

ROCK TROLL

Large • Giant • Chaotic Evil

Armor Class 20

Initiative +0 (10)

Hit Points 126 (12d10 + 60)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	21 (+5)	8 (-1)	9 (-1)	7 (-2)

Saving Throws Str +9

Skills Perception +3

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 13

Languages Giant

CR 10 (XP 5,900, PB +4)



False Appearance. If the troll is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the troll move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than an ordinary rock.

Hardened Skin. The troll has a damage threshold of 10, except against psychic damage.

Loathsome Limbs (4/Day). If the troll ends any turn bloodied and took 15+ slashing damage during that turn, one of the troll's limbs is severed, falls into the troll's space, and becomes a **troll limb**. The limb acts immediately after the troll's turn. The troll has one level of exhaustion for each missing limb, and it grows replacement limbs the next time it regains hit points.

Regeneration. The troll regains 10 hit points at the start of each of its turns. If the troll takes acid or thunder damage, this trait doesn't function on the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Siege Monster. The troll deals double damage to objects and structures.

ROCK TROLL — WEAKER

Armor Class 19

Initiative +0 (10)

Hit Points 85 (9d10 + 36)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	8 (-1)	9 (-1)	7 (-2)

Saving Throws Str +7

Skills Perception +2

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 12

Languages Giant

CR 7 (XP 2,900; PB +3)



False Appearance. If the troll is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the troll move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than an ordinary rock.

Hardened Skin. The troll has a damage threshold of 5, except against psychic damage.

Loathsome Limbs (4/Day). If the troll ends any turn bloodied and took 15+ slashing damage during that turn, one of the troll's limbs is severed, falls into the troll's space, and becomes a **troll limb**. The limb acts immediately after the troll's turn. The troll has one level of exhaustion for each missing limb, and it grows replacement limbs the next time it regains hit points.

Regeneration. The troll regains 10 hit points at the start of each of its turns. If the troll takes acid or thunder damage, this trait doesn't function on the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Siege Monster. The troll deals double damage to objects and structures.

ROCK TROLL — STRONGER

Armor Class 21

Hit Points 172 (15d10 + 90)

Speed 30 ft., climb 30 ft.

Initiative +0 (10)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	23 (+6)	8 (-1)	9 (-1)	7 (-2)

Saving Throws Str +11

Skills Perception +4

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages Giant

CR 13 (XP 10.000; PB +5)

False Appearance. If the troll is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the troll move or act, that creature must succeed on a DC 15 Intelligence (Investigation) check to discern that it is more than an ordinary rock.

Hardened Skin. The troll has a damage threshold of 10, except against psychic damage.

Loathsome Limbs (4/Day). If the troll ends any turn bloodied and took 15+ slashing damage during that turn, one of the troll's limbs is severed, falls into the troll's space, and becomes a **troll limb**. The limb acts immediately after the troll's turn. The troll has one level of exhaustion for each missing limb, and it grows replacement limbs the next time it regains hit points.

Regeneration. The troll regains 15 hit points at the start of each of its turns. If the troll takes acid or thunder damage, this trait doesn't function on the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Siege Monster. The troll deals double damage to objects and structures.

ACTIONS

Multiattack. The troll makes two Claw attacks.

Claw. Melee Weapon Attack: +7, reach 5 ft. *Hit:* 20 (3d10 + 4) slashing damage.

Bulldoze (Recharge 5-6). The troll moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the troll enters a creature's space, the creature is subjected to the following effect. *Strength Saving Throw:* DC 15. *Failure:* 23 (3d12 + 4) bludgeoning damage, and the target is pushed to an adjacent unoccupied space and knocked prone. *Success:* Half as much damage and is pushed to an adjacent unoccupied space.

BONUS ACTIONS

Stone Dust Spit (Recharges after a Rest). *Constitution Saving Throw:* DC 15, each creature in a 15-foot cone. *Failure:* The target is blinded until the end of its next turn.



ACTIONS

Multiattack. The troll makes two Claw attacks.

Claw. Melee Weapon Attack: +11, reach 5 ft. *Hit:* 39 (6d10 + 6) slashing damage.

Bulldoze (Recharge 5-6). The troll moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the troll enters a creature's space, the creature is subjected to the following effect. *Strength Saving Throw:* DC 19. *Failure:* 45 (6d12 + 6) bludgeoning damage, and the target is pushed to an adjacent unoccupied space and knocked prone. *Success:* Half as much damage and is pushed to an adjacent unoccupied space.

BONUS ACTIONS

Stone Dust Spit (Recharges after a Rest). *Constitution Saving Throw:* DC 19, each creature in a 30-foot cone. *Failure:* The target is blinded until the end of its next turn.