

BORBORYGMI

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 5d8

MOVE: 20 ft.

AC: 16

ATTACKS: 2 Claw (1d4), Bite (1d8)

SPECIAL: Stomach Growl, Darkvision 60', Twilight Vision, Belch

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Giant

TREASURE: 5

XP:

This smaller relative of the troll is characterized by a gigantic gut which constantly makes terrible noises. They have grossly long arms and rubbery mouths which open very wide, unhinging like a snake's. The arms must be long to reach around the tough and scaly paunches that they carry. Besides the grunts, burbles, moans, and even screams their gut makes, they can make a booming growl which can disorient a creature. They can also emit a disgusting belch which smells of death and rot.

COMBAT: Borborygmis prefer to stun their prey with the booming growl of their stomach before attacking with their claws and trying to stuff their prey into their mouths. If anyone comes to the aid of their target, they may take a moment to delay them by belching in their faces.

STOMACH GROWL: The growling stomach which gives the borborygmi its name constantly makes hellish noises, making it impossible for the creature to hide. It may also make a sudden very loud growl. Any creature within 30 feet which hears it and fails a constitution save is stunned for 1 round following a stomach growl. This ability may be used once every 6 rounds.

BELCH: The belch of the borborygmi smells of everything the troll has eaten in the last 100 years. It is overwhelming and causes those failing constitution saves to become helpless for 1 round as they vomit in response. Additionally, it will cause characters so afflicted to look upon any rations they are carrying with disgust, and be unable to eat them.