

Fachan

Level 11 Brute

Large

Natural Humanoid

XP 600

Initiative +5 **Senses** Perception +11

HP 137 **Bloodied** 68

Immune

AC 23 **Fortitude** 23 **Reflex** 19 **Will** 21 **Resist**

Saving Throws **Vulnerable**

Speed 5 **Regeneration**

Action Points



⬇ Club (Standard; at-will)

Reach 2; +14 vs. AC; 3d6 + 4

⬇ Leaping Stomp (Standard; recharge 4/5)

Only vs. Medium or smaller targets; +12 vs. Ref;
3d8+5 and target is knocked Prone and is Dazed
until the end of the fachan's next turn.

⬇ Hurl Rock (Standard; at-will)

Range 10/20; +12 vs. AC; 2d6 +4 damage

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Level 11

Brute

Large Natura Humanoid

Alignment Chaotic Evil **Languages** Ogre

Skills

Str	19 (+9)	Dex	10 (+5)	Wis	13 (+6)	Equipment	Club, Sack of Heavy Rocks, Smelly Hide Armor
Con	17 (+8)	Int	7 (+3)	Cha	7 (+3)		

This unusual creature looks grotesque even compared to other ogres.

Its vaguely humanoid body possesses only one leg, one arm, and one eye. The leg attaches to a special joint in the center of its pelvis, and the arm hangs from a socket set in the middle of the creature's chest. The fachan's eye is centered in its face like that of a cyclops. A fachan has dull gray skin, wiry black hair on its head, and no body hair. Its eye is purple with a white pupil, like an ogre's, and they tend to possess very large ears.

A fachan's heavily muscled body is actually quite agile. They move about with a short hopping run. Fachan have a lifespan of approximately 90 years. They usually speak the languages of the local ogres.

Combat: In combat, fachans use clubs as weapons, though some have discovered the usefulness of axes or swords. Because they have only one hand, fachans cannot use missile weapons or polearms. If unarmed, a fachan may kick or stomp any creatures less than 6 feet tall. Fachans can also hurl rocks.

Habitat/Society: One out of every 400 ogre births produces a fachan, which may stay with the tribe but usually seeks out its own kind. Fachans prey on any creature other than ogres, showing marked preference for the flesh of humans and demihumans. Fachans are also prone to exceptionally cruel behavior, directing it at anyone nearby. Only ogres make any attempt to get along with the creatures, only trying because of the thin bonds of kinship between them.



