


Troll

written by CresthavenRPG Guru | November 20, 2014

 *Uncommon* | *Large* | *Chaotic evil* | *Magical Beast*

This tall creature has rough, green hide. Its hands end in claws, and its bestial face has a hideous, tusked underbite.

Armor Class	Hit Points	Move
16	24 (6 Hit Dice)	walk 120 ft
Appearing	1d12	
Habitat	Any	
Negotiation	no	
Morale DC	2	
Challenge	6 (1,800 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
4	1	2	-2	-1	-3

Combat

Has 3 attacks. Hit Bonus +6. Damage Claws (2) 1d4 +4, Bite 2d6 damage

Special Attacks

Rage. Any attack that hits an enemy, can be followed up by an attack at DISADVANTAGE and continues until an attack misses.

Special Defense

Regeneration – Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. In addition the creature automatically cures itself 1d6 HP per round.

Treasure

Individual: None

Lair: 1d8×1,000 cp (10%), 1d12×1,000 sp (15%), 1d6×1,000 gp (50%), 1d10 gems (30%), 1d6 jewelry (25%), 2 magic items or 1 potion (15%).