

TROLLKIN

Trollkin are smaller, weaker cousins of the formidable trolls, dwelling in the dark, subterranean realms. These creatures, with their mottled pale blue and grey skin and a mane of black hair along their spine, are often mistaken for their larger relatives. Despite their fearsome appearance, trollkin are not inherently evil and are more inclined to look after their own interests than to serve dark gods. Their hissing speech can be unsettling, but they are known to form alliances when it benefits them.

Physical Description

Trollkin are typically tall and lanky, with a brutish outward appearance. Their skin is mottled blue and grey, and they have a mane of thick black hair. They possess sharp claws and fangs, and their eyes are often a piercing red. Unlike their larger troll cousins, trollkin are more agile and less imposing, standing around 6 to 7 feet tall. Male trollkin sport a goatee-like beard, which is the only distinguishing feature that sets apart males from females to non-trollkin eyes.

Society

Trollkin live in small, tight-knit communities in underground caverns. They are not especially numerous but are feared throughout Kor, where they once ruled a kingdom. Their influence has waned greatly with the decline of the giants. Fear and hostility often force trollkin into a life of solitary wandering or roaming in small groups as bandits. However, a few make a place for themselves in the civilized world by using their natural gifts to their advantage. Mercenary captains are quick to hire trollkin soldiers to serve as shieldbreakers or frontier scouts, and more than one thieves' guild employs a trollkin debt collector.

Relations

Trollkin often work with humans, dragonkin, kobolds, true trolls, ogres, and giants. They are implacable enemies of dwarves, and the two races despise one another. Trollkin get along surprisingly well with the fey, especially the shadow fey, gnomes, and lorelei. Despite their fearsome appearance, trollkin are not always evil and can form alliances with other races when it suits their interests.

Alignment and Religion

Trollkin are typically neutral, looking after their own interests rather than serving dark gods. Some trollkin have a natural affinity for sorcery or witchcraft, inheriting a natural sensitivity to ley line energies from their monstrous parent. These trollkin often find themselves leading humanoid bands or working in the employ of bandit lords who are eager to turn their powers into profit.

Adventurers

Trollkin excel at brawling, intimidation, tracking, and stealth. They make canny fighters and excellent shamans, with a keen ability to speak with spirits and animal totems. Trollkin are often employed as scouts and skirmishers among the vicious little wars and feuds of the Underdark and can be counted on to fight with honor and skill. Their skill at handling wild and tame animals is widely known, and they often hunt with them when conditions permit.

TROLLKIN RACIAL ABILITIES

Ability Score Modifiers: +2 Constitution, +2 Wisdom, -2 Intelligence

Size: Medium

Type: Humanoid

Base Speed: 30 ft.

Languages: Trollkin begin play speaking Draconic and Giant. Trollkin with high Intelligence scores can choose from the following: Common, Goblin, Orc, and Sylvan.

AC: +3 natural armor

Fast Healing (Ex): A trollkin regains 2 hp/round, though not from fire or acid damage, nor damage due to starvation or exhaustion. A trollkin gains no hit points from fast healing in any round when it suffers fire or acid damage.

Weapon Familiarity: Trollkin are proficient with longspear, javelin, and natural attacks (bite and claws).

Bite: Trollkin have a bite attack that deals 1d4 damage.

Claws: Trollkin have two claw attacks that each deal 1d4 damage.

Racial Modifiers: +4 to Handle Animal

Darkvision (Ex): Trollkin can see in the dark up to 60 feet.