftly-healing flesh.

Their hybrid form is a hunched, solid wall of muscle, covered in long, hooked quills which bristle along its back, arms and legs. Their faces are elongated into a pointed snout from which a mucus-covered black tongue protrudes. The creatures' claws become hooked, sword-like talons which can tear through rock and bones alike.



TRIBAL ROSTER

The tribe comprises the following members:

- 46 troll natural were-dire echidna
- 7 young (young natural troll natural were-dire echidna)
- Andrenjal (CE male troll natural were-dire echidna druid 5)
- Wonggarra (CE male troll natural were-dire echidna rogue 3)
- Itinadyana (CE female troll natural were-echidna ranger [wild stalker] 5)

ECOLOGY & LAIR

During the cold seasons of tugarah tuli and tugarah gunya'marra, the Djanjarra take the full animal shape of the giant echidna to mate and feast on the abundant giant honey-ants living in their mountainous, towering mounds and underground labyrinths. The creatures' eggs hatch in the warming murrai'yunggoray season, and the Djanjarra take their hybrid forms to suckle their young and to travel to their preferred hunting grounds.

Gorray'murrai and gadalung marool, the hot-wet and hot-dry seasons respectively, are times for hunting meat, and the Bigibila Djanjarra take their troll forms during these seasons to stalk kangaroos, emus, diprotodons and manflesh.

Finally during bana'murra'yung the were-dire echidnas resume their hybrid forms and travel back to their mating grounds, gathering fruit and meat in equal parts.

The Djanjarra have driven out all other troll tribes from the region, including the poisonous were-platypus scraggs of the Gulungralai River. The Djanjarra are all natural lycanthropes.

COMBAT & TACTICS

The trolls of the Bigibila Djanjarra are simple hunters, relying on their size, speed and regeneration to overcome any prey, no matter the size. In their hybrid forms, they use their sticky, powerful tongues to ensnare their victims before drawing them into their clutches. They are also frightening scavengers, waiting for human hunters to complete a kill before driving them off. The human tribes of the region now practise fire-stick hunting – creating lines of fire to drive animals into ambushes and to dissuade the trolls from their thievery.

IN YOUR CAMPAIGN

In your campaign, the Bigibila Djanjarra can be used as nightmare monsters haunting the wild-lands outside civilisation. Reports of a Djanjarra attack panic the local population, and increase tensions until the creature is slain.

The tribe's druids could call for a major raid into a settlement to garner prisoners for their vile fire-sacrifices. Otherwise, the wisdom of the tribe's druids could be required by the PCs to learn about an even more dangerous enemy.

Note that if your campaign is rooted in an European or American mythos, replace the references to echidnas with porcupines or giant anteaters.

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file trolls. A few members are, however, exceptional:

- **Andrenjal (CE male troll natural were-dire echidna druid 5):** The most powerful of the tribe's druids, Andrenjal is the fastest to call for fire-sacrifice in the face of their ancestor's displeasure. Andrenjal's skin is a striking cobalt-blue and is usually daubed with swirling chalk and ochre patterns.
- **Itinadyana (CE giant female troll natural were-dire echidna ranger [wild stalker] 5):** Itinadyana is the tribe's most powerful warrior and hunter, and commands the wide hunting grounds which overlook the Julliwarra Trail. Her reputation is terrifying,

ITINADYANA (HYBRID FORM) CR 12 (XP 19,200)
Female giant troll natural were-dire echidna ranger (wild stalker) 5
CE Huge augmented humanoid (shapechanger)
Init +2 (+4 in forests); **Senses** darkvision 60 ft., low-light vision, scent; Perception +18, Sense Motive +1
Speed 30 ft.; **ACP** 0; **Stealth** -6 (-4 in forests)

AC 20, touch 10, flat-footed 20; **CMD** 34; uncanny dodge (+2 Dex, +10 natural, -2 size)
Fort +20, **Ref** +8, **Will** +7
hp 175 (11 HD); **regeneration** 5 (acid or fire); **DR** silver/10

Space 15 ft.; **Base Atk** +9; **CMB** +22 (+26 grapple)
Melee bite (Power Attack [-3/+6]) +18 (2d6+11 plus curse of lycanthropy [DC 15]) and 2 claws (Power Attack [-3/+6]) +18 (2d6+11) or
Melee Touch tongue (range 45 ft.) +18 (grab)
Atk Options Rending Claws (+1d6); grab, pull (tongue, 15 feet), rage (16 rds.), rend (1 claw, 2d6+15+1d6)
Atk Options tongue, quills
Tongue (Ex) Itinadyana's tongue is a primary attack with reach equal to three times her normal reach. Her tongue deals no damage, but can be used to grab. Itinadyana does not gain the grappled condition while grappling with her tongue.
Quills (Ex) Itinadyana's razor-sharp quills deal 1d8+11 damage to any creature striking her with its body or a handheld weapon. Creatures wielding melee weapons with reach are not subject to this damage.
Special Actions change shape (troll, hybrid, and dire echidna; *polymorph*)
Ranger Spells Prepared (CL 2nd; concentration +3)
1st—*longstrider, magic fang*

Abilities Str 32, Dex 14, Con 33, Int 6, Wis 13, Cha 2
SQ favoured terrain (forest [+2]), lycanthropic empathy (echidnas), rage power (superstition +2), strong senses (+3), track (+2), wild empathy
Feats Endurance^B, Improved Natural Attack (claws), Improved Rending Fury, Iron Will, Power Attack, Rending Claws, Rending Fury
Skills as above plus Diplomacy -4 (+0 vs. echidnas), Knowledge (geography) -2 (+0 in forests), Survival +14 (+16 tracking or in forests; +18 tracking in forests)

Languages Giant

and none dare to travel in groups of less than twenty warriors through her hunting grounds.

- **Wonggarra (CE male troll natural were-dire echidna rogue 3):** Wonggarra is an outcast from the Djanjarra and serves as an interpreter and tracker for the humans of Lodjiri. Wonggarra is sly and cunning, and parties he leads into the wilderness often find their way into his stomach once they are far from help.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the tribe. A successful check reveals all information gained by a lesser result:

DC 15: The Bigibila Djanjarra are monstrous creatures, part-troll and part giant echidna.

DC 20: The trolls are lycanthropes, and take their vicious hybrid forms during the temperate seasons.

DC 25: Itindyan is the greatest and most terrible of the Bigibila Djanjarra, an immense creature who can eat a dozen warriors in a single gulp.

ITINADYANA (TROLL FORM) CR 12 (XP 19,200)
This horrific beast is covered with a display of razor-sharp spines three feet long. The mountainous body of the creature must weigh a ton or more, and its head is shaped into a long cone.

Female giant troll natural were-dire echidna ranger (wild stalker) 5
CE Huge augmented humanoid (shapechanger)
Init +2 (+4 in forests); **Senses** darkvision 60 ft., low-light vision, scent; Perception +18, Sense Motive +1
Speed 30 ft.; **ACP** 0; **Stealth** -6 (-4 in forests)

AC 18, touch 10, flat-footed 18; **CMD** 33; uncanny dodge (+2 Dex, +8 natural, -2 size)
Fort +19, **Ref** +8, **Will** +7
hp 164 (11 HD); **regeneration** 5 (acid or fire); **DR** silver/10

Space 15 ft.; **Base Atk** +9; **CMB** +21
Melee bite (Power Attack [-3/+6]) +17 (2d6+10) and 2 claws (Power Attack [-3/+6]) +17 (2d6+10)
Atk Options Rending Claws (+1d6); rage (16 rds.), rend (1 claw, 2d6+15+1d6)
Special Actions change shape (troll, hybrid, and dire echidna; *polymorph*)
Ranger Spells Prepared (CL 2nd; concentration +3)
1st—*longstrider, magic fang*

Abilities Str 30, Dex 14, Con 31, Int 6, Wis 13, Cha 2
SQ favoured terrain (forest [+2]), lycanthropic empathy (echidnas), rage power (superstition [+2]), strong senses (+3), track (+2), wild empathy (+1)
Feats Endurance^B, Improved Natural Attack (claws), Improved Rending Fury, Iron Will, Power Attack, Rending Claws, Rending Fury
Skills as above plus Diplomacy -4 (+0 vs. echidnas), Knowledge (geography) -2 (+0 in forests), Survival +14 (+16 tracking or in forests; +18 tracking in forests)

Languages Giant

CREW OF THE FALLOW HARVEST

Scouring the skies aboard a cloud giant's flying windjammer, the *Fallow Harvest*, the troll crew take delight in plundering sleeping cities during the dead of night. The crew of the *Fallow Harvest* plummet from the ship's rail, from far above the clouds, into the midst of the city, before regenerating from within the cratered rubble of their impacts. The raiders, newly re-grown, carry off plunder and slaves into the night.

SOCIETY & ORGANISATION

The *Fallow Harvest* is a silvery flying windjammer, surrounded by an enchanted cloud, and is captained by the notorious troll buccaneer, scoundrel and ravager, Admiral Amerg Bledfast Shatterarm Fire-Eater Gouge the Third. The self-proclaimed admiral (of one vessel), bellicosely orders about his shambolic crew as they struggle to operate the beautifully sleek cloud giant-built vessel.

Such a fine craft is normally sailed by the cloud giant nobility as sky-skiffs. Unfortunately for the owner of this particular vessel, his brief terrestrial sojourn to view a magnificent sunset over a waterfall ended with a brutal troll ambush. The leader of the trolls, the then General Amerg Bledfast, claimed the blood-strewn vessel, renamed it the *Fallow Harvest* and enslaved its mephit crew before taking to the skies.

The tribe now uses the windjammer to conduct raids on unsuspecting settlements whose walls stymie normal raids.

Appearance: The crew of the *Fallow Harvest* are a motley lot, and are clothed in stinking furs to ward off the chill of high altitude. The Divers of the crew have taken to wearing goggles to minimise the effects of wind-burn on their sensitive eyes as they plummet to earth. The Divers are also more likely to be sporting additional limbs or heads thanks to the tribe's hydra-like regeneration ability. (See *Ratterburn's* stat block for details of these variant abilities).

TRIBAL ROSTER

The tribe comprises the following members:

- 7 crew (CE troll)
- 5 Divers (CE troll rogue 1)
- 13 air mephits
- Ratterburn (CE male troll ninja 4)
- Welt (CE female troll barbarian 2)
- Gust (N female air mephit bard 3)
- Admiral Amerg Bledfast Shatterarm Fire-Eater Gouge the Third (CE male troll aristocrat 2)

ECOLOGY & LAIR

The *Fallow Harvest* is a shimmering steel disc, just over 90 feet in diameter fitted with rails and a central compartment for stores and sleeping quarters. The lower part of the vessel is submerged in a thick cloud which obscures it from below. A small periscope allows the crew to peer through the protecting mists, and view the lands passing below. The ship travels at a speed of 40 feet per round and can travel up to 32 miles per day.

While the trolls pull the control levers with some crude authority, the

the windjammer is actually piloted by air mephits which survived the ship's brutal hijacking. These outsiders are bound to the ship and serve the trolls out of fear.

The trolls survive on the plunder they accrue from their raids, which have been more successful than they could have imagined. Excess treasure is traded at less reputable settlements for more food or slaves to quench their unending hunger.

COMBAT & TACTICS

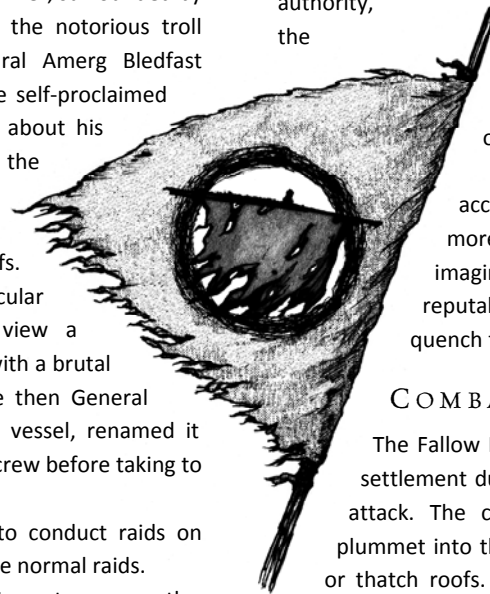
The *Fallow Harvest* flies directly over an unsuspecting settlement during the dead of night in readiness for an attack. The crew's Divers leap from the vessel and plummet into the town, usually crashing through its slate or thatch roofs. Within the craters, the obliterated trolls recover consciousness in one minute and full health in two. Once the diver is ready, he sets about eating as much manflesh and grabbing as much plunder as possible before the alarm is raised.

The raiders operate as individuals during raids, sneaking about and ambushing the populace before they are aware of the danger. The raiders return to the ship via the enchanted captive rain cloud (see page 5). The Admiral does not take part in these raids, but still insists on four shares of the treasure, much to the disgruntlement of the rest of the crew.

IN YOUR CAMPAIGN

In your campaign the crew of the *Fallow Harvest* can be introduced as the PCs are forced to repulse one of their nocturnal forays when one of the trolls jumps straight through the roof of the inn in which the PCs are resting.

Alternatively, the PCs could be hired by cloud giants to recover the *Fallow Harvest* and return it to its rightful owners.



NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file trolls. A few members are, however, exceptional:

- **Admiral Amerg Bledfast Shatterarm Fire-Eater Gouge the Third (CE male troll aristocrat 2):** The grandson of the original Merkac Fire-Eater Gouge, Amerg has lived a life of relative luxury on the back of his ancestry. A cruel, pompous cretin, Amerg seeks only indulgent comfort for his bulbous frame.

RATTERBURN

CR 9 (XP 6,400)

This wiry troll bears a third arm growing from its left shoulder blade. His charcoal grey mottled skin blends into the gloom.

Male variant troll ninja 4

CE Large humanoid (giant)

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11, Sense Motive -2

Speed 35 ft.; **ACP** 0; **Acrobatics** +17, **Climb** +12, **Stealth** +19 (fast stealth)

AC 18, **touch** 13, **flat-footed** 14; **CMD** 27; **uncanny dodge** (+4 Dex, +5 natural, -1 size)

Fort +13, **Ref** +10, **Will** +3

hp 115 (10 HD); regenerate limb, severed; **regeneration** 5 (acid or fire)

Regenerate Limb (Ex) When Ratterburn's head or limb is severed, two regrow in 1d4 rounds. Ratterburn can only have one extra head or two extra arms or legs at one time. To prevent new heads or limbs from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks affect stumps and the body simultaneously.

Severed (Ex) An opponent can attempt to sever the head or limb of a crew member of the Fallow Harvest with a successful sunder attempt with a slashing weapon. A head or limb is considered a separate weapon with hardness 0 and 10 hit points. To sever a head or limb, an opponent must inflict enough damage to reduce the head or limb's hit points to 0 or less. Severing deals 10 points of damage to the troll. A troll can't attack with a severed head or arm, and is blinded if it loses its head. A troll with a severed leg has its speed reduced by half.

Space 10 ft.; **Base Atk** +7; **CMB** +13

Melee bite +11 (1d8+5) and 3 claws +11 (1d6+5)

Atk Options poison use, sneak attack (+2d6)

Special Actions ki pool (additional attack, +20 ft. speed, +4 Stealth 1 rd.), vanishing trick (4 rds.)

Abilities Str 21, Dex 18, Con 25, Int 8, Wis 7, Cha 11

SQ ki pool (4 points), ninja tricks (fast stealth, vanishing trick), no trace (+1)

Feats Extra Ki, Fleet, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills as above

Languages Giant

Gear eyes of the eagle

- **Gust (N female air mephit bard 3):** The highest-ranked mephit survivor, Gust was the chief musician, but now speaks for the mephit crew. Cowardly and servile, Gust does anything to avoid being hurt.
- **Ratterburn (CE male troll ninja 4):** The leader of the Divers, Ratterburn often finds himself with two argumentative heads after an inadvertent decapitation on landing. He is manically insane, especially when two-headed, and loves the thrill of terminal impact.
- **Welt (CE female troll barbarian 2):** Welt is particularly dim-witted, even for a troll. She is wildly in love with Amerg and follows his commands slavishly, despite her obvious physical superiority. Thanks to her loyalty, the Admiral does not fear mutiny.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the tribe. A successful check reveals all information gained by a lesser result:

DC 15: Nearby towns have been raided by extra-limbed trolls at night. No-one knows how they got past the gate guard.

DC 20: The Fallow Harvest is a flying ship manned by vicious troll sky pirates.

DC 25: The Fallow Harvest is of cloud giant design, and is hidden by a magical cloud. Elemental creatures from the Plane of Air crew the vessel.

FALLOW HARVEST'S CLOUD

This thick raincloud adheres to the base of the shining hull of the Fallow Harvest.

Aura moderate (transmutation; DC 23 Knowledge [arcana])
Identify DC 28 Spellcraft

Lore (DC 25 Knowledge [local]) This is the *Fallow Harvest's cloud*, an enchanted weather effect which obscures view of the ship from view from below. The magic imbued in the cloud is of ancient cloud giant origin.

Abilities The *Fallow Harvest's cloud* emanates a permanent *fog cloud* effect centred on the hull of the Fallow Harvest and extending 120 feet. Once per day the master of the Fallow Harvest can order the cloud to rain. This rain produces puddles in a 120-foot radius directly below the Fallow Harvest over the next 13 rounds. Any creature with the same alignment as the master of the Fallow Harvest can step into one of these puddles and be transformed into rain which falls up and reforms back on the deck of the flying ship unharmed.

Activation Use activated; **CL** 13th

Requirements: Craft Wondrous Item, Widen Spell, *feather fall*, *fog cloud*, *reverse gravity*; **Cost** 18,000 gp; **Price** 36,000 gp

FLESHWEARERS

Misshapen giants wearing an oddment of mismatched limbs, the Fleshwearer trolls lumber out of the Twisted Gorge to scour the lands of men. These horrid creatures form flesh-bonds with their clansmen, tearing off and exchanging their limbs and other hunks of sinew to ensure their rebirth if they fall in battle.

SOCIETY & ORGANISATION

The Fleshwearers, like most troll clans, consist of little more than an extended family group serving as apex predators, preying on any unfortunate creatures they catch. The trolls revere their matriarch, Drona Vhual, as a semi-divine being despite her now advancing years and increasing infirmness. Drona is mother, grandmother or great grandmother to almost all of the trolls in the Fleshwearers clan, and binds the group of independent, naturally solitary creatures together.

Thanks to their incredible regenerative properties, the trolls reinforce their familial bonds by rending and sharing their flesh, severing and trading arms, legs and other hunks of muscle. New-born trolls often have the oversized arms of their mothers grafted to one side of their body, their tiny clutching claws now sewn to their mother's shoulder as an insurance policy against predation.

This exchange provides an archive of fleshy material which regrows if a troll is incinerated or eaten. Consequently, hunters in the nearby forests have reported slaying the same troll twelve times in a single day as it futilely tried to wreak revenge on its slayers.

Appearance: The Fleshwearer trolls often have limbs of mismatched size and development. The hideous scars where the limbs are attached roil and bubble as the competing regenerative growths bond and cannibalise each other.

The grafts cause constant irritation, even to the pain-dead body of a troll, and the tribe's members often itch, scratch and pick at their oozing scars when idle.

TRIBAL ROSTER

The tribe comprises the following members:

- 9 trolls
- 2 whelps (young troll)
- Grek (CE male troll barbarian 4)
- Helse (CE old male troll ranger 2)
- Gonusa (CE female witch 1)
- Drona Vhual (CE venerable female troll cleric 7)
- 5 trollhounds

ECOLOGY & LAIR

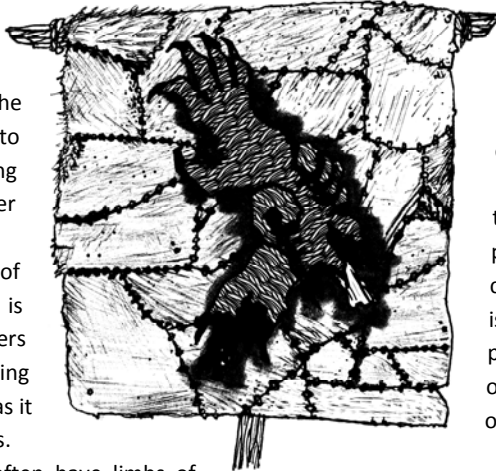
The Fleshwearers are nomadic, rarely camping in the same location two days in a row. The trolls travel and hunt at night, using darkness as cover to spring ambushes. The group can cover hundreds of miles in a week as the trolls are capable of extraordinary feats of endurance.

Thanks to their cultural flesh-sharing, the trolls of the tribe live longer lives, and the tribe has a greater number of older trolls than could be expected of monsters renowned for their unthinkingly suicidal assaults on dangerous prey.

COMBAT & TACTICS

The hunters of the tribe roam in pairs to secure a steady supply of meat. The pairs are chosen such that there is always a troll bearing their flesh back at the campsite in case of misadventure. While hunting, the trolls use stealth as best they can to ambush their prey, but if their victim is alerted to their presence and flees, the trolls practice persistence hunting, running and tracking their quarry until it is exhausted.

When the entire tribe is threatened, the trolls tend to cluster around Drona Vhual to protect her from attackers, each troll concentrating on a different attacker until it is dead. If a Fleshwearer troll defeats a powerful creature in combat, it sews a piece of its dead flesh (such as a finger or tooth) onto its own body as a trophy.



IN YOUR CAMPAIGN

In your campaign, the Fleshwearers can appear as strange trolls which are seemingly immortal, as the PCs must defeat the same troll over and over again until they can eliminate the entire tribe.

The tribe also holds a grudge when a troll is slain, and leaves its normal hunting grounds to pursue murderous PCs, even into towns and villages in which the PC take refuge.

Alternatively, the PCs may have to recover some blood from a member of the tribe as a component for a cure to an epidemic or degenerative illness befalling a friend, or even to re-grow a PC's lost limb, which may have been thoughtlessly misplaced in the last dungeon of the GM's devising.

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file trolls. A few members are, however, exceptional:

- **Drona Vhual (CE venerable female troll cleric 7):** Drona is an ancient mess of angry scars stitching together the twitching body parts of her descendants. The old trolless is nearly one hundred and twenty years old, and is suffering from rapidly spreading dementia and a crippling contorted palsy in her remaining hand. Her infirmity, memory loss and confusion at her surroundings (which the other trolls of the tribe interpret as prophetic visions) mean she lashes out at any intruders, real or imagined.

DRONA VHUAL CR 9 (XP 6,400)

This ancient troll's face is withered and emaciated with age. The rest of her body is a patchwork of lean trollflesh and awful boiling scars, except for her crooked right hand. This atrophied claw shakes uncontrollably against her body.

Female venerable troll cleric 7

CE Large humanoid (giant)

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Perception +20, Sense Motive +4

Speed 30 ft.; **ACP** 0; **Stealth** -4

AC 14, touch 9, flat-footed 14; **CMD** 21 (+5 natural, -1 size)

Fort +13, **Ref** +4, **Will** +13

hp 104 (13 HD); **regeneration** 5 (acid or fire)

Space 10 ft.; **Base Atk** +9; **CMB** +12

Melee bite +10 (1d8+2) and 2 claws +10 (1d6+2) or

Melee Touch touch of evil (7/day) +9 (sickened [3 rds.]) or

Melee Touch vision of madness (7/day) +9 (+3/-3 [3 rds.])

Atk Options rend (2 claws, 1d6 +4)

Special Actions channel energy (4/day; 4d6; DC 16 Will; Channel Smite, Quick Channel)

Cleric Spells Prepared (CL 7th; concentration +11; Evil and Madness)

4th—*confusion*^D (DC 19), *giant vermin*, *unholy blight* (DC 18)

3rd—*bestow curse* (DC 17), *invisibility purge*, *magic circle against good*^D, *searing light*

2nd—*augury*, *hold person* (DC 17), *owl's wisdom*, *resist energy*, *touch of idiocy*^D (DC 17)

1st—*command* (DC 16), *cure light wounds*, *divine favour*, *lesser confusion*^D (DC 16), *obscuring mist*, *shield of faith*

0—*bleed*, *create water*, *detect magic*, *guidance*

Combat Gear *amulet of mighty fists* +1

Abilities Str 13, Dex 10, Con 17, Int 11, Wis 18, Cha 13

SQ evil aura (strong)

Feats Channel Smite, Eldritch Claws, Improved Channel, Iron Will, Quick Channel, Selective Channel, Spell Focus (enchantment)

Skills as above plus Intimidate +17, Knowledge (religion) +10

Languages Giant

Gear as above plus *sword of subtlety*, 343 gp and 4,566 sp in a water-damaged saddlebag

- **Gonusa (CE female witch 1):** Gonusa lives in awe of her great-grandmother Drona, and is slavishly loyal to the ancient trolless. This means Gonusa's days are spent fetching and carrying and hunting for the decrepit old hag in a forlorn attempt to gain her fickle favour.
- **Grek (CE male troll barbarian 4):** Grek is the tribe's battle-leader despite his young age. His furious prowess in battle is recognised by his elders and the old warleader Helse handed over the tribe's ceremonial axe of leadership nearly two winters ago. When not in a frothing battle-rage, Grek is surprisingly gentle with the tribe's young.
- **Helse (CE old male troll ranger 2):** Helse, the deposed headman of the tribe, now lives the life of a pariah at the edge of the camp. While not as strong as during his heyday, Helse's cunning mind still dreams up elaborate traps and snares for his unwary victims.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the tribe. A successful check reveals all information gained by a lesser result:

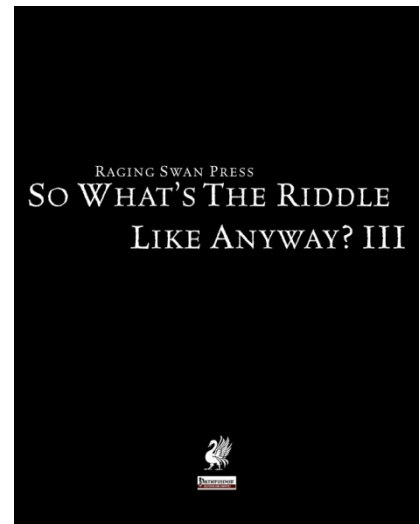
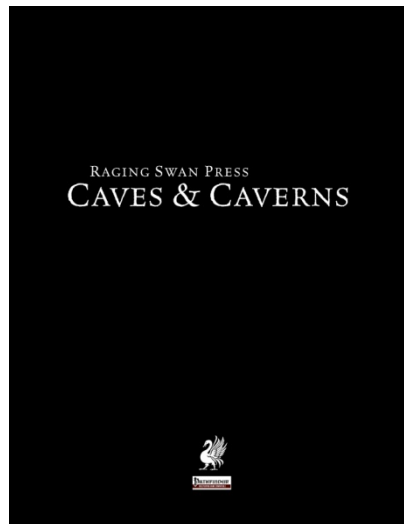
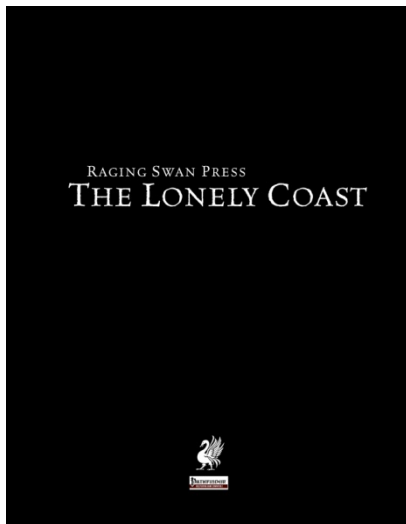
DC 15: The Fleshwearers are a tribe of trolls dwelling in the Twisted Gorge.

DC 20: Terrifyingly, the Fleshbearers regeneration is so powerful it can return them from the dead, even if completely incinerated.

DC 25: The Fleshbearers have a misshapen appearance, as if the creatures are composed of different individuals stitched together. Their matriarch, an ancient troll named Drona Vhual, directs the tribe, but leaves battles to her grandson Grek who is a mighty warrior.



YOU MIGHT ALSO ENJOY



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