

## HELKARG (DISMOUNTED)

CREATURE 9

N

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