

Rot Troll

Large, Giant (Troll), Chaotic Evil

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ARMOR CLASS

16

HIT POINTS

189 (18d10 + 90)

CHALLENGE

9 | 5,000 XP

PROFICIENCY

+4

Speed	Walk 30 ft.
Initiative	+1
Saving Throws	Con +9, Str +10
Skills	Perception +4
Damage Vulnerabilities	Radiant
Damage Resistances	Necrotic, Poison
Damage Immunities	Poison
Condition Immunities	Poisoned
Senses	Darkvision 60 ft.; Passive Perception 14
Passive Perception	14
Languages	Giant

STR22
+6**DEX**12
+1**CON**20
+5**INT**7
-2**WIS**10
+0**CHA**7
-2

Traits

Rot Regrowth. At the start of its turn, the troll regains 10 Hit Points if it has at least 1 Hit Point and has not taken Fire or Radiant damage since the end of its last turn.

Necrotic Stench. A living creature that starts its turn within 10 feet takes 5 (1d10) Necrotic damage.

Actions

Multiattack. The troll makes three attacks: Bite and two Claws.

Bite. Melee Attack Roll: +10, reach 5 ft. Hit: 15 (2d8 + 6) Piercing damage plus 9 (2d8) Necrotic damage.

Claw. Melee Attack Roll: +10, reach 5 ft. Hit: 17 (2d10 + 6) Slashing damage plus 4 (1d8) Necrotic damage.

Rot Burst (Recharge 5-6). Constitution Saving Throw: creatures within 15 feet. Failure: 45 (10d8) Necrotic damage and the target cannot regain Hit Points until the end of its next turn. Success: Half damage.

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