



"Mountain Troll" by Christopher Ginn @ www.TheDungeonGeek.net
Adobe Photoshop, Generative Prompting, Adobe Lightroom, + ProCreate

MOUNTAIN TROLL

Huge giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	10 (+0)	12 (+1)	8 (-1)

Skills Athletics +11

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 15

Languages Giant

Challenge 12 (8400 XP) **Proficiency Bonus** +4

Keen Smell. The mountain troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The mountain troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The mountain troll does not regenerate if it has 0 hit points.

ACTIONS

Multiaction. The mountain troll makes two Claw attacks; one Claw and one Bite attack; or one Claw and one Fling attack.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 7) slashing damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 7) piercing damage.

Fling. The mountain troll tries to throw a Small or Medium creature within 10 feet of it. The target must succeed on a DC 19 Dexterity saving throw or be hurled up to 60 feet horizontally in a direction of the mountain troll's choice and land prone, taking 3 (1d6) bludgeoning damage for every 10 feet it was thrown.



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