

½ Machine Troll (1/2 machine template Dungeon #91)

Large Giant

Hit Dice: 6d10+36 (71 hp)

Initiative: +2

Speed: 30ft.

AC: 26 (-1 size, +2 Dex, +7 Natural, +8 Armor)

Attacks: 2 claws +9 melee, bite +4 melee

Damage: Claw 1d6+8, bite 1d6+4

Face/Reach: 5ft. by 5ft./10ft.

Special Attacks: Rend 2d6+9, breath weapon (cone of steam) 5d6

Special Qualities: Regeneration 5, scent, darkvision 90ft.

Saves: Fort +11, Ref +4, Wil +3

Abilities: Str 27, Dex 14, Con 27, Int 6, Wis 9, Cha 6

Skills: Listen +5, Spot +5

Feats: Alertness, Iron Will, Blind Fight



Climate/Terrain: Any land, aquatic, and underground

Organization: Solitary or gang (2 – 4)

Challenge Rating: 8

Treasure: Standard

Alignment: Always Chaotic evil

Advancement: by character class

Special Qualities: see page 108 Dungeon #91

Combat: Trolls will fight to the death!

Rend (Ex): If a Troll hits with both claw attacks, it latches onto the opponent's body and tears at the flesh. This attack automatically deals additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a Troll loses a limb it may reattach it by holding to the stump! And can regrow a lost limb in 3d6 minutes.

* Image of Troll used without permission no trademark infringement intended. To use this template you will need the Core rulebook 3 and Dungeon #91. Besides just go buy the books they are very cool! ☺