

Skalmad, the Troll King

Large natural humanoid

Level 13 Elite Soldier

XP 1,600

INIT
+12

Senses Perception +8

Aura of Rage aura 5; bloodied allies in aura gain +2 attack bonus.

AC
29

Regeneration 10 (does not function until end of next turn if Skalmad takes acid or fire damage) If reduced to 0 hp, Skalmad stands next turn with 10 hp.

FORT
27

Saving Throws +2; **Action Points** 1

⚔ **Greataxe** (standard; at will) ♦ **Weapon**

Reach 2; +20 vs. AC; 2d6 + 7 damage.

REF
23

⚔ **Claw** (standard; at-will)

Reach 2; +19 vs. AC; 1d10 + 7 damage.

WILL
22

Speed 8 **Alignment** Chaotic evil

HP/Bloodied
240/120

Languages Common, Giant

Skills Athletics +19, Endurance +17, Intimidate +14