

DESERT TROLL

Large • Giant • Chaotic Evil

Armor Class 15

Initiative +2 (12)

Hit Points 115 (11d10 + 55)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	7 (-2)	10 (+0)	7 (-2)

Skills Perception +6

Damage Immunities fire (while Sweat is active)

Senses darkvision 60 ft., passive Perception 16

Languages Giant

CR 6 (XP 2,300, PB +3)



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 fire 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.

Stink. Other creatures have advantage on Wisdom (Perception) checks to locate the troll or become aware of its presence.

Constitution Saving Throw: DC 16, any creature (other than a troll) that starts its turn in a 5-foot emanation originating from the troll. Failure: The target becomes poisoned until the start of its next turn. Success: The target is immune to the Stink of all trolls for 1 hour.

Sweat. The troll has the following benefits. When it is subjected to fire damage, its sweat evaporates; this trait stops functioning, and it loses those benefits. At the end of the troll's next turn, this trait activates again:

- The troll is immune to fire damage.
- The troll has advantage on Dexterity (Acrobatics) checks made to escape bonds and end grapples.
- The troll can move through openings large enough for a Medium creature without squeezing.

DESERT TROLL — WEAKER

Armor Class 14

Initiative +1 (11)

Hit Points 66 (7d10 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+4)	12 (+1)	18 (+4)	7 (-2)	10 (+0)	7 (-2)

Skills Perception +4

Damage Immunities fire (while Sweat is active)

Senses darkvision 60 ft., passive Perception 14

Languages Giant

CR 3 (XP 700; PB +2)



Loathsome Limbs (2/Day). If the troll ends any turn bloodied and took 10+ 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 fire 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.

Stink. Other creatures have advantage on Wisdom (Perception) checks to locate the troll or become aware of its presence.

Constitution Saving Throw: DC 16, any creature (other than a troll) that starts its turn in a 5-foot emanation originating from the troll. Failure: The target becomes poisoned until the start of its next turn. Success: The target is immune to the Stink of all trolls for 1 hour.

Sweat. The troll has the following benefits. When it is subjected to fire damage, its sweat evaporates; this trait stops functioning, and it loses those benefits. At the end of the troll's next turn, this trait activates again:

- The troll is immune to fire damage.
- The troll has advantage on Dexterity (Acrobatics) checks made to escape bonds and end grapples.
- The troll can move through openings large enough for a Medium creature without squeezing.

DESERT TROLL — STRONGER

Armor Class 16

Hit Points 149 (13d10 + 78)

Speed 30 ft.

Initiative +2 (12)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	22 (+6)	7 (-2)	10 (+0)	7 (-2)

Skills Perception +8

Damage Immunities fire (while Sweat is active)

Senses darkvision 60 ft., passive Perception 18

Languages Giant

CR 9 (XP 5,000, PB +4)

ACTIONS

Multiattack. The troll makes two Claw attacks and one Thirsting Bite attack.

Claw. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 7 (1d8 + 3) slashing damage.

Thirsting Bite. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 10 (2d6 + 3) piercing damage, and the target's speed is reduced by 10 feet until the end of its next turn.

BONUS ACTIONS

Sand Storm (1/Day). The area in a 20-foot emanation originating from the troll becomes heavily obscured creature's vision after 10 feet. The effect lasts for 1 minute or until a strong wind (such as one created by the *gust of wind* spell) disperses it.



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 20 hit points at the start of each of its turns. If the troll takes acid or fire 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.

Stink. Other creatures have advantage on Wisdom (Perception) checks to locate the troll or become aware of its presence.

Constitution Saving Throw: DC 16, any creature (other than a troll) that starts its turn in a 5-foot emanation originating from the troll. **Failure:** The target becomes poisoned until the start of its next turn. **Success:** The target is immune to the Stink of all trolls for 1 hour.

Sweat. The troll has the following benefits. When it is subjected to fire damage, its sweat evaporates; this trait stops functioning, and it loses those benefits. At the end of the troll's next turn, this trait activates again:

- The troll is immune to fire damage.
- The troll has advantage on Dexterity (Acrobatics) checks made to escape bonds and end grapples.
- The troll can move through openings large enough for a Medium creature without squeezing.

ACTIONS

Multiattack. The troll makes two Claw attacks and one Thirsting Bite attack.

Claw. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 18 (3d8 + 5) slashing damage.

Thirsting Bite. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 23 (4d8 + 5) piercing damage, and the target's speed is reduced by 10 feet until the end of its next turn.

BONUS ACTIONS

Sand Storm (1/Day). The area in a 60-foot emanation originating from the troll becomes heavily obscured creature's vision after 10 feet. The effect lasts for 1 minute or until a strong wind (such as one created by the *gust of wind* spell) disperses it.