

HELKARG (DISMOUNTED)

CREATURE 9

UNIQUE

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LARGE

GIANT

TROLL

Perception +18

Languages Common, Giant

Skills Athletics +17, Intimidation +19, Survival +14

Str +6, **Dex** +3, **Con** +7, **Int** -1, **Wis** +1, **Cha** +4

Dismount Upon dismounting her chariot, Helskarg drops her autograpnel and uses her Primordial Roar.

Items autograpnel, studded leather armor, gray access keycard

AC 26; **Fort** +21, **Ref** +15, **Will** +13

HP 200 (regeneration 25 (deactivated by acid or fire)); **Weaknesses** fire 10

Attack of Opportunity 🔄

Vigorous Shake 🔄 **Trigger** Helskarg takes persistent acid or fire damage. **Effect** Helskarg shakes herself to remove persistent acid or fire effects. She immediately attempts a DC 15 flat check to end the persistent damage that triggered this reaction.

Speed 30 feet

Melee 🎯 jaws +21 (reach 10 feet), **Damage** 2d12+11 piercing

Melee 🎯 claws +21 (agile, reach 10 feet), **Damage** 2d8+11 slashing

Forced Regeneration 🎯 (concentrate); **Requirements** Helskarg's regeneration is not currently deactivated. **Effect** Helskarg regains 15 HP.

Primordial Roar 🎯 (auditory, emotion, fear, mental) Helskarg unleashes a bestial roar. Each non-troll creature within 100 feet must attempt a DC 27 Will save. The creature is then temporarily immune for 10 minutes.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 3.

Rend 🎯 claw