

N	LARGE	AMPHIBIOUS	GIANT	TROLL
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**Perception** +19; darkvision

**Languages** Jotun

**Skills** Athletics +21, Intimidation +22, Stealth +17 (+21 in water), Survival +17

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

**Items** +1 Returning Trident

**AC** 28; **Fort** +23, **Ref** +17, **Will** +15

**HP** 220, regeneration 30 (only in water, deactivated by acid or fire); **Weaknesses** Fire 10

**Attack of Opportunity** 🔄

**Vigorous Shake** 🔄 **Trigger:** The troll king takes persistent acid or fire damage. **Effect** The troll king shakes itself to remove persistent acid or fire effects. The troll king immediately attempts a DC 15 flat check to end the persistent damage that triggered this reaction. If the troll king succeeds at this check, it can immediately use Primordial Roar as part of this reaction.

**Speed** 20 feet, swim 30 feet

**Melee** 🎲 jaws +23 (reach 10 feet), **Damage** 2d12+13 piercing

**Melee** 🎲 claws +23 (Agile, reach 10 feet), **Damage** 2d8+13 slashing

**Melee** 🎲 +1 returning trident +24 (reach 10 feet), **Damage** 1d8+8 piercing

**Ranged** 🎲 +1 returning trident +24 (thrown 20ft), **Damage** 1d8+8 piercing

**Primordial Roar** 🎲 (auditory, emotion, fear, mental) Grazuul unleashes a bestial roar. Each non-troll creature within 100 feet must attempt a DC 29 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. **Requirements** The monster hit the same enemy with two consecutive Strikes of the listed type in the same round. **Effect** The monster automatically deals that Strike's damage again to the enemy.

**Forced Regeneration** 🎲 (concentrate); **Requirements** Grazuul's regeneration is not currently deactivated.

**Effect** Grazuul regains 15 HP.

**Aquatic Ambush** 🎲 40 feet. **Requirements** Grazuul is hiding in water and a creature that hasn't detected it is within the listed number of feet. **Effect** Grazuul moves up to its swim Speed + 10 feet toward the triggering creature, traveling on water and on land. Once the creature is in reach, Grazuul makes a Strike against it. The creature is flat-footed against this Strike.

An amphibious variant of the Troll King - added amphibious and swim speed; made regeneration only in water; swapped out Unstoppable Charge for Aquatic Ambush and added stealth; added returning trident for a ranged weapon and for RotR flavour, though note that Vicious weapons do not exist in PF2.