

GOREBEARD TRENCH

CREATURE 10

UNIQUE

CE

MEDIUM

HUMANOID

HUMAN

Converted by VaranSL

Languages Common, Polyglot

Skills Acrobatics +17, Athletics +22 (+24 to Jump or Swim), Intimidation +18, Performance +16

Str +8, **Dex** +3, **Con** +7, **Int** +1, **Wis** +4, **Cha** +2

Items +2 greater striking handwraps of mighty blows

AC 27; **Fort** +23, **Ref** +17, **Will** +20


HP 228


Attack of Opportunity 


Speed 25 feet

Melee  fist +22 [+17/+12] (grapple, magical, unarmed), **Damage** 3d10+14 bludgeoning

Melee  throw anything +20 [+15/+10] (range 20 feet), **Damage** 3d6+14 bludgeoning

Rage  As the barbarian class ability; AC 26, +17 Hit Points, +5 melee damage, gain Resistance piercing 10 and slashing 10

Throw Anything  Gorebeard can use Interact to draw an improvised weapon, then Strike with it. Furthermore, when Gorebeard throws an improvised weapon, he does not take the -2 penalty for doing so, nor does he take a penalty for using a thrown improvised weapon with the nonlethal trait to make a lethal attack.

Smear Beard  (emotion, fear, interact, mental, visual) If Gorebeard reduces a creature 0 hit points, he must make a DC 15 flat check. On a failed check, he must spend his very next action to smear his beard in the creature's blood. All creatures within 30 feet that can see this must make a DC 29 Will save.

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and fleeing for 1 round.