



# BRIDGE TROLL

Huge Giant, Neutral Evil

Armor Class 19 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	5 (-3)	15 (+2)	9 (-1)

Saving Throws Str +10, Con +9

Skills Perception +6

Senses darkvision 60 ft., Passive Perception 16

Languages Gloamish

Challenge 11 (7,200 XP)

- ◆ **False Appearance.** While the bridge troll is prone and remains motionless, it is indistinguishable from the many stone bridges found throughout the Gloaming.
- ◆ **Sundering Slam.** When the bridge troll hits twice in the same turn with its slam attacks, the target creature must succeed on a DC 18 Strength saving throw or be stunned until the end of their next turn.

## ACTIONS

**Multiattack.** The bridge troll makes three attacks: one bite and two slams.

**Bite.** **Melee Weapon Attack:** +10 to hit, reach 5 ft., one target.  
**Hit:** 23 (3d10 + 6) piercing damage.

**Slam.** **Melee Weapon Attack:** +10 to hit, reach 5 ft., one target.  
**Hit:** 20 (3d8 + 6) bludgeoning damage.

**Rock.** **Ranged Weapon Attack:** +9 to hit, range 60/240 ft., one target. **Hit:** 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

