Troll aka Kheva
Neutral, Large Giant
Frost Troll Level 5

Armor Class	15	Temp HP	
	Current		Max
Hit Points	38		51
Hit Dice	5d10		5d10
Initiative	-1		
Speed	Run	40 Ft	Climb
Prof. Bonus	+3	XP	7535
Background		Feat	
Ashari		Magic Initiate Druid	

Str 15 (+2) Con 14 (+2) Wis 14 8 9 7

		Mod	Save			Mod	Save			Mod	Save
Strength	17	+3	+6	Dexterity	9	-1	-1	Constitution	16	+3	+6
Intelligence	7	-2	-2	Wisdom	14	+2	+2	Charisma	8	-1	-1

	Acrobatics (Dex)	-1
	Animal Handling (Wis)	+2
	Arcana (Int)	-2
P	Athletics (Str)	+6
	Deception (Cha)	-1
	History (Int)	-2
	Insight (Wis)	+2
	Intimidation (Cha)	-1
	Investigation (Int)	-2

	Medicine (Wis)	+2
P	Nature (Int)	+1
P	Perception (Wis)	+5
	Performance (Cha)	-1
	Persuasion (Cha)	-1
	Religion (Int)	-2
	Sleight Of Hand (Dex)	-1
	Stealth (Dex)	-1
P	Survival (Wis)	+5

Other Proficiencies

- ★ Armor:
- ★ Weapons:
- ★ Languages: Common, Primordial (Auran), Giant
- ★ Tools: Herbalism Kit

Damage Immunities

Condition Immunities

Damage Resistances

- ★ Cold

Senses

- ★ Passive Perception 14
- ★ Darkvision 60ft

Currency

Platinum		Gold	75	Silver		Copper	

Equipment

	Staff, with tribal symbols	
	Herbalism Kit	
	Belt Pouch	

	Traveler's Clothes	
2	longswords	
3	Javelins	

Feats

- ★ **Magic Initiate: Druid (2014)**
  Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn two cantrips of your choice from that class's spell list.

  In addition, choose one 1st-level spell to learn from that same list. Using this feat, you can cast the spell once at its lowest level, and you must finish a long rest before you can cast it in this way again.

  Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

- ★ **Dynamic Giant-Kin**
  Prerequisite: Troll, 4th level
  • Once per short rest, after you eat 40 or more lbs. of food, you regain an expended hit die.
  • Your speed increases by 10 feet.
  • Your claws do not cause you to have disadvantage on attack rolls with improvised weapons, and you add your proficiency bonus to attack rolls with improvised weapons. You can treat any improvised weapon of at least 2 lbs. as having a thrown range of 30/120 ft. and 2d6 damage.

- ★ ;

Features-

- ★ ***Feature: Elemental Harmony***
  Growing up surrounded by wild elemental magics has attuned your senses to those chaotic forces, enabling you to subtly bend them to your will. As an action, you channel minor magic involving the

element of your chosen Ashari order, giving you one of the following abilities:

Zephrah. You create an instantaneous puff of wind strong enough to blow papers off a desk or mess up someone's hair.

Traits- Race

❖ Troll- Frost

Troll provides both your racial traits and class features.

★ **Ability Score Increase**. Your Constitution and Strength scores each increase by 2. Your maximum Strength score is 22.

★ **Age**. Trolls reach adulthood a few years sooner than humans, and they rarely live past 80 years. A troll older than 100 years is almost unheard of.

★ **Typical Alignments**. Chaotic evil, chaotic neutral, neutral evil. Trolls are crude, savage giant-kin with no society of their own. They are driven by insatiable hunger and other base impulses. Only on rare occasions does a troll possess any meaningful amount of self-control and intellect.

★ **Creature Type**. Your creature type is giant.

★ **Size**. You are Large size. You stand between 8 and 9 feet tall and weigh from 450 to 550 pounds. Your carrying capacity is double that of a Medium creature, as is the amount of weight you can push, drag, or lift.

★ **Speed**. Your base walking speed is 30 feet.

★ **Darkvision**. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

★ **Keen Smell**. You have advantage on Wisdom (Perception) checks that rely on smell.

★ **Bite**. Your bite is a natural weapon that you are proficient with. On a hit, your bite attack deals piercing damage equal to 1d6 + your Strength modifier.

★ **Claws**. Your claws are a natural weapon that you are proficient with. On a hit, your claw attack deals slashing damage equal to 2d6 + your Strength modifier.
Your clawed hands are able to grip and hold objects but do not have fine control. As such, you have disadvantage on attack rolls and ability checks with handheld items, and shields that you wield do not provide you a bonus to AC.

★ **Natural Armor**. While you are not wearing any armor, your thick hide provides you an Armor Class of 12 + your Constitution modifier.

★ **Regeneration**. At the start of your turn, you regain hit points equal to your proficiency bonus, provided that you have at least 1 hit point. If you take acid or fire damage, the regeneration does not function at the start of your next turn.

★ **Susceptibility to Acid and Fire**. You cannot gain resistance to acid or fire damage. If you gain immunity to either of these damage types, it functions as resistance instead.

★ **Voracious**. You can eat at a voracious rate, consuming up to 20 lbs. of food per minute. You are driven by hunger, and fresh meat in particular rouses a sort of mania in you. Every 24 hours that pass in which you do not eat at least 40 lbs. of food (roughly the equivalent of a Small creature), you must make a DC 10 Wisdom saving throw. On a failed save, you are overtaken by blind hunger.

Blind Hunger: You must seek out any possible prey, attacking whichever creature is closest to you (determine randomly if multiple creatures are closest). If food is readily available, and you are not under any obvious threat, you eat instead of attacking. Te blind hunger ends once you have consumed 40 lbs. of food within 24 hours.

★ **Languages**. You can speak Giant and Common. You begin at 1st level not knowing how to read or write unless you have a background that provides two or more language proficiencies.

★ **Preferred Ability Scores**. Trolls are hulking brutes who revel in melee combat, thus Strength and Constitution are their two most important ability scores.

★ **Troll Feature DC.** Certain troll features require that the target make a saving throw. The DC for your troll features is 8 + your proficiency bonus + your Strength modifier.

Traits- Class

❖ **Troll- Frost**

★ **Invigorate 1st level**
When you regain hit points from your Regeneration trait, you can expend one hit die to add your Constitution modifier (minimum 1) to the amount you regain. You do not roll the hit die.

★ **Feral Path 1st, 3rd, 6th, 11th, and 17th level**
Choose a feral path, which reflects your particular capabilities and inclinations: Ravager, Freak, or Frost Troll. Each of these paths are detailed at the end of this section.

★ **Feeding Frenzy 2nd level**
When you hit a creature with a bite attack, you can enter a frenzy. You can thus use a bonus action on each of your turns to do one of the following:
• Make a bite attack against a creature.
• Eat a mouthful of flesh (2 lbs.) from an edible corpse within 5 feet of you and gain 1d6 temporary hit points.
While in a frenzy, if you do not take this bonus action on your turn, you are overtaken by blind hunger (as per your Voracious racial trait) at the end of your turn. Feeding Frenzy ends once you have consumed 40 lbs. of food.

★ **Multiattack 5th level**
You have learned how to better coordinate your attacks. As an action, you can make two claw attacks or one claw attack and one bite attack.

Traits- Subclass

❖ **Troll- Frost**

You hail from snowy mountains, a frigid tundra, or other such cold environment. Your body has absorbed these brumal elements, allowing you to channel icy power to harm your foes or even snuff out flames.

★ **Cold Resistance 1st and 11th level**
You gain resistance to cold damage.
11th-Level Troll. You gain immunity to cold damage.

★ **Hoarfrost 1st level**
Whenever you deal damage, you can expend one hit die to infuse bitter frost into it. Roll the hit die and deal extra cold damage equal to the result. Do not add your Constitution modifier.

★ **Fellfreeze 3rd level**
usage limit: pb/long rest
As an action, you release a burst of intense frigidness. Each creature within 10 feet of you (excluding yourself) must make a Constitution saving throw. On a failed save, a creature takes 1d12 cold damage per point of proficiency bonus you have. On a successful save, a creature takes half damage.
Nonmagical fire within 10 feet of you is extinguished, and nonmagical lava in this area cools to solid rock for 1 Minute.

★ **Frostbound Strike 3rd level**
usage limit: 1/short rest
When you hit with a natural weapon attack, you can deliver a Frostbound Strike. The target takes an additional 2d6 cold damage, and it must make a Strength saving throw. On a failure, it is bound with frost for 1 minute (ongoing saves). During this time, its speed is reduced by half, it cannot take reactions, and its maximum range for any attack, spell, or other effect is limited to 10 feet

Traits- Items

Spellcasting

★ **Modifier. Wis/ Str**
★ **DC. 13 /14**
★ **Spell Attack Bonus. +5 / +6**

❖ **Spells**
- ➢ **Cantrips**
  - Produce Flames
  - Control Flames
- ➢ **1st Level**
  - Jump
- ➢ **2nd Level**
  -
- ➢ **3rd Level**
- ➢ **4th Level**
- ➢ **5th Level**

Actions

Attacks
★ ***Claws.*** *+6 to hit. 2d6+3 Slashing.*
★ ***Bite. +6 to hit. 1d6+3 Piercing***
★ ***Unarmed Strike.*** *+6 to hit. 4 Bludgeoning*
★ ***Produce Flames.*** *+5 to hit. 2d8 Fire*
★

Bonus Actions

★

Control Flames
XGE
p152
Transmutation Cantrip
Casting Time: Action
Range: 60 feet
Components: S
Duration: Instantaneous or 1 hour (see below)
You choose nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
You instantaneously extinguish the flames within the cube.
You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.
You cause simple shapes—such as the vague form of a creature, an inanimate object, or a location—to appear within the flames and animate as you like. The shapes last for 1 hour.
If you cast this spell multiple times, you can have up to three non-instantaneous effects created by it active at a time, and you can dismiss such an effect as an action.

Produce Flame
PHB'14
L
p269
Conjuration Cantrip
Casting Time: Action
Range: Self
Components: V, S
Duration: 10 minutes
A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Jump
PHB'14
L
p254
Level 1 Transmutation
Casting Time: Action
Range: Touch
Components: V, S, M (a grasshopper's hind leg)
Duration: 1 minute
You touch a creature. The creature's jump distance is tripled until the spell ends.

Corruption- 5pt

Creatures weight halves, granting creatures small and larger advantage on grapple and shove attempts
Advantage on dex skills/saves

Ear Wings- 5ft Fly Speed

Brittle Bones- Vulnerable to B/P/S

Legs grow long- grow 4 inches speed increased by 10 ft.

Legs oblong speed reduced by 10

Folger's King
Capt Lemon
Sgt Spearmint
Tascus Leader of Druids
Captain Ragamuffin

Vimog, kill bring head to frost giant.